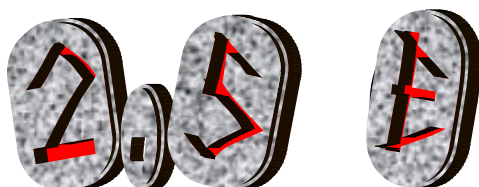


The Spell Handbook



This Spell Handbook clarifies spell use and details spells available to PC's. The various class or racial spells are only useable by the PC's of those classes or races (exception is Necromancer spells, which are available to any who can cast the respective spells). This book does not include spells from most Forgotten Realms accessories. If there are any questions ask the DM for specific clarification.



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The most current copy of The Spell Handbook will be posted on the website www.HuntersInn.yolasite.com/; it overrules/overrides any previous versions. Errors found are worth a flat 100 EXP to a single Player Character (PC) of the player's choice as granted by the DM, typos are worth 5EXP.



Spells

Spells

Arcane Spell Casting

To prepare daily spells, an arcane spellcaster (Bards and Wizards) must have a clear mind. To clear their mind, they must first sleep for 8 hours. The PC does not have to slumber for every minute of the time, but they must refrain from movement, combat, spellcasting, skill use, conversation, or any other fairly demanding physical or mental task during the rest period. If the spellcasters rest is interrupted, each interruption adds 1 hour to the total amount of time they have to rest in order to reset and clear their mind, and they must have at least 1 hour of rest immediately prior to preparing their spells. If they do not need to sleep for some reason, they still must have 8 hours of restful calm before preparing any spells.

Recent Casting Limit/Rest Interruptions

If an arcane spellcaster has cast spells recently, the drain on their resources reduces their capacity to prepare new spells. When they prepare spells for the coming day, all spells they have cast within the last 8 hours count against their daily limit.

Preparation Environment

To prepare a spell, the arcane spellcaster must have enough peace, quiet, and comfort to allow for concentration. Their surroundings need not be luxurious, but they must be free from overt distractions, such as combat raging nearby or other loud noises. Exposure to inclement weather prevents the necessary concentration, as does any injury or failed saving throw the PC might suffer while studying. Spellcasters also must have access to their spellbooks to study from and sufficient light to read them by. *One major exception:* An arcane spellcaster can prepare a *read magic* spell even without a spellbook. A great portion of their initial training goes into mastering this minor but vital feat of magic.

Spell Preparation Time

After resting, an arcane spellcaster must study their spellbook to prepare any spells that day. If the PC wants to prepare all their spells, the process takes 1 hour. Preparing some smaller portion of their daily capacity takes a proportionally smaller amount of time, but always at least 15 minutes, the minimum time required to achieve the proper mental state.

Spell Selection and Learn Spell Checks

Arcane spellcasters gain spells at each level they obtain. This automatic gain of spells is the result of “non-roll played” time that the PC has spent practicing & researching spells. These spells, as with any other spell, must have a learn spell check to determine if the spellcasters studies were fruitful.

Spells, outside of automatic gained ones, can be learned if the spell name/type is known. They require a successful spellcraft NWP check if seeing it cast (does not apply to inmates spell-like abilities which cannot be learned) or they can be learned from another spellcaster or from a scroll/spellbook.

It takes 1 week per spell level, which can be reduced by a number of days as listed by the relevant ability modifier, listed below. Adding a spellcaster class takes twice the time (automatic spells require the time without the learn spell check).

Ability Score Modifiers

Ability Score	Mod.*	Ability Score	Mod.*
9	+1	20-21	-5
10-11	0	22-23	-6
12-13	-1	24-25	-7
14-15	-2	26-27	-8
16-17	-3	28-29	-9
18-19	-4	30+	-10

*Minimum of 1 day to learn any spell

If learning a spell from another spellcaster, each day of training reduces the number of days by one (max # of days that can be reduced equals the spell’s level) to a minimum of 1 day.

After the time taken to study the spell, the Learn Spell check is made. If it fails the spellcaster has to wait until their next spellcasting experience level to attempt to learn the spell again (requires the research time once again). **The learn spell check must be rolled with the DM watching!!!**

Spellbooks

Arcane spellcasters and a certain few divine spellcasters are required to maintain spellbooks (often called prayerbooks by divine spellcasters). These books are the wealth and sole collection of magical incantations and formulas, or rights of prayers for the divine spellcaster, without them a spellcaster normally cannot re-study their spells. Spellbooks come in many different types and varieties, usually, no two are alike unless they’re a set by an organization or a collection of a single spellcaster.

All spellcasters start with their 1st spellbook provided to them at no cost (this covers first level spells and may cover some additional spells afterwards, but a PC starting above 1st does not receive a spellbook or multiple spellbooks for free).

To add a spell (or prayer) to a book takes up a number of pages equal to 1d6-1+the level of the spell (1 day to transcribe/add, required per page). Standard spellbooks have 100 pages to them, and traveling spellbooks have 50 pages.

Divine Spell Casting

A divine spellcaster (Priests, Paladins and Rangers) chooses and prepares spells ahead of time, just as arcane spellcasters do. However, divine spellcasters do not require a period of rest to prepare spells. Instead, the PC chooses a particular part of the day to pray and receive spells.

The time usually is associated with some daily event. Dawn, dusk, noon, or midnight are common choices. Some deities set the time or impose other special conditions for granting spells to their followers.

If some event prevents the PC from praying at the proper time, they must do so as soon as possible. If a PC does not stop to pray for spells at the first opportunity, they must wait until the next day to prepare spells.

Spell Selection and Preparation

A divine spellcaster selects and prepares spells of 5th level and higher ahead of time with prayer/meditation at a particular time of day. The time required to prepare spells is the same as for arcane spellcasters (1 hour), as is the requirement for a relatively peaceful environment in which to perform the preparation. Divine spellcasters normally do not require spellbooks.

Recent Casting Limit

As with arcane spells, at the time of preparation any spells cast within the previous 8 hours count against the number of spells that can be prepared.

Spontaneous Casting

Good clerics (and neutral clerics of good deities) can channel stored spell energy into healing spells that they haven't prepared ahead of time. The priest can "lose" a prepared spell in order to cast any cure spell of the same level or lower.

An evil priest (or a neutral priest of an evil deity), on the other hand, can't convert prepared spells to cure spells but can convert them to "cause" spells.

A priest who is neither good nor evil and whose deity is neither good nor evil can convert spells either to cure spells or to inflict spells (player's choice), depending on whether the priest is more proficient at wielding positive or negative energy. Once the player makes this choice, it cannot be reversed. Spontaneous casting only applies to Priests, Clerics, Druids, Monks and Specialty Priests. It does not apply to Rangers or Paladins.

Holy Symbols

As spellbooks are required for most arcane spellcasters, a holy symbol is normally required for most priests to cast spells. Most (but not all) spells require a holy symbol to be cast. As such all divine spell casters receive a basic holy symbol for free at PC creation. The holy symbol is not required (unless detailed under the faith) for praying.

Spell Components

The actions required to cast a spell are divided into 3 groups: verbal, somatic (gestures), and material. Each spell description lists what combination of these components is needed to cast a spell.

Verbal components require the caster to speak clearly (not be silenced in any way); somatic components require free gestures (thus, the caster cannot be bound or held); material components must be tossed, dropped, burned, eaten, broken, or whatever for the spell to work. Most spells for divine spellcasters require a holy symbol to cast.

While there is no specific description of the words and gestures that must be performed, the material components are listed in the spell descriptions. Some of these are common and easy to obtain. Others represent items of great value or scarcity.

Whatever the component, it must be in hand and it is automatically destroyed or lost when the spell is cast, unless the spell description specifically notes otherwise.

Spellcasters must have these items to cast their spells. Without them, they're helpless, even if the spell is memorized. For simplicity, it is assumed that spellcasters have a supply of the common items they're likely to need--wax, feathers, paint, sand, sticks, and fluff (these are listed in the Spell Components section of "The Equipment Handbook" as an Acquisition of *Auto*). For all other spell components, they are gained through adventuring or acquired by purchasing them.

Alternative material Comp: gems can be used in lieu to power spells, unless they are already required (by type and/or value), or the value of the material components listed is greater than the level base listed below (which that value must be met).

Spells cost the following: 1st – 10 gp, 2nd – 50 gp, 3rd – 100 gp, 4th – 500 gp, 5th – 1,000 gp, 6th – 5,000 gp, 7th – 10,000 gp, 8th – 50,000 gp, 9th – 100,000 gp.

Using a gem of greater value than the spell requires, magically reduces its quality by the amount the spell used. Several gems may be used to total the requirements of the spell. If its value reaches 0, it vaporizes to nothing. Gems reduced in quality can't be magically repaired, and have a slight enchantment to them due to their magical alteration.

Categories and Types of Spells

Spell categories are primarily used for defining various High Level Rules abilities. Spell Categories are: *Area, Missile, Ray, and Touch*.

Spell types are used primarily to determine critical hits. Spell Types are: *Acid, Cold, Constriction, Crushing, Electricity, Fire, Impact, Slashing, Vibration and Wounding*.

Spell Categories and Spell Types are loosely defined in spell descriptions of the Spell Handbook as adjudicated by the DM.

Counterspells

A spellcaster with knowledge of a spell being cast (through magical means, spellcraft or another researched way) may attempt to counterspell another spellcasters spell by casting the same spell in counter of the first. This has the same effect as having cast a dispel magic with all regards except one; *any spell that is being cast may be counterspelled* where-as some dispel magic's do not affect certain spells.

Spell-like abilities and magical items are not affected by counterspelling. A successful counterspell completely nullifies the original spell.

Identifying Spells

All spellcasters can identify their particular type of spellcasting spells, be it arcane or divine, when encountered. However they don't know what a particular spell is unless for arcane spellcasters they cast read magic (which is free for all arcane spellcasters) or pray for understanding, for divine spellcasters, when they next pray for their allotment of spells. Exception: all PC's are able to read and cast protection spells.

Reversible Spells

Spellcasters can cast either version of reversible spells available to them once they're studied or prayed for respectively, unless the spell is from an item. Divine spellcasters are sometimes limited by faith.

Ending Spells

Spells that are not instantaneous or permanent of duration may be ended (action equivalent to enacting an innate spell) by the caster, unless the spell description details the duration.

Casting Subtlety

In many situations, a wizard or priest couldn't care less who sees them casting a spell. When an archmage is getting ready to electrocute a band of ogres with their *chain lightning* spell, they usually doesn't take any steps to conceal what they're doing and casts the spell in the most expedient fashion possible. On the other hand, some situations require great delicacy on the part of the PC. When a wizard wants to *charm* a guard-captain in front of the captain's detachment of soldiers, they will have to be very careful not to tip their hand.

Naturally, some spells are more subtle than others. There are a number of factors to take into consideration—the number of components required, the size of the material components, the length of the casting time, and whether or not the spell requires some unusual behavior or speech on the part of the caster.

Noticing Spells: Who notices when spells are being cast? Generally, anyone who is directly observing the caster notices the strange gestures or air of concentration that characterize a spell. Depending on the lighting conditions and the amount of distractions nearby, an observer might be able to notice the spellcasters actions from as far as 30 to 50' away.

Casual observers—people who are on the scene, but don't have any particular reason to be watching the spellcaster—rarely notice the spell unless it's unusually obvious. If it's important to know whether or not a particular NPC or monster notices the spellcasters actions, the DM can make an Intelligence check for that PC (Intelligence acts as a measure of a PC's perceptiveness).

Subtlety Rating: A spells subtlety rating is the overall measure of how easily the caster's actions are detected by an observer. In some cases, the spell is automatically detected; any PC within 10' who *specifically* watches the spellcaster (for example, someone engaged in melee with the caster, or a vigilant guard) will automatically notice that the PC is attempting a spell. However, if an Intelligence check is used to determine whether or not a PC notices a spell, the subtlety rating is used as a modifier to the PC's roll.

Spell Subtlety Modifiers

Mod	Condition
+1	Casting time of 4 or higher
+2	Casting time of 7 or higher
+3	Casting time of 1 round or more
+5	Casting time of 1 day or more
+1	Includes verbal component
+1	Includes somatic component
+1	Per 3 material components included
+1	Spell includes unusual action (singing, clapping, etc.)
+2	Spell requires dramatic action (shattering gem or breaking item, capering and dancing, shouting, etc.)
+4	Spell requires very obvious action (a full religious ritual, drawing a circle on the ground with powder, etc.)
+6	PC going out of their way to be noticed
-2	Poor lighting
-1	Background noise can mask sounds
-2	Distracting activity nearby

Casting time is an important factor in the subtlety of a spell, since the longer the PC is involved in the spell, the more likely it is that someone will notice them. The number of components involved measures how complicated the spell is and how difficult it is to cast. Last but not least, some spells clearly require some unusual actions or behaviors that may be hard to disguise.

However, if the caster can mask their actions by performing them in a place or manner that wouldn't be suspicious (for example, dancing or clapping in a street carnival, or shouting on a crowded battlefield) this last modifier can be negated.

The spell's subtlety rating is the total of its modifiers. It is applied to an observer's Intelligence when rolling an Intelligence check to see if they notice the physical act of spellcasting.

Remember, in many cases an Intelligence check is completely unnecessary—a wizard who casts a spell in a pitch-black room won't be seen by anyone, while a priest who uses magic in a crowded town market is probably going to be noticed by someone nearby.

Vorgaad, a necromancer, is enjoying a stout ale in their favorite taproom when a pushy paladin challenges him over some trifling issue of raising decently buried townsfolk and using them for his own evil ends. Vorgaad sighs and orders his minion Azoth to accept the challenge. Accompanied by a large number of tavern-goers, all concerned step outside into the torch lit yard of the inn. Vorgaad decides that the paladin will cut Azoth to pieces if he doesn't do something and decides to use stoneskin on Azoth to even the odds. Stoneskin has a casting time of 1 and requires verbal, somatic, and material components. As a result, its total subtlety rating is 4. In addition, the DM rules that the act of sprinkling granite and diamond dust over Azoth is strange enough for an additional +1 bonus, giving anyone nearby a +5 bonus to their chance to detect Vorgaad's spell. However, the light in the courtyard, the din of the crowd, and the spectacle of Azoth taunting the paladin all help Vorgaad remain unnoticed; taken together, these reduce the bonus to 0. Any bystander who succeeds in an Intelligence check sees Vorgaad cast his spell.

Note that PC's can sometimes deceive intelligent enemies by *pretending* to cast spells. The would-be trickster should have some idea of what they're doing; otherwise they're just flailing their arms around and shouting nonsense (which might be a distraction in and of itself!) It also helps a lot if the target of the charade has seen that particular PC use magic before since the whole act is much more credible when it follows a *real* spell. Consider how fast a band of trolls might scatter if they'd just been *fireballed* and then observe the same wizard getting ready to cast another spell!

Spell Abilities

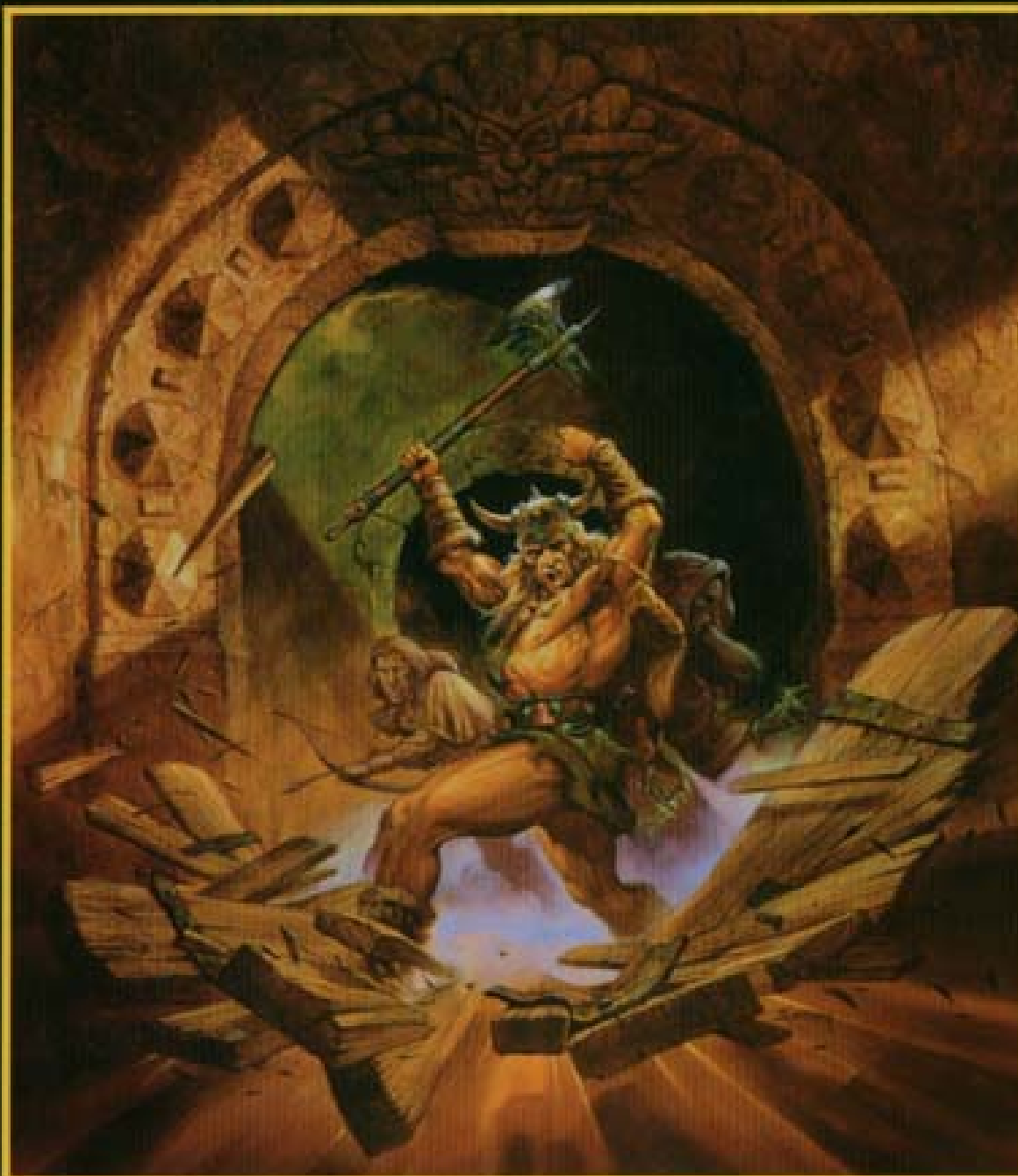
Spell abilities are usually "cast" with a thought only. In most cases, unless specified there are no verbal, somatic or material requirements to "cast" the spell. However in cases where the spell ability affects something else (i.e. *Control Flame*, *Shape Stone*) the object or creature is required to be on hand or in range for it to be useful.

Spell abilities may be counterspelled, however it is almost impossible to do so as there is no outward sign that it is being generated to be counterspelled unless the spell effect lasts to be noticed.



PLAYER'S HANDBOOK

Advanced **Dungeons & Dragons**





Players Handbook Priest Spells

First Level Priest Spells

Animal Friendship (Animal, Charm)

Rng: 30'
Dur: Permanent
AoE: 1 animal

Comp: V, S, M
CT: 1 hour
Save: Negates

By means of this spell, the caster is able to show any animal of animal intelligence to semi-intelligence (i.e., Intelligence 1-4) that they desire friendship. If the animal does not roll a successful saving throw vs. spell immediately when the spell is begun, it stands quietly while the caster finishes the spell. Thereafter, it follows the caster about. The spell functions only if the caster actually wishes to be the animal's friend. If the caster has ulterior motives, the animal always senses them (for example, the caster intends to eat the animal, send it ahead to set off traps, etc.).

The caster can teach the befriended animal 3 specific tricks or tasks for each point of Intelligence it possesses. Typical tasks are those taught to a dog or similar pet (i.e., they cannot be complex). Training for each such trick must be done over a period of 1 week, and all must be done within 3 months of acquiring the creature. During the 3-month period, the animal will not harm the caster, but if the creature is left alone for more than a week, it will revert to its natural state and act accordingly.

The caster can use this spell to attract up to 2 HD of animal(s)/experience level they possess. This is also the maximum total HD of the animals that can be attracted and trained at 1 time: no more than twice the caster's experience level. Only unaligned animals can be attracted, befriended, and trained.

The material components of this spell are the caster's holy symbol and a piece of food liked by the animal.

Bless (All) Reversible

Rng: 180'
Dur: 6 rounds
AoE: 50'x50'x50'

Comp: V, S, M
CT: 1 round
Save: None

Upon uttering the *bless* spell, the caster raises the morale of friendly creatures and any saving throw rolls they make against *fear* effects by +1. Furthermore, it raises their attack dice rolls by +1. A blessing, however, affects only those not already engaged in melee combat. The caster determines at what range (up to 180') they will cast the spell. At the instant the spell is completed, it affects all creatures in a 50'x50'x50' centered on the point selected by the caster (thus, affected creatures leaving the area are still subject to the spell's effect; those entering the area after the casting is completed are not).

A second use of this spell is to bless a single item (for example, a crossbow bolt for use against a rakshasa). The weight of the item is limited to 1 lb./caster level and the effect lasts until the item is used or the spell duration ends.

Multiple *bless* spells are not cumulative. In addition to the verbal and somatic gesture components, the *bless* spell requires holy water.

This spell can be reversed by the caster to a *curse* spell that, when cast upon enemy creatures, lowers their morale and attack rolls by -1. The curse requires the sprinkling of unholy water.

Combine (All)

Rng: Touch
Dur: Special
AoE: Circle of casters

Comp: V, S
CT: 1 round
Save: None

Using this spell, 3 to 5 casters combine their abilities so that 1 of them casts spells and turns undead at an enhanced level. The highest level caster (or 1 of them, if two or more are tied for highest) stands alone, while the others join hands in a surrounding circle.

The central caster casts the *combine* spell. The PC temporarily gains 1 level for each caster in the circle, up to a maximum gain of 4 levels. The level increase affects turning undead and spell details that vary with the caster's level. Note that the central caster gains no additional spells and that the group is limited to their currently memorized spells.

The encircling casters must concentrate on maintaining the combine effect. They lose all AC bonuses for shield and Dexterity. If any of them has their concentration broken, the *combine* spell ends immediately. If the *combine* spell is broken while the central caster is in the act of casting a spell, that spell is ruined just as if the caster were disturbed. Spells cast in combination have the full enhanced effect, even if the combine is broken before the duration of the enhanced spell ends. Note that the combination is not broken if only the central caster is disturbed.

Command (Charm)

Rng: 90'
Dur: 1 round
AoE: 1 creature

Comp: V
CT: 1
Save: None

This spell enables the caster to command another creature with a single word. The command must be uttered in a language understood by the creature. The subject will obey to the best of their ability only as long as the command is absolutely clear and unequivocal; thus, a command of "Suicide!" is ignored. A command to "Die!" causes the creature to fall in a faint or cataleptic state for 1 round, but thereafter the creature revives and is alive and well. Typical commands are back, halt, flee, run, stop, fall, go, leave, surrender, sleep, rest, etc. No command affects a creature for more than 1 round; undead are not affected at all. Creatures with Intelligence of 13 (high) or more, or those with 6 or more HD (or experience levels) are entitled to a saving throw vs. spell, adjusted for Wisdom. (Creatures with 13 or higher Intelligence *and* 6 HD/levels get only one saving throw!)

Create Water (Creation, Elemental, Water) Reversible

Rng: 90'
Dur: Permanent
AoE: Up to 3'x3'x3'

Comp: V, S, M
CT: 1 round
Save: None

When the caster casts a *create water* spell, up to 4 gallons of water are generated for every experience level of the caster (for example, a 2nd level caster creates up to 8 gallons of water, a 3rd level caster up to 12 gallons, etc.). The water is clean and drinkable (it is just like rain water). The created water can be dispelled within a round of its creation; otherwise, its magic fades, leaving normal water that can be used, spilled, evaporated, etc. The reverse of the spell, *destroy water*, obliterates without trace (no vapor, mist, fog, or steam) a like quantity of water. Water can be created or destroyed in an area as small as will actually contain the liquid, or in an area as large as 3'x3'x3'.

Note that water can neither be created nor destroyed within a creature. For reference purposes, water weighs about 8 1/2 lb. per gallon, and a measure of 1'x1'x1' of water weighs approximately 64 lb.

The *create water* spell requires at least a drop of water; the *destroy water* spell, at least a pinch of dust.

Cure Light Wounds (Healing) Reversible

Rng: Touch
Dur: Permanent
AoE: Creature touched

Comp: V, S
CT: 5
Save: None

When casting this spell and laying their hand upon a creature, the caster causes 1d8+1/level (Max 5) points of wound or other injury damage to the creature's body to be healed. This healing cannot affect creatures without corporeal bodies, nor can it cure wounds of creatures not living or of extraplanar origin.

The reverse of the spell, *cause light wounds*, operates in the same manner, inflicting 1d8+1/level (Max 5) points of damage. If a creature is avoiding this touch, an attack roll is needed to determine if the caster's hand strikes the opponent and causes such a wound.

Curing is permanent only insofar as the creature does not sustain further damage; caused wounds will heal--or can be cured--just as any normal injury.

Detect Evil (All) Reversible

Rng: 0
Dur: 1 turn+2 rounds/level
AoE: 5'x85'
Comp: V, S
CT: 2
Save: None

This spell discovers emanations of evil (or of good in the case of the reverse spell) from any creature, object, or area. Alignment is *not* revealed under most circumstances: PC's, who are strongly aligned, do not stray from their faith (Fanatic Disadvantage), and who are at least 9th level might radiate good or evil *if they're intent upon appropriate actions*. Powerful monsters, such as ki-rin, send forth emanations of evil or good, even if polymorphed. Aligned undead radiate evil, for it is this power and negative force that enables them to continue existing. An evilly cursed object or unholy water radiates evil, but a hidden trap or an unintelligent viper does not.

The degree of evil (Dim, Faint, Slight, Moderate, Strong, Exceptionally Strong or Overwhelming).

The caster can turn, scanning a 45 degree arc/round (8 rounds to scan 360 degrees) while remaining in place, during which time the caster remains relatively motionless in concentration. 1 creature or object per round can be detected. A stone wall of 1' or more thickness, solid metal of 1 inch thickness, or 3' or more of solid wood blocks the spell.

The spell requires the use of the caster's holy symbol as its material component, with the caster holding it before them.

Detect Magic (Divination)

Rng: 0
Dur: 1 turn+2 rounds/level
AoE: 5'x85'
Comp: V, S
CT: 2
Save: None

When the *detect magic* spell is cast, the caster detects magical radiations in the direction they're facing. The intensity of the magic can be determined (Dim – minor magic equiv., Faint – +1 equiv., Slight – +2 equiv., Moderate – +3 equiv., Strong – +4 equiv., Exceptionally Strong – +5 equiv. or Overwhelming – minor artifact or greater equiv.), and the caster has a 10% chance/level to recognize if a certain type of magic (alteration, conjuration, etc.) is present. The caster can turn, scanning a 45 degree arc/round (8 rounds to scan 360 degrees) while remaining in place, during which time the caster remains relatively motionless in concentration. 1 creature or object per round can be detected. A stone wall of 1' or more thickness, solid metal of 1 inch thickness, or 3' or more of solid wood blocks the spell. Magical areas, multiple types of magic, or strong local magical emanations may confuse or conceal weaker radiations. Note that this spell does not reveal the presence of good or evil, or reveal alignment. Other planar creatures are not necessarily magical.

The spell requires the use of the caster's holy symbol.

Detect Poison (Divination)

Rng: 0
Dur: 1 turn+2 rounds/level
AoE: Special
Comp: V, S, M
CT: 2
Save: None

This spell enables the caster to determine if an object has been poisoned or is poisonous. One visible object, or one 5'x5'x5' mass, can be checked/round. The caster has a 5% chance/level of determining the exact type of poison. The caster must concentrate—stop while remaining relatively motionless, have quiet, and intently seek to detect the aura.

The material component is a strip of specially blessed vellum, which turns black if poison is present.

Detect Snares & Pits (Divination)

Rng: 0
Dur: 1 turn+2 rounds/level
AoE: 5'x85'
Comp: V, S, M
CT: 2
Save: None

Upon casting this spell, the caster is able to detect snares, pits, deadfalls and similar hazards. Such hazards include simple pits, deadfalls, snares of wilderness creatures (for example, trapdoor spiders, giant sundews, ant lions, etc.), and primitive traps constructed of natural materials (mantraps, missile trips, hunting snares, etc.). The caster can turn, scanning a 45 degree arc/round (8 rounds to scan 360 degrees) while remaining in place, during which time the caster remains relatively motionless in concentration. 1 creature or object per round can be detected. A stone wall of 1' or more thickness, solid metal of 1 inch thickness, or 3' or more of solid wood blocks the spell.

The caster experiences a feeling of danger from the direction of a detected hazard, which increases as the danger is approached. The caster learns the general nature of the danger (pit, snare, or deadfall) but not its exact operation, nor how to disarm it. Close examination, however, enables the caster to sense what intended actions might trigger it. The spell detects certain natural hazards—quicksand (snare), sinkholes (pit), or unsafe walls of natural rock (deadfall). Other hazards, such as a cavern that floods during rain, an unsafe construction, or a naturally poisonous plant, are not revealed. The spell does not detect magical traps (save those that operate by pit, deadfall, or snaring; see the 2nd level spell *trip* and the 3rd level spell *snare*), nor those that are mechanically complex, nor those that have been rendered safe or inactive.

The caster must have their holy symbol to complete the spell.

Endure Cold/Endure Heat (Protection)

Rng: Touch
Dur: 1 1/2 hours/level
AoE: Creature touched
Comp: V, S
CT: 1 round
Save: None

The creature receiving this spell is protected from normal extremes of cold or heat (depending on which application the caster selects at the time of casting). The creature can stand unprotected in temperatures as low as -30°. or as high as 130°. (depending on application) with no ill effect. Temperatures beyond these limits inflict 1 point of damage/hour of exposure for every degree beyond the limit. The spell is immediately cancelled if the recipient is affected by any non-normal heat or cold, such as magic, breath weapons, and so on. The cancellation occurs regardless of the application and regardless of whether a heat or cold effect hits them (for example, an *endure cold* spell is cancelled by magical heat or fire as well as by magical cold). The recipient of the spell does not suffer the first 10 points of damage (after any applicable saving throws) from the heat or cold during the round in which the spell is broken. The spell ends instantly if either *resist fire* or *resist cold* is cast upon the recipient.

Entangle (Plant)

Rng: 240'
Dur: 1 turn
AoE: 40'x40'x40'
Comp: V, S, M
CT: 4
Save: 1/2

By means of this spell, the caster is able to cause plants in the area of effect to entangle creatures within the area. The grasses, weeds, bushes, and even trees wrap, twist, and entwine about the creatures, holding them fast for the duration of the spell. Any creature entering the area is subject to this effect. A creature that rolls a successful saving throw vs. spell can escape the area, moving at only 10'/round until out of the area. Exceptionally large (gargantuan) or strong creatures may suffer little or no distress from this spell, at the DM's option, based on the strength of the entangling plants.

The material component is the caster's holy symbol.

Faerie Fire (Weather)

Rng: 240'
Dur: 4 rounds/level
AoE: 10'x10'/level within a 40' radius
Comp: V, M
CT: 4
Save: None

This spell enables the caster to outline one or more objects/beings with a pale glowing light. The number of objects/beings outlined depends upon how much the caster can affect. A medium sized object/being can be affected by 5'x5' of coverage, which can also cover 2 small, or 4 tiny, or 8 diminutive or 16 fine sized objects/beings. Large objects/beings require 10'x10', huge 20'x20', gargantuan 40'x40' and colossal 80'x80'. All objects/beings must be within the 40' radius. Outlined objects/beings are visible at 240' in the dark and 120' if the viewer is near a bright light source. Opponents gain a +2 bonus to attack rolls in darkness (including moonlit nights) and a +1 bonus in twilight or better against those outlined. Faerie fire can render otherwise invisible creatures visible. However, it cannot outline noncorporeal, ethereal, or gaseous creatures. Nor does the light come anywhere close to sunlight. It has no special effect on undead or dark-dwelling creatures. Faerie fire can be blue, green, or violet determined by the caster during the casting. Faerie fire does not cause any harm to the object/being.

The material component is a small piece of foxfire.

Invisibility to Animals (Animal)

Rng: Touch
Dur: 1 turn+1 round/level
AoE: 1 creature/level
Comp: S, M
CT: 4
Save: None

When an *invisibility to animals* spell is cast, the creature touched becomes totally undetectable by normal animals with Intelligences under 6. Normal animals includes giant-sized varieties, but it excludes any with magical abilities or powers. The enchanted individual is able to walk among such animals or pass through them as if they don't exist. For example, this individual could stand before the hungriest of lions or a tyrannosaurus rex and not be molested or even noticed. However, a nightmare, hell hound, or winter wolf would certainly be aware of the individual. For every level the caster has achieved, 1 creature can be rendered invisible. Any recipient attacking while this spell is in effect ends the spell immediately (for themselves only).

The material component of this spell is holly rubbed over the recipient.

Invisibility to Undead (Necromancy)

Rng: Touch	Comp: V, S, M
Dur: 6 rounds	CT: 4
AoE: 1 creature	Save: Special

This spell causes affected undead to lose track of and ignore the warded creature for the duration of the spell. Undead of 4 or fewer HD are automatically affected, but those with more HD receive a saving throw vs. spell to avoid the effect. Note that a caster protected by this spell cannot turn affected undead. The spell ends immediately if the recipient makes any attack, although casting spells such as *cure light wounds*, *augury*, or *chant* does not end the ward.

The material component is the caster's holy symbol.

Light (Creation, Sun) Reversible

Rng: 360'	Comp: V, S
Dur: 1 hour+1 turn/level	CT: 4
AoE: 20' radius globe	Save: Special

This spell creates a luminous glow, equal to torchlight, within a fixed radius of the spell's center. Objects in darkness beyond this sphere can be seen, at best, as vague and shadowy shapes. The spell is centered on a point selected by the caster, and they must have a line of sight and unobstructed path for the spell when it is cast. Light can spring from air, rock, metal, wood, or almost any similar substance. The effect is immobile unless it is specifically centered on a moveable object or mobile creature. If this spell is cast upon a creature, the applicable magic resistance and saving throw rolls must be made.

Successful resistance negates the spell, while a successful saving throw indicates that the spell is ended immediately behind the creature, rather than upon the creature itself.

If the spell is cast on a small object that is then covered/concealed in a sack, pouch, or backpack like object, it effectively blocks the light due to the low luminosity.

Light taken into an area of magical darkness does not function, but if cast directly against magical darkness negates it (but only for the duration of the *light* spell, if the darkness effect is continual).

Light centered on the visual organs of a creature blinds it, reducing its attack rolls and saving throws by 4 and worsening its AC by 4. The caster can end the spell at any time by uttering a single word.

The spell is reversible, causing darkness in the same area and under the same conditions as the *light* spell, but with half the duration. Magical darkness is equal to that of an unlit interior room--pitch darkness. Any normal light source or magical light source of lesser intensity than full daylight does not function in magical darkness. A *darkness* spell cast directly against a *light* spell cancels both, and vice versa.

The material component is a firefly or a piece of phosphorescent moss.

Locate Animals or Plants (Animal, Divination, Plant)

Rng: 30'/level	Comp: V, S, M
Dur: 1 hour	CT: 3
AoE: 1 type of animal or plant	Save: None

The caster can find the direction and distance of any one type of animal (Intelligence 3 or less) or plant they desire. The caster, facing in a direction, thinks of the animal or plant, and then knows if any such animal or plant is within range. If so, the exact distance and approximate number present is learned. The caster can turn, scanning a 45 degree arc/round (8 rounds to scan 360 degrees) while remaining in place, during which time the caster remains relatively motionless in concentration. A stone wall of 1' or more thickness, solid metal of 1 inch thickness, or 3' or more of solid wood blocks the spell. The caster must concentrate--stop, have quiet, and intently seek to locate the animal or plant.

While the exact chance of locating a specific type of animal or plant depends on the details and circumstances of the locale, the general frequency of the subject can be used as a guideline: common = 50%, uncommon = 30%, rare = 15%, and very rare = 5%. Most herbs grow in temperate regions, while most spices grow in tropical regions.

Most plants sought as spell components or for magical research are rare or very rare. The results of this spell are always determined by the DM.

The material component is the caster's holy symbol.

Magical Stone (Combat, Earth, Elemental)

Rng: Touch	Comp: V, S, M
Dur: Special	CT: 4
AoE: 3 pebbles	Save: None

By using this spell, the caster can temporarily enchant up to 3 small pebbles, no larger than sling bullets. The magical stones can then be hurled or slung at an opponent. If hurled, they can be thrown up to 90', and all 3 can be thrown in 1 round. The PC using them must roll normally to hit, although the magic of the stones enables any PC to be proficient with them. The stones are considered +1 weapons for determining if a creature can be struck (those struck only by magical weapons, for instance), although they don't have an attack or damage bonus. Each stone that hits inflicts 1d4 points of damage (2d4 points against undead). The magic in each stone lasts only for half an hour, or until used.

The material components are the caster's holy symbol and 3 small pebbles, unworked by tools or magic of any type.

Pass Without Trace (Plant)

Rng: Touch	Comp: V, S, M
Dur: 1 turn/level	CT: 1 round
AoE: 1 creature	Save: None

When this spell is cast, the recipient can move through any type of terrain--mud, snow, dust, etc.--and leave neither footprints nor scent. The area that is passed over radiates magic for 1d6 turns after the affected creature passes. Thus, tracking a person or other creature covered by this spell is impossible by normal means. Of course, intelligent tracking techniques, such as using a spiral search pattern, can result in the trackers picking up the trail at a point where the spell has worn off.

The material component of this spell is a sprig of pine or evergreen, which must be burned and the ashes powdered and scattered when the spell is cast.

Protection From Evil (Protection) Reversible

Rng: Touch	Comp: V, S, M
Dur: 3 rounds/level	CT: 1
AoE: Creature touched	Save: None

When this spell is cast, it creates a magical barrier around the recipient at a distance of 1'. The barrier moves with the recipient and has 3 major effects:

First, all attacks made by evil (or evilly enchanted) creatures against the protected creature suffer -2 penalties to attack rolls; any saving throws caused by such attacks are made by the protected creature with a +2 bonus.

Second, any attempt to possess (as by a *magic jar* attack) or to exercise mental control over (as by a vampire's *charm* ability) the protected creature is blocked by this spell. Note that the protection does not prevent a vampire's *charm* itself, but it does prevent the exercise of mental control through the barrier. Likewise, a possessing life force is merely kept out. It would not be expelled if in place before the protection is cast.

Third, the spell prevents bodily contact by creatures of an extraplanar or conjured nature (such as aerial servants, elementals, imps, invisible stalkers, salamanders, water weirds, xorn, and others). This causes the natural (body) weapon attacks of such creatures to fail and the creatures to recoil, if such attacks require touching the protected being. Animals or monsters summoned or conjured by spells or similar magic are likewise hedged from the PC. This protection ends if the protected PC makes a melee attack against or tries to force the barrier against the blocked creature.

To complete this spell, the caster uses holy water or burning incense.

This spell can be reversed to become *protection from good*, with the second and third benefits remaining unchanged. The material components for the reverse are a circle of unholy water or smoldering dung.

Purify Food & Drink (All) Reversible

Rng: 90'
Dur: Permanent
AoE: 1'x1'x1'/level, in 10'x10'
Comp: V, S
CT: 1 round
Save: None

When cast, this spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. Up to 1'x1'x1' of food and drink/level can be thus made suitable for consumption. 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 magical potions.

The reverse of the spell is *putrefy food and drink*. This spoils even holy water; however, it likewise has no effect upon creatures or potions.

Remove Fear (Charm) Reversible

Rng: 30'
Dur: Special
AoE: 1 creature/4 levels
Comp: V, S
CT: 1
Save: Special

The caster casting this spell instills courage in the spell recipient, raising the creature's saving throw rolls against magical *fear* attacks by +4 for 1 turn. If the recipient has recently (that day) failed a saving throw against such an attack, the spell immediately grants another saving throw, with a +4 bonus to the die roll. For every 4 levels of the caster, 1 creature can be affected by the spell (1 creature at levels 1 through 4, two creatures at levels 5 through 8, etc.).

The reverse of the spell, *cause fear*, causes 1 creature to flee in panic at maximum movement speed away from the caster for 1d4 rounds. A successful saving throw against the reversed effect negates it, and any Wisdom adjustment also applies. Of course, *cause fear* can be automatically countered by *remove fear* and vice versa. Neither spell has any effect on undead of any sort.

Sanctuary (Protection)

Rng: Touch
Dur: 2 rounds+1 round/level
AoE: 1 creature
Comp: V, S, M
CT: 4
Save: None

When the caster casts a *sanctuary* spell, any opponent attempting to strike or otherwise directly attack the protected creature must roll a saving throw vs. spell. If the saving throw is successful, the opponent can attack normally and is unaffected by that casting of the spell. If the saving throw is failed, the opponent loses track of and totally ignores the warded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected. Note that this spell does not prevent the operation of area attacks (fireball, ice storm, etc.). While protected by this spell, the subject cannot take direct offensive action without breaking the spell, but may use non-attack spells or otherwise act in any way that does not violate the prohibition against offensive action. This allows a warded caster to heal wounds, for example, or to bless, perform an augury, chant, cast a light in the area (but not upon an opponent), and so on.

The components include the caster's holy symbol and small silver mirror.

Shillelagh (Combat, Plant)

Rng: Touch
Dur: 4 rounds+1 round/level
AoE: 1 oak club
Comp: V, S, M
CT: 2
Save: None

This spell enables the caster to change their own oak cudgel or unshod staff into a magical weapon that gains a +1 bonus to its attack roll and inflicts 2d4 points of damage on opponents up to man size, and 1d4+1 points of damage on larger opponents. The spell inflicts no damage to the staff or cudgel. The caster must wield the shillelagh, of course.

The material components are a shamrock leaf and the caster's holy symbol.



Second Level Priest Spells

Aid (Necromancy)

Rng: Touch
Dur: 1 round+1 round/level
AoE: 1 creature
Comp: V, S, M
CT: 5
Save: None

The recipient of this spell gains the benefit of a *bless* spell (+1 to attack rolls and saving throws) and a special bonus of 1d8 additional HPs for the duration of the spell. The *aid* spell enables the recipient to actually have more HPs than their full normal total. The bonus HPs are lost first when the recipient takes damage; they cannot be regained by curative magic.

For example, a 1st level fighter has 8 HPs, suffers 2 points of damage (8-2 = 6), and then receives an *aid* spell that gives 5 additional HPs. The fighter now has 11 HPs, 5 of which are temporary. If they're then hit for 7 points of damage, 2 normal HPs and all 5 temporary HPs are lost. The PC receives a *cure light wounds* spell that heals 4 points of damage, restoring them to their original 8 HPs.

Note that the operation of the spell is unaffected by permanent HP losses due to energy drain, HD losses, the loss of a familiar, or the operation of certain artifacts; the temporary HP gain is figured from the new, lower total.

The material components of this spell are a tiny strip of white cloth with a sticky substance (such as tree sap) on the end, plus the caster's holy symbol.

Augury (Divination)

Rng: 0
Dur: Special
AoE: Special
Comp: V, S, M
CT: 2 rounds
Save: None

The caster casting an *augury* spell seeks to divine whether an action in the immediate future (within 1/2 hour) will benefit or harm the party. For example, if a party is considering the destruction of a weird seal that closes a portal, an *augury* spell can be used to find if weal or woe will be the immediate result.

If the spell is successful, the DM yields some indication of the probable outcome: "weal," "woe," or possibly a cryptic puzzle or rhyme. The base chance for receiving a meaningful reply is 70%+1% /level of the caster casting the spell; for example, 71% at 1st level, 72% at 2nd, etc.

Your DM determines any adjustments for the particular conditions of each augury.

For example, if the question is "Will we do well if we venture to the third level?" and a terrible troll guarding 10,000 sp and a *shield* +1 lurks near the entrance to the level (which the DM estimates the party could beat after a hard fight), the augury might be: "Great risk brings great reward." If the troll is too strong for the party, the augury might be: "Woe and destruction await!" Likewise, a party casting several auguries about the same action in quick succession might receive identical answers, regardless of the dice rolls.

The material component for an *augury* spell is a set of gem-inlaid sticks, dragon bones, or similar tokens of at least 1,000 gp value (which are not expended in casting).

Barkskin (Plant, Protection)

Rng: Touch
Dur: 4 rounds+1 round/level
AoE: 1 creature
Comp: V, S, M
CT: 5
Save: None

When a caster casts the *barkskin* spell upon a creature, its skin becomes as tough as bark, increasing its base AC to AC 14, plus 1 AC for every 4 levels of the caster: AC 15 at 4th level, AC 16 at 8th, and so on. This spell does not function in combination with normal armor or any magical protection. In addition, saving throw rolls vs. all attack forms except magic gain a +1 bonus. This spell can be placed on the caster or on any other creature they touch.

In addition to their holy symbol, the caster must have a handful of bark from an oak as the material component for the spell.

Chant (Combat)

Rng: 0
Dur: Time of chanting
AoE: 30' radius
Comp: V, S
CT: 2 rounds
Save: None

By means of the *chant* spell, the caster brings special favor upon themselves and their party, and causes harm to their enemies. When the *chant* spell is completed, all attack and damage rolls and saving throws made by those in the area of effect who are friendly to the caster gain +1 bonuses, while those of the caster's enemies suffer -1 penalties. This bonus/penalty continues as long as the caster continues to chant the mystic syllables and is stationary. However, an interruption (such as an attack that succeeds and causes damage, grappling with the chanter, or a *silence* spell) breaks the spell. Multiple chants are not cumulative; however, if the 3rd level *prayer* spell is spoken while a caster of the same religious persuasion (not merely alignment) is chanting, the effect is increased to +2 and -2.

Charm Person or Mammal (Animal, Charm)

Rng: 240'	Comp: V, S
Dur: Special	CT: 5
AoE: 1 person or mammal	Save: Negates

This spell affects any single person or mammal it is cast upon. The creature then regards the caster as a trusted friend and ally to be heeded and protected. The term *person* includes any bipedal human, demihuman or humanoid of man size or smaller, including brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, troglodytes, and others. Thus, a 10th level fighter is included, while an ogre is not.

The spell does not enable the caster to control the charmed creature as if it were an automaton, but any word or action of the caster is viewed in the most favorable way. Thus, a charmed creature would not obey a suicide command, but might believe the caster if assured that the only chance to save the caster's life is for the creature to hold back an onrushing red dragon for "just a minute or two" and if the charmed creature's view of the situation suggests that this course of action still allows a reasonable chance of survival.

The subject's attitudes and priorities are changed with respect to the caster, but basic personality and alignment are not. A request that a victim make itself defenseless, give up a valued item, or even use a charge from a valued item (especially against former associates or allies) might allow an immediate saving throw to see if the charm is thrown off. Likewise, a charmed creature does not necessarily reveal everything it knows or draw maps of entire areas. Any request may be refused, if such refusal is in PC and does not directly harm the caster. The victim's regard for the caster does not necessarily extend to the caster's friends or allies. The victim does not react well to the charmer's allies making suggestions such as, "Ask them this question. . .," nor does the charmed creature put up with verbal or physical abuse from the charmer's associates, if this is out of PC.

Note also that the spell does not empower the caster with linguistic capabilities beyond those they normally have. The duration of the spell is a function of the charmed creature's Intelligence, and it is tied to the saving throw. A successful saving throw breaks the spell. This saving throw is checked on a periodic basis according to the creature's Intelligence, even if the caster has not overly strained the relationship.

Intelligence Score	Period Between Checks
3 or less	3 months
4-6	2 months
7-9	1 month
10-12	3 weeks
13-14	2 weeks
15-16	1 week
17	3 days
18	2 days
19 or more	1 day

If the caster harms, or attempts to harm, the charmed creature by some overt action, or if a *dispel magic* spell is successfully cast upon the charmed creature, the charm is broken automatically.

If the subject of the *charm person/charm mammal* spell successfully rolls its saving throw vs. the spell, the effect is negated.

This spell, if used in conjunction with the *animal friendship* spell, can keep the animal near the caster's home base, if the caster must leave for an extended period.

Detect Charm (Charm, Divination) Reversible

Rng: 0	Comp: V, S
Dur: 1 turn+3 rounds/level	CT: 1 round
AoE: 5'x85'	Save: Negates

When used by a caster, this spell can detect if a person or monster is under the influence of a *charm* spell, or similar control such as *hypnosis*, *suggestion*, *beguiling*, *possession*, etc. The creature rolls a saving throw vs. spell and, if successful, the caster learns nothing about that particular creature from the casting. A caster who learns that a creature is being influenced has a 5% chance/level to determine the exact type of influence. The caster can turn, scanning a 45 degree arc/round (8 rounds to scan 360 degrees) while remaining in place, during which time the caster remains relatively motionless in concentration. A stone wall of 1' or more thickness, solid metal of 1 inch thickness, or 3' or more of solid wood blocks the spell. Only 1 creature per round can be detected and up to 10 different creatures can be checked before the spell wanes. If the creature is under more than one such effect, only the information that the charms exist is gained. The type (since there are conflicting emanations) is impossible to determine.

The reverse of the spell, *undetectable charm*, completely masks all charms on a single creature for 24 hours.

Dust Devil (Air, Elemental)

Rng: 90'	Comp: V, S
Dur: 2 rounds/level	CT: 2 rounds
AoE: 5'x5' cone	Save: None

This spell enables a caster to conjure up a weak air elemental—a dust devil of AC 16, 2 HD, MV 180'/round, one attack for 1d4 points of damage—which can be hit by normal weapons. The dust devil appears as a small whirlwind 1' in diameter at its base, 5' tall, and 5' across at the top. It moves as directed by the caster, but dissipates if it is ever separated from the caster by more than 90'. Its winds are sufficient to put out torches, small campfires, exposed lanterns, and other small, open flames of nonmagical origin. The dust devil can hold a gas cloud or a creature in gaseous form at bay or push it away from the caster (though it cannot damage or disperse such a cloud). If skimming along the ground in an area of loose dust, sand, or ash, the dust devil picks up those particles and disperses them in a 5' radius cloud centered on itself. The cloud obscures normal vision, and creatures caught within are blinded while inside and for 1 round after they emerge. A spellcaster caught in the dust devil or its cloud while casting must make a saving throw vs. spell to keep their concentration, or the spell is ruined. Any creature native to the Elemental Plane of Air—even another dust devil—can disperse a dust devil with a single hit.

Enthrall (Charm)

Rng: 0	Comp: V, S
Dur: Special	CT: 1 round
AoE: 90' radius	Save: Negates

A caster using this spell can enthrall an audience that can fully understand their language. Those in the area of effect must successfully save vs. spell or give the caster their undivided attention, totally ignoring their surroundings. Those of a race or religion unfriendly to the caster's have a +4 bonus to the roll. Any Wisdom adjustment also applies. Creatures with 4 or more levels or HD, or with a Wisdom of 16 or better, are unaffected.

To cast the spell, the caster must speak without interruption for a full round. Thereafter, the enchantment lasts as long as the caster speaks, to a maximum of 1 hour. Those enthrallled take no action while the caster speaks, and for 1d3 rounds thereafter while they discuss the matter. Those entering the area of effect must also successfully save vs. spell or become enthrallled.

Those not enthrallled are 50% likely every turn to hoot and jeer in unison. If there is excessive jeering, the rest are allowed a new saving throw. The speech ends (but the 1d3 round delay still applies) if the caster is successfully attacked or performs any action other than speaking.

If the audience is attacked, the spell ends and the audience reacts immediately, rolling a reaction check with respect to the source of the interruption, at a penalty of -10.

Note: When handling a large number of saving throws for similar creatures, the DM can assume an average to save time; for example, a crowd of 20 men with a base saving throw of 16 (25% success chance) will have 15 men enthrallled and 5 not.

Find Traps (Divination)

Rng: 0	Comp: V, S
Dur: 1 turn+3 rounds/level	CT: 3
AoE: 5'x85'	Save: None

When a caster casts a *find traps* spell, all traps--concealed normally or magically--of magical or mechanical nature become apparent to them. The caster can turn, scanning a 45 degree arc/round (8 rounds to scan 360 degrees) while remaining in place, during which time the caster remains relatively motionless in concentration. 1 trap per round can be detected. A stone wall of 1' or more thickness, solid metal of 1 inch thickness, or 3' or more of solid wood blocks the spell.

A trap is any device or magical ward that meets 3 criteria: it can inflict a sudden or unexpected result, the spellcaster would view the result as undesirable or harmful, and the harmful or undesirable result was specifically intended as such by the creator. Thus, traps include alarms, glyphs, and similar spells or devices.

The caster learns the general nature of the trap (magical or mechanical) but not its exact effect, nor how to disarm it. Close examination will, however, enable the caster to sense what intended actions might trigger it. Note that the caster's divination is limited to their knowledge of what might be unexpected and harmful. The spell cannot predict actions of creatures (hence, a concealed murder hole or ambush is not a trap), nor are natural hazards considered traps (a cavern that floods during a rain, a wall weakened by age, a naturally poisonous plant, etc.). If the DM is using specific glyphs or sigils to identify magical wards (see the 3rd level spell *glyph of warding*), this spell shows the form of the glyph or mark. The spell does not detect traps that have been disarmed or are otherwise inactive.

Fire Trap (Elemental, Fire)

Rng: Touch	Comp: V, S, M
Dur: Permanent until discharged	CT: 1 turn
AoE: Object touched	Save: 1/2

Any closeable item (book, box, bottle, chest, coffer, coffin, door, drawer, and so forth) can be warded by a *fire trap* spell. The spell is centered on a point selected by the spellcaster. The item so trapped cannot have a second closure or warding spell placed upon it. A *knock* spell cannot affect a fire trap in any way--as soon as the offending party opens the item, the trap discharges. As with most magical traps, a thief has only half their normal find traps score to detect a fire trap. Failure to remove it successfully detonates it immediately. An unsuccessful *dispel magic* spell will not detonate the spell. When the trap is discharged, there will be an explosion of 5' radius from the spell's center. All creatures within this area must roll saving throws vs. spell. Damage is 1d4 points plus 1 point/level of the caster, and half that total amount for creatures successfully saving. (Under water, this ward inflicts 1/2 damage and creates a large cloud of steam.) The item trapped is not harmed by this explosion.

The caster can use the trapped object without discharging it, as can any individual to whom the spell was specifically attuned when cast (the method usually involves a key word).

To place this spell, the caster must trace the outline of the closure with a stick of charcoal and touch the center of the effect. Attunement to another individual requires a hair or similar object from the individual.

The material components are holly berries.

Flame Blade (Elemental, Fire)

Rng: 0	Comp: V, S, M
Dur: 4 rounds+1 round/2 levels	CT: 4
AoE: 3' long blade	Save: None

With this spell, the caster causes a blazing ray of red-hot fire to spring forth from their hand. This bladelike ray is wielded as if it were a scimitar. If the caster successfully hits with the flame blade in melee combat, the creature struck suffers 1d4+4 points of damage, with a damage bonus of +2 (i. e., 7-10 points) if the creature is undead or is especially vulnerable to fire. If the creature is protected from fire, the damage inflicted is reduced by 2 (i.e., 1d4+2 points).

Fire dwellers and those using fire as an innate attack form suffer no damage from the spell. The flame blade can ignite combustible materials such as parchment, straw, dry sticks, cloth, etc. However, it is not a magical weapon in the normal sense of the term, so creatures (other than undead) struck only by magical weapons are not harmed by it. This spell does not function under water.

In addition to the caster's holy symbol, the spell requires a leaf of sumac as a material component.

Goodberry (Healing, Plant) Reversible

Rng: Touch	Comp: V, S, M
Dur: 1 day+1 day/level	CT: 1 round
AoE: 2d4 fresh berries +1/per level	Save: None

Casting a *goodberry* spell upon a handful of freshly picked berries makes 2d4 of them magical. The caster (as well as any other caster of the same faith and 3rd or higher level) can immediately discern which berries are affected.

A *detect magic* spell discovers this also. Berries with the magic either enable a hungry creature of approximately man size to eat one and be as well-nourished as if a full normal meal were eaten, or else cure 1 point of physical damage from wounds or other similar causes, subject to a maximum of 8 points of such curing in any 24-hour period.

The reverse of the spell, *badberry*, causes 2d4 rotten berries to appear wholesome, but each actually delivers 1 point of poison damage (no saving throw) if ingested.

The material component of the spell is the caster's holy symbol passed over the freshly picked, edible berries to be enspelled (blueberries, blackberries, raspberries, currants, gooseberries, etc.).

Heat Metal (Earth, Elemental, Fire) Reversible

Rng: 120'	Comp: V, S, M
Dur: 7 rounds	CT: 5
AoE: Special	Save: Special

By means of the *heat metal* spell, the caster is able to make ferrous metal (iron, iron alloys, steel) extremely hot. Elven chain mail is not affected, and magical metal armor receives an item saving throw vs. magical fire to avoid being heated. The material component is a holy symbol.

On the first round of the spell, the metal merely becomes very warm and uncomfortable to touch (this is also the effect on the last melee round of the spell's duration). During the second and sixth (next to the last) rounds, heat causes blisters and damage; in the third, 4th, and fifth rounds, the metal becomes searing hot, causing damage to exposed flesh, as shown below:

Metal Temperature	Damage/round
very warm	none
hot	1d4 points
searing*	2d4 points

* On the final round of searing, the afflicted creature must roll a successful saving throw vs. spell or suffer one of the following disabilities: hand or foot--becomes unusable for 2d4 days; body--becomes disabled for 1d4 days; head--falls unconscious for 1d4 turns. This effect can be completely removed by the 6th level priest spell *heal* spell or by normal rest.

Note also that materials such as wood, leather, or flammable cloth smolder and burn if exposed to searing hot metal. Such materials cause searing damage to exposed flesh on the next round. Fire resistance (spell, potion, or ring) or a *protection from fire* spell totally negates the effects of a *heat metal* spell, as does immersion in water or snow, or exposure to a *cold* or *ice storm* spell. This version of the spell does not function under water. For every two experience levels of the caster, the metal of one man-sized creature can be affected (i.e., arms and armor, or a single mass of metal equal to 50 lb. of weight). Thus, a 3rd level caster would affect one such creature, a 4th or 5th level caster two, etc.

The reverse of the spell, *chill metal*, counters a *heat metal* spell or else causes metal to act as follows:

Metal Temperature	Damage/round
cold	none
icy	1-2 points
freezing*	1d4 points

* On the final round of freezing, the afflicted creature must roll a successful saving throw vs. spell or suffer from the numbing effects of the cold. This causes the loss of all feeling in a hand (or hands, if the DM rules the saving throw was failed badly) for 1d4 days. During this time, the PC's grip is extremely weak and they cannot use that hand for fighting or any other activity requiring a firm grasp.

The *chill metal* spell is countered by a *resist cold* spell, or by any great heat--proximity to a blazing fire (not a mere torch), a magical *flaming sword*, a *wall of fire* spell, etc. Under water, this version of the spell inflicts no damage, but ice immediately forms around the affected metal, exerting an upward buoyancy.

Hold Person (Charm)

Rng: 360'	Comp: V, S, M
Dur: 2 rounds/level	CT: 3
AoE: 1-4 persons in 20'x20'x20'	Save: Negates

This spell holds 1 to 4 humans, demihumans, or humanoid creatures (at the caster's option) rigidly immobile. The *hold person* spell affects any bipedal human, demihuman or humanoid of man size or smaller, including brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, troglodytes, and others. Thus, a 10th level fighter could be held, while an ogre could not.

The spell is centered on a point selected by the caster; it affects persons selected by the caster within the area of effect. If the spell is cast at 3 or 4 people, each gets an unmodified saving throw. If only two people are being enspelled, each makes their saving throw with a -1 penalty. If the spell is cast at only one person, the saving throw suffers a -3 penalty. Saving throws are adjusted for Wisdom. Those succeeding on their saving throws are unaffected by the spell. Undead creatures cannot be held.

Held beings cannot move or speak, but they remain aware of events around them and can use abilities not requiring motion or speech. Being held does not prevent the worsening of the subjects' condition due to wounds, disease, or poison. The caster can end the spell with a single utterance at any time.

The spellcaster needs a small, straight piece of iron as the material component of this spell.

Know Alignment (Divination) Reversible

Rng: 90'	Comp: V, S
Dur: 3 rounds/level	CT: 4
AoE: 1 creature or object every 2 rounds	Save: Negates

A *know alignment* spell enables the caster to exactly read the aura of a creature or an aligned object (unaligned objects reveal nothing). The caster can turn, scanning a 45 degree arc/ 2 rounds (16 rounds to scan 360 degrees) while remaining in place, during which time the caster remains relatively motionless in concentration. If the creature rolls a successful saving throw vs. spell, the caster learns nothing about that particular creature from the casting. Certain magical devices negate the power of the *know alignment* spell.

The reverse, *undetectable alignment*, conceals the alignment of an object or creature for 24 hours--even from a *know alignment* spell.

Messenger (Animal)

Rng: 60'/level	Comp: V, S
Dur: 1 day/level	CT: 1 round
AoE: 1 creature	Save: Negates

This spell enables the caster to call upon a tiny (size T) creature of at least animal intelligence to act as their messenger. The spell does not affect giant animals and it does not work on creatures of low (i.e., 5) Intelligence or higher. If the creature is within range, the caster, using some type of food desirable to the animal as a lure, can call the animal to come. The animal is allowed a saving throw vs. spell. If the saving throw is failed, the animal advances toward the caster and awaits their bidding. The caster can communicate with the animal in a crude fashion, telling it to go to a certain place, but directions must be simple.

The spellcaster can attach some small item or note to the animal. If so instructed, the animal will then wait at that location until the duration of the spell expires. (Note that unless the intended recipient of a message is expecting a messenger in the form of a small animal or bird, the carrier may be ignored.) When the spell's duration expires, the animal or bird returns to its normal activities. The intended recipient of a message gains no communication ability.

Obscurement (Air, Elemental, Weather)

Rng: 0	Comp: V, S
Dur: 4 rounds/level	CT: 5
AoE: Levelx10'x10'	Save: None

This spell causes a misty vapor to arise around the caster. It persists in this locale for 4 rounds/caster level and reduces the visibility ranges of all types of vision (including darkvision) to 2d4'. The ground area affected by the spell is a progression based on the caster's level: a 10'x10' area at 1st level, a 20'x20' area at 2nd level, a 30'x30' area at 3rd level, and so on. The height of the vapor is restricted to 10' regardless of level, although the cloud will otherwise expand to fill confined spaces.

A strong wind (such as from the 3rd level caster spell *gust of wind*) can cut the duration of an *obscurement* spell by 75%. This spell does not function under water.

Produce Flame (Elemental, Fire)

Rng: 0	Comp: V, S
Dur: 1 round/level	CT: 5
AoE: Special	Save: None

A bright flame, equal in brightness to a torch, springs forth from the caster's palm when they cast a *produce flame* spell. The flame does not harm the caster, but it is hot and it causes the combustion of flammable materials (paper, cloth, dry wood, oil, etc.). The caster is capable of hurling the magical flame as a missile, with a range of 120' (considered short range). The flame flashes on impact, igniting combustibles within a 5'x5' impact point, and then it goes out.

A creature struck by the flame suffers 1d4+1 points of damage and, if combustion occurs, must spend a round extinguishing the fire or suffer additional damage assigned by the DM until the fire is extinguished. A miss is resolved as a grenade like missile. If any duration remains to the spell, another flame immediately appears in the caster's hand. The caster can hurl a maximum of one flame/level, but no more than one flame/round.

The caster can snuff out magical flame any time they desire, but fire caused by the flame cannot be so extinguished. This spell does not function under water.

Resist Fire/Resist Cold (Elemental, Fire, Protection)

Rng: Touch	Comp: V, S, M
Dur: 1 round/level	CT: 5
AoE: 1 creature	Save: None

When this spell is placed upon a creature by a caster, the creature's body is toughened to withstand heat or cold, as chosen by the caster. The spell grants the creature complete immunity to mild conditions (standing naked in the snow or reaching into an ordinary fire to pluck out a note). The recipient can somewhat resist intense heat or cold (whether natural or magical in origin), such as red-hot charcoal, a large amount of burning oil, flaming swords, fire storms, fireballs, meteor swarms, red dragon's breath, frostbrand swords, ice storms, *wands of frost*, or white dragon's breath. In all of these cases, the temperature affects the creature to some extent. The recipient of the spell gains a bonus of +3 to saving throws against such attack forms and all damage sustained is reduced by 50%; therefore, if the saving throw is failed, the creature sustains 1/2 damage, and if the saving throw is successful, the creature sustains only one-quarter damage. Resistance to fire lasts for 1 round for each experience level of the caster placing the spell.

The caster needs a drop of mercury as the material component of this spell.

Silence 15' Radius (Guardian)

Rng: 360'	Comp: V, S
Dur: 2 rounds/level	CT: 5
AoE: 15' radius	Save: None

Upon casting 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 issues from or enters the area. The spell can be cast into the air or upon an object, but the effect is stationary unless cast on a mobile object or creature.

The spell lasts 2 rounds for each level of the experience of the caster. If the spell is centered on a creature, the effect then radiates from the creature and moves as it moves. An unwilling creature receives a saving throw vs. spell. If successful, the spell effect is centered about one foot behind the position of the creature at the instant of casting (the effect does not move with the creature in this case). This spell provides a defense against sound-based attacks, such as harpy singing, a *horn of blasting*, etc.

Slow Poison (Healing)

Rng: Touch	Comp: V, S, M
Dur: 1 hour/level	CT: 1
AoE: 1 creature	Save: None

When this spell is placed upon a poisoned individual, it greatly slows the effects of venom, if cast upon the victim before the poison takes full effect. (This period, known as the onset time, is known to the DM.) While this spell does not neutralize the venom, it does prevent it from substantially harming the individual for the duration of its magic in the hope that, during that spell period, the poison can be fully cured.

Any creature entering the guarded area must roll a successful saving throw vs. spell or stand paralyzed for 1 round/level of the caster, until freed by the spellcaster, by a *dispel magic* spell, or by a *remove paralysis* spell. A successful saving throw indicates that the subject creature was missed by the attack of the wyvern-form, and the spell remains in place.

The material component is the caster's holy symbol.



Animate Dead (Necromancy)

Comp: V, S, M
CT: 1 round
Save: None

The spell requires a drop of blood, a piece of flesh of the type of creature being animated, and a pinch of bone powder or a bone shard to complete the spell. Casting this spell is not a good act, and only evil casters use it frequently.

Rng: 1080'
Dur: 1 turn/level
AoE: 10' radius

Comp: V, S
CT: 1 turn
Save: 1/2

Because it requires a storm overhead, this spell can only be used outdoors. It does not function underground or under water.

Comp: V, S
CT: 2
Save: Special

The reverse spell, *continual darkness*, causes complete absence of light (pitch blackness), similar to the *darkness* spell but of greater duration and area.

Rng: 30'
Dur: Special
AoE: 1'x1'x1'/level

Comp: V, S
CT: 1 turn
Save: None

When this spell is cast, the caster causes food and water to appear. The food thus created is highly nourishing if rather bland; each 1'x1'x1' of the material sustains 3 human-sized creatures or one horse-sized creature for a full day. The food decays and becomes inedible within 24 hours, although it can be restored for another 24 hours by casting a *purify food and water* spell upon it. The water created by this spell is the same as that created by the 1st level caster spell *create water*. For each experience level the caster has attained, 1'x1'x1' of food or water is created by the spell. For example, a 2nd level caster could create 1'x1'x1' of food and 1'x1'x1' of water.

Rng: Touch
Dur: Permanent
AoE: 1 creature

Comp: V, S
CT: 1 round
Save: Special

Its reverse, *cause blindness or deafness*, requires a successful touch (successful attack roll) on the victim. If the victim rolls a successful saving throw, the effect is negated. If the saving throw is failed, a nondamaging magical blindness or deafness results.

A deafened creature can react only to what it can see or feel, and suffers a -1 penalty to surprise rolls, a +1 penalty to its initiative rolls, and a 20% chance of spell failure for spells with verbal components. A blinded creature suffers a -4 penalty to its attack rolls, a -4 penalty to its AC, and a +2 penalty to its initiative rolls.

Cure Disease (Healing, Necromancy) Reversible

Rng: Touch
Dur: Permanent
AoE: 1 creature

Comp: V, S
CT: 1 round
Save: None

This spell enables the caster to cure most diseases by placing their hand upon the diseased creature. The affliction rapidly disappears thereafter, making the cured creature whole and well in from 1 turn to 10 days, depending on the type of disease and the state of its advancement when the cure took place. (The DM must adjudicate these conditions.) The spell is also effective against parasitic monsters such as green slime, rot grubs, and others. When cast by a caster of at least 12th level, this spell cures lycanthropy if cast within 3 days of the infection. Note that the spell does not prevent reoccurrence of a disease if the recipient is again exposed.

The reverse of the *cure disease* spell is *cause disease*. To be effective, the caster must touch the intended victim, and the victim must fail a saving throw vs. spell. The severity of the disease is decided by the caster (debilitating or fatal). The exact details of the disease are decided by the DM, but the following are typical:

Debilitating: The disease takes effect in 1d6 turns, after which the creature loses 1 point of Strength/hour until their Strength is reduced to 2 or less, at which time the recipient is weak and virtually helpless. If a creature has no Strength rating, it loses 10% of its HPs per Strength loss, down to 10% of its original HPs. If the disease also affects HPs, use the more severe penalty. Recovery requires a period of 1d3 weeks.

Fatal: This wasting disease is effective immediately. Infected creatures receive no benefit from *cure wound* spells while the disease is in effect; wounds heal at only 10% of the natural rate. The disease proves fatal within 1d6 months and can be cured only by magical means. Each month the disease progresses, the creature loses 2 points of Charisma, permanently.

The inflicted disease can be cured by the *cure disease* spell. Lycanthropy cannot be caused.

Dispel Magic (All)

Rng: 360'
Dur: Instantaneous
AoE: 30'x30'x30' or 1 item

Comp: V, S
CT: 3
Save: None

When a caster casts this spell, it has a chance to neutralize or negate magic it comes in contact with. It can be cast on an area or on an item as follows:

Area: It removes spells and spell-like effects (including active and inactive device/item effects and innate abilities) from creatures, objects or the area (Items can be reactivated the following round). It also disrupts casting or use of magic items in the area of effect. Lastly, it destroys magical potions (which are treated as 12th level for purposes of this spell).

Each effect or potion in the spell's area is checked to determine if it is dispelled. The caster can always dispel their own magic; otherwise, the chance to dispel depends on the difference in level between the magical effect and the caster. The base chance is 50% (10 or less on 1d20 to dispel). If the caster is of higher level than the creator of the effect to be dispelled, the difference is added to the number needed on 1d20 to dispel (making it more likely that the dispel succeeds); if the caster is of lower level, the difference is subtracted to the number needed on 1d20 to dispel (making it less likely that the dispel succeeds). A roll of 1 always succeeds and a roll of 20 always fails. Thus, if a caster is 10 levels higher, only a roll of 1 prevents the effect from being dispelled.

Item: This renders the item nonoperational for 2d3 rounds. An item possessed and carried by a creature gains the creature's saving throw vs. spell against this effect; otherwise, it is automatically rendered nonoperational. An interdimensional interface (such as a *bag of holding*) rendered nonoperational would be temporarily closed and has a 50% chance of "dumping" its contents. Note that an item's physical properties are unchanged, a nonoperational magical sword is still a sword.

Artifacts and relics are not subject to this spell; however, some of their spell-like effects may be, at the DM's option.

Note that this spell can be very effective when used upon charmed and similarly beguiled creatures. Certain spells or effects cannot be dispelled; these are listed in the spell descriptions.

Summary of Dispel Magic Effects

Source of Effect	Resists As	Result of Dispel
Caster	None	Dispel automatic
Other caster/innate ability	Level/HD of other caster	Effect negated
Wand	6th level	*
Staff	8th level	*
Potion	12th level	Potion destroyed
Other magic/item	12th, unless special	*
Artifact	DM discretion	DM discretion
* Effect negated; if cast directly on item, item becomes non-operational for 1d4 rounds.		

Feign Death (Necromancy)

Rng: Touch
Dur: 1 turn+1 round/level
AoE: Person touched

Comp: V
CT: 1/2
Save: None

By means of this spell, the caster or any other willing person can be put into a cataleptic state that is impossible to distinguish from actual death. Although the person affected can smell, hear, and know what is going on, no feeling or sight of any sort is possible; thus, any wounding or mistreatment of the body is not felt, no reaction occurs, and damage is only 1/2 normal.

In addition, paralysis, poison, or energy level drain does not affect a person under the influence of this spell, but poison injected or otherwise introduced into the body becomes effective when the spell recipient is no longer under the influence of this spell, although a saving throw is permitted. However, the spell offers no protection from causes of certain death--being crushed under a landslide, etc. Only a willing individual can be affected by a *feign death* spell. The caster is able to end the spell effect at any time, but it requires a full round for bodily functions to begin again.

Note that, unlike the caster version of this spell, only people can be affected, and that those of any level can be affected by the caster casting this spell.

Flame Walk (Elemental, Fire)

Rng: Touch
Dur: 1 round+1/level
AoE: Creature(s) touched

Comp: V, S, M
CT: 5
Save: None

By means of this spell, the caster empowers one or more creatures to withstand nonmagical fires of temperatures up to 2,000°. (enabling them to walk upon molten lava). It also confers a +2 bonus to saving throws against magical fire and reduces damage from such fires by 1/2, even if the saving throw is failed. For every experience level above the minimum required to cast the spell (5th), the caster can affect an additional creature. This spell is not cumulative with *resist fire* spells or similar protections.

The material components of the spell are the caster's holy symbol and at least 500 gp of powdered ruby per affected creature.

Glyph of Warding (Guardian, Wards)

Rng: Touch
Dur: Until discharged
AoE: Special

Comp: V, S, M
CT: Special
Save: Special

A glyph of warding is a powerful inscription magically drawn to prevent unauthorized or hostile creatures from passing, entering, or opening. It can be used to guard a small bridge, to ward an entry, or as a trap on a chest or box.

The caster must set the conditions of the ward; typically any creature violating the warded area without speaking the name of the glyph is subject to the magic it stores. A successful saving throw vs. spell enables the creature to escape the effects of the glyph. Glyphs can be set according to physical characteristics, such as creature type, size, and weight. Glyphs can also be set with respect to good or evil, or to pass those of the caster's religion. They cannot be set according to class, HD, or level. Multiple glyphs cannot be cast on the same area; although if a cabinet had 3 drawers, each could be separately warded.

When the spell is cast, the caster weaves a tracery of faintly glowing lines around the warding sigil. For every 5'x5' or less of area to be protected, 1 round is required to trace the warding lines of the glyph. The caster can affect an area equal to a square, the sides of which are the same as their level, in feet. The glyph can be placed to conform to any shape up to the limitations of the caster's total square footage.

Thus, a 6th level caster could place a glyph on a 6'x6' square, a 4'x9' rectangle, a 2'x18' band, or a 1' by 36' strip. When the spell is completed, the glyph and tracery become invisible.

The caster traces the glyph with incense, which, if the area exceeds 50'x50', must be sprinkled with powdered diamond (at least 2,000 gp worth).

Typical glyphs shock for 1d4 points of electrical damage/level of the spellcaster, explode for a like amount of fire damage, paralyze, blind, deafen, and so forth. The DM may allow any harmful caster spell effect to be used as a glyph, provided the caster is of sufficient level to cast the spell. Successful saving throws either reduce effects by 1/2 or negate them, according to the glyph employed. Glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled by magic and foiled by high level thieves using their find-and-remove-traps skill.

The DM may decide that the exact glyphs available to a caster depend on their religion, and they might make new glyphs available according to the magical research rules.

Hold Animal (Animal, Charm)

Rng: 240'	Comp: V, S
Dur: 2 rounds/level	CT: 6
AoE: 1-4 animals in 40'x40'x40'	Save: Negates

By means of this spell, the caster holds one to 4 animals rigid. Animals affected are normal or giant-sized mammals, birds, or reptiles, but not monsters such as centaurs, gorgons, harpies, naga, etc. Apes, bears, crocodiles, dogs, eagles, foxes, giant beavers, and similar animals are subject to this spell. The hold lasts for 2 rounds/caster level. The caster decides how many animals can be affected, but the greater the number, the better chance each has to successfully save against the spell.

Each animal gets a Save: If only one is the subject of the spell, it has a penalty of -4 on its roll; if two are subject, each receives a penalty of -2 on its roll; if 3 are subject, each receives a penalty of -1 on its roll; and if 4 are subject, each gets an unmodified saving throw.

A maximum body weight of 400 lb. (100 lb. for nonmammals) per animal/caster level can be affected--for example, an 8th level caster can affect up to 4 3,200-lb mammals or a like number of 800-lb nonmammals, such as birds or reptiles.

Locate Object (Divination) Reversible

Rng: 90'/level	Comp: V, S, M
Dur: 1 round/level	CT: 2
AoE: 1 object	Save: None

This spell aids in locating a single known or familiar object. The caster casts the spell, slowly turns scanning a 45 degree arc/round (8 rounds to scan 360 degrees) while remaining in place, during which time the caster remains relatively motionless in concentration, and senses when they're facing in the direction of the object to be located, provided the object is within range. The spell can locate such objects as apparel, jewelry, furniture, tools, weapons, or even a ladder or stairway. Note that attempting to find a specific item, such as jewelry or a crown, requires an accurate mental image. If the image is not close enough to the actual, the spell does not work. Desired but unique objects cannot be located by this spell unless they're known by the caster. The spell is blocked by lead. Creatures cannot be found by this spell.

The casting requires the use of a piece of lodestone.

The reversal, *obscure object*, hides an object from location by spell, *crystal ball*, or similar means for 8 hours. The caster must touch the object being concealed.

Magical Vestment (Protection)

Rng: 0	Comp: V, S, M
Dur: 5 rounds/level	CT: 1 round
AoE: The caster	Save: None

This spell enchants the caster's vestment, providing protection at least the equivalent of chain mail (AC 15). The vestment gains a +1 enchantment for each 3 levels of the caster beyond 5th level, to a maximum of AC 19 at 17th level. The magic lasts for 5 rounds/level of the caster, or until the caster loses consciousness. If the vestment is worn with other armors, only the best AC (either the armor or the vestment) is used; this protection is not cumulative with any other AC protection.

The material components are the vestment to be enchanted and the caster's holy symbol, which are not expended.

Meld Into Stone (Earth, Elemental)

Rng: 0	Comp: V, S, M
Dur: 8 rounds+1d8 rounds	CT: 6
AoE: The caster	Save: None

This spell enables the caster to meld their body and possessions into a single block of stone. The stone must be large enough to accommodate their body in all 3 dimensions.

When the casting is complete, the caster and not more than 100 lb. of nonliving gear merge with the stone. If either condition is violated, the spell fails and is wasted.

While in the stone, the caster remains in contact, however tenuous, with the face of the stone through which they melded. The caster remains aware of the passage of time. Nothing that goes on outside the stone can be seen or heard, however. Minor physical damage to the stone does not harm the caster, but its partial destruction, if enough so that the caster no longer fits, expels the caster with 4d8 points of damage. The stone's destruction expels the caster and slays them instantly, unless they roll a successful saving throw vs. spell.

The magic lasts for 1d8+8 rounds, with the variable part of the duration rolled secretly by the DM. At any time before the duration expires, the caster can step out of the stone through the stone surface they entered. If the duration runs out, or the effect is dispelled before the caster exits the stone, they're violently expelled and suffers 4d8 points of damage.

The following spells harm the caster if cast upon the stone that they're occupying: *stone to flesh* expels the caster and inflicts 4d8 points of damage; *stone shape* causes 4d4 points of damage, but does not expel the caster; *transmute rock to mud* expels and slays them instantly unless they roll a successful saving throw vs. spell; and *passwall* expels the caster without damage.

Negative Plane Protection (Protection, Necromancy)

Rng: Touch	Comp: V, S
Dur: Special	CT: 1 round
AoE: 1 creature	Save: None

This spell affords the caster or touched creature partial protection from undead monsters with Negative Energy plane connections (such as shadows, wights, wraiths, spectres, or vampires) and certain weapons and spells that drain energy levels. The *negative plane protection* spell opens a channel to the Positive Energy plane, possibly offsetting the effect of the negative energy attack. A protected creature struck by a negative energy attack is allowed a saving throw vs. death magic. If successful, the energies cancel with a bright flash of light and a thunderclap. The protected creature suffers only normal HP damage from the attack and does not suffer any drain of experience or Strength, regardless of the number of levels the attack would have drained. An attacking undead creature suffers 2d6 points of damage from the positive energy; a draining caster or weapon receives no damage.

This protection is proof against only one such attack, dissipating immediately whether or not the saving throw was successful. If the saving throw is failed, the spell recipient suffers double the usual physical damage, in addition to the loss of experience or Strength that normally occurs. The protection lasts for 1 turn/level of the priest casting the spell, or until the protected creature is struck by a negative energy attack. This spell cannot be cast on the Negative Energy plane.

Plant Growth (Plant)

Rng: 480' or 30'/level (whichever is greater)	Comp: V, S
Dur: Permanent	CT: 4
AoE: Special	Save: None

The *plant growth* spell enables the caster to choose either of two different uses. The first causes normal vegetation to grow, entwine, and entangle to form a thicket or jungle that creatures must hack or force a way through at a movement rate of 1/round (or 2 if the creatures are larger than man size). Note that the area must have brush and trees in it in order for this spell to take effect. Briars, bushes, creepers, lianas, roots, saplings, thistles, thorn, trees, vines, and weeds become so thick and overgrown in the area of effect as to form a barrier.

The area of effect is a square, 20' on/per side/level of experience of the caster, in any square shape that the caster decides upon at the time of the spellcasting. Thus, an 8th level caster can affect a maximum area of a 160'x160' sq., a 320'x80' rectangle, a 640'x40' rectangle, a 1,280'x20' rectangle, etc. The spell's effects persist in the area until it is cleared by labor, fire, or such magical means as a *dispel magic* spell.

The second use of the spell affects a one-mile sq. area. The spell renders plants more vigorous, fruitful, and hardy, increasing yields by 20% to 50% ([1d4+1]x10%), given a normal growing season. The spell does not prevent disaster in the form of floods, drought, fire, or insects, although even in these cases the plants survive better than expected. This effect lasts only for the life cycle of one season, the winter "death" marking the end of a life cycle even for the sturdiest of trees. In many farming communities, this spell is normally cast at planting time as part of the spring festivals.

Prayer (Combat)

Rng: 0
Dur: 1 round/level
AoE: 60' radius

Comp: V, S, M
CT: 6
Save: None

By means of the *prayer* spell, the priest brings special favor upon himself and their party and causes harm to their enemies. Those in the area at the instant the spell is completed are affected for the duration of the spell. When the spell is completed, all attack and damage rolls and saving throws made by those in the area of effect who are friendly to the priest gain +1 bonuses, while those of the priest's enemies suffer -1 penalties. Once the *prayer* spell is uttered, the priest can do other things, unlike a *chant*, which they must continue to make the spell effective.

If another priest of the same religious persuasion (not merely the same alignment) is chanting when a prayer is cast, the effects combine to +2 and -2, as long as both are in effect at once.

The priest needs a silver holy symbol, prayer beads, or a similar device as the material component of this spell.

Protection From Fire (Elemental, Fire, Protection)

Rng: Touch
Dur: Special
AoE: 1 creature

Comp: V, S, M
CT: 6
Save: None

The effect of a *protection from fire* spell differs according to whether the recipient of the magic is the caster or some other creature. In either case, the spell lasts no longer than 1 turn/caster level.

If the spell is cast upon the caster, it confers complete invulnerability to: normal fires (torches, bonfires, oil fires, and the like); exposure to magical fires such as fiery dragon breath; spells such as *burning hands*, *fireball*, *fire seeds*, *fire storm*, *flame strike*, and *meteor swarm*; hell hound or pyrohydra breath, etc. The invulnerability lasts until the spell has absorbed 12 points of heat or fire damage/level of the caster, at which time the spell is negated.

If the spell is cast upon another creature, it gives invulnerability to normal fire, gives a bonus of +4 to saving throw die rolls vs. fire attacks, and reduces damage sustained from magical fires by 50%.

The caster's holy symbol is the material component.

Pyrotechnics (Elemental, Fire)

Rng: 480'
Dur: Special
AoE: 1 fire source

Comp: V, S, M
CT: 2
Save: None

A *pyrotechnics* spell draws on an existing fire source to produce either of two effects, at the option of the caster.

First, it can produce a flashing and fiery burst of glowing, colored aerial fireworks that lasts 1 round. Creatures in, under, or within 120' of the area that have an unobstructed line of sight to the effect are blinded for 1d4+1 rounds unless they roll successful saving throws vs. spell. The fireworks fill a volume 10 times greater than the original fire source.

Second, it can cause a thick, writhing stream of smoke to arise from the source and form a choking cloud that lasts for 1 round/experience level of the caster. This covers a roughly hemispherical volume from the ground or floor up (or conforming to the shape of a confined area) that totally obscures vision beyond 2'. The smoke fills a volume 100 times that of the fire source. All within the cloud must roll successful saving throws vs. spell or suffer -2 penalties to all combat rolls and AC.

The spell uses one fire source within a 20' cu, which is immediately extinguished. If an extremely large fire is used as the source, it is only partially extinguished by the casting. Magical fires are not extinguished, although a fire-based creature (such as a fire elemental) used as a source suffers 1d4 points of damage, plus 1 point of damage/caster level. This spell does not function under water.

Remove Curse (Protection) Reversible

Rng: Touch
Dur: Permanent
AoE: Special

Comp: V, S
CT: 6
Save: Special

Upon casting this spell, the caster is usually able to remove a curse on an object, on a person, or in the form of some undesired sending or evil presence. Note that the *remove curse* spell does not remove the curse from a cursed shield, weapon, or suit of armor, for example, although the spell typically enables the person afflicted with any such cursed item to 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 more. A caster of 12th level or more can cure lycanthropy with this spell by casting it on the animal form. The were-creature receives a saving throw vs. spell and, if successful, the spell fails and the caster must gain a level before attempting the remedy on this creature again.

The reverse of the spell is not permanent; the *bestow curse* spell lasts for 1 turn for every experience level of the caster using the spell. The curse can have one of the following effects (roll percentile dice):

D100 Roll	Result
1-50	Lowers one ability of the subject to 3 (the DM determines which by random selection)
51-75	Worsens the subject's attack rolls and saving throws by -4
76-00	Makes the subject 50% likely/turn to drop whatever it is holding (or simply do nothing, in the case of creatures not using tools)

It is possible for a caster to devise their own curse, and it should be similar in power to those given here. Consult your DM. The subject of a *bestow curse* spell must be touched. If the victim is touched, a saving throw is still applicable; if it is successful, the effect is negated. The bestowed curse cannot be dispelled.

Remove Paralysis (Necromancy, Protection)

Rng: 30'/level
Dur: Permanent
AoE: 1d4 creatures in 20' cu

Comp: V, S
CT: 6
Save: None

By the use of this spell, the priest can free one or more creatures from the effects of any paralyzation or from related magic (such as a ghoul touch, or a *hold* or *slow* spell). If the spell is cast on 1 creature, the paralyzation is negated. If cast on two creatures, each receives another saving throw vs. the effect that afflicts it, with a +4 bonus. If cast on 3 or 4 creatures, each receives another saving throw with a +2 bonus. There must be no physical or magical barrier between the caster and the creatures to be affected, or the spell fails and is wasted.

Snare (Plant)

Rng: Touch
Dur: Until triggered
AoE: 2'diameter+2"/level

Comp: V, S, M
CT: 3 rounds
Save: None

This spell enables the caster to make a snare that is 90% undetectable without magical aid. The snare can be made from any supple vine, a thong, or a rope.

When the *snare* spell is cast upon it, the cordlike object blends with its surroundings. 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 snake could be thus ensnared).

If a strong and supple tree is nearby, the snare can be fastened to it. The magic of the spell causes the tree to bend and then straighten when the loop is triggered, inflicting 1d6 points of damage to the creature trapped, and lifting it off the ground by the trapped member(s) (or strangling it if the head/neck triggered the snare). If no such sapling or tree is available, the cordlike object tightens upon the member(s), then wraps around the entire creature, causing no damage, but tightly binding it. Under water, the cord coils back upon its anchor point.

The snare is magical, so for 1 hour it is breakable only by cloud giant or greater Strength (23); each hour thereafter, the snare material loses magic so as to become 1 point more breakable/hour--22 after 2 hours, 21 after 3, 20 after 4--until 6 full hours have elapsed. At that time, 18 Strength will break the bonds.

After 12 hours have elapsed, the materials of the snare lose all magical properties and the loop opens, freeing anything it held. The snare can be cut with any magical weapon, or with any edged weapon wielded with at least a +2 attack bonus (from Strength, for example).

The caster must have a snake skin and a piece of sinew from a strong animal to weave into the cordlike object from which they will make the snare. Only the caster's holy symbol is otherwise needed.

Speak With Dead (Divination, Necromancy)

Rng: 1	Comp: V, S, M
Dur: Special	CT: 1 turn
AoE: 1 creature	Save: Special

Upon casting a *Speak with dead* spell, the priest is able to ask several questions of a dead creature in a set period of time and receive answers according to the knowledge of that creature. Of course, the priest must be able to converse in the language that the dead creature once used. The length of time the creature has been dead is a factor, since only higher level priests can converse with a long-dead creature. The number of questions that can be answered and the length of time in which the questions can be asked depend on the level of experience of the priest. Even if the casting is successful, such creatures are as evasive as possible when questioned. The dead tend to give extremely brief and limited answers, often cryptic, and to take questions literally. Furthermore, their knowledge is often limited to what they knew in life.

A dead creature of different alignment or of higher level or HD than the caster's level receives a saving throw vs. spell. A dead creature that successfully saves can refuse to answer questions, ending the spell. At the DM's option, the casting of this spell on a given creature might be restricted to once/week.

The priest needs a holy symbol and burning incense in order to cast this spell upon the body, remains, or a portion thereof. They remain are not expended. This spell does not function under water.

Caster's Level of Experience	Max. Length of Time Dead	Time Questioned	No. of Questions
1-7	1 week	1 round	2
7-8	1 month	3 rounds	3
9-12	1 year	1 turn	4
13-15	10 years	2 turns	5
16-20	100 years	3 turns	6
21+	1,000 years	1 hour	7

Spike Growth (Plant)

Rng: 180'	Comp: V, S, M
Dur: 3d4 turns+1/level	CT: 6
AoE: 10' sq./level	Save: None

Wherever any type of plant growth of moderate size or density is found, this spell can be used. The ground-covering vegetation or roots and rootlets in the area becomes very hard and sharply pointed. In effect, the ground cover, while appearing to be unchanged, acts as if the area were strewn with caltrops. In areas of bare ground or earthen pits, roots and rootlets act in the same way. For each 10' of movement through the area, the victim suffers 2d4 points of damage. The PC must also roll a saving throw vs. spell. If this saving throw is failed, the victim's movement rate is reduced by 1/3 of its current total (but a creature's movement rate can never be less than 1). This penalty lasts for 24 hours, after which the PC's normal movement rate is regained.

Without the use of a spell such as *true seeing*, similar magical aids, or some other special means of detection (such as *detect traps* or *detect snares and pits*), an area affected by *spike growth* is absolutely undetectable as such until a victim enters the area and suffers damage. Even then, the creature cannot determine the extent of the perilous area unless some means of magical detection is used.

The components for this spell are the priest's holy symbol and either 7 sharp thorns or 7 small twigs, each sharpened to a point.

Starshine (Sun)

Rng: 30'/level	Comp: V, S, M
Dur: 1 turn/level	CT: 6
AoE: 10' sq./level	Save: None

A *starshine* spell enables the caster to softly illuminate an area as if it were exposed to a clear night sky filled with stars. Regardless of the height of the open area in which the spell is cast, the area immediately beneath it is lit by starshine.

Vision ranges are the same as those for a bright moonlit night--movement noted out to 300'; stationary creatures seen up to 150'; general identifications made at 90'; and recognition at 30'. The spell creates shadows and has no effect on darkvision.

The area of effect actually appears to be a night sky, but disbelief of the illusion merely enables the disbeliever to note that the "stars" are actually evoked lights. This spell does not function under water.

The material components are several stalks from an amaryllis plant (especially Hypoxis) and several holly berries.

Stone Shape (Earth, Elemental)

Rng: Touch	Comp: V, S, M
Dur: Permanent	CT: 1 round
AoE: 9' cu+1' cu/level	Save: None

By means of this spell, the caster can form an existing piece of stone into any shape that suits their purposes. For example, they can make a stone weapon, a special trapdoor, or a crude idol. By the same token, it enables the spellcaster to shape a stone door, perhaps so as to escape imprisonment, providing the volume of stone involved is within the limits of the area of effect. While stone coffers can be thus formed, stone doors made, etc., the fineness of detail is normally not great. If the shaping has moving parts, there is a 30% chance they don't work.

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

Summon Insects (Animal, Summoning)

Rng: 90'	Comp: V, S, M
Dur: 1 round/level	CT: 1 round
AoE: 1 creature	Save: None

The *summon insects* spell attracts a cloud or swarm of normal insects to attack the foes of the caster. Flying insects appear 70% of the time, while crawling insects appear 30% of the time. The exact insects called are bees, biting flies, hornets, or wasps, if flying insects are indicated; biting ants or pinching beetles, if crawling insects are indicated. A cloud of the flying type, or a swarm of the crawling sort, appears after the spell is cast. This gathers at a point chosen by the caster, within the spell's range, and attacks any single creature the caster points to.

The attacked creature sustains 2 points of damage if it does nothing but attempt to flee or fend off the insects during the time it is attacked; it suffers 4 points of damage/round otherwise. If the insects are ignored, the victim fights with a -2 penalty to their attack roll and a -2 penalty to their AC. If they attempt to cast a spell, an initiative roll should be made for the insects to see if their damage occurs before the spell is cast. If it does, the victim's concentration is ruined and the spell is lost.

The insects disperse and the spell ends if the victim enters thick smoke or hot flames. Besides being driven off by smoke or hot flames, the swarm might possibly be outrun, or evaded by plunging into a sufficient body of water.

If evaded, the summoned insects can be sent against another opponent, but there will be at least a 1 round delay while they leave the former opponent and attack the new victim. Crawling insects can travel only about 10'/round (maximum speed over smooth ground) and flying insects travel 60'/round. The caster must concentrate to maintain the swarm; it dissipates if they move or are disturbed.

It is possible, in underground situations, that the caster might summon 1d4 giant ants by means of the spell, but the possibility is only 30% unless giant ants are nearby. This spell does not function under water.

The materials needed for this spell are the caster's holy symbol, a flower petal, and a bit of mud or wet clay.

Tree (Plant)

Rng: 0	Comp: V, S, M
Dur: 6 turns+1 turn/level	CT: 6
AoE: The caster	Save: None

By means of this spell, the caster is able to assume the form of a small living tree or shrub or that of a large dead tree trunk with only a few limbs. Although the closest inspection cannot reveal that this plant is actually a person, and for all normal tests they're, in fact, a tree or shrub, the caster is able to observe all that goes on around them just as if they were in normal form.

The AC and HPs of the plant are those of the caster. The caster can remove the spell at any time, instantly changing from plant to their normal form and having full capability for any action normally possible (including spellcasting). Note that all clothing and gear worn or carried change with the caster.

The material components of this spell are the priest's holy symbol and a twig from a tree.

Water Breathing (Air, Elemental, Water) Reversible

Rng: Touch
Dur: 1 hour/level+1d4 hours
AoE: 1 creature

Comp: V, S, M
CT: 3
Save: None

The recipient of a *water breathing* spell is able to breathe water freely for the duration of the spell. The caster can touch more than 1 creature with a single casting; in this case the duration is divided by the number of creatures touched.

The reverse, *air breathing* enables water-breathing creatures to comfortably survive in the atmosphere for an equal duration. Note that neither version prevents the recipient creature from breathing in its natural element.

The material component of the spell is a short reed or piece of straw.

Water Walk (Elemental, Water)

Rng: Touch
Dur: 1 turn+1 turn/level
AoE: Special

Comp: V, S, M
CT: 6
Save: None

By means of this spell, the caster is able to empower one or more creatures to tread upon any liquid as if it were firm ground; this includes mud, quicksand, oil, running water, and snow. The recipient's feet do not touch the surface of the liquid, but oval depressions of their appropriate foot size and 2" deep are left in the mud or snow. The recipient's rate of movement remains normal. If cast under water, the recipient is borne toward the surface.

For every level of the caster above the minimum required to cast the spell (5th level), they can affect another creature.

The material components for this spell are a piece of cork and the priest's holy symbol



Fourth Level Priest Spells

Abjure (Astral, Guardian, Summoning)

Rng: 30'
Dur: Special
AoE: 1 creature

Comp: V, S, M
CT: 1 round
Save: Special

This spell can send an extraplanar creature back to its own plane of existence. The spell fails against entities of demigod status or greater, but their servants or minions can be abjured. If the creature has a specific (proper) name, it must be known and used. Any magic resistance of the subject must be overcome, or the spell fails. The priest has a 50% chance of success (a roll of 11 or better on 1d20). The roll is adjusted by the difference in level or HD between the caster and the creature being abjured; the number needed is decreased if the priest has more HD and increased if the creature has more HD. If the spell is successful, the creature is instantly hurled back to its own plane. The affected creature must survive a system shock check. If the creature does not have a Constitution score, the required roll is 70%+2%/HD or level. The caster has no control over where in the creature's plane the abjured creature arrives. If the attempt fails, the priest must gain another level before another attempt can be made on that particular creature.

The spell requires the priest's holy symbol, holy water, and some material inimical to the creature.

Animal Summoning I (Animal, Summoning)

Rng: 1 mi radius
Dur: Special
AoE: Special

Comp: V, S
CT: 7
Save: None

By means of this spell, the caster calls up to 8 animals that have 4 HD or less, of whatever sort the caster names when the summoning is made. Only animals within range of the caster at the time the spell is cast will come. The caster can try 3 times to summon 3 different types of animals. For example, a caster first tries to summon wild dogs to no avail, then unsuccessfully tries to call hawks, and finally calls wild horses that may or may not be within summoning range.

The DM must determine the chance of a summoned animal type being within the range of the spell. The animals summoned aid the caster by whatever means they possess, staying until a fight is over, a specific mission is finished, the caster is safe, they send them away, etc. Only normal or giant animals can be summoned; fantastic animals or monsters cannot be summoned by this spell (no chimerae, dragons, gorgons, manticores, etc.).

Call Woodland Beings (Animal, Plant, Summoning)

Rng: 300'/level
Dur: Special
AoE: Special

Comp: V, S, M
CT: Special
Save: Negates

By means of this spell, the caster is able to summon certain woodland creatures to their location. Naturally, this spell works only outdoors, but not necessarily only in wooded areas.

The caster begins the incantation and continues uninterrupted until some called creature appears or 2 turns have elapsed. (The verbalization and somatic gesturing are easy, so this is not particularly exhausting to the spellcaster.) Only one type of the following sorts of beings can be summoned by the spell. They come only if they're within the range of the call.

The caster can call 3 times, for a different type each time. Once a call is successful, no other type can be called without another casting of the spell. (The DM will consult their outdoor map or base the probability of any such creature being within spell range upon the nature of the area the caster is in at the time of spellcasting.)

The creature(s) called by the spell are entitled to a saving throw vs. spell (with a -4 penalty) to avoid the summons. Any woodland beings answering the call are favorably disposed to the spellcaster and give whatever aid they're capable of.

However, if the caller or members of the caller's party are of evil alignment, the creatures are entitled to another saving throw vs. spell (this time with a +4 bonus) when they come within 30' of the caster or another evil PC with them. These beings immediately seek to escape if their saving throws are successful. In any event, if the caster requests that the summoned creatures engage in combat on their behalf, they're required to roll a loyalty reaction check based on the caster's Charisma and whatever dealings they have had with them.

This spell works with respect to neutral or good woodland creatures, as determined by the DM. Thus, the DM can freely add to or alter the list as they see fit.

If the caster personally knows a certain individual woodland being, that being can be summoned at double the normal range. If this is done, no other woodland creatures are affected.

If a percentage chance is given in the accompanying table, druids and other nature-based priests add 1%/caster level. These chances can be used if no other campaign information on the area is available.

The material components of this spell are a pine cone and 8 holly berries.

Creature Type Called	Type of Woodlands		
	Light	Moderate/Sylvan	Dense/Virgin
2d8 brownies	30%	20%	10%
1d4 centaurs	5%	30%	5%
1d4 dryads	1%	25%	15%
1d8 pixies	10%	20%	10%
1d4 satyrs	1%	30%	10%
1d6 sprites	0%	5%	25%
1 treant	--	5%	25%
1 unicorn	--	15%	20%

Cloak of Bravery (Charm, Protection) Reversible

Rng: Touch
Dur: Special
AoE: 1 creature

Comp: V, S, M
CT: 6
Save: Negates

The *cloak of bravery* spell can be cast upon any willing creature. The protected individual gains a bonus to their saving throw against any form of fear encountered (but not awe--an ability of some lesser and greater powers). When cast, the spell can affect one to 4 creatures (caster's choice).

If only one is affected, the saving throw bonus is +4. If two are affected, the bonus is +3, and so forth, until 4 creatures are protected by a +1 bonus. The magic of the *cloak of bravery* spell works only once and then the spell ends, whether or not the creature's saving throw is successful. The spell ends after 8 hours if no saving throw is required before then.

The reverse of this spell, *cloak of fear*, empowers a single creature touched to radiate a personal aura of fear, at will, out to a 3' radius. All other PC's and creatures within this aura must roll successful saving throws vs. spell or run away in panic for 2d8 rounds. Affected individuals may or may not drop items, at the DM's option.

The spell has no effect upon undead of any sort. The effect can be used only once, and the spell expires after 8 hours if not brought down sooner. Members of the recipient's party are not immune to the effects of the spell.

The material component for the *cloak of bravery* spell is the feather of an eagle or hawk. The reverse requires the tail feathers of a vulture or chicken.

Control Temperature, 10' Radius (Weather)

Rng: 0	Comp: V, S, M
Dur: 4 turns+1 turn/level	CT: 7
AoE: 10' radius	Save: None

When this spell is cast, the temperature surrounding the caster can be altered by 10°, either upward or downward./level of experience of the spellcaster. Thus, a 10thlevel caster could raise or lower the surrounding temperature from 1 to 100°. The spell can be used to ensure the comfort of the caster and those with them in extreme weather conditions.

The party could stand about in shirt sleeves during the worst blizzard (although it would be raining on them) or make ice for their drinks during a scorching heat wave.

The spell also provides protection from intense normal and magical attacks. If the extreme of temperature is beyond what could be affected by the spell (a searing blast of a fireball or the icy chill of a white dragon), the spell reduces the damage caused by 5 points for every level of the caster. Normal saving throws are still allowed, and the reduction is taken after the saving throw is made or failed. Once struck by such an attack, the spell immediately collapses.

The material component for this spell is a strip of willow bark (to lower temperatures) or rasperry leaves (to raise temperatures).

Cure Serious Wounds (Healing) Reversible

Rng: Touch	Comp: V, S
Dur: Permanent	CT: 7
AoE: 1 creature	Save: None

This spell is a more potent version of the *cure light wounds* spell. When laying their hand upon a creature, the priest heals 3d8+1/level (Max 15) points of wound or other injury damage to the creature's body. This healing cannot affect noncorporeal, nonliving, or extraplanar creatures.

Cause serious wounds, the reverse of the spell, operates similarly to the *cause light wounds* spell, the victim having to be touched first. If the touch is successful, 3d8+1/level (Max 15) points of damage are inflicted.

Detect Lie (Divination) Reversible

Rng: 85'	Comp: V, S, M
Dur: 1 turn+5 rounds/level	CT: 5
AoE: 1 creature	Save: Negates

A priest who casts this spell is immediately able to determine if the subject creature deliberately and knowingly speaks a lie. It does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions. The subject receives a saving throw vs. spell, which is adjusted only by the Wisdom of the caster--for example, if the caster has a Wisdom of 18, the subject's saving throw roll is reduced by 4.

The material component for the *detect lie* spell is one gp worth of gold dust. The spell's reverse, *undetectable lie*, prevents the magical detection of lies spoken by the creature for 24 hours.

The reverse requires brass dust as its material component.

Divination (Divination)

Rng: 0	Comp: V, S, M
Dur: Special	CT: 1 turn
AoE: Special	Save: None

A *divination* spell is used to garner a useful piece of advice concerning a specific goal, event, or activity that will occur within a one-week period. This can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. Unlike the *augury* spell, this gives a specific piece of advice.

For example, if the question is "Will we do well if we venture to the third level?" and a terrible troll guarding 10,000 gp and a *shield* +1 lurks near the entrance to the level (the DM estimates the party could beat the troll after a hard fight), the divination response might be: "Ready oil and open flame light your way to wealth." In all cases, the DM controls what information is received and whether additional divinations will supply additional information. Note that if the information is not acted upon, the conditions probably change so that the information is no longer useful (in the example, the troll might move away and take the treasure with it).

The base chance for a correct divination is 60%, plus 1% for each experience level of the priest casting the spell. The DM makes adjustments to this base chance considering the actions being divined (if, for example, unusual precautions against the spell have been taken). If the dice roll is failed, the caster knows the spell failed, unless specific magic yielding false information is at work.

The material components of the *divination* spell are a sacrificial offering, incense, and the holy symbol of the priest. If an unusually important *divination* is attempted, sacrifice of particularly valuable gems, jewelry, or magical items may be required (500 gp minimum value).

Free Action (Charm)

Rng: Touch	Comp: V, S, M
Dur: 1 turn/level	CT: 7
AoE: 1 creature	Save: None

This spell enables the creature touched to move and attack normally for the duration of the spell, even under the influence of magic that impedes movement (such as *web* or *slow* spells) or while under water. It even negates or prevents the effects of paralysis and *hold* spells.

Under water, the individual moves at normal (surface) speed and inflicts full damage, even with such cutting weapons as axes and swords and with such smashing weapons as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The *free action* spell does not, however, allow *water breathing* without further appropriate magic.

The material component is a leather thong, bound around the arm or similar appendage, which disintegrates when the spell expires.

Giant Insect (Animal) Reversible

Rng: 60'	Comp: V, S, M
Dur: 2 rounds/level	CT: 7
AoE: 1 to 6 insects	Save: None

By means of this spell, the priest can turn one or more normal-sized insects into larger forms resembling the giant insects described in the *Monstrous Manual*. Only one type of insect can be altered at one time (i.e., a single casting cannot affect both an ant and a fly) and all insects affected must be grown to the same size. The number of insects and the size to which they can be grown depends upon the priest's level:

Priest's Level	Insect HD	Maximum Total HD
7-9	3	9
10-12	4	12
13+	6	15

For example, an 8th level priest can grow 3 insects to 3 HD, 4 insects to 2 HD, or 9 insects to 1 HD. Flying insects of 3 HD or more can carry a rider of human size (assume that such can carry 80 lb per HD).

If the casting is interrupted for any reason, or if the insects are currently subject to any other magical effect (including this one), the insects die and the spell is ruined. The DM decides how many normal insects of what type are available; this is often a greater limitation on the spell than the limits above.

If the insect created by this spell matches an existing monster description, use the monster description. Otherwise, unless the DM creates a special description, the giant form has an AC of between 8 and 4, one attack, and inflicts 1d4 points of damage per HD.

For example, a 14th level priest uses the *giant insect* spell to enlarge one beetle (all that is available) to 6 HD size. The DM decides the beetle has AC 16 and bites once for 6d4 points of damage.

Note that the spell works only on actual insects. Arachnids, crustaceans, and other types of small creatures are not affected. Any giant insects created by this spell do not attempt to harm the priest, but the priest's control of such creatures is limited to simple commands ("attack," "defend," "guard," and so forth). Orders to attack a certain creature when it appears or guard against a particular occurrence are too complex. Unless commanded to do otherwise, the giant insects attempt to attack whoever or whatever is near them.

The reverse of the spell, *shrink insect*, reduces any giant insect to normal insect size. The number of HD affected by the priest is subtracted from the number of HD of the insects, and any insect reduced to 0 HD has been shrunk. Partial shrinking is ignored; an insect is either shrunk or unaffected. Thus, a 9th level priest attacked by giant ants could shrink 3 warrior ants or 4 worker ants to normal insect size with no saving throw. This spell has no effect on intelligent insectlike creatures.

The priest must use their holy symbol for either version of the spell.

Hallucinatory Forest (Plant) Reversible

Rng: 240'	Comp: V, S
Dur: Permanent	CT: 7
AoE: 40' sq/level	Save: None

When this spell is cast, a hallucinatory forest comes into existence. The illusionary forest appears to be perfectly natural and is indistinguishable from a real forest. Priests attuned to the woodlands--as well as such creatures as centaurs, dryads, green dragons, nymphs, satyrs, and treants--recognize the forest for what it is. All other creatures believe it is there, and movement and order of march are affected accordingly. Touching the illusory growth neither affects the magic nor reveals its nature. The hallucinatory forest remains until it is magically dispelled by a reverse of the spell or a *dispel magic* spell.

The area shape is either roughly rectangular or sq, in general, and at least 40' deep, in whatever location the caster desires. The forest can be of less than maximum area if the caster wishes. One of its edges can appear up to 240' away from the caster.

Hold Plant (Plant)

Rng: 240'	Comp: V, S
Dur: 1 round/level	CT: 7
AoE: 1d4 plants in 40' sq	Save: Negates

The *hold plant* spell affects vegetable matter as follows: 1) it causes ambulatory vegetation to cease moving; 2) it prevents vegetable matter from entwining, grasping, closing, or growing; 3) it prevents vegetable matter from making any sound or movement that is not caused by wind. The spell effects apply to all forms of vegetation, including parasitic and fungoid types, and those magically animated or otherwise magically empowered. It affects such monsters as green slime, molds of any sort, shambling mounds, shriekers, treants, etc. The duration of a *hold plant* spell is 1 round/level of experience of the caster. It affects 1d4 plants in a 40'x40' area, or a sq 12 to 48' on a side of small ground growth such as grass or mold. If only one plant (or 12' sq) is chosen as the target for the spell by the caster, the saving throw of the plant (or area of plant growth) is made with a -4 penalty to the die roll; if two plants (or 24' sq) are the target, saving throws suffer a -2 penalty; if 3 plants (or 36' sq) are the target, saving throws suffer a -1 penalty; and if the maximum of 4 plants (or 48' sq) are the target, saving throws are unmodified.

Imbue With Spell Ability (Charm)

Rng: Touch	Comp: V, S, M
Dur: Until used	CT: 1 turn
AoE: Person touched	Save: None

By the use of this spell, the priest can transfer a limited number and selection of their currently memorized spells, and the ability to cast them, to another person. Only nonspellcasters (including rangers under 8th level and paladins under 9th level) can receive this bestowal; the *imbue with spell ability* enchantment does not function for those belonging to spellcasting classes, for unintelligent monsters, nor for any individual with less than 1 full HD. In addition, the person thus imbued must have a Wisdom score of 9 or higher. Only priest spells of an informational or defensive nature or a *cure light wounds* spell can be transferred. Transferring any other spell type negates the entire attempt, including any allowable spells that were chosen. Higher level persons can receive more than one spell at the priest's option:

Level of Recipient

1
3
5+

Spells Imbued

One 1st level spell
Two 1st level spells
Two 1st and one 2nd level spells

The transferred spell's variable characteristics (range, duration, area of effect, etc.) function according to the level of the priest originally imbuing the spell.

A priest who casts *imbue with spell ability* upon another PC loses the number of 1st and 2nd level spells they have imbued until the recipient uses the transferred spells or is slain. For example, a 7th level priest with five 1st and four 2nd level spells imbues a 10th level fighter with a *cure light wounds* spell and a *slow poison* spell. The caster now can have only four 1st level spells memorized until the cure is cast and only three 2nd level spells until the *slow poison* is cast, or until the fighter is killed. In the meantime, the priest remains responsible to their ethos for the use to which the spell is put.

The material components for this spell are the priest's holy symbol, plus some minor item from the recipient that is symbolic of their profession (a lockpick for a thief, etc.). This item, and any material component for the imbued spell, is consumed when the *imbue with spell ability* spell is cast.

Lower Water (Elemental, Water) Reversible

Rng: 360'	Comp: V, S, M
Dur: 1 turn/level	CT: 1 turn
AoE: Special	Save: None

The *lower water* spell causes water or similar fluid in the area of effect to sink away to a minimum depth of 1 inch. The depth can be lowered by up to 2' for every experience level of the caster. The water is lowered within a sq area whose sides are 10' long/caster level. Thus, an 8th level caster affects a volume up to 16'x80'x80', a 9th level caster affects a volume up to 18'x90'x90', and so on. 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 creature moves at half speed and makes half its usual number of attacks each round. The spell has no effect on other creatures.

Its reverse, *raise water*, causes water or similar fluids to return to their highest natural level: spring flood, high tide, etc. This can make fords impassable, float grounded ships, and may even sweep away bridges at the DM's option. It negates *lower water* and vice versa.

The material components of this spell are the caster's holy (or unholy) symbol and a pinch of dust.

Neutralize Poison (Healing) Reversible

Rng: Touch	Comp: V, S
Dur: Permanent	CT: 7
AoE: 1 creature or 1' cu of substance/2 levels	Save: None

By means of a *neutralize poison* spell, the priest detoxifies any sort of venom in the creature or substance touched. Note that an opponent, such as a poisonous reptile or snake (or even an envenomed weapon of an opponent) unwilling to be so touched requires the priest to roll a successful attack in combat. This spell can prevent death in a poisoned creature if cast before death occurs. The effects of the spell are permanent only with respect to poison existing in the touched creature at the time of the touch; thus, creatures (and objects) that generate new poison are not permanently detoxified.

The reversed spell, *poison*, likewise requires a successful attack roll, and the victim is allowed a saving throw vs. poison. If the latter is unsuccessful, the victim is incapacitated and dies in 1 turn unless the poison is magically neutralized or slowed.

Plant Door (Plant)

Rng: Touch	Comp: V, S, M
Dur: Special	CT: 7
AoE: Special	Save: None

The *plant door* spell opens a magical portal or passageway through trees, undergrowth, thickets, or any similar growth--even growth of a magical nature. The plant door is open to the caster who cast the spell, casters of a higher level, or dryads; others must be shown the location of the door. The door even enables the caster to enter a solid tree trunk and remain hidden there until the spell ends.

The spell also enables the passage or hiding of any man-sized or smaller creature; hiding is subject to space considerations. If the tree is cut down or burned, those within must leave before the tree falls or is consumed, or else they're killed also. The duration of the spell is 1 turn/level of experience of the caster. If the caster opts to stay within an oak, the spell lasts 9 times longer than normal; if within an ash tree, it lasts 3 times longer. The path created by the spell is up to 4' wide, 8' high, and 12' long/level of experience of the caster. This spell does not function on plant-based monsters (shambling mounds, molds, slimes, treants, etc.).

The material components for this spell are a piece of charcoal and the caster's holy symbol.

Produce Fire (Elemental, Fire) Reversible

Rng: 120'	Comp: V, S, M
Dur: 1 round	CT: 7
AoE: 12'sq	Save: None

By means of this spell, the caster creates a common fire of up to 12' per side in area. Though it lasts only a single round (unless it ignites additional flammable material), the fire produced by the spell inflicts 1d4 points of damage plus 1 point/caster level (1d4+1/level) upon creatures within its area. It ignites combustible materials, such as cloth, oil, paper, parchment, wood, and the like, so as to cause continued burning.

The reverse, *quench fire*, extinguishes any normal fire (coals, oil, tallow, wax, wood, etc.) within the area of effect.

The material component for either version is a paste of sulfur and wax, formed into a ball and thrown at the target.

Protection From Evil, 10' Radius (Protection) Reversible

Rng: Touch	Comp: V, S, M
Dur: 1 turn/level	CT: 3
AoE: 10' radius around creature touched	Save: None

The globe of protection of this spell is identical in all respects to a *protection from evil* spell, except that it encompasses a much larger area and its duration is greater. The effect is centered on and moves with the creature touched. Any protected creature within the circle can break the warding against enchanted or summoned monsters by engaging them in combat. If a creature too large to fit into the area of effect is the recipient of the spell, the spell acts as a normal *protection from evil* spell for that creature only.

The reverse, *protection from good*, 10' radius, wards against good creatures.

The material components are the same as a *protection from evil* spell.

Protection From Lightning (Protection, Weather)

Rng: Touch	Comp: V, S, M
Dur: Special	CT: 7
AoE: 1 creature	Save: None

The effect of a *protection from lightning* spell changes depending on who is the recipient of the magic—the caster or some other creature. In either case, the spell lasts no longer than 1 turn/caster level.

If the spell is cast upon the caster, it confers complete invulnerability to electrical attack such as dragon breath, or magical lightning such as *lightning bolt*, *shocking grasp*, storm giant, will 'o wisp, etc., until the spell has absorbed 10 points of electrical damage/level of the caster, at which time the spell is negated.

If the spell is cast upon another creature, it gives a bonus of +4 to the die roll for saving throws made vs. electrical attacks, and it reduces the damage sustained from such attacks by 50%.

The caster's holy symbol is the material component.

Reflecting Pool (Divination)

Rng: 30'	Comp: V, S, M
Dur: 1 round/level	CT: 2 hours
AoE: Special	Save: None

This spell enables the caster to cause a pool of normal water found in a natural setting to act as a scrying device. The pool can be of no greater diameter than 2'/level of the caster. The effect is to create a scrying device similar to a *crystal ball*. The scrying can extend only to the Ethereal Plane and the Inner Planes (which includes the paraelemental planes, the Demiplane of Shadow, etc.).

Scrying, detection by the subject, and attempting to scry beyond the caster's own plane can induce certain penalties.

The following spells can be cast through a reflecting pool, with a 5%/level chance for operating correctly: *detect magic*, *detect snares and pits*, and *detect poison*. Each additional detection attempt requires a round of concentration, regardless of success. Darkvision, if available, operates normally through the reflecting pool.

The image is nearly always hazy enough to prevent the reading of script of any type.

The material component is the oil extracted from such nuts as the hickory and the walnut, refined, and dropped in 3 measures upon the surface of the pool. (A measure need be no more than a single ounce of oil.)

At the DM's option, the casting of this spell may be limited to once/day.

Repel Insects (Animal, Protection)

Rng: 0	Comp: V, S, M
Dur: 1 turn/level	CT: 1 round
AoE: 10' radius	Save: None

When this spell is cast, the priest creates an invisible barrier to all sorts of insects, and normal insects do not approach within 10' of the caster while the spell is in effect. Giant insects with HD less than 1/3 of the caster's experience level are also repelled (for example, 2 HD for 7th to 9th level casters, 3 HD at 10th through 12th level, etc.). Insects with more HD can enter the protected area if the insect is especially aggressive and, in addition, rolls a successful saving throw vs. spell. Those that do sustain 1d6 points of damage from passing through the magical barrier. Note that the spell does not in any way affect arachnids, myriapods, and similar creatures—it affects only true insects.

The material components of the *repel insects* spell include any one of the following: several crushed marigold flowers, a whole crushed leek, 7 crushed stinging nettle leaves, or a small lump of resin from a camphor tree.

Speak With Plants (Plant)

Rng: 0	Comp: V, S, M
Dur: 1 round/level	CT: 1 turn
AoE: 30' radius	Save: None

When cast, a *speak with plants* spell enables the priest to converse, in very rudimentary terms, with all sorts of living vegetables (including fungi, molds, and plantlike monsters, such as shambling mounds) and to exercise limited control over normal plants (i.e., not monsters or plantlike creatures). Thus, the caster 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 spell does not enable plants to uproot themselves and move about, but any movements within the plants' normal capabilities are possible. Creatures entangled by the 1st level spell of that name can be released. The power of the spell lasts for 1 round for each experience level of the casting priest. All vegetation within the area of effect is affected by the spell.

The material components for this spell are a drop of water, a pinch of dung, and a flame.

Spell Immunity (Protection)

Rng: Touch	Comp: V, S, M
Dur: 1 turn/level	CT: 1 round
AoE: 1 creature	Save: None

By means of this spell, the priest renders a creature touched immune to the effects of a specified spell of 4th level or lower. It protects against spells, spell-like effects of magical items, and innate spell-like abilities of creatures. It does not protect against breath weapons or gaze attacks of any type.

The spell has several additional limitations. First, the caster must have directly experienced the effect of the specified spell. For example, if the caster has been attacked by a *fireball* spell at some time, they can use the *spell immunity* spell to provide protection from a fireball. Second, the spell cannot affect a creature already magically protected by a potion, protective spell, ring, or other device. Third, only a particular spell can be protected against, not a certain sphere of spells or a group of spells that are similar in effect; thus, a creature given immunity to the *lightning bolt* spell is still vulnerable to a *shocking grasp* spell.

The material component for spell immunity is the same as that for the spell to be protected against.

Sticks to Snakes (Animal, Plant) Reversible

Rng: 90'
Dur: 2 rounds/level
AoE: 1d4 sticks +1 stick/level in a 10' cu
Comp: V, S, M
CT: 7
Save: None

By means of this spell, the caster can change 1d4 sticks, plus one stick/experience level, into snakes; thus, a 9th level priest can change 10-13 sticks into an equal number of snakes. These snakes attack as commanded by the priest. There must, of course, be sticks or similar pieces of wood (such as torches, spears, etc.) to turn into snakes. Such a stick cannot be larger than a staff. Sticks held by creatures are allowed a saving throw equal to that of the possessor (i.e., a spear held by an orc must roll the orc's saving throw vs. polymorph). Magical items, such as staves and enchanted spears, are not affected by the spell. Only sticks within the area of effect are changed.

The type of snake created varies, but a typical specimen has 2 HD, AC 14, a movement rate of 9, and either constricts for 1d4+1 points of damage/round or bites for 1 point plus poison (if any).

The chance of a snake thus changed being venomous is 5%/caster level, if the spellcaster desires. Thus, an 11th level priest has a maximum 55% chance that any snake created by the spell is poisonous. The spell lasts for 2 rounds for each experience level of the spellcaster.

The material components of the spell are a small piece of bark and several snake scales.

The reverse spell changes normal-sized snakes to sticks for the same duration, or it negates the *sticks to snakes* spell according to the level of the priest countering the spell (for example, a 10th level priest casting the reverse spell can turn 11-14 snakes back into sticks).

Tongues (Divination) Reversible

Rng: 0
Dur: 1 round/level
AoE: 30' radius
Comp: V, S, M
CT: 3
Save: None

This spell enables the caster to speak and understand additional languages, whether they're racial tongues or regional dialects. This does not enable the caster to speak with animals or mindless creatures. The spell enables the caster to be understood by all creatures of that type within hearing distance, usually 60'. This spell does not predispose the subject toward the caster in any way.

The caster can speak one additional tongue for every 3 levels of experience. The reverse of the spell cancels the effect of the *tongues* spell or confuses verbal communication of any sort within the area of effect.

The material component is a small clay model of a ziggurat, which shatters when the spell is pronounced.



Fifth Level Priest Spells

Air Walk (Air, Elemental)

Rng: Touch
Dur: 1 hour+1 turn/level
AoE: 1 creature
Comp: V, S, M
CT: 8
Save: None

This spell enables a creature, which can be as big as the largest giant, to tread upon air as if it were walking on solid ground. Moving upward is similar to walking up a hill. A maximum upward angle of 45 degrees is possible at 1/2 the creature's movement rate, as is a maximum downward angle of 45 degrees at the normal movement rate.

An air-walking creature is in control of its movement, except when a strong wind is blowing. In this case, the creature gains or loses 10' of movement for every 10 mi/hour of wind velocity. The creature can, at the DM's option, be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control of movement or suffering physical damage.

The spell can be placed upon a trained mount, so it can be ridden through the air. Of course, a mount not accustomed to such movement would certainly need careful and lengthy training, the details for which are up to the DM.

The material components for the spell are the priest's holy symbol and a bit of thistledown.

By means of this spell, the caster calls up to 6 animals of 8 HD or less, or 12 animals of 4 HD or less--of whatever sort the caster names. Only animals within range of the caster at the time the spell is cast will come. The caster can try 3 times to summon 3 different types of animals. For example, suppose that wild dogs are first summoned to no avail, then hawks are unsuccessfully called, and finally the caster calls for wild horses. The DM determines the chance of a summoned animal type being within range of the spell. The animals summoned aid the caster by whatever means they possess, staying until a fight is over, a specific mission is finished, the caster is safe, they send them away, etc. Only normal or giant animals can be summoned; fantastic animals or monsters cannot be effected by this spell (no chimerae, dragons, gorgons, manticores, etc.).

Antiplant Shell (Plant, Protection, Wards)

Rng: 0
Dur: 1 turn/level
AoE: 15' diameter
Comp: V, S
CT: 8
Save: None

The *antiplant shell* spell creates an invisible, mobile barrier that keeps all creatures within the shell protected from attacking plants or vegetable creatures such as shambling mounds or treants. Any attempt to force the barrier against such creatures shatters the barrier immediately. The spell lasts for 1 turn for each experience level of the caster.

Atonement (All)

Rng: Touch
Dur: Permanent
AoE: 1 person
Comp: V, S, M
CT: 1 turn
Save: None

This spell is used by the priest to remove the burden of unwilling or unknown deeds from the person who is the subject of the atonement. The spell removes the effects of magical alignment changes as well. The person seeking the *atonement* spell must either be truly repentant or not have been in command of their own will when they act to be atoned for were committed. The DM will judge this spell in this regard, noting any past instances of its use upon the person.

Deliberate misdeeds and acts of knowing and willful nature cannot be atoned for with this spell (see the *quest* spell). A PC who refuses to accept an atonement is automatically considered to have committed a willful misdeed.

The priest needs their religious symbol, prayer beads or wheel or book, and burning incense.

Animal Growth (Animal) Reversible

Rng: 240'
Dur: 2 rounds/level
AoE: Up to 8 animals in a 20' sq
Comp: V, S, M
CT: 8
Save: None

When this spell is released, the caster causes up to 8 animals within a 20'-sq area to grow to twice their normal size. The effects of this growth are doubled HD (with resultant improvement in attack potential), doubled HPs (except HPs added to HD), and doubled damage in combat. Movement and AC are not affected. The spell lasts for 2 rounds for each level of the caster. The spell is particularly useful in conjunction with a *charm person* or *mammal* spell.

The reverse reduces animal size by 1/2, and likewise reduces HD, HPs, attack damage, etc.

The material component for this spell and its reverse is the caster's holy symbol and a scrap of food.

Animal Summoning II (Animal, Summoning)

Rng: 180'/level
Dur: Special
AoE: Special
Comp: V, S
CT: 8
Save: None

Commune (Divination)

Rng: 0	Comp: V, S, M
Dur: Special	CT: 1 turn
AoE: Special	Save: None

By use of a *commune* spell, the priest is able to contact their deity--or agents thereof--and request information in the form of questions that can be answered by a simple "yes" or "no." The priest is allowed one such question for every experience level they have attained. The answers given are correct within the limits of the entity's knowledge. "I don't know" is a legitimate answer, as powerful outer planar beings are not necessarily omniscient. Optionally, the DM may give a single short answer of 5 words or less. The spell will, at best, provide information to aid PC decisions. Entities communed with structure their answers to further their own purposes. It is probable that the DM will limit the use of *commune* spells to 1 per adventure, 1/week, or even 1/month, for the greater powers dislike frequent interruptions. Likewise, if the caster lags, discusses the answers, or goes off to do anything else, the spell immediately ends.

The material components necessary for a *commune* spell are the priest's religious symbol, holy (unholy) water, and incense. If a particularly potent *commune* is needed, a sacrifice proportionate with the difficulty of obtaining the information is required. If the offering is insufficient, no information or only partial information is gained.

Commune With Nature (Divination, Elemental)

Rng: 0	Comp: V, S
Dur: Special	CT: 1 turn
AoE: Special	Save: None

This spell enables the caster to become one with nature, thus being empowered with knowledge of the surrounding territory. For each level of experience of the caster, they can "know" one fact--ahead, left, or right, about the following subjects: the ground, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, etc.

The presence of powerful unnatural creatures also can be detected, as can the general state of the natural setting. The spell is most effective in outdoor settings, operating in a radius of 1/2 mile for each level of the caster. In natural underground settings--caves, cavern, etc.--the range is limited to 30'/caster level. In constructed settings (dungeons and towns), the spell will not function. The DM may limit the casting of this spell to once/month.

Control Winds (Air, Elemental, Weather)

Rng: 0	Comp: V, S
Dur: 1 turn/level	CT: 8
AoE: 40'/level radius	Save: None

By means of a *control winds* spell, the caster is able to alter wind force in the area of effect. For every 3 levels of experience, the caster can increase or decrease wind force by 1 level of strength. Wind strengths are as follows:

Wind Force	Miles/Hour
Light Breeze	2-7
Moderate Breeze	8-18
Strong Breeze	19-31
Gale	32-54
Storm	55-72
Hurricane	73-176

Winds in excess of 19 mi/hour drive small flying creatures--those eagle-sized and under--from the skies, severely affect missile accuracy, and make sailing difficult. Winds in excess of 32 mi/hour drive even man-sized flying creatures from the skies and cause minor ship damage. Winds in excess of 55 mi/hour drive all flying creatures from the skies, uproot small trees, knock down wooden structures, tear off roofs, and endanger ships. Winds in excess of 73 mi/hour are of hurricane force.

An "eye" of 40' radius, in which the wind is calm, exists around the caster. Note that while the spell can be used underground, if the spell is cast in an area smaller than the area of effect, the eye shrinks 1' for every foot of confinement.

For example, if the area of effect is a 360' area, the eye shrinks by 10' to a 30' radius; a space under 320' in a radius would eliminate the eye and subject the spellcaster to the effects of the wind. Once the spell is cast, the wind force increases or decreases by 3 mi/hour/round until the maximum or minimum speed is attained.

The caster, with 1 round of complete concentration, can stabilize the wind at its current strength, or set it to increase or decrease. However, the rate of the change cannot be altered. The spell remains in force for 1 turn for each level of experience of the caster. When the spell is exhausted, the force of the wind wanes or waxes at the same rate, until it reaches the level it was at before the spell took effect. Another caster can use a *control winds* spell to counter the effects of a like spell up to the limits of their own ability.

Cure Critical Wounds (Healing) Reversible

Rng: Touch	Comp: V, S
Dur: Permanent	CT: 8
AoE: 1 creature	Save: None

The *cure critical wounds* spell is a very potent version of the *cure light wounds* spell. The priest lays their hand upon a creature and heals 4d8+1 points/level (Max 20) of damage from wounds or other damage. The spell does not affect creatures without corporeal bodies, those of extraplanar origin, or those not living.

The reversed spell, *cause critical wounds*, operates in the same fashion as other *causes wounds* spells, requiring a successful touch to inflict the 4d8+1 points/level (Max 20) of damage. Caused wounds heal via the same methods as do wounds of other sorts.

Dispel Evil (Protection, Summoning) Reversible

Rng: Touch	Comp: V, S, M
Dur: 1 round/level	CT: 8
AoE: 1 creature	Save: Negates

The priest using this spell causes a summoned creature of evil nature, an evil creature from another plane, or a creature summoned by an evil caster, to return to its own plane or place when the caster successfully strikes it in melee combat. Examples of such creatures are aerial servants, djinn, efreet, elementals, and invisible stalkers. An evil enchantment (such as a *charm* spell cast by an evil creature) that is subject to a normal *dispel magic* spell can be automatically dispelled by the *dispel evil* spell. This spell lasts for a maximum of 1 round for each experience level of the caster, or until expended. While the spell is in effect, all creatures that could be affected by it fight with a -7 penalty to their attack rolls when engaging the spellcaster.

The reverse of the spell, *dispel good*, functions against summoned or enchanted creatures of good alignment or creatures that have been sent to aid the cause of good.

The material components for this spell are the priest's religious object and holy (or unholy) water.

Flame Strike (Combat)

Rng: 180'	Comp: V, S, M
Dur: Instantaneous	CT: 8
AoE: 5' radiusx30' column	Save: 1/2

When the priest evokes a *flame strike* spell, a vertical column of fire roars downward in the location called for by the caster. Any creatures within the area of effect must roll a saving throw vs. spell. Failure means the creature sustains 6d8 points of damage; otherwise, the damage is halved.

The material component of this spell is a pinch of sulphur.

Insect Plague (Animal, Combat)

Rng: 360'	Comp: V, S, M
Dur: 2 rounds/level	CT: 1 turn
AoE: 180'x60' cloud	Save: None

When this spell is cast by the priest, a horde of creeping, hopping, and flying insects gather and swarm in a thick cloud. In an environment free of normal insects, the spell fails. The insects obscure vision, limiting it to 10'. Spellcasting within the cloud is impossible.

Creatures in the insect plague, regardless of AC, sustain 1 point of damage for 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 will automatically move at their fastest possible speed in a random direction until they're more than 720' away from the insects. Creatures with fewer than 5 HD must check morale; failure means they run as described above.

The material components of this spell are a few granules of sugar, some kernels of grain, and a smear of fat.

Magic Font (Divination)

Rng: Touch	Comp: V, S, M
Dur: Special	CT: 1 hour
AoE: Special	Save: None

The priest's holy symbol and the font and its trappings are not consumed by the spell.

Moonbeam (Sun)

Rng: 180'+30'/level	Comp: V, S, M
Dur: 1 round/level	CT: 7
AoE: 5' radius+special	Save: None

By means of this spell, the caster is able to cause a beam of soft, pale light to strike down from overhead and illuminate whatever area they're pointing at. The light is exactly the same as moonlight, so that colors other than shades of black, gray, or white are vague. The spellcaster can easily make the moonbeam move to any area that they can see and point to. This makes the spell an effective way to spotlight something, an opponent, for example. While the *moonbeam* spell does not eliminate all shadows, a creature centered in a moonbeam is most certainly visible. The reflected light from this spell enables dim visual perception 30' beyond the area of effect, but it does not shed a telltale glow that would negate surprise. The light does not adversely affect darkvision. The caster can dim the beam to near darkness if desired. The beam has, in addition, all the properties of true moonlight and can induce a lycanthropic change (of a creature in the beam), unless the DM rules otherwise.

The material components are several seeds of any moonseed plant and a piece of opalescent feldspar (moonstone).

Pass Plant (Plant)

Rng: Touch	Comp: V, S, M
Dur: Special	CT: 8
AoE: Special	Save: None

By using this spell, the caster is able to enter a tree and move from inside it to inside another tree. The second tree must lie in approximately the direction desired by the spell user and must be within the range listed.

Type of Tree	Range of Area of Effect
Oak	1800'
Ash	1620'
Yew	1440'
Elm	1260'

Type of Tree	Range of Area of Effect
Linden	1080'
Deciduous	900'
Coniferous	720'
Other	540'

The tree entered and that receiving the caster must be of the same type, must both be living, and of girth at least equal to that of the caster. Note that if the caster enters a tree, an ash, for example, and wishes to pass north as far as possible (1620°), but the only appropriate ash in range is to the south, the caster will pass to the ash in the south. The *pass plant* spell functions so that the movement takes only 1 round.

The caster can, at their option, remain within the receiving tree for a maximum of 1 round/level of experience. Otherwise, they can step forth immediately. Should no like tree be in range, the caster simply remains within the first tree, does not pass elsewhere, and must step forth in the appropriate number of rounds. If the occupied tree is chopped down or burned, the caster is slain if they don't exit before the process is complete.

Plane Shift (Astral)

Rng: Touch	Comp: V, S, M
Dur: Permanent	CT: 8
AoE: 1 creature (special)	Save: Negates

When the plane shift spell is cast, the priest moves himself or some other creature to another plane of existence. The recipient of the spell remains in the new plane until sent forth by some like means. If several persons link hands in a circle, up to 8 can be affected by the plane shift at the same time.

The material component of this spell is a small, forked metal rod. The size and metal type dictates to which plane of existence, including sub-planes and alternate dimensions, the spell sends the affected creatures. The DM will determine specifics regarding how and what planes are reached.

An unwilling victim must be touched (successful attack roll) to be sent. In addition, the creature is also allowed a saving throw. If the saving throw is successful, the effect of the spell is negated. Note that pinpoint accuracy is rarely achieved; arriving at a random distance from an intended destination is common.

The metal rod is not expended when the spell is cast. Forked rods keyed to certain planes may be difficult to come by, as decided by the DM.

Quest (Charm)

Rng: 180'	Comp: V, S, M
Dur: Until fulfilled	CT: 8
AoE: 1 creature	Save: Negates

The *quest* spell enables the priest to require the affected creature to perform a service and return to the priest with proof that the deed was accomplished. The quest can, for example, require that the creature locate and return some important or valuable object, rescue a notable person, release some creature, capture a stronghold, slay a person, deliver some item, and so forth. If the quest is not properly followed, due to disregard, delay, or perversion, the creature affected by the spell loses 1 from its saving throw rolls for each day of such action. This penalty is not removed until the quest is properly pursued or the priest cancels it. There are certain circumstances that will temporarily suspend a quest, and others that will discharge or cancel it. The DM will give you appropriate information as the need to know arises.

If cast upon an unwilling subject, the victim is allowed a saving throw. However, if the person quested agrees to a task—even if the agreement is gained by force or trickery—no saving throw is allowed. If a quest is just and deserved, a creature of the priest's religion cannot avoid it, and any creature of the priest's alignment saves with a -4 penalty to the saving throw. A quest cannot be dispelled, but it can be removed by a priest of the same religion or of higher level than the caster. Some artifacts and relics might negate the spell, as can direct intervention by a deity. Likewise, an unjust or undeserved quest grants bonuses to saving throws, or might even automatically fail.

The material component of this spell is the priest's holy symbol.

Rainbow (Sun, Weather)

Rng: 360'	Comp: V, S, M
Dur: 1 round/level	CT: 7
AoE: Special	Save: None

To cast this spell, the priest must be in sight of a rainbow, or have a special component (see below). The *rainbow* spell has two applications, and the priest can choose the desired one at the time of casting. These applications are as follows:

Bow: The spell creates a shimmering, multi-layered short composite bow of rainbow hues. It is light and easy to pull, so that any PC can use it without penalty for non-proficiency. It is magical: Each of its shimmering missiles is the equivalent of a +2 weapon, including attack and damage bonuses. Magic resistance can negate the effect of any missile fired from the bow.

The bow fires 7 missiles before disappearing. It can be fired up to 4 times/round. Each time a missile is fired, one hue leaves the bow, corresponding to the color of arrow that is released. Each color of arrow has the ability to cause double damage to certain creatures, as follows:

Red	--fire dwellers/users and fire elementals
Orange	--creatures or constructs of clay, sand, earth, stone or similar materials, and earth elementals
Yellow	--vegetable opponents (including fungus creatures, shambling mounds, treants, etc.)
Green	--aquatic creatures, electricity-using creatures, and air elementals
Indigo	--acid-using or poison-using creatures
Violet	--metallic or regenerating creatures

When the bow is drawn, an arrow of the appropriate color magically appears, knocked and ready. If no color is requested, or a color that has already been used is asked for, then the next arrow (in the order of the spectrum) appears.

Bridge: The caster causes the rainbow to form a 7-hued bridge up to 3' wide/level of the caster. It must be at least 20' long and can be as long as 360', according to the caster's desire. It lasts as long as the spell's duration or until ordered out of existence by the caster.

The components for this spell are the priest's holy symbol and a vial of holy water. If no rainbow is in the vicinity, the caster can substitute a diamond of not less than 1,000 gp value, specially prepared with *bless* and *prayer* spells while in sight of a rainbow. The holy water and diamond disappear when the spell is cast.

Raise Dead (Necromancy) Reversible

Rng: 90'	Comp: V, S
Dur: Permanent	CT: 1 round
AoE: 1 person	Save: Special

When the priest casts a raise dead spell, they can restore life to humans, demihumans and most humanoid (other creatures may be allowed, at the DM's option). The length of time that the person has been dead is of importance, as the priest can raise persons dead only up to a limit of 1 day for each experience level of the priest (i.e., a 9th level priest can raise a person who has been dead for up to 9 days).

Note that the body of the person must be whole, or otherwise missing parts are still missing when the person is brought back to life. Likewise, other ills, such as poison and disease, are not negated. The raised person must roll a successful resurrection survival check to survive the ordeal (see Table 3: Constitution) and loses 1 point of Constitution. Further, the raised person is weak and helpless, needing a minimum of one full day of rest in bed for each day or fraction they were dead. The person has 1 HP when raised and must regain the rest by natural healing or curative magic.

A PC's starting Constitution is an absolute limit to the number of times they can be revived by this means.

The somatic component of the spell is a pointed finger.

The reverse of the spell, *slay living*, grants the victim a saving throw vs. death magic. If the saving throw is successful, the victim sustains damage equal to that of a *cause serious wounds* spell--i.e., 2d8+1 points. Failure means the victim dies instantly.

Spike Stones (Earth, Elemental)

Rng: 90'	Comp: V, S, M
Dur: 3d4 turns +1/level	CT: 6
AoE: 10' sq/level, 1 spike/sq ft	Save: None

The *spike stones* spell causes rock to shape itself into long, sharp points that tend to blend into the background. It is effective on both natural rock and worked stone. The spike stones serve to impede progress through an area and to inflict damage. If an area is carefully observed, each observer is 25% likely to notice the sharp points of rock. Otherwise, those entering the spell's area of effect suffer 1d4 points of damage/round. The success of each attack is determined as if the caster of the spell were actually engaging in combat. Those entering the area are subject to attack immediately upon setting foot in the area and for each round spent in the area thereafter. The initial step enables the individual to become aware of some problem only if the initial attack succeeds; otherwise movement continues and the spike stones remain unnoticed until damage occurs. Charging or running victims suffer two attacks/round.

Those falling into pits affected by spike stones suffer 6 such attacks for every 10' fallen, each attack having a +2 bonus to the attack roll. In addition, the damage inflicted by each attack increases by +2 for every 10' fallen. Finally, the creatures also suffer normal falling damage.

The material component of this spell is 4 tiny stalactites.

Transmute Rock to Mud (Alchemy, Earth, Elemental, Water) Reversible

Rng: 30'/level	Comp: V, S, M
Dur: Special	CT: 5
AoE: 20' cu/level	Save: None

This spell turns natural rock of any sort into an equal volume of mud. The depth of the mud can never exceed half its length or breadth. If it is cast upon a rock, for example, the rock affected collapses into mud. Creatures unable to levitate, fly, or otherwise free themselves from the mud sink at the rate of 10'/round and suffocate, except for lightweight creatures that could normally pass across such ground. Brush thrown atop the mud can support creatures able to climb on top of it, with the amount of brush required subject to the DM's discretion. Creatures large enough to walk on the bottom can move through the area at a rate of 10'/round.

The mud remains until a *dispel magic* spell or a reverse of this spell, *mud to rock*, restores its substance--but not necessarily its form. Evaporation turns the mud to normal dirt, at the rate of 1d6 days per 10' cu. The exact time depends on exposure to the sun, wind, and normal drainage.

The reverse, *transmute mud to rock*, hardens normal mud or quicksand into soft stone (sandstone or similar mineral) permanently unless magically changed. Creatures in the mud are allowed a saving throw to escape before the area is hardened to stone. Dry sand is unaffected.

The material components for the spell are clay and water (or sand, lime, and water for the reverse).

True Seeing (Divination) Reversible

Rng: Touch	Comp: V, S, M
Dur: 1 round/level	CT: 8
AoE: 1 creature	Save: None

When the priest employs this spell, they confer upon the recipient the ability to see all things as they actually are. The spell penetrates normal and magical darkness. Secret doors become plain. The exact location of displaced things is obvious. Invisible things become quite visible. Illusions and apparitions are seen through. Polymorphed, changed, or enchanted things are apparent. Even the aura projected by creatures becomes visible, so that alignment can be discerned. Further, the recipient can focus their vision to see into the Ethereal plane or the bordering areas of adjacent planes. The range of vision conferred is 120'. *True seeing*, however, does not penetrate solid objects; it in no way confers X-ray vision or its equivalent. In addition, the spell effects cannot be further enhanced with known magic.

The spell requires an ointment for the eyes that is made from very rare mushroom powder, saffron, and fat and costs no less than 300 gp per use.

The reverse, *false seeing*, causes the person to see things as they're not: rich is poor, rough is smooth, beautiful is ugly. The ointment for the reverse spell is concocted of oil, poppy dust, and pink orchid essence. For both spells, the ointment must be aged for 1d6 months.

Wall of Fire (Creation, Elemental, Fire)

Rng: 240'	Comp: V, S, M
Dur: Special	CT: 4
AoE: Special	Save: None

The *wall of fire* spell brings forth an immobile, blazing curtain of magical fire of shimmering color--yellow-green, amber, violet or reddish blue. The spell creates an opaque sheet of flame up to one 20' sq/level of the spellcaster, or a ring with a radius of up to 10'+5' for every 2 levels of experience of the caster, and 20' high.

The wall of fire must be cast so that it is vertical with respect to the caster. One side of the wall, selected by the caster, sends forth waves of heat, inflicting 2d4 points of damage upon creatures within 10' and 1d4 points of damage upon those within 20'. In addition, the wall inflicts 4d4 points of damage, plus 1 point of damage/level of the spellcaster, to any creature passing through it.

Creatures especially subject to fire may take additional damage, and undead always take twice normal damage. Note that attempting to directly catch moving creatures with a newly created wall of fire is difficult. A successful saving throw enables the creature to avoid the wall, while its rate and direction of movement determine which side of the created wall it is on. The wall of fire lasts as long as the caster concentrates on maintaining it, or 1 round/level of experience of the caster in the event they don't wish to concentrate upon it.

The material component of the spell is phosphorus.



Sixth Level Priest Spells

Aerial Servant (Summoning)

Rng: 30'
Dur: 1 day/level
AoE: Special

Comp: V, S
CT: 9
Save: None

This spell summons an invisible aerial servant to find and bring back an object or creature described to it by the priest. Unlike an elemental, an aerial servant cannot be commanded to fight for the caster. When it is summoned, the priest must have cast a *protection from evil* spell, be within a protective circle, or have a special item used to control the aerial servant. Otherwise, it attempts to slay its summoner and return from whence it came.

The object or creature to be brought must be such as to allow the aerial servant to physically bring it to the priest (an aerial servant can carry at least 1,000 lb). If prevented, for any reason, from completing the assigned duty, the aerial servant returns to its own plane whenever the spell lapses, its duty is fulfilled, it is dispelled, the priest releases it, or the priest is slain. The spell lasts for a maximum of 1 day for each level of experience of the priest who cast it.

If the creature to be fetched cannot detect invisible objects, the aerial servant attacks, automatically gaining surprise. If the creature involved can detect invisible objects, it still suffers a -2 penalty to all surprise rolls caused by the aerial servant. Each round of combat, the aerial servant must roll to attack. When a hit is scored, the aerial servant has grabbed the item or creature it was sent for.

A creature with a Strength rating is allowed an evasion roll, equal to twice its [pi]bend bars[xpi] chance, to escape the hold. If the creature in question does not have a Strength rating, roll 1d8 for each HD the aerial servant and the creature grabbed have. The higher total is the stronger.

Once seized, the creature cannot free itself by Strength or Dexterity and is flown to the priest forthwith.

Animal Summoning III (Animal, Summoning)

Rng: 300'/level
Dur: Special
AoE: Special

Comp: V, S
CT: 9
Save: None

This spell is the same in duration and effect as the 4th level *animal summoning I* spell, except that up to 4 animals of no more than 16 HD each can be summoned, or 8 of no more than 8 HD, or 16 creatures of no more than 4 HD. Only animals within range of the caster at the time the spell is cast will come. The caster can try 3 times to summon 3 different types of animals[md]e.g., suppose that wild dogs are first summoned to no avail, then hawks are unsuccessfully called, and finally the caster calls for wild horses that may or may not be within summoning range. Your DM will determine the chance of a summoned animal type being within range of the spell. The animals summoned will aid the caster by whatever means they possess, staying until a fight is over, a specific mission is finished, the caster is safe, they send them away, etc. Only normal or giant animals can be summoned; fantastic animals or monsters cannot be summoned by this spell (no chimerae, dragons, gorgons, manticores, etc.).

Animate Object (Creation, Summoning)

Rng: 90'
Dur: 1 round/level
AoE: 1' cu/level

Comp: V, S
CT: 9
Save: None

This powerful spell enables the priest casting it to imbue inanimate objects with mobility and a semblance of life. The animated object, or objects, then attacks whomever or whatever the priest first designates. The animated object can be of any nonmagical material whatsoever[md]wood, metal, stone, fabric, leather, ceramic, glass, etc. Attempting to animate an object in someone's possession grants that person a saving throw to prevent the spell's effect.

The speed of movement of the object depends on its means of propulsion and its weight. A large wooden table would be rather heavy, but its legs would give it speed. A rug could only slither along. A jar would roll. Thus a large stone pedestal would rock forward at 10'/round, a stone statue would move at 40'/round, a wooden statue 80'/round, an ivory stool of light weight would move at 120'/round. Slithering movement is about 10' to 20'/round; rolling is 30' to 60'/round. The damage caused by the attack of an animated object depends on its form and composition. Light, supple objects can only obscure vision, obstruct movement, bind, trip, smother, etc.

Light, hard objects can fall upon or otherwise strike for 1d2 points of damage or possibly obstruct and trip, as do light, supple objects. Hard, medium-weight objects can crush or strike for 2d4 points of damage, while larger and heavier objects may inflict 3d4, 4d4, or even 5d4 points of damage.

The frequency of attack of animated objects depends on their method of locomotion, appendages, and method of attack. This varies from as seldom as once every 5 melee rounds to as frequently as once/round. The AC of the object/round. The AC of the object animated is basically a function of material and movement ability. Damage depends on the type of weapon is effective against fabric, leather, wood, and like substances. Heavy smashing and crushing weapons are useful against wood, stone, and metal objects. Your DM will determine all of these factors, as well as how much damage the animated object can sustain before being destroyed. The priest can animate 1' cu of material for each experience level they have attained. Thus, a 14th level priest could animate one or more objects whose solid volume did not exceed 14' cu of a large statue, two rugs, 3 chairs, or a dozen average crocks.

Antianimal Shell (Animal, Protection, Wards)

Rng: 0
Dur: 1 turn/level
AoE: 10' radius

Comp: V, S, M
CT: 1 round
Save: None

By casting this spell, the caster brings into being a hemispherical force field that prevents the entrance of any sort of living creature that is wholly or partially animal (not magical or extraplanar). Thus a sprite, a giant, or a chimera would be kept out, but undead or conjured creatures could pass through the shell of force, as could such monsters as aerial servants, imps, quasits, golems, elementals, etc.

The antianimal shell functions normally against crossbreeds, such as cambions, and lasts for 1 turn for each level of experience the caster has attained. Forcing the barrier against creatures strains and ultimately collapses the field.

The spell requires the caster's holy symbol and a handful of pepper.

Blade Barrier (Creation, Earth, Elemental, Guardian)

Rng: 90'
Dur: 3 rounds/level
AoE: 5-60' sq

Comp: V, S
CT: 9
Save: Special

The priest employs this spell to set up a wall of circling, razor-sharp metal shards or blades. These whirl and flash around a central point, creating an immobile barrier. Any creature attempting to pass through the blade barrier suffers 8d8 points of damage. The plane of rotation of the blades can be horizontal, vertical, or in between. Creatures within the area of the barrier when it is invoked are entitled to a saving throw vs. spell. If this is successful, the blades are avoided and no damage is suffered; the creature escapes the area of the blade barrier by the shortest possible route. The barrier remains for 3 rounds for every experience level of the priest casting it. The barrier can cover an area from as small as 5' sq to as large as 60' sq.

Conjure Animals (Animal, Summoning)

Rng: Special
Dur: 2 rounds/level
AoE: 90' radius

Comp: V, S
CT: 6
Save: None

The *conjure animals* spell enables the caster to magically create 1 or more mammals to attack their opponents. The total HD of the mammals cannot exceed twice their level, if the creature conjured is determined randomly. If a specific animal type is requested, the animal's HD cannot exceed their level. The DM selects the type of animal that appears if it is randomly called. Thus, a caster of 12th level could randomly conjure two mammals with 12 HD each, 4 with 6 HD each, 6 with 4 HD each, 8 with 3 HD each, 12 with 2 HD each, or 24 with 1 HD each. Count every +1 HP added to a creature's HD as ¼ of a HD. Thus a creature with 4+3 HD equals a 4 ¾ HD creature. The conjured animals remain for 2 rounds for 2 rounds for each level of the conjuring caster, or until slain, and they follow the caster's verbal commands.

Conjured animals unflinchingly attack the caster's opponents, but resist being used for any other purpose—they don't like it, become noticeably more difficult to control, and may refuse any action, break free, or turn on the caster, depending on the nature of the creature and the details of the situation. The conjured animals disappear when slain.

Conjure Fire Elemental (Elemental, Fire) Reversible

Rng: 240'	Comp: V, S
Dur: 1 turn/level	CT: 6 rounds
AoE: Special	Save: None

Upon casting a *conjure fire elemental* spell, the caster opens a special gate to the elemental plane of Fire, and a fire elemental is summoned to the vicinity of the spellcaster. It is 65% likely that a 8 HD elemental appears, 20% likely that a 16 HD elemental appears, 9% likely that two to 4 salamanders appear, 4% likely that an efreeti appears, and 2% likely that a huge fire elemental of 21 or 24 HD appears. The caster need not fear that the elemental force summoned will turn on them, so concentration upon the activities of the fire elemental (or other creatures summoned) or protection from the creature is not necessary. The elemental summoned helps the caster however possible, including attacking the caster's opponents. The fire elemental or other creature summoned remains for a maximum of 1 turn/level of the caster, or until it is slain, sent back by a *dispel magic* spell, the reverse of this spell, *dismiss fire elemental*, or similar magic.

Find the Path (Divination) Reversible

Rng: Touch	Comp: V, S, M
Dur: 1 turn/level	CT: 3 rounds
AoE: 1 creature	Save: None

The recipient of this spell can find the shortest, most direct physical route that they're seeking, be it the way into or out of a locale. The locale can be outdoors or under ground, a trap, or even 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." The location must be in the same plane as the caster.

The spell enables the subject to sense the correct direction that will eventually lead them to their destination, indicating at the appropriate times the exact path to follow or physical actions to take. For example, with concentration 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 when 1 turn for each caster level has elapsed. The spell frees the subject, and those with them, from a *maze* spell in a single round, and will continue to do so as long as the spell lasts.

Note that this divination is keyed to the caster, not their companions, and that, like the *find traps* spell, it does not predict or allow for the actions of creatures.

The spell requires a set of divination counters of the sort favored by the priest—bones, ivory counters, sticks, carved runes, or whatever.

The reverse spell, *lose the path*, makes the creature touched totally lost and unable to find its way for the duration of the spell—although it can be led, of course.

Fire Seeds (Creation, Elemental, Fire)

Rng: Touch	Comp: V, S, M
Dur: Special	CT: 1 round/seed
AoE: Special	Save: 1/2

The *fire seeds* spell creates special missiles or timed incendiaries that burn with great heat. The spell can be cast to create either fire seed missiles or fire seed incendiaries, as chosen when the spell is cast.

Fire seed missiles: This casting turns up to 4 acorns into special grenadelike missiles that can be hurled up to 120'. An attack roll is required to strike the intended target, and proficiency penalties are considered. Each acorn bursts upon striking any hard surface, causing 2d8 points of damage and igniting any combustible materials within a 10' diameter of the point of impact. If a successful saving throw vs. spell is made, a creature within the burst area receives only 1/2 damage, but a creature struck directly suffers full damage (i.e., no saving throw).

Fire seed incendiaries: This casting turns up to 8 holly berries into special incendiaries. The holly berries are most often placed, being too light to make effective missiles. They can be tossed only up to 6' away. They burst into flame if the caster is within 120' and speaks a word of command. The berries instantly ignite, causing 1d8 points of damage to any creature and igniting any combustible within a 5' diameter burst area. Creatures within the area that successfully save vs. spell suffer 1/2 damage.

All fire seeds lose their power after a duration equal to 1 turn/experience level of the caster—e.g., the seeds of a 13th level caster remain potent for a maximum of 13 turns after their creation.

No other material components beyond acorns or holly berries are needed for this spell.

Forbiddance (Astral, Protection)

Rng: 90'	Comp: V, S, M
Dur: Permanent	CT: 6 rounds
AoE: 60' cu/level	Save: Special

This spell can be used to secure a consecrated area (see the *DMG*). The spell seals the area from teleportation, plane shifting, and ethereal penetration. At the option of the caster, the ward can be locked by a password, in which case it can be entered only by those speaking the proper words. Otherwise, the effect on those entering the enchanted area is based on their alignment, relative to the caster's. The most severe penalty is used.

Alignment identical: No effect. If password locked, cannot enter area unless password is known (no saving throw).

Alignment different with respect to law and chaos: Save vs. spell to enter the area; if failed, suffer 2d6 points of damage. If password locked, cannot enter unless password is known.

Alignment different with respect to good and evil: Save vs. spell to enter this area; if failed, suffer 4d6 points of damage. If password locked, cannot enter unless password is known. The attempt does cause damage if the save is failed.

Once a saving throw is failed, an intruder cannot enter the forbidden area until the spell ceases. The ward cannot be dispelled by a caster of lesser level than the one who established it. Intruders who enter by rolling successful saving throws feel uneasy and tense, despite their success.

In addition to the priest's holy symbol, components include holy water and rare incenses worth at least 5,000 gp per 60' cu. If a password lock is desired, this also requires the burning of rare incenses worth at least 10,000 gp per 60' cu.

Heal (Healing) Reversible

Rng: Touch	Comp: V, S
Dur: Permanent	CT: 1 round
AoE: 1 creature	Save: None

The very potent *heal* spell enables the priest to wipe away disease and injury in the creature who receives the benefits of the spell. It completely cures all diseases or blindness of the recipient and heals all points of damage suffered due to wounds or injury. It dispels a *feeblemind* spell. It cures those mental disorders caused by spells or injury to the brain. Naturally, the effects can be negated by later wounds, injuries, and diseases.

The reverse, *harm*, infects the victim with a disease and causes loss of all but 1d4 HPs, if a successful touch is inflicted. For creatures that are not affected by the *heal* or *harm* spell, see the *cure light wounds* spell.

Heroes' Feast (Creation, Healing)

Rng: 30'	Comp: V, S, M
Dur: 1 hour	CT: 1 turn
AoE: 1 feaster/level	Save: None

This spell enables the priest to bring forth a great feast that serves as many creatures as the priest has levels of experience. The spell creates a magnificent table, chairs, service, and all the necessary food and drink. The feast takes one full hour to consume, and the beneficial effects do not set in until after 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 ambrosialike food that is consumed is equal to a *bless* spell that lasts for 12 hours. Also, during this same period, the people who consumed the feast are immune to fear, hopelessness, and panic. If the feast is interrupted for any reason, the spell is ruined and all effects of the spell are negated.

The material components of the spell are the priest's holy symbol and specially fermented honey taken from the cells of bee larvae destined for royal status.

Liveoak (Plant)

Rng: Touch	Comp: V, S, M
Dur: 1 day/level	CT: 1 turn
AoE: 1 oak tree	Save: None

This spell enables the caster to charm a healthy oak tree (or other type if the DM allows) to cause it to serve as a protector. The spell can be cast on a single tree at a time. While a *liveoak* spell cast by a particular caster is in effect, they cannot cast another such spell. The tree upon which the spell is cast must be within 10' of the caster's dwelling place, within a place sacred to the caster, or within 300' of something that the caster wishes to guard or protect.

The *liveoak* spell can be cast upon a healthy tree of small, medium, or large size, according to desire and availability. A triggering phrase of up to maximum of one word/level of the spellcaster is then placed upon the targeted oak. For instance, "Attack any persons who come near without first saying *sacred mistletoe*" is an 11-word trigger phrase that could be used by a caster of 11th level or higher casting the spell. The *liveoak* spell triggers the tree into animating as a treant of equivalent size, an AC of 0 and with two attacks/round, but with only a 30'-per-round movement rate.

Tree Size	Height	HD	Damage Per Attack
Small	12' - 14'	7-8	2d8
Medium	16' - 19'	9-10	3d6
Large	20' - 23'+	11-12	4d6

A tree enchanted by this spell radiates a magical aura (if checked for), and can be returned to normal by a successful casting of a *dispel magic* spell, or upon the desire of the caster who enchanted it. If dispelled, the tree takes root immediately. If released by the caster, it tries to return to its original location before taking root. Damage to the tree can be healed with a *plant growth* spell, which restores 3d4 points of damage. A *plant growth* spell used in this fashion does not increase the size or HPs of the liveoak beyond the original value.

The caster needs their holy symbol to cast this spell.

Part Water (Elemental, Water)

Rng: 60'/level	Comp: V, S, M
Dur: 1 turn/level	CT: 1 turn
AoE: 3'/levelx60'/levelx90'	Save: None

By employing a *part water* spell, the caster is able to cause water or similar liquid to move apart, thus forming a trough. The depth and length of the trough created by the spell depends on the level of the caster. A trough 3' deep/caster level, by 90' wide, by 60' long/level is created. Thus at 12th level, the caster would part water 36' deep by 90' wide by 720' long. The trough remains as long as the spell lasts or until the caster who cast it opts to end its effects. Existing currents appear to flow through the parted water, although swimming creatures and physical objects such as boats do not enter the rift without strenuous and deliberate effort. If cast underwater, this spell creates an air cylinder of appropriate length and diameter. If cast directly on a water elemental or other water-based creature, the creature suffers 48 points of damage and must roll a successful saving throw vs. spell or flee in panic for 3d4 rounds.

The material component of this spell is the caster's holy symbol.

Speak With Monsters (Animal, Divination)

Rng: 90'	Comp: V, S
Dur: 2 round/level	CT: 9
AoE: The caster	Save: None

When cast, the *speak with monsters* spell enables the priest to converse with any type of creature that has any form of communicative ability (including empathic, tactile, pheromonic, etc.). That is, the monster understands, in its own language or equivalent, the intent of what is said to it by the priest and vice versa. The creature thus spoken to is checked by the DM to determine a reaction. All creatures of the same type as that chosen by the priest can likewise understand if they're within range. The priest can speak to different types of creatures during the spell duration, but they must speak separately to each type. The spell lasts for 2 rounds/caster level.

Stone Tell (Divination, Earth, Elemental)

Rng: Touch	Comp: V, S, M
Dur: 1 turn	CT: 1 turn
AoE: 3' cu	Save: None

When the priest casts a *stone tell* spell upon an area, the very stones speak and relate to the caster who or what has touched them as well as revealing what is covered, concealed, or simply behind them. The stones relate complete descriptions, if asked. Note that a stone's perspective, perception, and knowledge may hinder this divination. Such details, if any, are decided by the DM.

The material components for this spell are a drop of mercury and a bit of clay.

Transmute Water to Dust (Earth, Elemental, Water) Reversible

Rng: 180'	Comp: V, S, M
Dur: Permanent	CT: 5
AoE: 10' cu/level (special)	Save: None

When this spell is cast, the subject area instantly undergoes a change from liquid to powdery dust. Note that if the water is already muddy, the area of effect is doubled, while if wet mud is being transmuted, the area of effect is quadrupled. If water remains in contact with the transmuted dust, the former quickly permeates the latter, turning the dust into silty mud. If there is not a sufficient quantity of water to cause that effect, it simply soaks or dampens the dust accordingly.

Only liquid actually in the area of effect at the moment of spellcasting is affected. Liquids that are only partially water are affected only insofar as the actual water content is concerned; however, potions containing water are rendered useless. Living creatures are unaffected, except for those native to the Elemental Plane of Water. Such creatures must roll a successful saving throws vs. death or be slain. However, only one such creature can be affected by any single casting of this spell, regardless of the creature's size or the size of the spell's area of effect.

The reverse of the spell is simply a very high-powered *create water* spell that requires a pinch of normal dust as an additional material component.

For either usage of the spell, components required are diamond dust of at least 500 gp value, a bit of sea shell, and the caster's holy symbol.

Transport Via Plants (Plant)

Rng: Touch	Comp: V, S
Dur: Special	CT: 4
AoE: Special	Save: None

By means of this spell, the caster is able to enter any plant (human-sized 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 the caster, but it also must be alive. If the caster is uncertain of the destination plant, they need merely determine direction and distance, and the *transport via plants* spell moves them as close as possible to the desired location. There is a 20% chance, reduced by 1%/level of experience of the caster, that the transport delivers the caster to a similar species of plant from 1 to 100 mi away from the desired destination plant. If a particular destination plant is desired, but the plant is not living, the spell fails and the caster must come forth from the entrance plant within 24 hours. Note that this spell does not function with plantlike creatures such as shambling mounds, treants, etc. The destruction of an occupied plant slays the caster (see the *plant door* spell).

Turn Wood (Plant)

Rng: 0	Comp: V, S
Dur: 1 round/level	CT: 9
AoE: 20'/levelx120'	Save: None

When this spell is cast, waves of force roll forth from the caster, moving in the direction they face and causing all wooden objects in the path of the spell to be pushed away from the caster to the limit of the area of effect. Wooden objects above 3" in diameter that are fixed firmly are not affected, but loose objects (movable mantles, siege towers, etc.) move back. Objects less than 3" in diameter that are fixed splinter and break, and the pieces move with the wave of force. Thus, objects such as wooden shields, spears, wooden weapon shafts and hafts, and arrows and bolts are pushed back, dragging those carrying them with them. If a spear is planted to prevent this forced movement, it splinters. Even magical items with wooden sections are turned, although an anti-magic shell blocks the effects. A successful *dispel magic* spell ends the effect. Otherwise, the *turn wood* spell lasts for 1 round for each experience level of the caster.

The waves of force continue to sweep down the set path for the spell's duration, pushing back wooden objects in the area of effect at a rate of 40' per melee round. The length of the path is 20'/level of the caster. Thus if a 14th level priest casts a *turn wood* spell, the area of effect is 120' wide by 280' long, and the spell lasts 14 rounds. After casting the spell, the path is set and the caster can then do other things or go elsewhere without affecting the spell's power.

Wall of Thorns (Creation, Plant)

Rng: 240'
Dur: 1 turn/level
AoE: 1 10' cu/level

Comp: V, S
CT: 9
Save: None

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 breaking through (or crashing into) the wall of thorns suffers 8 points of damage, plus an additional amount of damage equal to the creature's AC. Negative ACs subtract from the base 8 points of damage, but no adjustment is made for Dexterity. Any creature within the area of effect of the spell when it is cast, crashes into the *wall of thorns* and must break through to move. The damage is based on each 10' thickness of the barrier.

If the wall of thorns is chopped at, it takes at least 4 turns to cut a path through a 10' thickness. Normal fire cannot harm the barrier, but magical fires burn away the barrier in 2 turns, creating a wall of fire effect while doing so (see *wall of fire* spell). In this case, the cool side of the wall is that closest to the caster of the thorn wall.

The nearest edge of the wall of thorns appears up to 240' distant from the caster, as they desire. The spell's duration is 1 turn for each level of experience of the caster, and it covers one 10' cu/level of the caster in whatever shape the caster desires. Thus a 14th level caster could create a wall of thorns up to 70' long by 20' high (or deep) by 10' deep (or high), a 10'-high by 10'-wide by 140'-long wall to block a dungeon passage, or any other sort of shape that suited their needs. The caster can also create a wall of 5' thickness, which inflicts 1/2 damage but can be doubled in one of the other dimensions. Note that those with the ability to pass through overgrown areas are not hindered by this barrier. The caster can dismiss the barrier on command.

Weather Summoning (Air, Elemental, Summoning, Weather)

Rng: 0
Dur: Special
AoE: Special

Comp: V, S
CT: 1 turn
Save: None

By this spell, the caster calls forth weather appropriate to the climate and season of the area they're in. Thus, in spring a tornado, thunderstorm, sleet storm, or hot weather could be summoned.

In summer a torrential rain, heat wave, hail storm, etc., can be called for. In autumn, hot or cold weather, fog, sleet, etc., could be summoned. Winter enables great cold, blizzard, or thaw conditions to be summoned. Hurricane-force winds can be summoned near coastal regions in the later winter or early spring.

The summoned weather is not under the control of the caster. It might last but a single turn, in the case of a tornado, or for hours or even days in other cases. The area of effect likewise varies from about 1 sq mile to 100 sq mi. Note that several casters can act in concert to greatly affect weather, controlling winds, and working jointly to summon very extreme weather conditions.

Within 4 turns after the spell is cast, the trend of the weather to come is apparent--e.g., clearing skies, gusts of warm or hot air, a chill breeze, overcast skies, etc. Summoned weather arrives 1d12+5 turns after the spell is cast.

Note that the new weather condition cannot be changed by the caster once it has been summoned. Once the weather is fully summoned, it cannot be dispelled. If the summoning is successfully dispelled before it has been completed, the weather slowly reverts to its original condition.

Word of Recall (Astral, Summoning)

Rng: 0
Dur: Special
AoE: The caster

Comp: V
CT: 1
Save: None

The *word of recall* spell takes the priest instantly back to their sanctuary when the word is uttered. The sanctuary must be specifically designated in advance by the priest and must be a well-known place. The actual point of arrival is a designated area no larger than 10'x10'. The priest can be transported any distance, from above or below ground. Transportation by the *word of recall* spell is safe within a plane, but for each plane the priest is removed, there is a 10% cumulative chance that the priest is irrevocably lost. The priest is able to transport, in addition to himself, 25 lb of weight/experience level. Thus, a 15th level priest could transport their person and an additional 375 lb. This extra matter can be equipment, treasure, or even living material, such as another person. Exceeding this limit causes the spell to fail. Note that unusually strong physical fields, such as magnetic or gravitational forces, or even magical applications can, at the DM's option, make the use of this spell hazardous or impossible.



Seventh Level Priest Spells

Animate Rock (Earth, Elemental)

Rng: 120'
Dur: 1 round/level
AoE: 2' cu/level

Comp: V, S, M
CT: 1 round
Save: None

By employing an *animate rock* spell, the caster causes a stone object of up to the indicated size to move (see the 6th level *animate object* spell.). The animated stone object must be separate (not a part of a huge boulder or the like). It follows the desire of the caster--attacking, breaking objects, blocking--while the magic lasts. It has no intelligence or volition of its own, but it follows instructions exactly as spoken.

Only one set of instructions for one single action can be given to the animated rock, and the directions must be brief, about a dozen words or so. The rock remains animated for 1 round/experience level of the caster. The volume of rock that can be animated is also based on the experience level of the caster--2' cu of stone/level, such as 24' cu, a mass of about man-sized, at 12th level.

While the exact details of the animated rock are decided by the DM, its AC is no worse than 15, and it has 1d3 HPs per cu ft of volume. It uses the attack roll of the caster. The maximum damage it can inflict is 1d2 points/caster level. Thus, a 12th level caster's rock might inflict 12 to 24 points of damage. Movement for a man-sized rock is 60'/round. A rock generally weighs from 100-300 lb per cu ft.

The material components for the spell are a stone and drop of the caster's

Astral Spell (Astral)

Rng: Touch
Dur: Special
AoE: Special

Comp: V, S
CT: 9
Save: None

By means of the *astral spell*, a caster can project their astral body into the Astral Plane, leaving their physical body and material possessions behind in the Prime Material Plane. Only magical items can be brought into the Astral Plane (although nonmagical items could be rendered temporarily magical through the use of some spells, if the DM allows). As the Astral Plane touches upon the first levels of all of the Outer Planes, the caster can travel astrally to any of the Outer Planes at will.

The caster then leaves the Astral Plane, forming a body in the plane of existence they have chosen to enter. It is also possible to travel astrally anywhere in the Prime Material Plane by means of the *astral spell*, but a second body cannot be formed in the Prime Material Plane. As a general rule, a person astrally projected can be seen only by creatures in the Astral Plane.

At all times, the astral body is connected to the material body by a silvery cord. If the cord is broken, the affected person is killed, astrally and materially; however, normally only a psychic wind can cause the cord to break. When a second body is formed in a different plane, the silvery cord remains invisibly attached to the new body. If the astral form is slain, the cord simply returns to the original body where it rests in the Prime Material Plane, reviving it from its state of suspended animation.

Although astrally projected persons are able to function in the Astral Plane, their actions do not affect creatures not existing in the Astral Plane. The spell lasts until the caster desires to end it, or until it is terminated by some outside means (such as a *dispel magic* spell or the destruction of the caster's body in the Prime Material Plane--which kills the caster).

The caster can project the astral forms of up to 7 other creatures with them by means of the *astral spell*, providing the creatures are linked in a circle with the caster. These fellow travelers are dependent upon the caster and can be stranded if something happens to the caster. Travel in the Astral Plane can be slow or fast, according to the caster's desire. The ultimate destination arrived at is subject to the conceptualization of the caster.

Any magical items can go into the Astral Plane, but most become temporarily nonmagical therein, or in any planes removed from the Prime Material Plane. Armor and weapons of +3 or better might function in other planes, at the DM's option. Artifacts and relics function anywhere. Items drawing their power from a given plane are more powerful in that plane (for example, a *ring of fire resistance* in the Elemental Plane of Fire or a *sword of life stealing* in the Negative Energy plane).

Changestaff (Creation, Plant)

Rng: Touch	Comp: V, S, M
Dur: Special	CT: 4
AoE: The caster's staff	Save: None

By means of this spell, the caster is able to change a specially prepared staff into a treantlike creature of the largest size, about 24' tall. When the priest plants the end of the staff in the ground and speaks a special command and invocation, the staff turns into a treantlike creature with 12 HD, 40 HPs, and AC 20. It attacks 2X/round, inflicting 4d6 points of damage with every successful attack. The staff-treant defends the caster and obeys any spoken commands. However, it is by no means a true treant; it cannot converse with actual treants or control trees.

The transformation lasts either for as many turns as the caster has experience levels, until the caster commands the staff to return to its true form, or until the staff is destroyed, whichever occurs first. If the staff-treant is reduced to 0 HPs or less, it crumbles to a sawdustlike powder and the staff is destroyed. Otherwise, the staff can be used again after 24 hours and the staff-treant is at full strength.

To cast a *changestaff* spell, the caster must have either their holy symbol or leaves (ash, oak, or yew) of the same sort as the staff.

The staff for the *changestaff* spell must be specially prepared. The staff must be a sound limb cut from an ash, oak, or yew tree struck by lightning no more than 24 hours before the limb is cut. The limb must then be cured by sun drying and special smoke for 28 days. Then it must be shaped, carved, and polished for another 28 days. The caster cannot adventure or engage in other strenuous activity during either of these periods.

The finished staff, engraved with woodland scenes, is then rubbed with the juice of holly berries, and the end of it is thrust into the earth of the caster's grove while they cast a *speak with plant* spell, calling upon the staff to assist in time of need. The item is then charged with a magic that will last for many changes from staff to treant and back again.

Chariot of Sustarre (Creation, Elemental, Fire)

Rng: 30'	Comp: V, S, M
Dur: 12 hours	CT: 1 turn
AoE: Special	Save: None

When this spell is cast, it brings forth a large, flaming chariot pulled by two fiery horses from the elemental plane of Fire. These appear in a clap of thunder amid a cloud of smoke. The vehicle moves at 24 on the ground, 48 flying, and can carry the caster and up to 7 other creatures of man-size or less. The passengers must be touched by the caster to protect them from the flames of the chariot. Creatures other than the caster and their designated passengers sustain 2d4 points of fire damage each round if they come within 5' of the horses or chariot. Such creatures suffer no damage if they evade the area by rolling successful saving throws vs. petrification, with Dexterity adjustments.

The caster controls the chariot by verbal command, causing the flaming steeds to stop or go, walk, trot, run or fly, and turn left or right as they desire. Note that the chariot of Sustarre is a physical manifestation and can sustain damage. The vehicle and steeds are struck only by magical weapons or by water (one quart of which inflicts 1 point of damage). They are AC 2, and each requires 30 points of damage to dispel. Naturally, fire has no effect upon either the vehicle or its steeds, but magical fires other than those of the chariot can affect the riders. Other spells, such as a successful *dispel magic* or *holy word*, will force the chariot back to its home plane, without its passengers. The chariot can be summoned only once/week.

The material components are a small piece of wood, two holly berries, and a fire source at least equal to a torch.

Confusion (Charm)

Rng: 360'	Comp: V, S, M
Dur: 2 rounds+1 round/level	CT: 4
AoE: Up to 60' cu	Save: Special

This spell causes confusion in one or more creatures within the area, creating indecision and the inability to take effective action. The spell affects 1d4 creatures, plus two creatures/caster level. These creatures are allowed saving throws vs. spell with -2 penalties, adjusted for Wisdom. Those successfully saving are unaffected by the spell. Confused creatures react as follows:

D12 Roll	Action
1	Wander away (unless prevented) for duration of spell
2-6	Stand confused for 1 round (then roll again)
7-11	Attack nearest creature for 1 round (then roll again)
12	Act normally for 1 round (then roll again)

The spell lasts for 2 rounds+1 round for each level of the caster. Those who fail are checked by the DM for actions each round for the duration of the spell, or until the "wander away for the duration of the spell" result occurs.

Wandering creatures move as far from the caster as possible, according to their most typical mode of movement (PC's walk, fish swim, bats fly, etc.). Saving throws and actions are checked at the beginning of each round. Any confused creature that is attacked perceives the attacker as an enemy and acts according to its basic nature (no spell casting or activation of magic).

If there are many creatures (NPC's) involved, the DM may decide to assume average results.

Conjure Earth Elemental (Earth, Elemental, Summoning) Reversible

Rng: 120'	Comp: V, S
Dur: 1 turn/level	CT: 1 turn
AoE: Special	Save: None

A caster who performs a *conjure earth elemental* spell summons an earth elemental to do their bidding. The elemental is 55% likely to have 8 HD, 35% likely to have 16 HD, 5% likely to have 21 HD and 5% likely to have 24 HD. Further, the caster needs but to command it, and it does as desired.

The elemental regards the caster as a friend to be obeyed. The elemental remains until destroyed, dispelled, sent away by dismissal or a *holy word* spell (see the *conjure fire elemental* spell), or the spell duration expires.

Control Weather (Air, Elemental, Weather)

Rng: 0	Comp: V, S, M
Dur: 4d12 hours	CT: 1 turn
AoE: 4d4 sq mi	Save: None

The *control weather* spell enables a caster to change the weather in the local area. The spell affects the weather for 4d6 hours in an area of 4d4 sq mi. It requires 1 turn to cast the spell, and an additional 1d4 turns for the weather conditions to occur. The current weather conditions are decided by the DM, depending on the climate and season. Weather conditions have 3 Comp: precipitation, temperature, and wind. The spell can change these conditions according to the following chart.

The upper-cased headings represent the existing weather conditions. The small headings beneath each large heading are the new conditions to which the caster can change the existing conditions. Furthermore, the caster can control the direction of the wind. For example, a day that is clear and warm with moderate wind can be controlled to become hazy, hot, and calm. Contradictions are not possible--fog and strong wind, for example. Multiple *control weather* spells can be used only in succession.

Precipitation	Temperature	Wind
CLEAR	HOT	CALM
very clear	sweltering heat	dead calm
light clouds or hazy	warm	light wind
		moderate wind
PARTLY CLOUDY	WARM	
clear weather	hot	MODERATE WIND
cloudy	cool	calm
mist/light rain/hail		strong wind
sleet/light snow	COOL	
	warm	STRONG WIND
CLOUDY	cold	moderate wind

Precipitation	Temperature	Wind
partly cloudy		gale
deep clouds	COLD	
fog	cool	GALE
heavy rain/large hail	arctic cold	strong wind
driving sleet/snow	storm	gale
		hurricane
	STORM	

The material components for this spell are the caster's religious symbol, incense, and prayer beads or similar prayer object. Obviously, the spell functions only in areas where there are appropriate climatic conditions.

If Weather is a major sphere for the caster (as it is for druids), duration and area are doubled, and the caster can change the prevailing weather by two places. For example, they can cause precipitation to go from partly cloudy to heavy sleet, temperature to go from cool to arctic, and wind to go from calm to strong.

Creeping Doom (Animal, Summoning)

Rng: 0	Comp: V, S
Dur: 4 rounds/level	CT: 1 round
AoE: Special	Save: None

When the caster utters the spell of *creeping doom*, they call forth a mass of from 500 to 1,000 $([1d6+4] \times 100)$ venomous, biting and stinging arachnids, insects, and myriapods. This carpetlike mass swarms in an area 20' sq. Upon command from the caster, the swarm creeps forth at 10'/round toward any prey within 240', moving in the direction in which the caster commands.

The creeping doom slays any creature subject to normal attacks, as each of the small horrors inflicts 1 point of damage (each then dies after its attack), so that up to 1,000 points of damage can be inflicted on creatures within the path of the creeping doom.

If the creeping doom travels more than 240' away from the summoner, it loses 50 of its number for each 30' beyond 240'. For example, at 300', its number has shrunk by 100. There are a number of ways to thwart or destroy the creatures forming the swarm. The solutions are left to the imaginations of players and DMs.

Earthquake (Earth, Elemental)

Rng: 360'	Comp: V, S, M
Dur: 1 round	CT: 1 turn
AoE: 5' diameter/level	Save: None

When this spell is cast by a priest, a local tremor of fairly high strength rips the ground. The shock is over in 1 round. The earthquake affects all terrain, vegetation, structures, and creatures in its area of effect. The area of effect of the *earthquake* spell is circular, with a diameter of 5' for every experience level of the priest casting it. Thus a 20th level priest casts an *earthquake* spell with a 100' diameter area of effect.

Solidly built structures with foundations reaching down to bedrock sustain 1/2 damage; one-quarter damage if they score above 50% on a saving throw. An earth elemental opposed to the caster in the area of effect can negate 10% to 100% (roll 1d10, 0 = 100%) of the effect. Other magical protections and wards allowed by the DM may also reduce or negate this effect. If cast undersea, this spell may, at the discretion of the DM, create a tsunami or tidal wave.

The material components for this spell are a pinch of dirt, a piece of rock, and a lump of clay.

Earthquake Effects

TERRAIN

Cave or cavern--Collapses roof

Cliffs--Crumble, causing landslide

Ground--Cracks open, causing the following fractions of creatures to fall in and die:

- Size <S: 1 in 3
- Size S: 1 in 4
- Size M: 1 in 6
- Size L: 1 in 8
- Size H: 1 in 10
- Size G: 1 in 12
- Size C>: 1 in 20

Marsh--Drains water to form muddy, rough ground.

Tunnel--Caves in

VEGETATION

Small growth--No effect

Trees--1 in 3 are uprooted and fall

STRUCTURES

All structures--Sustain 5d12 points of structural damage; those suffering full damage are thrown down in rubble

CREATURES (See TERRAIN entry)

Exaction (Astral, Charm, Summoning)

Rng: 30'	Comp: V, S, M
Dur: Special	CT: 1 round
AoE: 1 creature	Save: None

When this spell is employed, the priest confronts some powerful creature from another plane (including devas and other powerful minions, for instance, but not demigods or deities of any sort) and requires of it some duty or quest. A creature of an alignment opposed to the priest (e.g., evil if the priest is good, chaotic if the priest is lawful) cannot be ordered around unless it is willing. Note that an absolute (true) neutral creature is effectively opposed to both good and evil, and both law and chaos.

The spellcaster must know something about the creature to exact service from it, or else they must offer some fair trade in return for the service. That is, if the priest is aware that the creature has received some favor from someone of the priest's alignment, then the *exaction* spell can name this as cause. If no balancing reason for service is known, then some valuable gift or service must be pledged in return for the exaction.

The service exacted must be reasonable with respect to the past or promised favor or reward, and with the being's effort and risk. The spell then acts, subject to a magic resistance roll, as a quest upon the being that is to perform the required service.

Immediately upon completion of the service, the being is transported to the vicinity of the priest, and the priest must then and there return the promised reward, whether it is irrevocable cancellation of a past debt or the giving of some service or other material reward. After this is done, the creature is instantly freed to return to its own plane.

The DM adjudicates when an equitable arrangement has been reached. If the caster requests too much, the creature is free to depart or to attack the priest (as if the agreement were breached) according to its nature. If circumstances leave the situation unbalanced (for example, the creature dies while achieving a result that was not worth dying for), then this might create a debt owed by the caster to the creature's surviving kith and kin, making the caster vulnerable to a future *exaction* spell from that quarter. Agreeing to a future exaction or release in the event of catastrophic failure or death are common caster pledges in securing an exaction.

Failure to fulfill the promise to the letter results in the priest being subject to exaction by the subject creature or by its master, liege, etc., at the very least. At worst, the creature can attack the reneging priest without fear of any of their spells affecting it, for the priest's failure to live up to the bargain gives the creature immunity from the priest's spell powers.

The material components of this spell are the priest's holy symbol, some matter or substance from the plane of the creature from whom an exaction is expected, and knowledge of the creature's nature or actions that is written out on a parchment that is burned to seal the pledge.

Fire Storm (Creation, Elemental, Fire) Reversible

Rng: 480'	Comp: V, S
Dur: 1 round	CT: 1 round
AoE: Two 10' cubes/level	Save: 1/2

When a *fire storm* spell is cast, the whole area is shot through with sheets of roaring flame that equal a *wall of fire* spell in effect. Creatures within the area of fire and 10' or less from the edge of the affected area receive 2d8 points of damage plus additional damage equal to the caster's level $(2d8 + 1/\text{level})$. Creatures that roll successful saving throws vs. spell suffer only 1/2 damage. The damage is inflicted each round the creature stays in the area of effect. The area of effect is equal to two 10'x10' cubes/level of the cater--e.g., a 13th level caster can cast a *fire storm* measuring 130'x20'x10'. The height of the storm is 10 or 20'; the imbalance of its area must be in length and width.

Fire-based creatures, such as elementals, salamanders, etc., of less than demigod status have a 5% chance/experience level of the caster of being extinguished. If cast only against a *flametongue* sword, the sword must roll a successful saving throw vs. crushing blow or be rendered nonmagical. Such a sword in the possession of a creature first receives the creature's saving throw, and if this is successful, the second saving throw is automatically successful.

Gate (All)

Rng: 90'	Comp: V, S
Dur: Special	CT: 5
AoE: Special	Save: None

Casting a *gate* spell has two effects: it causes an interdimensional connection between the plane of existence the priest is in and the plane in which dwells a specific being of great power. The result of this connection is that the sought-after being can step through the gate or portal, from its plane to that of the priest. Uttering the spell attracts the attention of the dweller on the other plane. When casting the spell, the priest must name the entity they desire to make use of the gate and to come to their aid. There is a 100% chance that *something* steps through the gate. The actions of the being that comes through depend on many factors, including the alignment of the priest, the nature of those accompanying them, and who or what opposes or threatens the priest. The DM will decide the exact result of the spell, based on the creature called, they desire of the caster and the needs of the moment. The being gates in either returns immediately or remains to take action. Casting this spell ages the priest 5 years.

Holy Word (Astral, Combat) *Reversible*

Rng: 0	Comp: V
Dur: Special	CT: 1
AoE: 30' radius	Save: None

Uttering a *holy word* spell creates magic of tremendous power. It drives off evil creatures from other planes, forcing them to return to their own planes of existence, provided the speaker is in their home plane. Creatures so banished cannot return for at least a day. The spell further affects creatures of differing alignment as shown on the following table:

Effects of Holy Word

Creature's HD or Level	General	Attack Move	Dice	Spells (chance of failure)
Less than 4	Kills	--	--	--
4 to 7+	Paralyzes 1d4 turns	--	--	--
8 to 11+	Slows 2d4 rounds	-50%	-4*	--
12 or more	Deafens 1d4 rounds	-25%	-2	50%

* Slowed creatures attack only on even-numbered rnds until the effect wears off.

Affected creatures are those within the 30' radius area of effect, which is centered on the priest casting the spell. The side effects are negated for deafened or silenced creatures, but such are still driven off if other-planar.

The reverse, *unholy word*, operates exactly the same way but affects creatures of good alignment.

Regenerate (Healing, Necromancy) *Reversible*

Rng: Touch	Comp: V, S, M
Dur: Permanent	CT: 3 rounds
AoE: Creature touched	Save: None

When a *regenerate* spell is cast, body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multi-headed creatures), bones, and organs grow back. The process of regeneration requires but 1 round if the severed member(s) is (are) present and touching the creature, 2d4 turns otherwise. The creature must be living to receive the benefits of this spell. If the severed member is not present, or if the injury is older than one day per caste level, the recipient must roll a successful system shock check to survive the spell.

The revers, *with*, causes the member or organ touched to cease functioning in 1 round, dropping off into dust in 2d4 turns. Requires successful touch attack.

The material components of this spell are a prayer device and holy water (or unholy water for the reverse).

Reincarnation (Necromancy)

Rng: Touch	Comp: V, S
Dur: Permanent	CT: 1 turn
AoE: 1 person	Save: None

With this spell, the priest can bring back a dead person in another body, if death occurred no more than 1 week before the casting of the spell. Reincarnation does not require any saving throw, system shock, or resurrection survival roll. The corpse is touched, and a new incarnation of the person appears in the area in 1d6 turns. The person reincarnated recalls the majority of their former life and form, but the PC class, if any, of the new incarnation might be very different indeed. The new incarnation is determined on the following table. If a player PC race is indicated, the PC must be created.

At the DM's option, certain special (expensive) incenses can be used that may increase the chance for a PC to return as a specific race or species. A *wish* spell can restore a reincarnated PC to its original form and status.

D100		D100	
Roll	Incarnation	Roll	Incarnation
01-03	Badger	41-44	Hawk
04-08	Bear, black	45-58	Human
09-12	Bear, brown	59-61	Lynx
13-16	Boar, wild	62-64	Owl
17-19	Centaur	65-68	Pixie
20-23	Dryad	69-70	Raccoon
24-28	Eagle	71-75	Stag
29-31	Elf	76-80	Wolf
32-34	Faun/satyr	81-85	Wolverine
35-36	Fox	86-95	DM's choice
37-40	Gnome	96-00	Player's choice (w/ DM approval)

If an unusual creature form is indicated, the DM can (at their option only) use the guidelines for new player PC races to allow the PC to earn experience and advance in levels, although this may not be in the same class as before. If the reincarnated PC returns as a creature eligible to be the same class as they were previously (i.e., a human fighter returns as an elf), the reincarnated PC has half their previous levels and HPs. If the PC returns as a new PC class, their HPs are half their previous total, but they must begin again at 1st level. If the PC returns as a creature unable to have a class, they have half the HPs and saving throws of their previous incarnation.

Restoration (Necromancy) *Reversible*

Rng: Touch	Comp: V, S
Dur: Permanent	CT: 3 rounds
AoE: 1 creature	Save: None

When this spell is cast, the caster chooses in what way they would like the spell to be cast:

- Restores any previous life energy level drain of the creature by a force or monster. The spell restores the lost experience points which can restore HD (or HPs) and level functions accordingly. The spell must be cast within 1 day of the recipient's loss of life energy/experience level of the priest casting it.
- Cure all temporary ability damage and/or restore all points permanently drained from a single ability score.
- Can be used to restore any permanent HP losses.
- Restore the intelligence of a creature affected by a *feeblemind* spell and/or negate all forms of insanity.
- Eliminate any fatigue or exhaustion suffered by the target, even if caused by spell, equivalent to 1 week of full bed rest, may allow spell casters to study/pray for spells.

Casting this spell ages both the caster and the recipient by 2 years, for an additional year an additional effect can be added, max 6 years for all effects.

The reverse, *energy drain*, only draws away one life energy level (see such undead as spectre, wight, and vampire, in the Monstrous Manual). The energy drain requires the victim to be touched. Casting this form of the spell does not age the caster.

Resurrection (Necromancy) *Reversible*

Rng: Touch	Comp: V, S, M
Dur: Permanent	CT: 1 turn
AoE: 1 creature	Save: None

The priest is able to restore life and complete strength to any living creature, including elves, by bestowing the *resurrection* spell. The creature can have been dead up to 10 years/level of the priest casting the spell.

Thus, a 19th level priest can resurrect the bones of a creature dead up to 190 years. The creature, upon surviving a resurrection survival check, is immediately restored to full HPs and can perform strenuous activity. The spell cannot bring back a creature that has reached its allotted life span (i.e., died of natural causes). Casting this spell makes it impossible for the priest to cast further spells or engage in combat until they have had 1 day of bed rest for each experience level or HD of the creature brought back to life. The caster ages 3 years upon casting this spell.

The reverse, *destruction*, causes the victim of the spell to be instantly dead and turned to dust. A *wish* spell or equivalent is required for recovery. Destruction requires a touch, either in combat or otherwise, and does not age the caster. In addition, the victim is allowed a saving throw (with a -4 penalty). If the save is successful, the victim receives 8d6 points of damage instead.

The material components of the spell are the priest's religious symbol and holy water (unholy water for the reverse spell). The DM may reduce the chances of successful resurrection if little of the creature's remains are available.

Succor (Astral, Summoning) Reversible

Rng: Touch	Comp: V, S, M
Dur: Special	CT: 1 to 4 days
AoE: 1 person	Save: None

By casting this spell, the caster creates a powerful magic aura in some specially prepared object--a string of prayer beads, a small clay tablet, an ivory baton, etc. This object radiates magic, for it contains the power to instantaneously transport its possessor to the sanctuary of the caster who created its magic. Once the item is enchanted, the caster must give it willingly to an individual, at the same time informing them of a command word to be spoken when the item is to be used. To make use of the item, the recipient must speak the command word at the same time that they rend or break the item. When this is done, the individual and all that they're wearing and carrying (up to the maximum encumbrance limit for the PC) are instantly transported to the sanctuary of the caster, just as if the individual were capable of speaking a *word of recall* spell. No other creatures can be affected.

The reversed application of the spell causes the caster to be transported to the immediate vicinity of the possessor of the item when it is broken and the command word spoken. The caster has a general idea of the location and situation of the item's possessor, and can choose not to be affected by this summons. This decision is made at the instant when the transportation is to take place. However, if they choose not to go, the opportunity is gone forever and the spell is wasted.

The material components used include gemstones totaling not less than 10,000 gp value (whether they're faceted gems or not is immaterial). The components can be enchanted only once/month (usually on a night of a clear, full moon). At that time, the object is set for the type of succor and its final destination (either the location of the spellcasting or an area well known to the caster). Note that the spell can transport the subject from one plane of existence to another, however the same factors that can prevent the operation of the *plane shift* and *teleport* spells can also prevent the use of this spell.

Sunray (Sun)

Rng: 30'/level	Comp: V, S, M
Dur: 1+1d4 rounds	CT: 4
AoE: 5' radius (special)	Save: Special

With this spell, the caster can evoke a dazzling beam of light each round in which no action other than movement is performed. The sunray is like a ray of natural sunlight. All creatures in the 10' diameter area of effect must roll successful saving throws vs. spell or be blinded for 1d3 rounds, those using darkvision at the time for 2d4 rounds. Creatures to whom sunlight is harmful or unnatural suffer permanent blindness if the saving throw is failed, and are blinded for 2d6 rounds if the saving throw is successful. Those within its area of effect, as well as creatures within 20' of its perimeter, lose any darkvision capabilities for 1d4+1 rounds.

Undead caught within the sunray's area of effect receive 8d6 points of damage, 1/2 if a saving throw vs. spell is successful. Those undead 20' to either side of the sunray's area of effect receive 3d6 points of damage, no damage if a save is successful. In addition, the ray may result in the total destruction of those undead specifically affected by sunlight, if their saving throws are failed. The ultraviolet light generated by the spell inflicts damage on fungoid creatures and subterranean fungi just as if they were undead, but no saving throw is allowed.

The material components are an aster seed and a piece of adventuring feldspar (sunstone).

Symbol (All)

Rng: Touch	Comp: V, S, M
Dur: 1 turn/level	CT: 3
AoE: 60' radius	Save: Negates

A *symbol* spell creates magical runes affecting creatures that pass over, touch, or read the runes (any creature looking at the completed symbol within 60'), or pass through a portal upon which the symbol is inscribed. Upon casting the spell, the caster inscribes the symbol upon whatever surface they desire. Likewise, the spellcaster is able to place the symbol of their choice, using any one of the following:

Death: 1 or more creatures, whose total HPs do not exceed 80, are slain.

Discord: All creatures are affected and immediately fall to loud bickering and arguing; there is a 50% probability that creatures of different alignments attack each other.

Fear: This symbol creates an extra-strong *fear* spell, causing all creatures to save vs. spell with -4 penalties to the die roll, or panic and flee as if attacked by a *fear* spell.

Hopelessness: All creatures are affected and must turn back in dejection unless they save vs. spell. Affected creatures submit to the demands of any opponent--for example, surrender, get out, etc. It is 25% probable that affected creatures take no action during any round, and 25% likely that those taking action turn back or retire from battle, as applicable.

Insanity: 1 or more creatures whose total HPs do not exceed 120 become insane and remain so, acting as if a *confusion* spell had been placed upon them, until a *heal*, *restoration*, or *wish* spell is used to remove the madness.

Pain: All creatures are afflicted with wracking pains shooting through their bodies, causing a -2 penalty to Dexterity and a -4 penalty to attack rolls.

Persuasion: Creatures seeing the symbol become of the same alignment as and friendly to the caster who scribed the symbol unless a saving throw vs. spell is successful.

Sleep: All creatures under 8+1 HD immediately fall into a catatonic slumber.

Stunning: 1 or more creatures whose total HPs do not exceed 160 are stunned and reeling, dropping anything they're holding.

The type of symbol cannot be recognized without being read and thus activating its effects. The symbol glows for 1 turn for each experience level of the caster, it can be covered up (which prevents seeing it, but does not negate the symbol from affecting creatures that pass over, touch, or pass through a portal upon which the symbol is inscribed). The symbol lasts for 1 turn/level, effects last 1 turn/level once activated.

The material components of this spell are powdered black opal and diamond dust or mercury and phosphorous, worth not less than 4,000 gp for each separate component.

Transmute Metal to Wood (Earth, Elemental, Plant) Reversible

Rng: 240'	Comp: V, S, M
Dur: Permanent	CT: 1 round
AoE: 1 metal object	Save: Special

The *transmute metal to wood* spell enables the caster to change an object from metal to wood (non-living). The volume of metal cannot exceed a maximum weight of 10 lb/experience level of the priest. Magical objects made of metal are 90% resistant to the spell, and those on the person of a creature receive the creature's saving throw as well. Artifacts and relics cannot be transmuted. Note that only a *wish* spell or similar magic can restore a transmuted object to its metallic state. Otherwise, for example, a metal door changed to wood would be forevermore a wooden door.

Wind Walk (Air, Elemental)

Rng: Touch	Comp: V, S, M
Dur: 1 hour/level	CT: 1 round
AoE: Caster+1 person/8 levels	Save: None

This spell enables the priest (and possibly one or two other persons) to alter the substance of their body to a cloudlike vapor. A magical wind then wafts the priest along at a movement rate of 60, or as slow as 6, as the spellcaster wills.

The *wind walk* spell lasts as long as the priest desires, up to a maximum duration of 6 turns (1 hour)/experience level of the caster. For every 8 levels of experience the priest has attained, up to 24, they're able to touch another person and carry that person, or those persons, along on the wind walk. Persons wind walking are not invisible, but rather appear misty and translucent.

If fully clothed in white, they're 80% likely to be mistaken for clouds, fog, vapors, etc. The priest can regain their physical form as desired, each change to and from vaporous form requiring 5 rounds.

While in vaporous form, the priest and companions are hit only by magic or magical weaponry, though they may be subject to high winds at the DM's discretion. No spellcasting is possible in vaporous form.

The material components of this spell are fire and holy water.



Players Handbook Wizard Spells

First Level Wizard Spells

Affect Normal Fires (Alchemy, Alteration, Elemental, Fire)

Rng: 15'/level
Dur: 2 rounds/level
AoE: 10' radius

Comp: V, S, M
CT: 1
Save: None

This spell enables the caster to cause nonmagical fires--from as small as a torch or lantern to as large as the area of effect--to reduce in size and brightness to become mere coals or increase in light to become as bright as full daylight and increase the illumination to double the normal radius. Note that this does not affect either fuel consumption or damage caused by the fire. The caster can affect any or all fires in the spell's area. The PC can alter their intensities with a single gesture as long as the spell is in effect. The spell lasts until the caster cancels it, all fuel is burned, or the duration expires.

The caster can also extinguish all flames in the area, which expends the spell immediately. The spell does not affect fire elementals or similar creatures.

Alarm (Abjuration, Evocation, Geometry)

Rng: 30'
Dur: 4 hours+1/2 hour/level
AoE: Up to 20' cu

Comp: V, S, M
CT: 1 round
Save: None

When an *alarm* spell is cast, the caster causes a selected area to react to the presence of any creature larger than a normal rat--anything larger than about 1/2' cu in volume or more than about 3 lb in weight. The area of effect can be a portal, a section of floor, stairs, etc.

As soon as any creature enters the warded area, touches it, or otherwise contacts it without speaking a password established by the caster, the *alarm* spell lets out a loud ringing that can be heard clearly within a 60' radius. (Reduce the radius by 10' for each interposing door and by 20' for each substantial interposing wall.) The sound lasts for 1 round and then ceases. Ethereal or astrally projected creatures do not trigger an alarm, but flying or levitating creatures, invisible creatures, or incorporeal or gaseous creatures do. The caster can dismiss the alarm with a single word.

The material components of this spell are a tiny bell and a piece of very fine silver wire.

Armor (Conjuration, Force)

Rng: Touch
Dur: Special
AoE: 1 creature

Comp: V, S, M
CT: 1 round
Save: None

By means of this spell, the caster creates a magical field of force that serves as if it were scale mail armor (AC 14). The spell has no effect on a person already armored or a creature with AC 14 or better. It is not cumulative with the *shield* spell, but it is cumulative with Dexterity and, in case of fighter/casters, with the shield bonus. The *armor* spell does not hinder movement or prevent spellcasting, and adds no weight or encumbrance. It lasts until successfully dispelled or until the wearer sustains cumulative damage totaling greater than 8 points+1/level of the caster. (It is important to note that the armor does *not* absorb this damage. The armor merely grants an AC of 14; the wearer still suffers full damage from any successful attacks.) Thus, the wearer might suffer 8 points from an attack, then several minutes later sustain an additional 1 point of damage. Unless the spell were cast by a caster of 2nd level or higher, it would be dispelled at this time. Until it is dispelled, the *armor* spell grants the wearer full benefits of the AC gained.

The material component is a piece of finely cured leather that has been blessed by a priest.

Audible Glamer (Illusion/Phantasm, Song)

Rng: 180'+30'/level
Dur: 3 rounds/level
AoE: Hearing range

Comp: V, S, M
CT: 1
Save: Special

When the *audible glamer* spell is cast, the caster causes a volume of sound to arise, at whatever distance they desire (within range), and seem to recede, approach, or remain at a fixed place as desired. The volume of sound created, however, is directly related to the level of the spellcaster. The volume is based upon the lowest level at which the spell can be cast, 1st level. The noise of the *audible glamer* at this level is that of 4 men, maximum. Each additional experience level of the caster adds a like volume, so that at 2nd level the caster can have the spell cause sound equal to that of 8 men.

Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The auditory illusion created by an *audible glamer* spell can be virtually any type of sound, but the relative volume must be commensurate with the level of the caster casting the spell. A horde of rats running and squeaking is about the same volume as 8 men running and shouting. A roaring lion is equal to the noise volume of 16 men, while a roaring dragon is equal to the noise volume of no fewer than 24 men.

A PC stating that they don't believe the sound receives a saving throw, and if it succeeds, the PC then hears a faint and obviously false sound, emanating from the caster's direction. Note that this spell can enhance the effectiveness of the *phantasmal force* spell.

The material component of the spell is a bit of wool or a small lump of wax.

Burning Hands (Alteration, Elemental, Fire)

Rng: 0
Dur: Instantaneous
AoE: The caster

Comp: V, S
CT: 1
Save: 1/2

When the caster casts this spell, a jet of searing flame shoots from their fingertips. The casters hands must be held so as to send forth a fanlike sheet of flames: The caster's thumbs must touch each other and the fingers must be spread. The burning hands send out flame jets 5' long (covers 1 box away from caster) in a horizontal arc of about 120 degrees (affects 3 boxes) in front of the caster. Any creature in the area of the flames suffers 1d3 points of damage, plus 2 points for each level of experience of the spellcaster, to a maximum of 1d3+20 points of fire damage. Those successfully saving vs. spell receive 1/2 damage.

Flammable materials touched by the fire burn (for example, cloth, paper, parchment, thin wood, etc.). Such materials can be extinguished in the next round if no other action is taken.

Cantrip (Universal)

Rng: Special
Dur: Special
AoE: Special

Comp: V, S, M
CT: 1
Save: Special

Cantrips are minor spells studied by casters during their apprenticeship, regardless of school. The *cantrip* spell is a practice method for the apprentice, teaching them how to tap minute amounts of magical energy. However, these effects are so minor that they have severe limitations.

They are completely unable to cause a loss of HPs, cannot affect the concentration of spellcasters, they do not affect magical items or existing magic, and can only create small, obviously non-magical materials (no precious metals or stones/gems).

Furthermore, materials created by a cantrip are extremely fragile and cannot be used as tools of any sort. Lastly, a cantrip lacks the power to duplicate any other spell effects. Casters typically use cantrips to impress common folk, amuse children, and brighten dreary lives. All cantrips are listed in the DM Section of this book, and they are all accessible and known by all casters (normally most arcane spell casters). Casting Time is always the same for all cantrips. Saving Throws are only required if they affect others and in some cases objects, and a successful save negates the cantrip effects.

Change Self (Illusion/Phantasm)

Rng: 0
Dur: 2d6 rounds+2 rounds/level
AoE: The caster
Comp: V, S
CT: 1
Save: None

This spell enables the caster to alter the appearance of their form—including clothing and equipment—to appear 1' shorter or taller, thin, fat, or in between; human, humanoid, or any other generally man-shaped bipedal creature. The caster cannot duplicate a specific individual. The spell does not provide the abilities or mannerisms of the chosen form. The duration of the spell is 2d6 rounds plus two additional rounds/level of experience of the spellcaster. The DM may allow a saving throw for disbelief under certain circumstances: for example, if the caster acts in a manner obviously inconsistent with their chosen role. The spell does not alter the perceived tactile (i.e., touch) properties of the caster or their equipment, and the ruse can be discovered in this way.

Charm Person (Enchantment/Charm, Mentalism, Song)

Rng: 360'
Dur: Special
AoE: 1 person
Comp: V, S
CT: 1
Save: Negates

This spell affects any single person it is cast upon. The term *person* includes any bipedal human, demihuman or humanoid of man-size or smaller, such as brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, troglodytes, and others. Thus, a 10th level fighter could be charmed, but an ogre could not.

The person receives a saving throw vs. spell to avoid the effect, with any adjustment due to Wisdom. If the person receives damage from the caster's group in the same round the *charm* is cast, an additional bonus of +1 per HP of damage received is added to the victim's saving throw.

If the spell recipient fails their saving throw, they regard the caster as a trusted friend and ally to be heeded and protected. The spell does not enable the caster to control the charmed creature as if it were an automaton, but any word or action of the caster is viewed in the most favorable way. Thus, a charmed person would not obey a suicide command, but they might believe the caster if assured that the only chance to save the caster's life is for the person to hold back an onrushing red dragon for "just a minute or two." Note also that the spell does not endow the caster with linguistic capabilities beyond those they normally possess (i.e., they must speak the victim's language to communicate their commands).

The duration of the spell is a function of the charmed person's Intelligence and is tied to the saving throw. The spell may be broken if a successful saving throw is rolled, and this saving throw is checked on a periodic basis, according to the creature's Intelligence (see the following table). If the caster harms, or attempts to harm, the charmed person by some overt action, or if a *dispel magic* spell is successfully cast upon the charmed person, the *charm* spell is broken.

If two or more *charm* effects simultaneously affect a creature, the result is decided by the DM. This could range from one effect being clearly dominant, to the subject being torn by conflicting desires, to new saving throws that could negate both spells.

Note that the subject has full memory of the events that took place while they were charmed.

Intelligence Score

3 or less	3 months
4-6	2 months
7-9	1 month
10-12	3 weeks
13-14	2 weeks
15-16	1 week
17	3 days
18	2 days
19 or more	1 day

Time Between Checks

Note: The period between checks is the time period during which the check occurs. When to roll the check during this time is determined (randomly or by selection) by the DM. The roll is made secretly.

Chill Touch (Necromancy, Shadow)

Rng: 0
Dur: 3 rounds+1 round/level
AoE: The caster
Comp: V, S
CT: 1
Save: Negates

When the caster completes this spell, a blue glow encompasses their hand. This energy attacks the life force of any living creature upon which the caster makes a successful melee attack. The touched creature must roll a successful saving throw vs. spell or suffer 1d4 points of damage and lose 1 point of Strength. If the save is successful, the creature remains unharmed. Creatures not rated for Strength suffer a -1 penalty to their attack rolls for every other successful touch. Lost Strength returns at the rate of 1 point/hour. Damage must be cured magically or healed naturally.

This spell has a special effect on undead creatures. Undead touched by the caster suffer no damage or Strength loss, but they must successfully save vs. spell or flee for 1d4 rounds+1 round/level of the caster.

Color Spray (Alteration)

Rng: 0
Dur: Instantaneous
AoE: 5'x20'x20' wedge
Comp: V, S, M
CT: 1
Save: Special

Upon casting this spell, the caster causes a vivid, fan-shaped spray of clashing colors to spring forth from their hand. From one to 6 creatures (1d6) within the area are affected in order of increasing distance from the caster. All creatures above the level of the spellcaster and all those of 6th level or 6 HD or more are entitled to a saving throw vs. spell. Blind or unseeing creatures are not affected by the spell.

Creatures not allowed or failing saving throws, and whose HD or levels are less than or equal to the spellcaster's level, are struck unconscious for 2d4 rounds; those with HD or levels 1 or 2 greater than the caster's level are blinded for 1d4 rounds; those with HD or levels 3 or more greater than that of the spellcaster are stunned (reeling and unable to think or act coherently) for 1 round.

The material components of this spell are a pinch each of powder or sand that is colored red, yellow, and blue.

Comprehend Languages (Universal) Reversible

Rng: Touch
Dur: 5 rounds/level
AoE: 1 speaking creature or written text
Comp: V, S, M
CT: 1 round
Save: None

When this spell is cast, the caster is able to understand the spoken words of a creature or read an otherwise incomprehensible written message (such as writing in another language). In either case, the caster must touch the creature or the writing. Note that the ability to read does not necessarily impart understanding of the material, nor does the spell enable the caster to speak or write an unknown language.

Written material can be read at the rate of one page or equivalent/round.

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 (the 3rd level *secret page* and *illusionary script* spells), and it does not reveal messages concealed in otherwise normal text.

The material components of this spell are a pinch of soot and a few grains of salt.

The reverse of this spell, *confuse languages*, cancels a *comprehend languages* spell or renders a writing or a creature's speech incomprehensible, for the same duration as above.

Dancing Lights (Alteration, Elemental, Fire)

Rng: 120'+30'/level
Dur: 2 rounds/level
AoE: Special
Comp: V, S, M
CT: 1
Save: None

When a *dancing lights* spell is cast, the caster creates, at their option, from one to 4 lights that resemble either torches or lanterns (and cast that amount of light), glowing spheres of light (such as evidenced by will-o-wisps), or one faintly glowing, vaguely manlike shape, somewhat similar to that of a creature from the Elemental Plane of Fire. The dancing lights move as the spellcaster desires, forward or back, straight or turning corners, without concentration upon such movement by the caster. The spell cannot be used to cause blindness (see the 1st levellight spell), and it winks out if the range or duration is exceeded.

The material component of this spell is either a bit of phosphorus or wychwood, or a glowworm.

Detect Magic (Universal)

Rng: 0
Dur: 1 turn+2 rounds/level
AoE: 5'x85'
Comp: V, S
CT: 2
Save: None

When the *detect magic* spell is cast, the caster detects magical radiations in the direction they're facing. The intensity of the magic can be determined (Dim – minor magic equiv., Faint – +1 equiv., Slight – +2 equiv., Moderate – +3 equiv., Strong – +4 equiv., Exceptionally Strong – +5 equiv. or Overwhelming – minor artifact or greater equiv.), and the caster has a 10% chance/level to recognize if a certain type of magic (alteration, conjuration, etc.) is present. The caster can turn, scanning a 45 degree arc/round (8 rounds to scan 360 degrees) while remaining in place, during which time the caster remains relatively motionless in concentration. 1 creature or object per round can be detected. A stone wall of 1' or more thickness, solid metal of 1 inch thickness, or 3' or more of solid wood blocks the spell.

Magical areas, multiple types of magic, or strong local magical emanations may confuse or conceal weaker radiations. Note that this spell does not reveal the presence of good or evil, or reveal alignment. Other planar creatures are not necessarily magical.

Detect Undead (Divination, Necromancy)

Rng: 0
Dur: 1 turn+2 rounds/level
AoE: 5'x85'
Comp: V, S, M
CT: 1 round
Save: None

This spell enables the caster to detect all undead creatures out to the limit of the spell. The caster detects undead in the direction they're facing. The caster can turn, scanning a 45 degree arc/round (8 rounds to scan 360 degrees) while remaining in place, during which time the caster remains relatively motionless in concentration. 1 undead per round can be detected. While the spell indicates direction, it does not give specific location or distance. It detects undead through walls and obstacles but is blocked by 1' of solid stone, 3' of wood or loose earth, or a thin coating of metal. The spell does not indicate the type of undead detected, only that undead are present.

The material component for this spell is a bit of earth from a grave.

Enlarge (Alteration, Dimension) Reversible

Rng: 15'/level
Dur: 5 rounds/level
AoE: 1 creature or object
Comp: V, S, M
CT: 1
Save: Negates

This spell causes instant growth of a creature or object, increasing both size and weight. It can be cast only upon a single creature (or a symbiotic or community entity) or upon a single object that does not exceed 10' cu in volume/caster level. The object or creature must be seen to be affected. It grows by up to 10%/level of experience of the caster, increasing this amount in height, width, and weight.

All equipment worn or carried by a creature is enlarged by the spell. Unwilling victims are entitled to a saving throw vs. spell. A successful saving throw means the spell fails. If insufficient room is available for the desired growth, the creature or object attains the maximum possible size, bursting weak enclosures in the process, but 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--a huge sword +1 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, etc. 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 sizeable, longer rope, and so on.

A creature's HPs, AC, and attack rolls do not change, but damage rolls increase proportionately with size.

For example, a fighter at 160% normal size hits with their long sword and rolls a 6 for damage. The adjusted damage roll is 10 (that is, $6 \times 1.6 = 9.6$, rounded up). Bonuses due to Strength, class, and magic are not altered.

The reverse spell, *reduce*, negates the *enlarge* spell or makes creatures or objects smaller. The creature or object loses 10% of its original size for every level of the caster, to a minimum of 10% of the original size. Thereafter, the size shrinks by 1' increments to less than 1', by 1-inch increments to 1 inch, and by 1/10-inch increments to a minimum of 1/10 of an inch--the recipient cannot dwindle away to nothingness.

For example, a 16'-tall giant reduced by a 15th level caster (15 steps) would be reduced to 1.6' (in 9 steps), then to 6/10 of a foot or 7.2" (in one step), and finally to 2.2" (in the last 5 steps). A shrinking object may damage weaker materials affixed to it, but an object will shrink only as long as the object itself is not damaged. Unwilling creatures are allowed a saving throw vs. spell.

The material component of this spell is a pinch of powdered iron.

Erase (Alteration, Geometry)

Rng: 90'
Dur: Permanent
AoE: 1 scroll or 2 pages
Comp: V, S
CT: 1
Save: Special

The *erase* spell removes writings of either magical or mundane nature from a scroll or from one to two pages of paper, parchment, or similar surfaces. It removes *explosive runes*, *glyphs of warding*, *sepia snake sigils*, and *wizard marks*, but it does not remove *illusory script* or *symbols* (see those spells). Nonmagical writings are automatically erased if the caster is touching them; otherwise, the chance for success is 90%. Magical writings must be touched, and are only 30% likely to be erased, plus 5%/caster level, to a maximum of 90% (for example, 35% for a 1st level caster, 40% for a 2nd level caster, etc.).

Feather Fall (Alteration, Air, Elemental)

Rng: 30'/level
Dur: 1 round/level
AoE: Special
Comp: V
CT: 1
Save: None

When this spell is cast, the creature(s) or object(s) affected immediately assumes the mass of a piece of down. The rate of falling is instantly changed to a mere 2' per second (120'/round), and no damage is incurred upon landing while the spell is in effect. However, when the spell duration ceases, a normal rate of fall occurs. The spell can be cast upon the caster or some other creature or object up to the maximum range and lasts for 1 round for each level of the caster. The *feather fall* affects one or more objects or creatures in a 10' cu, as long as the maximum weight of the creatures or objects does not exceed a combined total of 200 lb plus 200 lb/level of the spellcaster.

For example, a 2nd level caster has a range of 60', a duration of 2 rounds, and a weight limit of 600 lb when casting this spell. The spell works only upon free-falling, flying, or propelled objects (such as missiles). It does not affect a sword blow or a charging creature. Note that the spell can be effectively combined with *gust of wind* and similar spells.

Find Familiar (Conjuration/Summoning, Song)

Rng: 1 mile/level
Dur: Special
AoE: 1 familiar
Comp: V, S, M
CT: 2d12 hours
Save: Special

This spell enables the caster to attempt to summon a familiar to act as their aide and companion. Familiars are typically small creatures, such as cats, frogs, ferrets, crows, hawks, snakes, owls, ravens, toads, weasels, or even mice. A creature acting as a familiar can benefit a caster, conveying its sensory powers to its master, conversing with them, and serving as a guard/scout/spy as well. A caster can have only one familiar at a time, however, and they have no control over what sort of creature answers the summoning, if any at all come.

The creature is always more intelligent than others of its type (typically by 2 or 3 Intelligence points), and its bond with the caster confers upon it an exceptionally long life (usually as long as the casters plus a few years). The caster receives the heightened senses of their familiar, which grants the caster a +1 bonus to all surprise die rolls. Normal familiars have 2-4 HPs plus 1 HP/caster level, and an AC of 13 (due to size, speed, etc.).

The caster has an empathic link with the familiar and can issue it mental commands at a distance of up to 1 mile. Note that empathic responses from the familiar are generally fairly basic--while able to communicate simple thoughts, these are often overwhelmed by instinctual responses.

Thus, a ferret familiar spying on a band of orcs in the woods might lose its train of thought upon sighting a mouse. Certainly its communications to its master would be tinged with fear of the "big ones" it was spying on! The caster cannot see through the familiar's eyes.

If separated from the caster, the familiar loses 1 HP each day, and dies if reduced to 0 HPs. When the familiar is in physical contact with its caster, it gains the caster's saving throws against special attacks. If a special attack would normally cause damage, the familiar suffers no damage if the saving throw is successful and 1/2 damage if the saving throw is failed. If the familiar dies, the caster must successfully roll an immediate system shock check or die. Even if they survive this check, the caster loses 1 point from their Constitution when the familiar dies.

The power of the conjuration is such that it can be attempted but once/year. When the caster decides to find a familiar, they must load a brass brazier with charcoal. When this is burning well, they add 1,000 gp worth of incense and herbs. The spell incantation is then begun and must be continued until the familiar comes or the casting time is finished. The DM secretly determines if and what type of familiar is called. Note that most familiars are not inherently magical, nor does a *dispel magic* spell send them away.

Deliberate mistreatment, failure to feed and care for the familiar, or continuous unreasonable demands have adverse effects on the familiar's relationship with its master. Purposely arranging the death of one's own familiar incurs great disfavor from certain powerful entities, with dire results.

Friends (Enchantment/Charm, Song)

Rng: 0	Comp: V, S, M
Dur: 1d4 rounds+1 round/level	CT: 1
AoE: 60' radius	Save: Special

A *friends* spell causes the caster to temporarily gain 2d4 points of Charisma. Intelligent creatures within the area of effect at the time the spell is cast must make immediate reaction checks based on the PC's new Charisma. Those with favorable reactions tend to be very impressed with the spellcaster and make an effort to be their friends and help them, as appropriate to the situation. Official bureaucrats might decide to become helpful; surly gate guards might wax informative; attacking orcs might spare the caster's life, taking them captive instead. When the spell wears off, the creatures realize that they have been influenced, and their reactions are determined by the DM.

The components for this spell are chalk (or white flour), lampblack (or soot), and vermilion applied to the face before casting the spell.

Gaze Reflection (Alteration, Dimension)

Rng: 0	Comp: V, S
Dur: 2 rounds+1 round/level	CT: 1
AoE: Special	Save: None

The *gaze reflection* spell creates a shimmering, mirrorlike area of air before the caster that moves with the caster. Any gaze attack, such as that of a basilisk, *eyes of charming*, a vampire's gaze, the 6th level *eye bite* spell, and so on, is reflected back upon the gazer if the gazer tries to make eye contact with the spellcaster (the spellcaster suffers no effects from the gaze attack).

Such creatures receive a saving throw vs. their own gaze effect. The spell does not affect vision or lighting and is not effective against creatures whose effect comes from being gazed upon (such as a medusa). Only active gaze attacks are blocked.

Grease (Alchemy, Conjuration)

Rng: 30'	Comp: V, S, M
Dur: 3 rounds+1 round/level	CT: 1
AoE: 10x10'	Save: Special

A *grease* spell covers a material surface with a slippery layer of a fatty, greasy nature. Any creature entering the area or caught in it when the spell is cast must save vs. spell or slip, skid, and fall. Those who successfully save can reach the nearest nongreased surface by the end of the round. Those who remain in the area are allowed a saving throw each round until they escape the area. 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!

The spell can also be used to create a greasy coating on an item--a rope, ladder rungs, weapon handle, etc. Material objects not in use are always affected by this spell, while creatures wielding or employing items receive a saving throw vs. spell to avoid the effect. If the initial saving throw is failed, the creature immediately drops the item.

A saving throw must be made each round the creature attempts to use the greased item. The caster can end the effect with a single utterance; otherwise, it lasts for 3 rounds plus 1 round/level.

The material component of the spell is a bit of pork rind or butter.

Hold Portal (Universal)

Rng: 60'/level	Comp: V
Dur: 1 round/level	CT: 1
AoE: 20' sq/level	Save: None

This spell magically bars a door, gate, or valve of wood, metal, or stone. The magical closure holds the portal fast, just as if it were securely closed and locked. Any extraplanar creature (djinn, elemental, etc.) with 4 or more HD can shatter the spell and burst open the portal. A caster of 4 or more experience levels higher than the spellcaster can open the held portal at will. A *knock* spell or a successful *dispel magic* spell can negate the *hold portal*. Held portals can be broken or physically battered down.

Hypnotism (Enchantment/Charm, Mentalism)

Rng: 15'	Comp: V, S
Dur: 1 round+1 round/level	CT: 1
AoE: 30' cu	Save: Negates

The gestures of the caster, along with their droning incantation, cause 1d6 creatures within the area to become susceptible to a suggestion--a brief and reasonable-sounding request (see the 3rd level caster *suggestion* spell). The request must be given after the *hypnotism* spell is cast. Until that time, the success of the spell is unknown. Note that the subsequent suggestion is not a spell, but simply a vocalized urging (the caster must speak a language the creature understands for this spell to work). Creatures that successfully roll their saving throws are not under hypnotic influence. Those who are exceptionally wary or hostile save with +1 to +3 bonuses. If the spell is cast at an individual creature that meets the caster's gaze, the saving throw is made with a penalty of -2. A creature that fails its saving throw does not remember that the caster enspelled it.

Identify (Universal)

Rng: 0	Comp: V, S, M
Dur: 1 round/level	CT: Special
AoE: 1 item/level	Save: None

When an *identify* spell is cast, magical items subsequently touched by the caster can be identified. The 8 hours immediately preceding the casting of the spell must be spent purifying the items and removing influences that would corrupt and blur their magical auras. If this period is interrupted, it must be begun again. When the spell is cast, each item must be handled in turn by the caster. Any consequences of this handling fall fully upon the caster and may end the spell, although the caster is allowed any applicable saving throw.

There is a 5% chance of a false reading per item that is identified. Some items, such as special magical tomes and artifacts or relics, cannot be identified fully if at all with this spell.

Only one function/level of the spellcaster is learned upon casting the spell (i.e., a 5th level caster could attempt to determine 1 function of 5 different items, or 5 different functions of a single item, or any combination of the two).

After casting the spell and determining what can be learned from it, the caster loses 8 points of Constitution. The PC must rest for 1 hour to recover each point of Constitution. If the 8-point loss drops the spellcaster below a Constitution of 1, they fall unconscious. Consciousness is not regained until full Constitution is restored, which takes 24 hours (one point per 3 hours for an unconscious PC).

The material components of this spell are a pearl (of at least 100 gp value) and an owl feather steeped in wine; the infusion must be drunk prior to spellcasting. If a *luckstone* is powdered and added to the infusion, the divination becomes much more potent, certain properties of an artifact or relic might also be learned.

Jump (Alteration)

Rng: Touch	Comp: V, S, M
Dur: 1d3 rounds+1 round/level	CT: 1
AoE: Creature touched	Save: None

The individual touched when this spell is cast is empowered to leap once/round for the duration of the spell. Leaps can be up to 30' forward or straight upward or 10' backward. Horizontal leaps forward or backward have only a slight arc--about 2' per 10' of distance traveled. The *jump* spell does not ensure safety in landing or grasping at the end of the leap.

If the creature empowered by this spell actually leaps over targets, it does so without provoking an attack of opportunity. In addition, if the jumper wins initiative, they can make a half-move action to leap away after they attack an adjacent figure, whether or not they're threatened by their enemy

The material component of this spell is a grasshopper's hind leg, to be broken by the caster when the spell is cast.

Light (Alteration) Reversible

Rng: 180'	Comp: V, M
Dur: 1 turn/level	CT: 1
AoE: 20' radius	Save: Special

This spell creates a luminous glow, equal to torchlight, within a fixed radius of the spell's center. Objects in darkness beyond this sphere can be seen, at best, as vague and shadowy shapes. The spell is centered on a point selected by the caster, and they must have a line of sight and unobstructed path for the spell when it is cast. Light can spring from air, rock, metal, wood, or almost any similar substance. The effect is immobile unless it is specifically centered on a moveable object or mobile creature. If this spell is cast upon a creature, the applicable magic resistance and saving throw rolls must be made.

Successful resistance negates the spell, while a successful saving throw indicates that the spell is centered immediately behind the creature, rather than upon the creature itself.

If the spell is cast on a small object that is then covered/concealed in a sack, pouch, or backpack like object, it effectively blocks the light due to the low luminosity.

Light taken into an area of magical darkness does not function, but if cast directly against magical darkness negates it (but only for the duration of the *light* spell, if the darkness effect is continual).

Light centered on the visual organs of a creature blinds it, reducing its attack rolls and saving throws by 4 and worsening its AC by 4. The caster can end the spell at any time by uttering a single word.

The spell is reversible, causing darkness in the same area and under the same conditions as the *light* spell, but with half the duration. Magical darkness is equal to that of an unlit interior room--pitch darkness. Any normal light source or magical light source of lesser intensity than full daylight does not function in magical darkness. A *darkness* spell cast directly against a *light* spell cancels both, and vice versa.

The material component is a firefly or a piece of phosphorescent moss.

Magic Missile (Evocation, Force)

Rng: 180'+30'/level	Comp: V, S
Dur: Instantaneous	CT: 1
AoE: 1-5 targets	Save: None

Use of the *magic missile* spell creates up to 5 missiles of magical energy that dart forth from the caster's fingertip and unerringly strike their target. This includes enemy creatures in a melee. The target creature must be seen or otherwise detected to be hit, however, so near-total concealment, such as that offered by arrow slits, can render the spell ineffective. Likewise, the caster must be able to identify the target. The PC cannot direct a magic missile to "Strike the commander of the legion," unless they can single out the commander from the rest of the soldiers. Specific parts of a creature cannot be singled out. Inanimate objects (locks, etc.) cannot be damaged by the spell, and any attempt to do so wastes the missiles to no effect. Against creatures, each missile inflicts 1d4+1 points of damage.

For every two extra levels of experience, the caster gains an additional missile--they have two at 3rd level, 3 at 5th level, 4 at 7th level, etc., up to a total of 5 missiles at 9th level. If the caster has multiple missile capability, they can have them strike a single target creature or several creatures, as desired.

Mending (Alteration, Artifice)

Rng: 90'	Comp: V, S, M
Dur: Permanent	CT: 1
AoE: 1 object	Save: None

This spell repairs small breaks or tears in objects. It will weld a broken ring, chain link, medallion, or 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 a *mending* spell.

This spell does not, by itself, repair magical items, gems or precious metals of any type. 1 turn after the spell is cast, the magic of the joining fades, and the effect cannot be magically dispelled. The maximum volume of material the caster can mend is 1' cu/level.

The material components of this spell are two small magnets of any type (lodestone in all likelihood) or two burrs.

Message (Alteration)

Rng: 0	Comp: V, S, M
Dur: 5 rounds/level	CT: 1
AoE: Special	Save: None

When this spell is cast, the caster can whisper messages and receive replies with little chance of being overheard. When the spell is cast, the caster secretly or openly points their finger at each creature to be included in the spell effect. Up to 1 creature/level can be included. When the caster whispers, the whispered message travels in a straight line and is audible to all of the involved creatures within 30', plus 10'/level of the caster. The creatures who receive the message can whisper a reply that is heard by the spellcaster. Note that there must be an unobstructed path between the spellcaster and the recipients of the spell. The message must be in a language the caster speaks; this spell does not by itself confer understanding upon the recipients. This spell is most often used to conduct quick and private conferences when the caster does not wish to be overheard.

The material component of the spell is a short piece of copper wire.

Mount (Conjuration/Summoning)

Rng: 30'	Comp: V, S, M
Dur: 2 hours+1 hour/level	CT: 1 turn
AoE: 1 mount	Save: None

By means of this spell, the caster conjures a normal animal to serve them as a mount. The animal serves willingly and well, but at the expiration of the spell duration it disappears, returning to its own place. The type of mount gained by this spell depends on the level of the caster; of course, a caster can choose a lesser mount if desired. Available mounts include the following:

Caster Level	Mount
1-3	Mule or light horse
4-7	Draft horse or war horse
8-12	Camel
13-14	Elephant (and howdah at 18th level)
15+	Griffon (and saddle at 18th level)

The mount does not come with any riding gear, unless it is of a class lower than the caster would normally be entitled to; thus, a 4th level caster can gain a war horse without saddle and harness, or a light horse with saddle and harness. The statistics of the animal gained are typical of all creatures of the same class. The mount disappears when slain.

The material component of the spell is a bit of hair from the type of animal to be conjured.

Nystul's Magical Aura (Illusion/Phantasm)

Rng: Touch	Comp: V, S, M
Dur: 1 day/level	CT: 1 round
AoE: Special	Save: Special

By means of this spell, any one item of no more than 5 lb weight/level of the spellcaster can be given an aura that is noticed by someone using magic detection. Furthermore, the caster can specify the type of magical aura that is detected (alteration, conjuration, etc.) and this effectively masks the item's actual aura, if any, unless the item's own aura is exceptionally powerful (if it is an artifact, for instance).

If the object bearing Nystul's magical aura has an *identify* spell cast on it or is similarly examined, the examiner has a 50% chance of recognizing that the aura has been placed to mislead the unwary. Otherwise, the aura is believed and no amount of testing reveals what the true magic is.

The component for this spell is a small sq of silk, which must be passed over the object that receives the aura.

Phantasmal Force (Illusion/Phantasm)

Rng: 180'+30'/level	Comp: V, S, M
Dur: Special	CT: 1
AoE: 20'x20'+10'x10'(5' ea side)/level	Save: Special

This spell creates the illusion of any object, creature, or force, as long as it is within the boundaries of the spell's area of effect. The illusion is visual and affects all believing creatures (undead are immune) that view it. It does not create sound, smell, or temperature. Effects that depend on these senses usually fail.

The illusion lasts until struck by an opponent--unless the spellcaster causes the illusion to react appropriately--or until the caster ceases concentration upon the spell (due to desire, moving, or a successful attack that causes damage). Creatures that disbelieve the illusion see it for what it is and add +4 to associates' saving throws if this knowledge can be communicated effectively. Creatures believing the illusion are subject to its effects.

The illusionary effect can be moved by the caster within the limits of the area of effect. The DM has to rule on the effectiveness of this spell.

The material component of the spell is a bit of fleece.

Protection From Evil (Abjuration, Alchemy, Geometry) Reversible

Rng: Touch	Comp: V, S, M
Dur: 3 rounds/level	CT: 1
AoE: Creature touched	Save: None

When this spell is cast, it creates a magical barrier around the recipient at a distance of 1'. The barrier moves with the recipient and has 3 major effects:

First, all attacks made by evil (or evilly enchanted) creatures against the protected creature suffer -2 penalties to attack rolls; any saving throws caused by such attacks are made by the protected creature with a +2 bonus.

Second, any attempt to possess (as by a *magic jar* attack) or to exercise mental control over (as by a vampire's *charm* ability) the protected creature is blocked by this spell. Note that the protection does not prevent a vampire's *charm* itself, but it does prevent the exercise of mental control through the barrier. Likewise, a possessing life force is merely kept out. It would not be expelled if in place before the protection is cast.

Third, the spell prevents bodily contact by creatures of an extraplanar or conjured nature (such as aerial servants, elementals, imps, invisible stalkers, salamanders, water weirds, xorn, and others). This causes the natural (body) weapon attacks of such creatures to fail and the creatures to recoil, if such attacks require touching the protected being. Animals or monsters summoned or conjured by spells or similar magic are likewise hedged from the PC. This protection ends if the protected PC makes a melee attack against or tries to force the barrier against the blocked creature.

To complete this spell, the caster must trace a 3' diameter circle on the floor (or ground) with powdered silver.

This spell can be reversed to become *protection from good*; the second and third benefits remain unchanged. The material component for the reverse is a circle of powdered iron.

Read Magic (Universal)

Rng: 0	Comp: V, S, M
Dur: 2 rounds/level	CT: 1rd.
AoE: Special	Save: None

By means of a *read magic* spell, the caster is able to read magical inscriptions on objects--books, scrolls, weapons, and the like--that would otherwise be totally unintelligible. (The personal books of the caster, and works already magically read, are intelligible.) 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 the caster has read the magical inscription, they're thereafter able to read that particular writing without recourse to the use of the *read magic* spell. The duration of the spell is 2 rounds/level of experience of the spellcaster; the caster can read one page or its equivalent/round.

The caster must have a clear crystal or mineral prism, which is not expended, to cast the spell.

Shield (Evocation, Force, Geometry)

Rng: 0	Comp: V, S
Dur: 5 rounds/level	CT: 1
AoE: Special	Save: None

When this spell is cast, an invisible barrier comes into being in front of the caster. This shield totally negates magic missile attacks. It provides the equivalent protection of AC 18 against hand-hurled missiles (axes, darts, javelins, spears, etc.), AC 17 against small device-propelled missiles (arrows, bolts, bullets, manticores, sling stones, etc.), and AC 16 against all other forms of attack.

The shield also adds a +1 bonus to the caster's saving throws against attacks that are basically frontal. Note that these benefits apply only if they attack originate from in front of the caster, where the shield can move to interpose itself.

Shocking Grasp (Alteration)

Rng: Touch	Comp: V, S
Dur: Special	CT: 1
AoE: Creature touched	Save: None

When the caster casts this spell, they develop a powerful electrical charge that gives a jolt to the creature touched. The spell remains in effect for 1 round/level of the caster or until it is discharged by the caster touching another creature. The shocking grasp delivers 1d8 points of damage, plus 1 point/level of the caster (for example, a 2nd level caster would discharge a shock causing 1d8+2 points of damage). While the caster must come close enough to their opponent to lay a hand on the opponent's body or upon an electrical conductor that touches the opponent's body, a like touch from the opponent does not discharge the spell.

Opponents in metal armor are considered AC 10 versus the caster's touch. Only Dexterity and magical adjustments apply.

Sleep (Enchantment/Charm, Shadow, Song)

Rng: 90'	Comp: V, S, M
Dur: 5 rounds/level	CT: 1
AoE: Special	Save: None

When a caster casts a *sleep* spell, they cause a comatose slumber to come upon one or more creatures (other than undead and certain other creatures specifically excluded from the spell's effects). All creatures to be affected by the *sleep* spell must be within 30' of each other. The number of creatures that can be affected is a function of HD or levels.

The spell affects 2d4 HD of monsters. Monsters with 4+3 HD (4 HD plus 3 HPs) or more are unaffected. The center of the area of effect is determined by the spellcaster. The creatures with the least HD are affected first, and partial effects are ignored.

For example, a caster casts *sleep* at 3 kobolds, two gnolls, and an ogre. The roll (2d4) result is 4. All the kobolds and one gnoll are affected (1/2+1/2+1/2+2 = 3 1/2 HD). Note that the remainder is not enough to affect the last gnoll or ogre.

Slapping or wounding awakens affected creatures but normal noise does not. Awakening requires one entire round. Magically sleeping opponents can be attacked with substantial bonuses.

The material component for this spell is a pinch of fine sand, rose petals, or a live cricket.

Spider Climb (Alteration)

Rng: Touch	Comp: V, S, M
Dur: 3 rounds+1 round/level	CT: 1
AoE: Creature touched	Save: Negates

A *spider climb* spell enables the recipient to climb and travel upon vertical surfaces as well as a giant spider, or even hang upside down from ceilings. Unwilling victims must be touched and are then allowed a saving throw vs. spell to negate the effect. Bare hands and feet are required, and the affected creature moves at MV 9 (6 if at all encumbered). Movement is silent, unless loose rock, etc. is dislodged. Objects that weigh less than 1 lb will stick to the affected being's hands and feet for the spell duration, making certain types of spellcasting virtually impossible. The effect can be prematurely ended by the caster, by pronunciation of a word (if the affected being is not the caster, the caster must be within a range of 10'/level for the word to have my effect).

Sufficient force can pull the recipient free; the DM can assign a saving throw based on circumstances, the strength of the force, and so on. For example, a creature with a Strength of 12 might pull the subject free if the subject fails a saving throw vs. paralyzation (a moderately difficult saving throw).

If the caster is the recipient of the spell, its duration can be (by silent will) stopped and started; i.e., a climber who reaches a ledge can "turn off" the effect and sleep, cast other spells, and engage in other activities, "turning on" the *spider climb* later in order to climb down.

This option is not available to recipient creatures other than the caster. Such beings must be touched for the caster to transfer the magic to them. This can be done at any time during the life of the spell-i.e. a caster can *spider climb* for a time, touch another being, and by will transfer the remaining time of the ability to that other being.

If a being is unwilling to be affected, a saving throw vs. spell is allowed, to negate the effect (this ends the spell immediately).

The material components of this spell are a drop of bitumen and a live spider, both of which must be eaten by the spell recipient.

Spook (Illusion/Phantasm, Mentalism, Shadow)

Rng: 30'	Comp: V, S
Dur: Special	CT: 1
AoE: 1 creature	Save: Negates

A *spook* spell enables the caster to play upon natural fears to cause the target creature to perceive the spellcaster as someone or something inimical. Without actually knowing what this is, the caster merely advances threateningly upon the creature.

If the creature does not make a successful saving throw vs. spell, it turns and flees at maximum speed as far from the caster as possible, though items carried are not dropped. The creature has a saving throw penalty of -1 for every two experience levels of the caster, to a maximum of -6 at 12th level.

Note that a natural (unmodified) roll of 20 automatically succeeds, regardless of saving throw penalties. Although the caster does not actually pursue the fleeing creature, a phantasm from its own mind does. Each round after the initial casting, the creature receives another saving throw, without penalty, until it successfully saves and the spell is broken. In any event, the spell functions only against creatures with Intelligences of 2 or more, and undead are not affected at all.

Taunt (Enchantment, Song)

Rng: 180'	Comp: V, S, M
Dur: 1 rd	CT: 1
AoE: 30' radius	Save: Negates

A *taunt* spell enables the caster to jape and jeer effectively at a single type of creature with an Intelligence of 2 or greater. The caster need not speak the language of the creatures. The PC's words and sounds have real meaning for the subject creature or creatures, challenging, insulting, and generally irritating and angering the listeners. Those failing to save vs. spell rush forth in fury to do battle with the spellcaster. All affected creatures attack the spellcaster in melee if physically capable of doing so, seeking to use body or hand-held weapons rather than missile weapons or spells.

Separation of the caster from the victim by an impenetrable or uncrossable boundary (a wall of fire, a deep chasm, a formation of set pikemen) causes the spell to break. If the caster taunts a mixed group, they must choose the type of creature to be affected. Creatures commanded by a strong leader (i.e., with a Charisma bonus, with higher HD, etc.) might gain a saving throw bonus of +1 to +4, at the DM's discretion.

If used in conjunction with a *ventriloquism* spell, the creatures may attack the apparent source, depending upon their Intelligence, a leader's presence, and so on.

The material component is a slug, which is hurled at the target creatures.

Tenser's Floating Disc (Evocation, Force)

Rng: 60'	Comp: V, S, M
Dur: 3 turns+1 turn/level	CT: 1
AoE: Special	Save: None

With this spell, the caster creates the slightly concave, circular plane of force known as Tenser's floating disc (after the famed caster whose greed and ability to locate treasure are well known). The disc is 3' in diameter and holds 100 lb of weight/level of the caster casting the spell.

The disc floats approximately 3' above the ground at all times and remains level. It floats along horizontally within its range of 60' at the command of the caster, and will accompany them at a movement rate of no more than 6. If unguided, it maintains a constant interval of 6' between itself and the caster.

If the spellcaster moves beyond range (by moving faster, by such means as a *teleport* spell, or by trying to take the disc more than 3' from the surface beneath it), or if the spell duration expires, the floating disc winks out of existence, and whatever it was supporting crashes to the surface beneath it.

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

Unseen Servant (Conjuration/Summoning)

Rng: 0	Comp: V, S, M
Dur: 1 hour+1 turn/level	CT: 1
AoE: 30' radius	Save: None

The unseen servant is an invisible, mindless, and shapeless force, used to step and fetch, open unstuck doors, and hold chairs, as well as to clean and mend. It is not strong, but unfaithfully obeys the command of the caster. It can perform only one activity at a time and can move only lightweight items, carrying a maximum of 20 lb or pushing/pulling 40 lb across a smooth surface. It can open only normal doors, drawers, lids, etc.

The unseen servant cannot fight, nor can it be killed, as it is a force rather than a creature. It can be magically dispelled, or eliminated after receiving 6 points of damage from area-effect spells, breath weapons, or similar attacks. If the caster attempts to send it beyond the allowed radius, the spell ends immediately.

The material components of the spell are a piece of string and a bit of wood.

Ventriloquism (Illusion/Phantasm)

Rng: 30'/level, max. 270'	Comp: V, M
Dur: 4 rounds+1 round/level	CT: 1
AoE: 1 creature or object	Save: Negates

This spell enables the caster to make their voice--or someone else's voice--or a similar sound seem to issue from someplace else, such as from another creature, a statue, from behind a door, down a passage, etc. The spellcaster can speak in any language that they know, or make any sound that they can normally make. With respect to such voices and sounds, anyone rolling a successful saving throw vs. spell with a -2 penalty detects the ruse. If cast in conjunction with other illusions, the DM may rule greater penalties or disallow an independent saving throw against this spell in consideration of its contribution to the total effect of the combined illusion.

The material component of this spell is parchment rolled up into a small cone.

Wall of Fog (Air, Elemental, Evocation)

Rng: 90'	Comp: V, S, M
Dur: 2d4 rounds+1 round/level	CT: 1
AoE: 20'x20'x20'+10'x10'x10'/level	Save: None

By casting this spell, the caster creates a billowing wall of misty vapors in any area within the spell range. The wall of fog obscures all sight, normal and darkvision, beyond 2'. The caster may create less vapor if they wish. The wall must be a roughly cube or rectangular mass, at least 10' across in its smallest dimension. The misty vapors persist for 3 or more rounds. Their duration can be halved by a moderate wind, and they can be blown away by a strong wind.

The material component is a pinch of split dried peas.

Wizard Mark (Universal)

Rng: Touch	Comp: V, S, M
Dur: Permanent	CT: 1
AoE: Up to 1' sq	Save: None

When this spell is cast, the caster is able to inscribe, visibly or invisibly, their personal rune or mark, as well as up to 6 additional PC's of smaller size. A *wizard mark* spell enables the caster to etch the rune upon stone, metal, or any softer substance without harm to the material upon which the mark is placed. If an invisible mark is made, a *detect magic* spell will cause it to glow and be visible (though not necessarily understandable).

Detect invisibility, *true seeing*, a *gem of seeing*, or a *robe of eyes* will likewise expose an invisible caster mark. A *read magic* spell will reveal the maker's words, if any.



Second Level Wizard Spells

Alter Self (Alteration)

Rng: 0	Comp: V, S
Dur: 3d4 rounds+2 rounds/level	CT: 2
AoE: The caster	Save: None

When this spell is cast, the caster can alter their appearance and form--including clothing and equipment--to appear taller or shorter, thin, fat, or in between; human, humanoid, or any other generally man-shaped bipedal creature. The caster's body can undergo a limited physical alteration and their size can be changed up to 50%. If the form selected has wings, the caster can actually fly, but at only one-third the speed of a true creature of that type, and with a loss of two maneuverability classes (to a minimum of E).

If the form has gills, the caster can breathe under water as long as the spell lasts. However, the caster does not gain any multiple attack routines or additional damage allowed to an assumed form.

The caster's attack rolls, AC, and saving throws do not change. The spell does not confer special abilities, attack forms, or defenses. Once the new form is chosen, it remains for the duration of the spell. The caster can change back into their own form at will; this ends the spell immediately. A caster who is slain automatically returns to their normal form.

Bind (Artifice, Enchantment)

Rng: 90'	Comp: V, S, M
Dur: 1 round/level	CT: 2
AoE: 50'+5'/level	Save: None

When this spell is employed, the caster can command any nonliving ropelike object, including string, yarn, cord, line, rope, or even a cable. The spell affects 50' of normal rope (with a 1 inch diameter), plus 5'/caster level.

This length is reduced by 50% for every additional inch of thickness and increased by 50% for each half-inch less. The possible commands are Coil (form a neat, coiled stack), Coil & Knot, Loop & Knot, Tie & Knot, and the reverses of the above (Uncoil, etc.). One command can be given each round.

The rope can only enwrap a creature or an object within 1' of it--it does not snake outward--so it must be thrown or hurled near the intended target. Note that the rope itself, and any knots tied in it, are not magical. A typical rope might be AC 14 and take 4 points of slashing damage before breaking. The rope does not inflict damage of any type, but it can be used as a trip line or to entangle a single opponent who fails a saving throw vs. spell.

Blindness (Illusion/Phantasm)

Rng: 90'+30'/level	Comp: V
Dur: Special	CT: 2
AoE: 1 creature	Save: Negates

The *blindness* spell causes the victim to become blind, able to see only a grayness before its eyes. Various *cure* spells will not remove this effect, and only a *dispel magic* or the spellcaster can do away with the blindness if the creature fails its initial saving throw vs. spell. A blinded creature suffers a -4 penalty to its attack rolls, and its opponents gain a +4 bonus to their attack rolls.

Blur (Illusion/Phantasm, Shadow)

Rng: 0	Comp: V, S
Dur: 3 rounds+1 round/level	CT: 2
AoE: The caster	Save: None

The mark cannot be dispelled, but can be removed by the caster or an *erase* spell. If cast on a living being, normal wear gradually causes it to fade.

The material components for this spell are a pinch of diamond dust (about 100 gp worth) and a pigment or pigments for the coloration of the mark. If the mark is to be invisible, the pigments are still used, but the caster uses a stylus of some sort rather than their finger.

When a *blur* spell is cast, the caster causes the outline of their form to become blurred, shifting and wavering. This distortion causes all missile and melee combat attacks against the caster to be made with -4 penalties on the first attempt and -2 penalties on all successive attacks. It also grants the caster a +1 bonus to their saving throw for any direct magical attack. A *detect invisibility* spell will not counter this effect, but the 5th level priest spell *true seeing* and similar magic will.

Continual Light (Alteration, Shadow) Reversible

Rng: 360'	Comp: V, S
Dur: Permanent	CT: 2
AoE: 60' radius	Save: Special

This spell is similar to a *light* spell, except that it is as bright as full daylight and lasts until negated by magical darkness or by a *dispel magic* spell. Creatures with penalties in bright light suffer them in this spell's area of effect. As with the *light* spell, this can be cast into the air, onto an object, or at a creature. In the third case, the continual light affects the space about 1' behind a creature that successfully rolls its saving throw vs. spell (a failed saving throw means the continual light is centered on the creature and moves as it moves). Note that this spell also blinds a creature if it is successfully cast upon the creature's visual organs, reducing its attack rolls, saving throws, and AC by 4.

If the spell is cast on a small object that is then placed in a light-proof (sealed & opaque) container, the spell effects are blocked until the object is removed from the container. Covering the item in a sack, pouch, or backpack like object blocks most of the light, enough to not affect dark vision or low-light vision however due to the luminosity of the light it still leaks from the object/s, equivalent to it being outlined in faerie fire.

Continual light brought into an area of magical darkness (or vice versa) cancels the darkness so that the otherwise prevailing light conditions exist in the overlapping areas of effect. A direct casting of a *continual light* spell against a similar or weaker magical darkness cancels both.

This spell eventually consumes the material it is cast upon, but the process takes far longer than the time in a typical campaign. Extremely hard and expensive materials might last 100s or even 1000s of years.

The reverse spell, *continual darkness*, causes complete absence of light (pitch blackness), similar to the *darkness* spell but of greater duration and area.

Darkness, 15' Radius (Alteration, Shadow) Reversible

Rng: 30'/level	Comp: V, S, M
Dur: 1 turn+1 round/level	CT: 2
AoE: 15' radius	Save: None

This spell causes total, impenetrable darkness in the area of effect. Darkvision is useless. Neither normal nor magical light works unless a *light* or *continual light* spell is used. In the former event, the *darkness* spell is negated by the *light* spell, and vice versa.

The material components of this spell are a bit of bat fur and either a drop of pitch or a piece of coal.

Deafness (Illusion/Phantasm)

Rng: 180'	Comp: V, S, M
Dur: Special	CT: 2
AoE: 1 creature	Save: Negates

The *deafness* spell causes the recipient to become totally deaf and unable to hear any sounds. The victim is allowed a saving throw vs. spell. An affected creature has a -1 penalty to its surprise rolls unless its other senses are unusually keen.

Deafened spellcasters have a 20% chance to miscast any spell with a verbal component. This *deafness* can be done away with only by means of a *dispel magic* spell or by the spellcaster.

The material component of this spell is beeswax.

Deeppockets (Alteration, Dimension, Enchantment)

Rng: Touch	Comp: V, S, M
Dur: 12 hours+1 hour/level	CT: 1 turn
AoE: 1 garment	Save: None

This spell enables the caster to specially prepare a garment so as to hold far more than it normally could. A finely sewn gown or robe of high-quality material (at least 50 gp value) is fashioned so as to contain numerous hand-sized pockets. One dozen is the minimum number.

The *deeppockets* spell then enables these pockets to hold a total of 100 lb (5' cu in volume) as if it were only 10 lb of weight. Furthermore, there are no discernible bulges where the special pockets are.

At the time of casting, the caster can instead choose to have 10 pockets each holding 10 lb (1/2' cu volume each). If the robe or like garment is sewn with 100 or more pockets (200 gp minimum cost), 100 pockets can be created to contain one lb of weight and 1/6' cu volume each. Each special pocket is actually an extradimensional holding space.

If the spell duration expires while there is material within the enchanted pockets, or if a successful *dispel magic* is cast upon the enchanted garment, all the material suddenly appears around the wearer and immediately falls to the ground. The caster can also cause all the pockets to empty with a single command.

In addition to the garment, which is reusable, the material components of this spell are a tiny golden needle and a strip of fine cloth given a half-twist and fastened at the end.

Detect Evil (Divination) Reversible

Rng: 0	Comp: V, S
Dur: 1 turn+3 rounds/level	CT: 3
AoE: 5'x85'	Save: None

This spell discovers emanations of evil (or of good in the case of the reverse spell) from any creature, object, or area. Alignment is *not* revealed under most circumstances: PC's, who are strongly aligned, do not stray from their faith (Fanatic Disadvantage), and who are at least 9th level might radiate good or evil if they're intent upon appropriate actions. Powerful monsters, such as ki-rin, send forth emanations of evil or good, even if polymorphed. Aligned undead radiate evil, for it is this power and negative force that enables them to continue existing. An evilly cursed object or unholy water radiates evil, but a hidden trap or an unintelligent viper does not.

The degree of evil (Dim, Faint, Slight, Moderate, Strong, Exceptionally Strong or Overwhelming).

The caster can turn, scanning a 45 degree arc/round (8 rounds to scan 360 degrees) while remaining in place, during which time the caster remains relatively motionless in concentration. 1 creature or object per round can be detected. A stone wall of 1' or more thickness, solid metal of 1 inch thickness, or 3' or more of solid wood blocks the spell.

The spell requires the use of the caster's holy symbol as its material component, with the caster holding it before them.

Detect Invisibility (Divination)

Rng: 0	Comp: V, S, M
Dur: 1 turn+3 rounds/level	CT: 3
AoE: 5'x85'	Save: None

When the caster casts a *detect invisibility* spell, they're able to see clearly any objects or beings that are invisible, as well as any that are astral, ethereal, or out of phase. In addition, it enables the caster to detect hidden or concealed creatures (for example, thieves in shadows, halflings in underbrush, and so on). It does not reveal the method of concealment or invisibility, except in the case of astral travelers (where the silver cord can be seen). It does not reveal illusions or enable the caster to see through physical objects. The caster can turn, scanning a 45 degree arc/round (8 rounds to scan 360 degrees) while remaining in place, during which time the caster remains relatively motionless in concentration. 1 creature or object per round can be detected.

The material components of this spell are a pinch of talc and a small sprinkling of powdered silver.

ESP (Divination, Mentalism)

Rng: 0	Comp: V, S, M
Dur: 1 round/level	CT: 2
AoE: 15'/level (270' maximum)	Save: Negates

When an ESP spell is used, the caster is able to detect the surface thoughts of any creatures in range--except for those of undead and creatures without minds (as we know them). The ESP is stopped by 2' of rock, 2" of any metal other than lead, or a thin sheet of lead foil.

The caster employing the spell is able to probe the surface thoughts of 1 creature/round, getting simple instinctual thoughts from lower order creatures. Probes can continue on the same creature from round to round or can move on to other creatures.

The caster can use the spell to help determine if a creature lurks behind a door, for example, but the ESP does not always reveal what sort of creature it is. It can be used as part of a program of interrogation as well. Intelligent creatures receive a saving throw each round ESP is used on them.

If successful, the creature successfully resists and the spell reveals no additional information. If the saving throw is failed, the caster may learn additional information, according to the DM's ruling. The creature's Wisdom adjustment applies, as may additional bonuses (DM determined) up to +4, based on the sensitivity of the information sought.

The material component of this spell is a copper piece.

Flaming Sphere (Elemental, Evocation, Fire)

Rng: 30'	Comp: V, S, M
Dur: 1 round/level	CT: 2
AoE: 3'radius	Save: Negates

A *flaming sphere* spell creates a burning globe of fire within 30' of the caster. This sphere rolls in whichever direction the caster points, at a rate of 30'/round. It rolls over barriers less than 4' tall, such as furniture, low walls, etc. Flammable substances are set afire by contact with the sphere. Creatures in contact with the globe must successfully save vs. spell or suffer 2d4 points of fire damage. Those within 5' of the sphere's surface must also save or suffer 1d4 points of heat damage. A successful saving throw means no damage is suffered. The DM may adjust the saving throws if there is little or no room to dodge the sphere.

The sphere moves as long as the spellcaster actively directs it; otherwise, it merely stays at rest and burns. It can be extinguished by the same means as any 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 unwilling creatures aside or batter down large obstacles.

The material components are a bit of tallow, a pinch of sulphur, and a dusting of powdered iron.

Fog Cloud (Air, Alteration, Elemental)

Rng: 30'	Comp: V, S
Dur: 4 rounds+1 round/level	CT: 2
AoE: Special	Save: None

The *fog cloud* spell can be cast in one of two ways, at the caster's option: as a large, stationary bank of normal fog, or as a harmless fog that resembles the 5th level caster spell *cloudkill*.

As a fog bank, this spell creates a fog of any size and shape up to a maximum 20' cu/caster level. The fog obscures all sight, normal and darkvision, beyond 2'.

As a *cloudkill*-like fog, this is a billowing mass of ghastly, yellowish-green vapors, measuring 40'x20'x20'. This moves away from the caster at 10'/round. The vapors are heavier than air and sink to the lowest level, even pouring down sinkholes and den openings. Very thick vegetation breaks up the fog after it has moved 20' into the vegetation.

The only effect of either version is to obscure vision. A strong breeze will disperse either effect in 1 round, while a moderate breeze will reduce the spell duration by 50%. The spell cannot be cast under water.

Fools' Gold (Alchemy, Alteration, Earth, Elemental, Illusion)

Rng: 30'	Comp: V, S, M
Dur: 1 hour/level	CT: 1 round
AoE: 10 cu in./level	Save: Special

Copper coins can temporarily be changed to gold pieces, or brass items turned to solid gold, for the spell duration by means of this magic. The area of effect is 10'cu/level--i.e., a 1"x1"x10" volume or equivalent, equal to about 150 gold coins. Any creature viewing the "gold" is entitled to a saving throw vs. spell, which can be modified by the creature's Wisdom; for every level of the caster, the creature must subtract 1 from their dice roll. Thus, it is unlikely that fools' gold will be detected if created by a high level caster. If the "gold" is struck hard by an object of cold-wrought iron, there is a slight chance it will revert to its natural state, depending on the material component used to create the "gold." If a 25gp citrine is powdered and sprinkled over the metal as this spell is cast, the chance that cold iron will return it to its true nature is 30%; if a 50gp amber stone is powdered and used, the chance drops to 25%; if a 250gp topaz is powdered and used, the chance drops to 10%; and if a 500gp oriental (corundum) topaz is powdered and used, there is only a 1% chance that the cold iron will reveal that it is fools' gold.

Forget (Enchantment/Charm, Mentalism, Song)

Rng: 90'	Comp: V, S
Dur: Permanent	CT: 2
AoE: 1-4 creatures in a 20' cu	Save: Negates

By means of this spell, the spellcaster causes creatures within the area of effect to forget the events of the previous round (the one minute of time previous to the utterance of the spell). For every 3 levels of experience of the spellcaster, another minute of past time is forgotten. This does not negate *charm*, *suggestion*, *geas*, *quest*, or similar spells, but it is possible that the being who placed such magic upon the recipient could be forgotten.

From 1 to 4 creatures can be affected, at the discretion of the caster. If only one is to be affected, the recipient saves vs. spell with a -2 penalty; if two, they save with -1 penalties; if 3 or 4 are to be affected, they save normally. All saving throws are adjusted by Wisdom. A priest's *heal* or *restoration* spell, if specially cast for this purpose, will restore the lost memories, as will a *limited wish* or *wish*, but no other means will do so.

Glitterdust (Alchemy, Conjunction/Summoning)

Rng: 30'/level	Comp: V, S, M
Dur: Special	CT: 2
AoE: 20' cu	Save: Special

This spell creates a cloud of glittering golden particles within the area of effect. Those in the area must roll a successful saving throw vs. spell or be blinded (-4 penalties to attack rolls, saving throws, and AC) for 1d4+1 rounds. In addition, all within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Note that this reveals invisible creatures. The dust fades in 1d4 rounds +1 round/caster level. Thus, glitterdust cast by a 3rd level caster lasts for 4 to 7 rounds.

The material component is ground mica.

Hypnotic Pattern (Geometry, Illusion/Phantasm)

Rng: 90'	Comp: S, M
Dur: Special	CT: 2
AoE: 30' cu	Save: Negates

When this spell is cast, the caster creates a weaving, twisting pattern of subtle colors in the air. This pattern causes any creature looking at it to become fascinated and stand gazing at it as long as the spellcaster maintains the display, plus 2 rounds thereafter. The spell can captivate a maximum of 24 levels, or HD, of creatures (for example, 24 creatures with 1 HD each, 12 with 2 HD, etc.). All creatures affected must be within the area of effect, and each is entitled to a saving throw vs. spell. A damage-inflicting attack on an affected creature frees it from the spell immediately.

The caster need not utter a sound, but they must gesture appropriately while holding a glowing stick of incense or a crystal rod filled with phosphorescent material.

Improved Phantasmal Force (Illusion/Phantasm)

Rng: 180'+30'/level	Comp: V, S, M
Dur: Special	CT: 2
AoE: 15'x15'+10'x10' (5' ea side)/level	Save: Special

Like the 1st level *phantasmal force* spell, this spell creates the illusion of any object, creature, or force, as long as it is within the spell's area of effect. The spellcaster can maintain the illusion with minimal concentration; thus, they can move at half normal speed (but not cast other spells). Some minor sounds are included in the effects of the spell, but not understandable speech. Also, the improved phantasm continues for 2 rounds after the caster ceases to concentrate upon it.

The material component is a bit of fleece.

Invisibility (Illusion/Phantasm)

Rng: Touch	Comp: V, S, M
Dur: Special	CT: 2
AoE: Creature touched	Save: None

This spell causes the creature touched to vanish from sight and be undetectable by normal vision or even darkvision. The invisible creature is not magically silenced, and certain other conditions can render the creature detectable. Even allies cannot see the invisible creature or their gear, unless these allies can normally see invisible things or employ magic to do so. Items dropped or put down by the invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Note, however, that light never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source).

The spell remains in effect until: magically broken or dispelled, the caster or recipient cancels it, the recipient attempts an offensive action against any creature/object, or 24 hours have passed. Thus, the invisible being can open doors, talk, eat, climb stairs, etc. However if the PC attempts an offensive action, they immediately become visible (regardless of success/failure), although the spell enables them to attempt the action prior to being attacked/becoming visible. Note that the priest spells *bless*, *chant*, and *prayer* are not attacks for this purpose.

All highly Intelligent (Intelligence 13 or more) creatures with 10 or more HD or levels of experience have a chance to detect invisible objects (they roll saving throws vs. spell; success means they noticed the invisible object).

The material components of the *invisibility* spell are an eyelash and a bit of gum arabic, the former encased in the latter.

Irritation (Alteration)

Rng: 30'/level	Comp: V, S, M
Dur: Special	CT: 2
AoE: 1-4 creatures in a 15' radius	Save: Negates

An *irritation* spell affects the epidermis of the subject creatures. Creatures with very thick or insensitive skins (such as buffalo, elephants, scaled creatures, etc.) are basically unaffected. There are two versions of the spell, either of which can be cast from the standard preparation:

Itching. When cast, this causes each subject to feel an instant itching sensation on some portion of its body. If 1 round is not immediately spent scratching the irritated area, the creature is so affected that the next 3 rounds are spent squirming and twisting, effectively worsening its AC by 4 and its attack rolls by 2 during this time. Spell preparations are ruined in the first round this spell is in effect, but not in the following 3 rounds. Doing nothing but scratching the itch for a full round prevents the rest of the effect. If cast at 1 creature, the saving throw has a -3 penalty; if cast at two creatures, the saving throw has a -1 penalty; and if cast at 3 or 4 creatures, the saving throw is normal.

Rash. When a rash is cast, the subject notices nothing for 1d4 rounds, but thereafter its entire skin breaks out in red welts that itch. The rash persists until either a *cure disease* or *dispel magic* spell is cast upon it. It lowers Charisma by 1 point/day for each of 4 days (i.e., maximum Charisma loss is 4 points). After 1 week, Dexterity is lowered by 1 point also. Symptoms vanish immediately upon the removal of the rash, and all statistics return to normal. This can be cast at 1 creature only, with a saving throw penalty of -2.

The material component for this spell is a leaf from poison ivy, oak, or sumac.

Knock (Universal) Reversible

Rng: 180'	Comp: V
Dur: Special	CT: 1
AoE: 10' sq/level	Save: None

The *knock* spell opens stuck, barred, locked, held, or caster-locked doors. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains.

If used to open a caster-locked door, the spell does not remove the former spell, but simply suspends its functioning for 1 turn. In all other cases, it permanently opens locks or welds--although the former could be closed and locked again later. It 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' sq or less (for example, a standard 4'x7' 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 triple locked, opening it requires two *knock* spells. In all cases, the location of the door or item must be known--the spell cannot be used against a wall in hopes of discovering a secret door.

The reverse spell, *lock*, closes and locks a door or similar closure, provided there is a physical mechanism. It does not create a weld, but it locks physically operated locking mechanisms, set bars, and so on, up to two functions. It cannot affect a portcullis.

Know Alignment (Divination) Reversible

Rng: 90'	Comp: V, S
Dur: 3 rounds/level	CT: 4
AoE: 1 creature or object every 2 rounds	Save: Negates

A *know alignment* spell enables the caster to exactly read the aura of a creature or an aligned object (unaligned objects reveal nothing). The caster can turn, scanning a 45 degree arc/ 2 rounds (16 rounds to scan 360 degrees) while remaining in place, during which time the caster remains relatively motionless in concentration. If the creature rolls a successful saving throw vs. spell, the caster learns nothing about that particular creature from the casting. Certain magical devices negate the power of the *know alignment* spell.

The reverse, *undetectable alignment*, conceals the alignment of an object or creature for 24 hours--even from a *know alignment* spell.

Leomund's Trap (Artifice, Illusion/Phantasm)

Rng: Touch	Comp: V, S, M
Dur: Permanent	CT: 3 rounds
AoE: Object touched	Save: None

This false trap is designed to fool a thief or other PC attempting to pilfer the spellcaster's goods. The caster places the spell upon any small mechanism or device, such as a lock, hinge, hasp, screw-on cap, ratchet, etc. Any PC able to detect traps, or who uses any spell or device enabling trap detection, is 100% certain a real trap exists. Of course, the spell is illusory and nothing happens if the trap is sprung; its primary purpose is to frighten away thieves or make them waste precious time.

The material component of the spell is a piece of iron pyrite touched to the object to be trapped while the object is sprinkled with a special dust requiring 200 gp to prepare. If another *Leomund's trap* is within 50' when the spell is cast, the casting fails.

Levitate (Alteration, Force)

Rng: 60'/level	Comp: V, S, M
Dur: 1 turn/level	CT: 2
AoE: 1 creature or object	Save: Negates

When a *levitate* spell is cast, the caster can place it upon their person, an object, or a single creature, subject to a maximum weight limit of 100 lb/level of experience (for example, a 3rd level caster can levitate a maximum of 300 lb). If the spell is cast upon the caster, they can move vertically up or down at a movement rate of 2/round. If cast upon an object or another creature, the caster can levitate it at the same speed, according to their command. This spell does not empower horizontal movement, but the recipient could push along the face of a cliff, for example, to move laterally. The spellcaster can cancel the spell as desired. If the subject of the spell is unwilling, or the object is in the possession of a creature, a saving throw vs. spell is allowed to determine if the *levitate* spell affects it.

Once cast, the spell requires no concentration, except when changing height. A levitating creature attempting to use a missile weapon finds itself increasingly unstable; the first attack has an attack roll penalty of -1, the second -2, the third -3, etc., up to a maximum of -5. A full round spent stabilizing allows the creature to begin again at -1. Lack of leverage makes it impossible to cock a medium or heavy crossbow.

The material component of this spell is either a small leather loop or a piece of golden wire bent into a cup shape with a long shank on one end.

Locate Object (Divination) Reversible

Rng: 90'/level	Comp: V, S, M
Dur: 1 round/level	CT: 2
AoE: 1 object	Save: None

This spell aids in locating a single known or familiar object. The caster casts the spell, slowly turns scanning a 45 degree arc/round (8 rounds to scan 360 degrees) while remaining in place, during which time the caster remains relatively motionless in concentration, and senses when they're facing in the direction of the object to be located, provided the object is within range. The spell can locate such objects as apparel, jewelry, furniture, tools, weapons, or even a ladder or stairway. Note that attempting to find a specific item, such as jewelry or a crown, requires an accurate mental image. If the image is not close enough to the actual, the spell does not work. Desired but unique objects cannot be located by this spell unless they're known by the caster. The spell is blocked by lead. Creatures cannot be found by this spell.

The material component is a forked twig.

The reversal, *obscure object*, hides an object from location by spell, *crystal ball*, or similar means for 8 hours. The caster must touch the object being concealed.

Magic Mouth (Alteration, Song)

Rng: 30'	Comp: V, S, M
Dur: Special	CT: 2
AoE: 1 object	Save: None

When this spell is cast, the caster imbues the chosen object with an enchanted mouth that suddenly appears and speaks its message when a specified event occurs. The message, which must be of 25 words or less, can be in any language known by the spellcaster, and can be delivered over a period of 1 turn. The mouth cannot speak magical spells or use command words.

It does, however, move to the words articulated--if it is placed upon a statue, the mouth of the statue would actually move and appear to speak. Of course, the magic mouth can be placed upon a tree, rock, door, or any other object, excluding intelligent members of the animal or vegetable kingdoms.

The spell functions when specific conditions are fulfilled, according to the command of the spellcaster. Some examples are to speak "to the first creature that touches you," or "to the first creature that passes within 30'." 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 of groat clusters sits crosslegged within 1'." Such visual triggers can react to a PC using the *disguise* ability. Command range is 15'/level of the caster, so a 6th level caster can command the magic mouth to speak at a maximum encounter range of 90' ("Speak when a winged creature comes within 90'."). The spell lasts until the speak command can be fulfilled; thus, the spell duration is variable. A magic mouth cannot distinguish invisible creatures, alignments, level, HD, or class, except by external garb. If desired, the effect can be keyed to a specific noise or spoken word.

The material component of this spell is a small bit of honeycomb.

Melf's Acid Arrow (Alchemy, Conjuration)

Rng: 540'	Comp: V, S, M
Dur: Special	CT: 2
AoE: 1 target	Save: Special

By means of this spell, the caster creates a magical arrow that speeds to its target as if fired from the bow of a fighter of the same level as the caster. No modifiers for range, nonproficiency, or specialization are used. The arrow has no attack or damage bonus, but it inflicts 2d4 points of acid damage (with saving throws for items on the target); there is no splash damage. For every 3 levels that the caster has achieved, the acid, unless somehow neutralized, lasts for another round, inflicting another 2d4 points of damage each round. So at 3rd-5th level, the acid lasts 2 rounds; at 6th-8th level, the acid lasts for 3 rounds, etc.

The material components of the spell are a dart, powdered rhubarb leaf, and an adder's stomach.

Mirror Image (Illusion/Phantasm)

Rng: 0	Comp: V, S
Dur: 3 rounds/level	CT: 2
AoE: 6'radius	Save: None

When a *mirror image* spell is invoked, the spellcaster causes from two to 8 exact duplicates of himself to come into being around them. These images do exactly what the caster does. Since the spell causes a blurring and distortion when it is cast, it is impossible for opponents to be certain which are the illusions and which is the actual caster. When an image is struck by a melee or missile attack it disappears, but existing images remain intact until struck. Magic spells do nothing to a mirror image with exception of spells like dispel magic and anti-magic shell (which causes them to wink out as long as they're in the shell). The images shift from round to round, so that caster cannot be picked out from among the images if struck. Roll 1d4 and add 1 for every 3 levels of experience the caster has achieved to determine the number of images, to a maximum of 8. At the end of the spell duration, all surviving images wink out.

Misdirection (Illusion/Phantasm)

Rng: 90'	Comp: V, S
Dur: 8 hours	CT: 2
AoE: 1 creature or object	Save: Negates

By means of this spell, the caster misdirects the information from a detection spell (*detect charm, detect evil, detect invisibility, detect lie, detect magic, detect snares and pits*, etc.). While the detection spell functions, it indicates the wrong area, creature, or the opposite of the truth with respect to *detect evil* or *detect lie*.

The caster directs the spell effect upon the object of the detection spell. If the caster of the detection spell fails their saving throw vs. spell, the misdirection takes place. Note that this spell does not affect other types of divination (*know alignment, augury, ESP, clairvoyance*, etc.).

Protection From Cantrips (Universal)

Rng: Touch	Comp: V, S
Dur: 5 hours+1 hour/level	CT: 1 round
AoE: Creature or object touched	Save: None

By casting this spell, the caster receives immunity to the effects of cantrips cast by other casters, apprentices, or creatures that use the *cantrip* spell. The spell protects the caster, or one item or person that they touch (such as a spell book or a drawer containing spell components). Any cantrip cast against the protected person or item dissipates with an audible popping sound. This spell is often used by a caster who has mischievous apprentices, or one who wishes apprentices to clean or shine an area using elbow grease rather than magic. Any unwilling target of this spell must be touched (via an attack roll) and is allowed a saving throw vs. spell to escape the effect.

Pyrotechnics (Alchemy, Alteration, Elemental, Fire)

Rng: 480'	Comp: V, S, M
Dur: Special	CT: 2
AoE: 1 fire source	Save: None

A *pyrotechnics* spell draws on an existing fire source to produce either of two effects, at the option of the caster.

First, it can produce a flashing and fiery burst of glowing, colored aerial fireworks that lasts 1 round. Creatures in, under, or within 120' of the area that have an unobstructed line of sight to the effect are blinded for 1d4+1 rounds unless they roll successful saving throws vs. spell. The fireworks fill a volume 10 times greater than the original fire source.

Second, it can cause a thick, writhing stream of smoke to arise from the source and form a choking cloud that lasts for 1 round/experience level of the caster. This covers a roughly hemispherical volume from the ground or floor up (or conforming to the shape of a confined area) that totally obscures vision beyond 2'. The smoke fills a volume 100 times that of the fire source. All within the cloud must roll successful saving throws vs. spell or suffer -2 penalties to all combat rolls and AC.

The spell uses one fire source within a 20' cu, which is immediately extinguished. If an extremely large fire is used as the source, it is only partially extinguished by the casting. Magical fires are not extinguished, although a fire-based creature (such as a fire elemental) used as a source suffers 1d4 points of damage + 1 point of damage/caster level. This spell does not function under water.

Ray of Enfeeblement (Enchantment/Charm, Shadow)

Rng: 30'+15'/level	Comp: V, S
Dur: 1 round/level	CT: 2
AoE: 1 creature	Save: Negates

By means of a *ray of enfeeblement*, a caster weakens an opponent, reducing its Strength and thereby the attack that rely upon it. Humans, demihumans, and humanoids of man-size or less are reduced to an effective Strength of 5, losing all Strength bonuses and suffering an attack roll penalty of -2 and a -1 penalty to damage. Other creatures suffer a penalty of -2 on attack rolls. Furthermore, they have a -1 penalty for each die of damage they inflict. (But no damage roll can inflict less than 1 point per die of damage.) Your DM will determine any other effects appropriate to the affected creature. If the target creature makes its saving throw, the spell has no effect. This spell does not affect combat bonuses due to magical items, and those conferring increased Strength function normally.

Rope Trick (Alteration, Dimension)

Rng: Touch	Comp: V, S, M
Dur: 2 turns/level	CT: 2
AoE: Special	Save: None

When this spell is cast upon a piece of rope from 5 to 30' long, one end of the rope rises into the air until the whole rope hangs perpendicular, as if affixed at the upper end. The upper end is, in fact, fastened to an extradimensional space. The spellcaster and up to 7 others can climb up the rope and disappear into this place of safety where no creature can find them.

The rope can be taken into the extradimensional space if fewer than 8 persons have climbed it; otherwise, it simply stays hanging in the air (extremely strong creatures might be able to remove it, at the DM's option). 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 there were a 3'x5' window centered on the rope. The persons in the extradimensional space must climb down prior to the end of the spell, or they're dropped from the height at which they entered the extradimensional space. The rope can be climbed by only one person at a time.

Note that the *rope trick* spell enables climbers to reach a normal place if they don't climb all the way to the extradimensional space. Also note that creating or taking extradimensional spaces into an existing extradimensional space is hazardous.

The material components of this spell are powdered corn extract and a twisted loop of parchment.

Scare (Enchantment/Charm, Shadow)

Rng: 90'+30'/level	Comp: V, S, M
Dur: 1d4 rounds+1 round/level	CT: 2
AoE: 15' radius	Save: Special

This spell causes creatures with fewer than 6 HD or levels of experience to fall into fits of trembling and shaking. The frightened creatures have a -2 reaction adjustment and may drop items held if encumbered. If cornered, they fight, but with -1 penalties to attack rolls, damage rolls, and saving throws.

Only elves, half-elves, and priests are allowed saving throws against this spell. Note that this spell has no effect on the undead (skeletons, zombies, ghouls, and so on), or on upper or lower planar creatures of any sort.

The material component used for this spell is a bit of bone from an undead skeleton, zombie, ghoul, ghastr, or mummy.

Shatter (Alteration)

Rng: 90'+30'/level	Comp: V, S, M
Dur: Instantaneous	CT: 2
AoE: 3' radius	Save: Negates

The *shatter* spell is a sound-based attack that affects nonmagical objects of crystal, glass, ceramic, or porcelain, such as vials, bottles, flasks, jugs, windows, mirrors, etc. All such objects within a 3' radius of the center of the spell effect are smashed into dozens of pieces by the spell. Objects weighing more than one lb/level of the caster are not affected, but all other objects of the appropriate composition must save vs. crushing blow or be shattered. Alternatively, the spell can be focused against a single item of up to 10 lb/caster level. Crystalline creatures usually suffer 1d6 points of damage/caster level to a maximum of 6d6, with a saving throw vs. spell for 1/2 damage.

The material component of this spell is a chip of mica.

Spectral Hand (Necromancy, Shadow)

Rng: 90'+15'/level	Comp: V, S
Dur: 2 rounds/level	CT: 2
AoE: 1 opponent	Save: None

This spell causes a ghostly, glowing hand, shaped from the caster's life force, to materialize within the spell range and move as the caster desires. Any touch attack spell of 4th level or less that is subsequently cast by the caster can be delivered by the spectral hand. The spell gives the caster a +2 bonus to their attack roll. The caster cannot perform any other actions when attacking with the hand; the hand returns to the caster and hovers if the caster takes other actions. The hand lasts the full spell duration unless dismissed by the caster, and it is possible to use more than one touch attack with it. The hand receives flank and rear attack bonuses if the caster is in a position to do so. The hand is vulnerable to magical attack but has an AC of 22. Any damage to the hand ends the spell and inflicts 1d4 points of damage to the caster.

Stinking Cloud (Air, Alchemy, Elemental, Evocation)

Rng: 90'
Dur: 1 round/level
AoE: 20' cu
Comp: V, S, M
CT: 2
Save: Special

When a *stinking cloud* is cast, the caster creates a billowing mass of noxious vapors up to 90' away from their position. Any creature caught within the cloud must roll a successful saving throw vs. poison or be reeling and unable to attack because of nausea for 1d4+1 rounds after leaving the cloud. Those who make successful saving throws can leave the cloud without suffering any ill effects, although those remaining in the cloud must continue to save each round. These poisonous effects can be slowed or neutralized by appropriate magic. The cloud duration is halved in a moderate breeze (8-18 m.p.h.) and is dispersed in 1 round by a stronger breeze.

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

Strength (Alteration)

Rng: Touch
Dur: 1 hour/level
AoE: Person touched
Comp: V, S, M
CT: 1 turn
Save: None

Application of this spell increases the Strength of the PC by a number of points as listed below. Benefits of the *strength* spell last for the duration of the magic. The amount of added Strength depends upon the spell recipient's group. Multiclass PC's use the best die.

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

The spell is not cumulative with other magic that adds to Strength. Beings without Strength scores receive a +1 to attack and damage rolls.

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

Summon Swarm (Conjuration/Summoning, Song)

Rng: 180'
Dur: Special
AoE: 10' cu
Comp: V, S, M
CT: 2
Save: Negates

The swarm of small animals (roll on following table to determine type, or the DM can assign an appropriate creature) drawn by the *summon swarm* spell will viciously attack all creatures in the area chosen by the caster. Creatures actively defending against the swarm to the exclusion of other activities suffer 1 point of damage for each round spent in the swarm. Those taking other actions, including leaving the swarm, receive damage equal to 1d4 points+1 point per 3 levels of the caster each round. Note that spellcasting within the swarm is impossible.

Dice Roll	Swarm Type
01-40	Rats
41-70	Bats
71-80	Spiders
81-90	Centipedes/beetles
91-100	Flying insects

The swarm cannot be fought effectively with weapons, but fire and area effects can force it to disperse by inflicting damage. The swarm disperses when it has taken a total of 2 HPs/caster level from these attacks.

A *protection from evil* spell keeps the swarm at bay, and certain area-effect spells, such as *gust of wind* and *stinking cloud*, disperse a swarm immediately, if appropriate to the swarm summoned (for example, only flyers are affected by a *gust of wind*). The caster must remain stationary and undisturbed to control the swarm; if their concentration lapses or is broken, the swarm disperses in 2 rounds. The swarm is stationary once conjured.

The material component is a sq of red cloth.

Tasha's Hideous Laughter (Enchantment/Charm, Song)

Rng: 180'
Dur: 2 rounds +1/level
AoE: 1 or more creatures in a 30' cu
Comp: V, S, M
CT: 2
Save: Negates

The victim of this spell perceives everything as hilariously funny. The effect is not immediate, and the creature feels only a slight tingling on the round the spell is cast.

On the round immediately following, the victim begins smiling, then giggling, chuckling, tittering, snickering, guffawing, and finally collapsing into gales of uncontrollable, hideous laughter. Although this magical mirth lasts only a single round, the affected creature must spend the next round regaining its feet, and it loses 2 points from its Strength (or -2 to attack and damage rolls) for all remaining rounds of the spell.

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

The caster can affect 1 creature for every 3 levels attained--for example, one at 3rd level, two at 6th level, 3 at 9th level, etc. All affected beings must be within 30' of each other.

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

Web (Evocation)

Rng: 15'/level
Dur: 2 turns/level
AoE: 8,000' cu
Comp: V, S, M
CT: 2
Save: Negates or 1/2

A *web* spell creates a many-layered mass of strong, sticky strands similar to spider webs but far larger and tougher. These masses must be anchored to two or more solid and diametrically opposed points--floor and ceiling, opposite walls, etc.--or the web collapses upon itself and disappears.

The *web* spell covers a maximum area of 8 10'x10'x10' cubes and the webs must be at least 10' thick, so a mass 40' high, 20' wide, and 10' deep may be cast. Creatures caught within webs, or simply touching them, become stuck among the gluey fibers.

Anyone in the area when the spell is cast must roll a saving throw vs. spell with a -2 penalty. If the saving throw is successful, two things may have occurred. If the creature has room to escape the area, then it is assumed to have jumped free. If there is no room to escape, then the webs are only half strength. Creatures with less than 13 Strength (7 if the webs are half strength) are stuck until freed by another or until the spell wears off. Missile fire is generally ineffective against creatures trapped in webs.

Creatures with Strengths between 13 and 17 can break through 1' of webs/round. Creatures with 18 or greater Strength can break through 2' of webs/round. If the webs are at half strength, these rates are doubled. (Great mass equates to great strength in this case, and creatures of large mass hardly notice webs.) Strong and huge creatures can break through 10' of webs/round.

Furthermore, the strands of a *web* spell are flammable. A magical *flaming sword* can slash them away as easily as a hand brushes away cobwebs. Any fire--torch, flaming oil, flaming sword, etc.--can set them alight and burn them away in a single round. All creatures within flaming webs suffer 2d4 points of damage from the flames, but those free of the strands are not harmed.

The material component of this spell is a bit of spider web.

Whispering Wind (Air, Alteration, Elemental, Phantasm, Song)

Rng: 1 mi/level
Dur: Special
AoE: 2'radius
Comp: V, S
CT: 2
Save: None

By means of this spell, the caster is able to either send a message or cause some desired sound effect. The whispering wind can travel as many mi above ground as the spellcaster has levels of experience, to a specific location within range that is familiar to the caster. 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. The caster can prepare the spell to bear a message of up to 25 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 that has a susurrant sound.

The PC can likewise cause the whispering wind to move as slowly as a mile/hour or as quickly as a mile/turn. When the spell reaches its objective, it swirls and remains until the message is delivered. As with the *magic mouth* spell, no spells may be cast via the *whispering wind*.

Wizard Lock (Universal)

Rng: Touch
Dur: Permanent
AoE: 30' sq/level

Comp: V, S
CT: 2
Save: None

A *wizard lock* spell cast upon a door, chest, or portal magically locks it. The caster can freely pass their own lock without affecting it; otherwise, the caster-locked door or object can be opened only by breaking in, by a successful *dispel magic* or *knock* spell, or by a caster 4 or more levels higher than the one casting the spell.

Note that the last two methods do not remove the caster lock; they only negate it for a brief duration--about 1 turn. Creatures from other planes cannot burst a caster lock as they can a held portal (see the *hold portal* spell).



Third Level Wizard Spells

Blink (Alteration, Dimension)

Rng: 0
Dur: 1 round/level
AoE: The caster

Comp: V, S
CT: 1
Save: None

By means of this spell, the caster causes their material form to "blink" directly from one point to another at a random time and in a random direction. This means that melee attacks against the caster automatically miss if initiative indicates they fall after they have blinked.

Each round the spell is in effect, the caster rolls 2d8 to determine the timing of the blink--the result of the dice roll is used as the caster's initiative for that round. The caster disappears and instantaneously reappears 10' distant from their previous position. (Direction is determined by a roll of 1d8: 1 = right ahead, 2 = right, 3 = right behind, 4 = behind, 5 = left behind, 6 = left, 7 = left ahead, 8 = ahead.) The caster cannot blink into a solid object; if such is indicated, reroll the direction. Movable objects of size and mass comparable to the caster are shoved aside when the caster blinks in. If blinking is impossible except into a fixed, solid object, the caster is then trapped on the Ethereal Plane.

During each round that they blink, the spellcaster can be attacked only by opponents who win initiative or by those who are able to strike both locations at once (for example, with a breath weapon, fireball, or similar wide-area attack forms). Opponents with multiple attacks, or those operating under haste or similar effects, can often strike early enough to have at least one attack against the caster.

If the spellcaster holds off their attack (if any) until after the blink, the 2d8 delay until the blink is added to their normal 1d10 initiative roll (thus, they probably attack last in the round). The spellcaster can also try to get their attack in before they blink (they must announce their intent before rolling the 2d8 for blink timing and the 1d10 for initiative).

In this case, the caster compares the two dice rolls, hoping that their initiative roll is lower than their blink roll (the two rolls are *not* added if they're trying to attack before they blink). If so, they attack according to their initiative roll, then blinks according to the blink roll. If their blink roll is lower than their initiative roll, however, they blink first and then attacks in whatever direction they're facing (they must go through with their attack, even if they're facing in the wrong direction to affect anyone).

Clairaudience (Divination, Mentalism)

Rng: Unlimited
Dur: 1 round/level
AoE: 60' radius

Comp: V, S, M
CT: 3
Save: None

The *clairaudience* spell enables the caster to concentrate upon some locale and hear in their mind any noise within a 60' radius of that point. Distance is not a factor, but the locale must be known--a place familiar to the spellcaster or an obvious one (such as behind a door, around a corner, in a copse of trees, etc.). Only sounds that are normally detectable by the caster can be heard by use of this spell. Lead sheeting or magical protections prevent the operation of the spell, and the caster has some indication that the spell is so blocked. The spell creates an invisible sensor, similar to that created by a *crystal ball* spell, that can be dispelled. The spell functions only on the caster's current plane of existence.

The material component of the spell is a small horn of at least 100 gp value.

Clairvoyance (Divination, Mentalism)

Rng: Unlimited
Dur: 1 round/level
AoE: Line of sight

Comp: V, S, M
CT: 3
Save: None

Similar to the *clairaudience* spell, the *clairvoyance* spell empowers the caster to see in their mind whatever is within sight range from the spell locale chosen. Distance from the caster is not a factor, but the locale must be known--familiar or obvious. Furthermore, light is a factor, as the spell does not enable the use of darkvision or magical enhancements. If the area is magically dark, only darkness is seen; if naturally pitch dark, only a 10' radius from the center of the spell's area of effect can be seen. Otherwise, the seeing extends to the normal vision range according to the prevailing light. Lead sheeting or magical protection foils a *clairvoyance* spell, and the caster has some indication that it is so blocked. The spell creates an invisible sensor, similar to that created by a *crystal ball* spell, that can be dispelled. The spell functions only on the caster's current plane of existence.

The material component is a pinch of powdered pineal gland.

Darkvision (Alteration)

Rng: Touch
Dur: 2 hours+1 hour/level
AoE: Creature touched

Comp: V, S, M
CT: 1 round
Save: None

By means of this spell, the caster enables the recipient to see in normal darkness up to 60' without light. Note that strong sources of light (fire, lanterns, torches, etc.) tend to blind this vision, so darkvision does not function efficiently in the presence of such light sources. Invisible creatures are not detectable by darkvision. Creatures can't hide within 60 feet of a PC with darkvision unless it is invisible or has cover. Additionally writings cannot be seen or interpreted by darkvision.

The material component of this spell is either a pinch of dried carrot or an agate.

Delude (Alteration)

Rng: 0
Dur: 1 turn/level
AoE: 30' radius

Comp: V, S
CT: 3
Save: Negates

By means of a *delude* spell, the caster conceals their own alignment with that of any creature within a 30' radius at the time the spell is cast. The creature must be of higher than animal intelligence for the spell to work; its own alignment remains unchanged. The creature receives a saving throw vs. spell and, if successful, the *delude* spell fails. If the spell is successful, any *know alignment* spell used against the caster discovers only the assumed alignment. Note that a *detect good* or *detect evil* also detects the assumed aura, if the aura is strong enough. The creature whose aura has been assumed radiates magic, but the caster radiates magic only to the creature whose alignment has been assumed. If a *delude* spell is used in conjunction with a *change self* or *alter self* spell, the class of the caster can be totally hidden, if they're clever enough to carry off the disguise.

Dispel Magic (Universal)

Rng: 360'
Dur: Instantaneous
AoE: 30' cu or 1 item

Comp: V, S
CT: 3
Save: None

When a caster casts this spell, it has a chance to neutralize or negate magic it comes in contact with. It can be cast on an area or on an item as follows:

Area: It removes spells and spell-like effects (including active and inactive device/item effects and innate abilities) from creatures, objects or the area (Items can be reactivated the following round). It also disrupts casting or use of magic items in the area of effect. Lastly, it destroys magical potions (which are treated as 12th level for purposes of this spell).

Each effect or potion in the spell's area is checked to determine if it is dispelled. The caster can always dispel their own magic; otherwise, the chance to dispel depends on the difference in level between the magical effect and the caster. The base chance is 50% (10 or less on 1d20 to dispel). If the caster is of higher level than the creator of the effect to be dispelled, the difference is added to the number needed on 1d20 to dispel (making it more likely that the dispel succeeds); if the caster is of lower level, the difference is subtracted to the number needed on 1d20 to dispel (making it less likely that the dispel succeeds). A roll of 1 always succeeds and a roll of 20 always fails. Thus, if a caster is 10 levels higher, only a roll of 1 prevents the effect from being dispelled.

Item: This renders the item nonoperational for 2d3 rounds. An item possessed and carried by a creature gains the creature's saving throw vs spell against this effect; otherwise, it is automatically rendered nonoperational. An interdimensional interface (such as a *bag of holding*) rendered nonoperational would be temporarily closed and has a 50% chance of "dumping" its contents. Note that an item's physical properties are unchanged, a nonoperational magical sword is still a sword.

Artifacts and relics are not subject to this spell; however, some of their spell-like effects may be, at the DM's option.

Note that this spell can be very effective when used upon charmed and similarly beguiled creatures. Certain spells or effects cannot be dispelled; these are listed in the spell descriptions.

Summary of Dispel Magic Effects

Source of Effect	Resists As	Result of Dispel
Caster	None	Dispel automatic
Other caster/innate ability	Level/HD of other caster	Effect negated
Wand	6th level	*
Staff	8th level	*
Potion	12th level	Potion destroyed
Other magic/item	12th, unless special	*
Artifact	DM discretion	DM discretion

* Effect negated; if cast directly on item, item becomes non-operational for 1d4 rounds.

Explosive Runes (Alteration, Artifice, Geometry)

Rng: Touch
Dur: Special
AoE: 10' radius

Comp: V, S
CT: 3
Save: None or 1/2

By tracing these mystic runes upon a book, map, scroll, or similar object bearing written information, the caster prevents unauthorized persons from reading their material. The explosive runes are difficult to detect--5% chance/level of magic use experience of the reader; thieves have only a 5% chance. But trap detection by spell or magical device always finds these runes.

When read, the explosive runes detonate, delivering 6d4+6 points of damage to the reader, who gets no saving throw. A like amount, or half that if saving throws are made, is suffered by each creature within the blast radius. The caster who cast the spell, as well as any they instruct, can read the protected writing without triggering the runes. Likewise, the caster can remove the runes whenever desired. Others can remove them only with a successful *dispel magic* or *erase* spell. Explosive runes otherwise last until the spell is triggered. The item upon which the runes are placed is destroyed when the explosion takes place, unless it is not normally subject to destruction by magical fire.

Feign Death (Necromancy)

Rng: Touch
Dur: 1 hour+1 turn/level
AoE: Creature touched

Comp: V, S
CT: 1
Save: None

By means of this spell, the caster (or any other creature whose levels of experience or HD do not exceed the caster's own level) can be put into a cataleptic state that is impossible to distinguish from death. Although the person or creature affected by the *feign death* spell can smell, hear, and know what is going on, no feeling or sight of any sort is possible. Thus, any wounding or mistreatment of the body is not felt and no reaction occurs; damage is only half normal. In addition, paralysis, poison, and energy level drain cannot affect an individual under the influence of this spell. Poison injected or otherwise introduced into the body takes effect when the spell recipient is no longer under the influence of this spell, although a saving throw is permitted.

Note that only a willing individual can be affected by a *feign death* spell. The spellcaster can end the spell effects at any time desired, as will a successful dispel, but a full round is required for bodily functions to begin again.

Fireball (Elemental, Evocation, Fire)

Rng: 30'+30'/level
Dur: Instantaneous
AoE: 20' radius

Comp: V, S, M
CT: 3
Save: 1/2

A fireball is an explosive burst of flame, which detonates with a low roar and delivers damage proportional to the level of the caster who cast it--1d6 points of damage for each level of experience of the spellcaster (up to a maximum of 10d6). The burst of the fireball creates little pressure and generally conforms to the shape of the area in which it occurs.

The fireball fills an area equal to its normal spherical volume. Besides causing damage to creatures, the fireball ignites all combustible materials within its burst radius, and the heat of the fireball melts soft metals such as gold, copper, silver, etc. Exposed items require saving throws vs. magical fire to determine if they're affected, but items in the possession of a creature that rolls a successful saving throw are unaffected by the fireball.

The caster points their finger and speaks the range (distance and height) at which the fireball is to burst. A streak flashes 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 (an early impact results in an early detonation). Creatures failing their saving throws each suffer full damage from the blast.

Those who roll successful saving throws manage to dodge, fall flat, or roll aside, each receiving 1/2 damage (the DM rolls the damage and each affected creature suffers either full damage or 1/2 damage [round fractions down], depending on whether the creature saved or not).

The material component of this spell is a tiny ball of bat guano and sulphur.

Flame Arrow (Alchemy, Artifice, Conjuration/Summoning, Elemental, Fire)

Rng: 90'+30'/level
Dur: 1 rd
AoE: Special

Comp: V, S, M
CT: 3
Save: None

This spell has two effects. First, the caster can cause normal arrows or crossbow bolts to become magical flaming missiles for 1 round. The missiles must be nocked and drawn (or cocked) at the completion of the spell. If they're not loosed within 1 round, they're consumed by the magic. For every 5 levels the caster has achieved, up to 10 arrows or bolts can be affected. The arrows inflict normal damage + 1 point of fire damage to any target struck. They may also cause incendiary damage. This version of the spell is used most often in large battles.

The second version of this spell enables the caster to hurl fiery bolts at opponents within range. Each bolt inflicts 1d6 points of piercing damage + 4d6 points of fire damage. Only half the fire damage is inflicted if the creature struck successfully saves vs. spell. The caster receives one bolt for every 5 experience levels (two bolts at 10th level, 3 at 15th level, etc.). Bolts must be used on creatures within 60' of each other and in front of the caster.

The material components for this spell are a drop of oil and a small piece of flint.

Fly (Alteration)

Rng: Touch
Dur: 1 turn/level+1d6 turns
AoE: Creature touched

Comp: V, S, M
CT: 3
Save: None

This spell enables the caster to bestow the power of magical flight. The creature affected is able to move vertically and horizontally at a rate of 18 (half that if ascending, twice that if descending in a dive). The maneuverability class of the creature is B. Using the *fly* spell requires as much concentration as walking, so most spells can be cast while hovering or moving slowly (movement of 3).

Possible combat penalties while flying are known to the DM. The exact duration of the spell is always unknown to the spellcaster, as the variable addition is determined secretly by the DM. Encumbrance of the creature imbued with the spell is the determining factor for weights carried.

The material component of the *fly* spell is a wing feather of any bird.

Gust of Wind (Alteration, Air, Elemental)

Rng: 0	Comp: V, S, M
Dur: 1 rd	CT: 3
AoE: 10'x30'/level	Save: None

When this spell is cast, a strong puff of air originates from the caster and moves in the direction they're facing. The force of this gust of wind (about 30 m.p.h.) is sufficient to extinguish candles, torches, and similar unprotected flames. It causes protected flames--such as those of lanterns--to dance wildly and has a 5% chance/level of experience of the spellcaster to extinguish even such lights. It also fans large fires outward 1d6' in the direction of the wind's movement.

It forces back small flying creatures 1d6x30' and causes man-sized beings to be held motionless if attempting to move against its force. It slows larger-than-man-sized flying creatures by 50% for 1 round. It blows over light objects, disperses most vapors, and forces away gaseous or unsecured levitating creatures. Its path is a constant 10' wide, by 30' long/level of experience of the caster (for example, an 8th level caster causes a gust of wind that travels 240').

The material component of the spell is a legume seed.

Haste (Alteration)

Rng: 180'	Comp: V, S, M
Dur: 3 rounds+1 round/level	CT: 3
AoE: 40' cu, 1 creature/level	Save: None

When this spell is cast, each affected creature functions at double its normal movement and attack rates. A hasted creature gains a -2 initiative bonus. Thus, a creature moving at 6 and attacking once/round would move at 12 and attack 2X/round. Spellcasting and spell effects are *not* sped up. The number of creatures that can be affected is equal to the caster's experience level; those creatures closest to the center of effect are affected first. All affected by haste must be in the designated area of effect. Note that this spell negates the effects of a *slow* spell. Additionally, this spell ages the recipient by 1 year, because of sped-up metabolic processes. This spell is not cumulative with itself or with other similar magic.

Its material component is a shaving of licorice root.

Hold Person (Enchantment/Charm, Song)

Rng: 360'	Comp: V, S, M
Dur: 2 rounds/level	CT: 3
AoE: 1-4 persons in 20' cu	Save: Negates

This spell holds 1 to 4 humans, demihumans, or humanoid creatures (at the casters option) rigidly immobile. The *hold person* spell affects any bipedal human, demihuman or humanoid of man size or smaller, including brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, troglodytes, and others. Thus, a 10th level fighter could be held, while an ogre could not.

The spell is centered on a point selected by the caster; it affects persons selected by the caster within the area of effect. If the spell is cast at 3 or 4 people, each gets an unmodified saving throw. If only two people are being enspelled, each makes their saving throw with a -1 penalty. If the spell is cast at only one person, the saving throw suffers a -3 penalty. Saving throws are adjusted for Wisdom. Those succeeding on their saving throws are unaffected by the spell. Undead creatures cannot be held.

Held beings cannot move or speak, but they remain aware of events around them and can use abilities not requiring motion or speech. Being held does not prevent the worsening of the subjects' condition due to wounds, disease, or poison. The caster can end the spell with a single utterance at any time.

The spellcaster needs a small, straight piece of iron as the material component of this spell.

Hold Undead (Necromancy)

Rng: 60'	Comp: V, S, M
Dur: 1d4 rounds+1 round/level	CT: 5
AoE: 1d3 undead	Save: Negates

When cast, this spell renders immobile 1d3 undead creatures whose total HD are equal to or less than the caster's level. No more than 3 undead can be affected by a single spell. To cast, the caster aims the spell at a point within range and the 3 undead closest to this are considered to be in the area of effect, provided all are within the field of vision and spell range of the caster.

Undead of a mindless nature (skeletons, zombies, or ghouls) are automatically affected. Other forms of undead are allowed a saving throw to negate the effect.

If the spell is successful, it renders the undead immobile for the duration of the spell.

The material component for this spell is a pinch of sulphur and powdered garlic.

Illusionary Script (Illusion/Phantasm)

Rng: Touch	Comp: V, S, M
Dur: 1 day/level	CT: Special
AoE: Script reader	Save: Special

This spell enables the caster to write instructions or other information on parchment, paper, etc. The illusionary script appears to be some form of foreign or magical writing. Only the person (or people) who the caster desires to read the writing can do so. An illusionist recognizes it for illusionary script.

Unauthorized creatures glancing at the script must roll saving throws vs. spell. A successful save 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 the caster at the time the *illusionary script* spell was cast. The suggestion cannot require more than 3 turns to carry out. The suggestion could be to close the book and leave, or to forget the existence of the book, for example. A successful *dispel magic* spell will remove the illusionary script, but an unsuccessful attempt erases all of the writing. The hidden writings can be read by a combination of the *true seeing* spell and either the *read magic* or *comprehend languages* spell, as applicable.

The material component is a lead-based ink that requires special manufacture by an alchemist, at a cost of not less than 300 gp per usage.

Invisibility, 10' Radius (Illusion/Phantasm)

Rng: Touch	Comp: V, S, M
Dur: Special	CT: 3
AoE: 10' radius	Save: None

This spell confers invisibility upon all creatures within 10' of the recipient. Gear carried and light sources are included, but any light emitted is still visible. The center of the effect is mobile with the recipient. Those affected by this spell cannot see each other. 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) that attack negate the invisibility only for themselves. If the spell recipient attacks, the *invisibility, 10' radius* spell is broken for all.

The material components are the same as for the *invisibility* spell.

Item (Alteration, Artifice)

Rng: Touch	Comp: V, S, M
Dur: 4 hours/level	CT: 3
AoE: 2' cu/level	Save: Special

By means of this spell, the caster is able to shrink one nonmagical item (if it is within the size limit) to 1/12 of its normal size. Optionally, the caster can also change its now-shrunk composition to a clothlike one. An object in the possession of another creature is allowed a saving throw vs. spell. Objects changed by an *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 spellcaster. Even a burning fire and its fuel can be shrunk by this spell.

Leomund's Tiny Hut (Alteration)

Rng: 0	Comp: V, S, M
Dur: 4 hours+1 hour/level	CT: 3
AoE: 15' diameter sphere	Save: None

When this spell is cast, the caster creates an unmoving, opaque sphere of force of any desired color around their person. Half of the sphere projects above the ground, and the lower hemisphere passes through the ground.

Up to 7 other man-sized creatures can fit into the field with its creator; they can freely pass into and out of the hut without harming it. However, if the spellcaster removes themselves from the hut, the spell dissipates.

The temperature inside the hut is 70°, if the exterior temperature is between 0 and 100°. An exterior temperature below 0 or above 100° lowers or raises, respectively, the interior temperature on a 1 for 1 basis. The tiny hut also provides protection against the elements, such as rain, dust, sandstorms, and the like. The hut can withstand any wind of less than hurricane force without being harmed, but wind force greater than that destroys it.

The interior of the hut is a hemisphere; the spellcaster 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. The hut can be dispelled.

The material component for this spell is a small crystal bead that shatters when the spell duration expires or the hut is dispelled.

Lightning Bolt (Evocation)

Rng: 120' + 30' / level
Dur: Instantaneous
AoE: Special
Comp: V, S, M
CT: 3
Save: 1/2

Upon casting this spell, the caster releases a powerful stroke of electrical energy that inflicts 1d6 points of damage/level of the spellcaster (maximum damage/level of 10d6) to each creature within its area of effect. A successful saving throw vs. spell reduces this damage to half (round fractions down). The bolt begins at a range and height decided by the caster and streaks outward in a direct line from the casting caster (for example, if a 40' bolt was started at 180' from the caster, the far end of the bolt would reach 220' (180+40)). The lightning bolt may set fire to combustibles, sunder wooden doors, splinter up to a half-foot thickness of stone, and melt metals with a low melting point (lead, gold, copper, silver, bronze). Saving throws must be rolled for objects that withstand the full force of a stroke. If the damage caused to an interposing barrier shatters or breaks through it (i.e., the saving throw fails), the bolt continues. A bolt can breach 1 inch of wood or half an inch of stone/caster level, up to a maximum of 1' of wood or half a foot of stone.

The lightning bolt's area of effect is chosen by the spellcaster: either a forked bolt 10' wide and 40' long or a single bolt 5' wide and 80' long. If a bolt cannot reach its full length, because of an unyielding barrier (such as a stone wall), the lightning bolt rebounds from the barrier toward its caster, ending only when it reaches its full length or the caster (which ever comes first).

For example: An 80'-long stroke is begun at a range of 40', but it hits a stone wall at 50'. The bolt travels 10', hits the wall, and rebounds for 70' back toward its creator (who is only 50' from the wall, and so is caught in their own lightning bolt!).

A creature crossed more than once by the bolt must roll a saving throw for every time it is crossed, but it still suffers full damage for each failed saving throw.

The material components of the spell are a bit of fur and an amber, crystal, or glass rod.

Melf's Minute Meteors (Alchemy, Alteration, Artifice, Elemental, Evocation, Fire)

Rng: 210' + 30' / level
Dur: Special
AoE: 1 target/meteor
Comp: V, S, M
CT: 3
Save: None

This spell enables the caster to cast small globes of fire (one for each experience level they have attained), each of which bursts into a 1' diameter sphere upon impact, inflicting 1d4 points of damage to the creature struck. It can also ignite combustible materials (even solid planks). The meteors are treated as missiles hurled by the caster with a +2 bonus to the attack rolls and with no penalty for range. Misses are treated as grenadelike missiles that inflict 1 point of damage to creatures within 3'.

The spell can be cast in either of two ways:

A) The caster discharges 5 meteors every round.

B) The caster discharges only one meteor/round. In addition to releasing the missile, the caster can perform other actions in the round, including spellcasting, melee, or device use. Spells requiring concentration force the caster to forgo the rest of the missiles to maintain concentration. Also, if the caster fails to maintain an exact mental count of the number of missiles they have remaining, they have involuntarily lost the remaining portion of the spell.

The spell ends when the caster has fired off as many meteors as they have experience levels, when they forgo casting any still remaining, or when a successful *dispel magic* spell is thrown upon the caster.

The components necessary for the casting of this spell are nitre and sulphur formed into a bead by the addition of pine tar. The caster must also have a small hollow tube of minute proportion, fashioned from gold. The tube costs no less than 1,000 gp to construct, so fine is its workmanship and magical engraving, and it can be reused.

Monster Summoning I (Conjuration/Summoning, Song)

Rng: Special
Dur: 2 rounds + 1 round/level
AoE: 90' radius
Comp: V, S, M
CT: 3
Save: None

Within 1 round of casting this spell, the caster magically conjures 2d4 1st level monsters (selected by the DM). The monsters appear anywhere within the spell's area of effect, as desired by the caster. They attack the spell user's opponents to the best of their ability until either they command that the attack cease, the spell duration expires, or the monsters are slain. These creatures do not check morale, but they vanish when slain.

Note that if no opponent exists to fight, summoned monsters can, if the caster can communicate with them and if they're physically able, perform other services for the summoning caster.

In rare cases, adventurers have been known to disappear, summoned by powerful spellcasters using this spell. Those summoned recall all the details of their trip.

The material components of this spell are a tiny bag and a small (not necessarily lit) candle.

Nondetection (Abjuration, Shadow)

Rng: Touch
Dur: 1 hour/level
AoE: 1 creature or item
Comp: V, S, M
CT: 3
Save: None

By casting this spell, the caster makes the creature or object touched undetectable by divination spells such as *clairaudience*, *clairvoyance*, *locate object*, *ESP*, and *detect spells*. It also prevents location by such magical items as *crystal balls* and *ESP medallions*. It does not affect the *know alignment* spell or the ability of intelligent or high level beings to detect invisible creatures. If a divination is attempted, the *nondetection* caster must roll a saving throw vs. spell. If this is successful, the divination fails.

The material component of the spell is a pinch of diamond dust worth 300 gp.

Phantom Steed (Conjuration, Phantasm, Shadow)

Rng: Touch
Dur: 1 hour/level
AoE: Special
Comp: V, S, M
CT: 1 turn
Save: None

When this spell is cast, the caster creates a quasi-real, horselike creature. The steed can be ridden only by the caster who created it, or by any person for whom the caster specifically creates such a mount. A phantom steed has a black head and body, gray mane and tail, and smoke-colored, insubstantial hooves that make no sound. Its eyes are milky-colored. It does not fight, but all normal animals shun it and only monstrous ones will attack. The mount has an AC of 18 and 7 HPs + 1/level of the caster. If it loses all of its HPs, the phantom steed disappears. A phantom steed moves at a movement rate of 4/level of the spellcaster, to a maximum movement rate of 48. It has what seems to be a saddle and a bit and bridle. It can bear its rider's weight + 10 lb/caster level.

These mounts gain certain cumulative powers according to the level of the caster who created them:

8th: The ability to pass over sandy, muddy, or even swampy ground without difficulty.

10th: The ability to pass over water as if it were firm, dry ground.

12th: The ability to travel in the air as if it were firm land, so chasms and the like can be crossed without benefit of a bridge. Note, however, that the mount cannot casually take off and fly; the movement must be between points of similar altitude.

14th: The ability to perform as if it were a pegasus; it flies at a rate of 48/round upon command.

The material component for phantom steed is a small silver horseshoe.

Protection From Evil, 10' Radius (Abjuration, Alchemy, Geometry) Reversible

Rng: Touch	Comp: V, S, M
Dur: 1 turn/level	CT: 3
AoE: 10' radius around creature touched	Save: None

The globe of protection of this spell is identical in all respects to a *protection from evil* spell, except that it encompasses a much larger area and its duration is greater. The effect is centered on and moves with the creature touched. Any protected creature within the circle can break the warding against enchanted or summoned monsters by engaging them in combat. If a creature too large to fit into the area of effect is the recipient of the spell, the spell acts as a normal *protection from evil* spell for that creature only.

The reverse, *protection from good*, 10' radius, wards against good creatures. The material components are the same as a *protection from evil* spell.

Protection From Normal Missiles (Abjuration, Alchemy, Geometry)

Rng: Touch	Comp: V, S, M
Dur: 1 turn/level	CT: 3
AoE: Creature touched	Save: None

By means of this spell, the caster bestows total invulnerability to hurled and projected missiles such as arrows, axes, bolts, javelins, small stones, and spears. Furthermore, it causes a reduction of 1 from each die of damage (but no die inflicts less than 1 point of damage) inflicted by large or magical missiles, such as ballista missiles, catapult stones, hurled boulders, and magical arrows, bolts, javelins, etc. Note, however, that this spell does not convey any protection from such magical attacks as fireballs, lightning bolts, or magic missiles.

The material component of this spell is a piece of tortoise or turtle shell.

Secret Page (Alteration, Geometry)

Rng: Touch	Comp: V, S, M
Dur: Until dispelled	CT: 1 turn
AoE: 1 page, up to 2' sq	Save: None

When cast, a *secret page* spell 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 altered to show a ledger page or even another form of spell. *Confuse languages* and *explosive runes* spells may be cast upon the secret page, but a *comprehend languages* spell cannot reveal the secret page's contents. The caster is able to reveal the original contents by speaking a command word, perusing the actual page, and then returning it to its secret page form. The caster can also remove the spell by double repetition of the command word. Others noting the dim magic of a page within this spell cloaking its true contents can attempt to dispel magic, but if it fails, the page is destroyed. A *true seeing* spell does not reveal the contents unless cast in combination with a *comprehend languages* spell. An *erase* spell can destroy the writing.

The material components are powdered herring scales and either will o' wisp or boggart essence.

Sepia Snake Sigil (Conjuration/Summoning, Geometry)

Rng: 15'	Comp: V, S, M
Dur: Special	CT: 3
AoE: 1 sigil	Save: None

When this spell is cast, a small written symbol appears in the text of any written work. When read, the so-called sepia snake springs into being and strikes at the nearest living creature (but does not attack the caster who cast the spell). Its attack is made as if it were a monster with HD equal to the level of the caster who cast the spell. If it strikes successfully, the victim is engulfed in a shimmering amber field of force, frozen and immobilized until released, either at the caster's command, by a successful *dispel magic* spell, or until a time equal to 1d4 days+1 day/caster level has elapsed.

Until then, nothing can get at the victim, move the shimmering force surrounding them, or otherwise affect them. The victim does not age, grow hungry, sleep, or regain spells while in this state. The PC is not aware of their surroundings. If the sepia snake misses its target, it dissipates in a flash of brown light, with a loud noise and a puff of dun-colored smoke that is 10' in diameter and lasts for 1 round.

The spell cannot be detected by normal observation, and *detect magic* reveals only that the entire text is magical. A *dispel magic* can remove it; an *erase* spell destroys the entire page of text. It can be cast in combination with other spells that hide or garble text. The components for the spell are 100 gp worth of powdered amber, a scale from any snake, and a pinch of mushroom spores.

Slow (Alteration)

Rng: 270'+30'/level	Comp: V, S, M
Dur: 3 rounds+1 round/level	CT: 3
AoE: 40' cu, 1 creature/level	Save: Negates

A *slow* spell causes affected creatures to move and attack at half their normal rates. It negates a *haste* spell or equivalent, but does not otherwise affect magically speeded or slowed creatures. Slowed creatures have an AC penalty of -4, an attack penalty of -4, and all Dexterity combat bonuses are negated. The magic affects a number of creatures equal to the spellcaster's level, if they're within the area of effect chosen by the caster (i.e., a 40' cu volume centered as called for by the caster). The creatures are affected from the center of the spell outward. Saving throws against the spell suffer a -4 penalty.

The material component of this spell is a drop of molasses.

Spectral Force (Illusion/Phantasm)

Rng: 180'+3'./level	Comp: V, S
Dur: Special	CT: 3
AoE: 40' cu +10' cu/level	Save: Special

The *spectral force* spell creates an illusion in which sound, smell, and thermal illusions are included. It is otherwise similar to the *improved phantasmal force* spell. The spell lasts for 3 rounds after concentration ceases.

Suggestion (Enchantment/Charm, Mentalism, Song)

Rng: 90'	Comp: V, M
Dur: 1 hour+1 hour/level	CT: 3
AoE: 1 creature	Save: Negates

When this spell is cast by the caster, they influence the actions of the chosen recipient by the utterance of a few words--phrases or a sentence or two--suggesting a course of action desirable to the spellcaster. The creature to be influenced must, of course, be able to understand the caster's suggestion--it must be spoken in a language that the spell recipient understands.

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

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

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

Tongues (Alteration) Reversible

Rng: 0	Comp: V, S, M
Dur: 1 round/level	CT: 3
AoE: 30' radius	Save: None

This spell enables the caster to speak and understand additional languages, whether they're racial tongues or regional dialects. This does not enable the caster to speak with animals or mindless creatures.

The spell enables the caster to be understood by all creatures of that type within hearing distance, usually 60'. This spell does not predispose the subject toward the caster in any way.

The caster can speak one additional tongue for every 3 levels of experience. The reverse of the spell cancels the effect of the *tongues* spell or confuses verbal communication of any sort within the area of effect.

The material component is a small clay model of a ziggurat, which shatters when the spell is pronounced.

Vampiric Touch (Necromancy)

Rng: 0
Dur: 1 touch
AoE: The caster

Comp: V, S
CT: 3
Save: None

When the caster touches an opponent in melee with a successful attack roll, the opponent loses 1d6 HPs for every two caster levels, to a maximum drain of 6d6 points for a 12th level caster. The spell is expended when a successful touch is made or 1 turn passes. The HPs are added to the caster's total, with any HPs over the caster's normal total treated as temporary additional HPs. Any damage to the caster is subtracted from the temporary HPs first. After 1 hour, any extra HPs above the caster's normal total are lost. The creature originally losing HPs through this spell can regain them by magical or normal healing. Undead creatures are unaffected by this spell.

Water Breathing (Air, Alteration, Elemental, Water) Reversible

Rng: Touch
Dur: 1 hour/level+1d4 hours
AoE: 1 creature

Comp: V, S, M
CT: 3
Save: None

The recipient of a *water breathing* spell is able to breathe water freely for the duration of the spell. The caster can touch more than 1 creature with a single casting; in this case the duration is divided by the number of creatures touched. The reverse, *air breathing* enables water-breathing creatures to comfortably survive in the atmosphere for an equal duration. Note that neither version prevents the recipient creature from breathing in its natural element.

The material component of the spell is a short reed or piece of straw.

Wind Wall (Air, Alteration, Elemental)

Rng: 30'/level
Dur: 1 round/level
AoE: wall, 10'x5'/level, 2' wide

Comp: V, S, M
CT: 3
Save: Special



Fourth Level Wizard Spells

Charm Monster (Enchantment/Charm, Mentalism, Song)

Rng: 180'
Dur: Special
AoE: 1 or more creatures in 20' radius

Comp: V, S
CT: 4
Save: Negates

This spell is similar to a *charm person* spell, but it can affect any living creature--or several low level creatures. The spell affects 2d4 HD or levels of creatures, although it only affects 1 creature of 4 or more HD or levels, regardless of the number rolled.

All possible subjects receive saving throws vs. spell, adjusted for Wisdom. Any damage inflicted by the caster or their allies in the round of casting grants the wounded creature another saving throw at a bonus of +1 per point of damage received. Any affected creature regards the spellcaster as friendly, an ally or companion to be treated well or guarded from harm. If communication is possible, the charmed creature follows reasonable requests, instructions, or orders most faithfully (see the *suggestion* spell). If communication is not possible, the creature does not harm the caster, but others in the vicinity may be subject to its intentions, hostile or otherwise. Any overtly hostile act by the caster breaks the spell, or at the very least allows a new saving throw against the charm. Affected creatures eventually come out from under the influence of the spell. This is a function of the creature's level (i.e., its HD).

Monster Level or HD	% Chance/Week of Breaking Spell
1st or up to 2	5%
2nd or up to 3+2	10%
3rd or up to 4+4	15%
4th or up to 6	25%
5th or up to 7+2	35%
6th or up to 8+4	45%
7th or up to 10	60%
8th or up to 12	75%
9th or over 12	90%

This spell brings forth an invisible vertical curtain of wind 2' thick and of considerable strength--a strong breeze sufficient to blow away any bird smaller than an eagle or tear papers and like materials from unsuspecting hands. (If in doubt, a saving throw vs. spell determines whether the subject maintains its grasp.)

Normal insects cannot pass such a barrier. Loose materials, even cloth garments, fly upward when caught in a wind wall. Arrows and bolts are deflected upward and miss, while sling stones and other missiles under 2 lb in weight receive a -4 penalty to a first shot and -2 penalties thereafter. Gases, most breath weapons, and creatures in gaseous form cannot pass this wall, although it is no barrier to noncorporeal creatures.

The material components are a tiny fan and a feather of exotic origin.

Wraithform (Alteration, Illusion, Shadow)

Rng: 0
Dur: 2 rounds/level
AoE: The caster

Comp: S, M
CT: 1
Save: None

When this spell is cast, the caster and all of their gear become insubstantial. The caster is subject only to magical or special attacks, including those by weapons of +1 or better, or by creatures otherwise able to affect those struck only by magical weapons. Undead of most sorts will ignore an individual in wraithform, believing them to be a wraith or spectre, though a lich or special undead may save vs. spell with a -4 penalty to recognize the spell.

The caster can pass through small holes or narrow openings, even mere cracks, with all they wear or hold in their hands, as long as the spell persists. Note, however, that the caster cannot fly without additional magic. No form of attack is possible when in wraithform, except against creatures that exist on the Ethereal Plane, where all attacks (both ways) are normal. A successful *dispel magic* spell forces the caster in wraithform back to normal form. The spellcaster can end the spell with a single word.

The material components for the spell are a bit of gauze and a wisp of smoke.

The exact day of the week and time of day is secretly determined by the DM.

Confusion (Enchantment/Charm, Song)

Rng: 360'
Dur: 2 rounds+1 round/level
AoE: Up to 60' cu

Comp: V, S, M
CT: 4
Save: Special

This spell causes confusion in one or more creatures within the area, creating indecision and the inability to take effective action. The spell affects 1d4 creatures, plus two creatures/caster level. These creatures are allowed saving throws vs. spell with -2 penalties, adjusted for Wisdom. Those successfully saving are unaffected by the spell. Confused creatures react as follows:

D12 Roll	Action
1	Wander away (unless prevented) for duration of spell
2-6	Stand confused for 1 round (then roll again)
7-11	Attack nearest creature for 1 round (then roll again)
12	Act normally for 1 round (then roll again)

The spell lasts for 2 rounds+1 round for each level of the caster. Those who fail are checked by the DM for actions each round for the duration of the spell, or until the "wander away for the duration of the spell" result occurs.

Wandering creatures move as far from the caster as possible, according to their most typical mode of movement (PC's walk, fish swim, bats fly, etc.). Saving throws and actions are checked at the beginning of each round. Any confused creature that is attacked perceives the attacker as an enemy and acts according to its basic nature (no spell casting or activation of magic).

If there are many creatures (NPC's) involved, the DM may decide to assume average results.

The material component is a set of 3 nut shells.

Failure means the subject is treated exactly as if they had been drained of energy levels by a wight, 1 level for every 4 levels of the caster. HD, spells, and other PC details dependent on level are lost or reduced. Those drained to 0th level must make a system shock check to survive and are helpless until the spell expires. The spell effect eventually wears off, either after 1d4 hours plus 1 hour/caster level, or after 6 hours of complete and undisturbed rest. Level abilities are regained, but lost spells must be rememorized. Undead are immune to this spell.

Evard's Black Tentacles (Conjuration/Summoning, Shadow)

Rng: 90'	Comp: V, S, M
Dur: 1 hour/level	CT: 1 round
AoE: 30' sq/level	Save: None

This spell creates many rubbery, black tentacles in the area of effect. These waving members seem to spring forth from the earth, floor, or whatever surface is underfoot—including water. Each tentacle is 10' long, AC 16, and requires as many points of damage to destroy as the level of the caster who cast the spell. There are 1d4 such tentacles, plus 1/experience level of the spellcaster.

Any creature within range of the writhing tentacles is subject to attack as determined by the DM. The target of a tentacle attack must roll a saving throw vs. spell. If this succeeds, the subject suffers 1d4 points of damage from contact with the tentacle; the tentacle is then destroyed. Failure to save indicates that the damage inflicted is 2d4 points, the ebon member is wrapped around its subject, and damage will be 3d4 points on the second and all succeeding rounds. Since these tentacles have no intelligence to guide them, there is the possibility that they entwine any object—a tree, post, pillar, even the caster themselves—or continue to squeeze a dead opponent. A grasping hold established by a tentacle remains until the tentacle is destroyed by some form of attack or until it disappears at the end of the spell's duration.

The component for this spell is a piece of tentacle from a giant octopus or giant squid.

Extension I (Alteration)

Rng: 0	Comp: V
Dur: Special	CT: 2
AoE: Special	Save: None

By use of an *extension I* spell, the caster prolongs the duration of a previously cast 1st, 2nd, or 3rd level spell by 50%. Thus, a *levitation* spell can be made to function 15 minutes/level, a *hold person* spell made to work for 3 rounds/level, etc. Naturally, the spell affects only spells that have durations. This spell must be cast immediately after the spell to be extended, either by the original caster or another caster. If a complete round or more elapses, the extension fails and is wasted.

Fear (Illusion/Phantasm, Shadow)

Rng: 0	Comp: V, S, M
Dur: Special	CT: 4
AoE: 60' cone, 30' wide, 5' at base	Save: Negates

When a *fear* spell is cast, the caster sends forth an invisible cone of terror that causes creatures within its area of effect to turn away from the caster and flee in panic. Affected creatures are likely to drop whatever they're holding when struck by the spell; the base chance of this is 60% at 1st level (or at 1 HD), and each level (or HD) above this reduces the probability by 5%. Thus, at 10th level there is only a 15% chance, and at 13th level no chance, of dropping items. Creatures affected by fear flee at their fastest rate for a number of melee rounds equal to the level of experience of the spellcaster. Undead and creatures that successfully roll their saving throws vs. spell are not affected.

The material component of this spell is either the heart of a hen or a white feather.

Fire Charm (Alchemy, Elemental, Enchantment/Charm, Fire)

Rng: 30'	Comp: V, S, M
Dur: 2 rounds/level	CT: 4
AoE: 15' radius	Save: Negates

By means of this spell the caster causes a normal fire source, such as a brazier, flambeau, or bonfire, to serve as a magical agent, for from this source they cause a gossamer veil of multihued flame to encircle the fire at a distance of 5'.

Any creatures observing the fire or the dancing circle of flame around it must successfully roll a saving throw vs. spell or be charmed into remaining motionless and gazing, transfixed, at the flames. While so charmed, creatures are subject to suggestions of 12 or fewer words, saving vs. spell with a -3 penalty, adjusted for Wisdom. The caster can give one such suggestion to each creature, and the suggestions need not be the same. The maximum duration for such a suggestion is 1 hour, regardless of the caster's level.

The fire charm is broken if the charmed creature is physically attacked, if a solid object comes between the creature and the veil of flames so as to obstruct vision, or when the duration of the spell expires. Those exposed to the fire charm again may be affected at the DM's option, although bonuses may also be allowed to the saving throws. Note that the veil of flame is not a magical fire, and passing through it incurs the same damage as would be sustained from passing through its original fire source.

The material component for this spell is a small piece of multicolored silk of exceptional thinness that the spellcaster must throw into the fire source.

Fire Shield (Alteration, Elemental, Evocation, Fire)

Rng: 0	Comp: V, S, M
Dur: 2 rounds+1 round/level	CT: 4
AoE: The caster	Save: None

This spell can be cast in one of two forms: a warm shield that protects against cold-based attacks, or a chill shield that protects against fire-based attacks. Both return damage to creatures making physical attacks against the caster. The caster must choose which variation they memorize when the spell is selected.

When casting this spell, the caster appears to immolate himself, but the flames are thin and wispy, shedding no heat, and giving light equal to only half the illumination of a normal torch. 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 shield are as follows:

A) *Warm shield*. The flames are warm to the touch. Any cold-based attacks are saved against with a +2 bonus; either half normal damage or no damage is sustained. There is no bonus against fire-based attacks, but if the caster fails to make the required saving throw (if any) against them, they sustain double normal damage.

The material component for this variation is a bit of phosphorous.

B) *Chill shield*. The flames are cool to the touch. Any fire-based attacks are saved against with a +2 bonus; either half normal damage or no damage is sustained. There is no bonus against cold-based attacks, but if the caster fails to make the required saving throw (if any) against them, they sustain double normal damage.

The material component for this variation is a live firefly or glow worm or the tail portions of 4 dead ones.

Any creature striking the spellcaster with its body or hand-held weapons inflicts normal damage upon the caster, but the attacker suffers the same amount of damage. An attacker's magical resistance, if any, is tested when the creature actually strikes the caster. Successful resistance shatters the spell. Failure means the creature's magic resistance does not affect that casting of the spell.

Fire Trap (Abjuration, Alchemy, Elemental, Evocation, Fire, Geometry)

Rng: Touch	Comp: V, S, M
Dur: Until discharged	CT: 1 turn
AoE: Object touched	Save: 1/2

Any closeable item (book, box, bottle, chest, coffer, coffin, door, drawer, and so forth) can be warded by a *fire trap* spell. The spell is centered on a point selected by the spellcaster. The item so trapped cannot have a second closure or warding spell placed upon it (if such is attempted, the chance is 25% that the first spell fails, 25% that the second spell fails, or 50% that both spells fail).

A *knock* spell does not affect a fire trap in any way—as soon as the offending party enters or touches the item, the trap discharges. Thieves and others have only half their normal chance to detect a fire trap (by noticing the PCistic markings required to cast the spell).

They have only half their normal chance to remove the trap (failure detonates the trap immediately). An unsuccessful dispel does not detonate the spell. The caster can use the trapped object without discharging it, as can any individual to whom the spell was specifically attuned when cast (the exact method usually involves a keyword).

When the trap is discharged, there is an explosion of 5' radius from the spell's center; all creatures within this area must roll saving throws vs. spell. Damage is 1d4 points plus 1 point/level of the caster, or half this (round up) for creatures successfully saving. (Under water, this ward inflicts 1/2 damage and creates a large cloud of steam.) The item trapped is not harmed by this explosion.

To place this spell, the caster must trace the outline of the closure with a bit of sulphur or saltpeter and touch the center of the effect. Attunement to another individual requires a hair or similar object from that person.

Fumble (Enchantment/Charm)

Rng: 30'/level	Comp: V, S, M
Dur: 1 round/level	CT: 4
AoE: 30' cu	Save: Special

When a *fumble* spell is cast, the caster creates an area in which all creatures suddenly become clumsy and awkward. Running creatures trip and fall, those reaching for an item drop it, those employing weapons likewise awkwardly drop them, etc. Recovery from a fall or picking up a fumbled object typically requires a successful saving throw and takes 1 round. Note that breakable items might suffer damage when dropped.

A subject succeeding with their saving throw can act freely that round, but if they're in the area at the beginning of the next round, another saving throw is required. Alternatively, the spell can be cast at an individual creature. Failure to save means the creature is affected for the spell's entire duration; success means the creature is slowed (see the 3rd level spell).

The material component of this spell is a dab of solidified milk fat.

Hallucinatory Terrain (Illusion/Phantasm)

Rng: 60'/level	Comp: V, S, M
Dur: 1 hour/level	CT: 1 turn
AoE: 30'/level cu	Save: None

By means of this spell, the caster causes an illusion that hides the actual terrain within the area of effect. Thus, open fields or a road can be made to look like a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to look like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road. The hallucinatory terrain persists until a *dispel magic* spell is cast upon the area or until the duration expires. Individual creatures may see through the illusion, but the illusion persists, affecting others who observe the scene.

If the illusion involves only a subtle change, such as causing an open wood to appear thick and dark, or increasing the slope of a hill, the effect may be unnoticed even by those in the midst of it. If the change is extreme (for example, a grassy plain covering a seething field of volcanic mudpots), the illusion will no doubt be noticed the instant one person falls prey to it.

Each level of experience expands the dimensions of the cube area affected by 30'; for example, a 12th level caster affects an area 120x120x360'

The material components of this spell are a stone, a twig, and a bit of green plant--a leaf or grass blade.

Ice Storm (Elemental, Evocation, Water)

Rng: 30'/level	Comp: V, S, M
Dur: Special	CT: 4
AoE: 20 or 40' radius	Save: None

This spell can have one of two effects, at the caster's option: Either great hail stones pound down for 1 round in a 40' diameter area and inflict 3d10 points of damage to any creatures within the area of effect, or driving sleet falls in an 80' diameter area for 1 round/caster level. The sleet blinds creatures within its area for the duration of the spell and causes the ground in the area to be icy, slowing movement by 50% and making it 50% probable that a creature trying to move in the area slips and falls. The sleet also extinguishes torches and small fires.

Note that this spell will negate a *heat metal* spell.

The material components for this spell are a pinch of dust and a few drops of water.

Illusionary Wall (Illusion/Phantasm)

Rng: 90'	Comp: V, S
Dur: Permanent	CT: 4
AoE: 1x10x10'	Save: None

This spell creates the illusion of a wall, floor, ceiling, or similar surface, which is permanent until dispelled. It appears absolutely real when viewed (even magically, as with the priest spell *true seeing* or its equivalent), but physical objects can pass through it without difficulty. When the spell is used to hide pits, traps, or normal doors, normal demihuman and magical detection abilities work normally, and touch or probing searches reveal the true nature of the surface, though they don't cause the illusion to disappear.

The material component is a rare dust that costs at least 500 gp and requires 4 days to prepare.

Improved Invisibility (Illusion/Phantasm)

Rng: Touch	Comp: V, S
Dur: 4 rounds+1 round/level	CT: 4
AoE: Creature touched	Save: None

This spell is similar to the *invisibility* spell, but the recipient is able to attack, either by missile discharge, melee combat, or spellcasting, and remain unseen. Note, however, that telltale traces (such as a shimmering effect) sometimes allow an observant opponent to attack the invisible spell recipient. These traces are only noticeable when specifically looked for (after the invisible PC has made their presence known).

Attacks against the invisible PC suffer -4 penalties to the attack rolls, and the invisible PC's saving throws are made with a +4 bonus. Beings with high HD that might normally notice invisible opponents will notice a creature under this spell as if they had 2 fewer HD (they roll saving throws vs. spell; success indicates they spot the PC).

Leomund's Secure Shelter (Alteration, Enchantment)

Rng: 60'	Comp: V, S, M
Dur: 1d4+1 hours+1 hour/level	CT: 4 turns
AoE: 30' sq/level	Save: None

This spell enables the caster to magically call into being a sturdy cottage or lodge, made of loose material of equivalent mass that is common in the area where the spell is cast--loose stone, fallen timber, or (at worst) sod/dirt/gravel. The floor area of the lodging is 30' sq/level of the spellcaster, and the surface is level, clean, and dry. In all respects the lodging resembles a normal cottage, with a sturdy door, two or more shuttered windows, and a small fireplace.

While the lodging is secure against winds of up to 70 mi/hour, it 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, as 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, and 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 caster locked and the latter being secured by a top grate of iron and a narrow flue. In addition, these 3 areas are protected by an *alarm* spell. Lastly, an unseen servant is conjured to provide service to the spellcaster.

The inside of the shelter contains rude furnishings as desired by the spellcaster--up to 8 bunks, a trestle table and benches, as many as 4 chairs or 8 stools, and a writing desk.

The material components of this spell are a sq 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 *alarm* and *unseen servant* spells if these benefits are to be included (string and silver wire and a small bell).

Magic Mirror (Artifice, Enchantment, Divination)

Rng: Touch	Comp: V, S, M
Dur: 1 round/level	CT: 1 hour
AoE: Special	Save: None

By means of this spell, the caster changes a normal mirror into a scrying device similar to a crystal ball. The details of the use of such a scrying device are determined by the DM.

The mirror used must be of finely wrought and highly polished silver and cost not less than 1,000 gp. This mirror is not harmed by casting the spell, but the other material components--the eye of a hawk, an eagle, or even a roc, and nitric acid, copper, and zinc--are used up.

The following spells can be cast through a magic mirror: *comprehend languages*, *read magic*, *tongues*, and *darkvision*. The following spells have a 5% chance/level of the caster of operating correctly: *detect magic*, *detect good or evil*, and *message*.

The base chances for the subject to detect any *crystal ball*-like spell are listed in the DMG (again, in Appendix 3: Magical Item Descriptions, under the description for the *crystal ball*).

Massmorph (Alteration)

Rng: 30'/level	Comp: V, S, M
Dur: Special	CT: 4
AoE: 10' cu/level	Save: None

When this spell is cast upon willing creatures of man-size or smaller, up to 10 such creatures/level of the caster can be magically altered to appear as trees of any sort. Thus, a company of creatures can be made to appear as a copse, grove, or orchard. Furthermore, these massmorphed creatures can be passed through and even touched by other creatures without revealing their true nature. Note, however, that blows to the creature-trees cause damage, and blood can be seen.

Creatures to be massmorphed must be within the spell's area of effect; unwilling creatures are not affected. Affected creatures remain unmoving but aware, subject to normal sleep requirements, and able to see, hear, and feel for as long as the spell is in effect. The spell persists until the caster commands it to cease or until a *dispel magic* spell is cast upon the creatures. Creatures left in this state for extended periods are subject to insects, weather, disease, fire, and other natural hazards.

The material component of this spell is a handful of bark chips from the type of tree the creatures are to become.

Minor Creation (Illusion/Phantasm, Shadow)

Rng: Touch	Comp: V, S, M
Dur: 1 hour/level	CT: 1 turn
AoE: 1' cu/level	Save: None

This spell enables the caster to create an item of nonliving, vegetable nature--soft goods, rope, wood, etc. The caster actually pulls wisps of material of the plane of Shadow from the air and weaves them into the desired item. The volume of the item created cannot exceed 1' cu/level of the spellcaster. The item remains in existence for only as long as the spell's duration.

The spellcaster must have at least a tiny piece of matter of the same type of item they plan to create by means of the *minor creation* spell--a bit of twisted hemp to create rope, a splinter of wood to create a door, and so forth.

Minor Globe of Invulnerability (Abjuration, Geometry)

Rng: 0	Comp: V, S, M
Dur: 1 round/level	CT: 4
AoE: 5' radius	Save: None

This spell creates an immobile, faintly shimmering magical sphere around the caster that prevents any 1st, 2nd, or 3rd level spell effects from penetrating (i.e., the area of effect of any such spells does not include the area of the minor globe of invulnerability). This includes innate abilities and effects from devices.

However, any type of spell can be cast out of the magical globe, and these pass from the caster of the globe to their subject without affecting the globe. 4th and higher level spells are not affected by the globe. The globe can be brought down by a successful *dispel magic* spell. The caster can leave and return to the globe without penalty. Note that spell effects are not actually disrupted by the globe unless cast directly through or into it: The caster 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.

The material component of the spell is a glass or crystal bead that shatters at the expiration of the spell.

Monster Summoning II (Conjuration/Summoning, Song)

Rng: Special	Comp: V, S, M
Dur: 3 rounds+1 round/level	CT: 4
AoE: 120' radius	Save: None

This spell is much like the 3rd level spell *monster summoning I*, except that this spell summons 1d6 2nd level monsters. These appear anywhere within the spell's area of effect and attack the caster's opponents, until they command them to cease, the spell duration expires, or the monsters are slain. These creatures do not check morale; they vanish when slain.

If no opponent exists to fight and the caster can communicate with them, the summoned monsters can perform other services for the summoning caster.

The material components of this spell are a tiny bag and a small (not necessarily lit) candle.

Otluke's Resilient Sphere (Alteration, Evocation, Force)

Rng: 60'	Comp: V, S, M
Dur: 1 round/level	CT: 4
AoE: 1'diameter/level	Save: Negates

When this spell is cast, the result is a globe of shimmering force that encloses the subject creature--if it is small enough to fit within the diameter of the sphere and it fails to successfully save vs. spell. The resilient sphere contains its subject for the spell's duration, and it is not subject to damage of any sort except from a *rod of cancellation*, a *wand of negation*, or a *disintegrate* or *dispel magic* spell (which may be cast by spellcasters trapped by the sphere). These cause it to be destroyed 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 all that occurs is a movement of the sphere. The globe can be physically moved either by people outside the globe or by the struggles of those within.

The material components of the spell are a hemispherical piece of diamond (or similar hard, clear gem material), 500 gp value, and a matching hemispherical piece of gum arabic.

Phantasmal Killer (Illusion/Phantasm, Mentalism)

Rng: 15'/level	Comp: V, S
Dur: 1 round/level	CT: 4
AoE: 1 creature	Save: Special

When this spell is cast, the caster creates the illusion of the most fearsome thing imaginable to the victim, simply by forming the fears of the victim's subconscious mind into something that its conscious mind can visualize--the most horrible beast. Only the spell recipient can see the phantasmal killer (the caster sees only a shadowy shape), but if it succeeds in scoring a hit, the subject dies from fright. The beast attacks as a 4 HD monster. It is invulnerable to all attacks and can pass through any barriers. Once cast, it inexorably pursues the subject, for it exists only in the subject's mind.

The only defenses against a phantasmal killer are an attempt to disbelieve (which can be tried but once), slaying or rendering unconscious the caster who cast the spell, or rendering unconscious the target of the spell for its duration. To disbelieve the killer, the subject must specifically state the attempt and then roll an Intelligence check. This roll has a -1 penalty for every 4 levels of the caster.

Special modifiers apply to this attack:

Condition Modifier

Surprise	-2
Subject previously attacked by this spell	+1
Subject is an illusionist	+2
Subject is wearing a <i>helm of telepathy</i>	+3

Magic resistance, bonuses against fear, and Wisdom adjustments also apply. The subject's magic resistance is checked first; if the spell overcomes the resistance, the subject's fear/Wisdom bonuses (if any) then apply as negative modifiers to their Intelligence check.

If the subject of a phantasmal killer attack succeeds in disbelieving, and they're wearing a *helm of telepathy*, the beast can be turned upon the caster, who must then disbelieve it or be subject to its attack and possible effects.

If the subject ignores the killer to perform other actions, such as attacking the caster, the killer may, at the DM's option, gain bonuses to hit (for flank or rear attacks, etc.). Spells such as *remove fear* and *cloak of bravery*, cast after the killer has attacked, grant another check to disbelieve the effect.

Plant Growth (Alteration)

Rng: 480' or 30'/level (which ever is greater)	Comp: V, S
Dur: Permanent	CT: 4
AoE: Special	Save: None

The *plant growth* spell enables the caster to choose either of two different uses. The first causes normal vegetation to grow, entwine, and entangle to form a thicket or jungle that creatures must hack or force a way through at a movement rate of 1/round (or 2 if the creatures are larger than man size). Note that the area must have brush and trees in it in order for this spell to take effect.

Briars, bushes, creepers, lianas, roots, saplings, thistles, thorn, trees, vines, and weeds become so thick and overgrown in the area of effect as to form a barrier.

The area of effect is a sq 20' on a side/level of experience of the caster, in any sq or rectangular shape that the caster decides upon at the time of the spellcasting. Thus, an 8th level caster can affect a maximum area of a 160'x160' sq, a 320'x80' rectangle, a 640'x40' rectangle, a 1,280'x20' rectangle, etc. The spell's effects persist in the area until it is cleared by labor, fire, or such magical means as a *dispel magic* spell.

The second use of the spell affects a one-mile sq area. The DM secretly makes a saving throw (based on the caster's level) to see if the spell takes effect. If successful, the spell renders plants more vigorous, fruitful, and hardy, increasing yields by 20% to 50% $[(1d4+1) \times 10\%]$, given a normal growing season. The spell does not prevent disaster in the form of floods, drought, fire, or insects, although even in these cases the plants survive better than expected. This effect lasts only for the life cycle of one season, the winter "death" marking the end of a life cycle even for the sturdiest of trees. In many farming communities, this spell is normally cast at planting time as part of the spring festivals.

Polymorph Other (Alteration)

Rng: 15'/level	Comp: V, S, M
Dur: Permanent	CT: 4
AoE: 1 creature	Save: Negates

The *polymorph other* spell is a powerful magic that completely alters the form and ability, and possibly the personality and mentality, of the recipient. Of course, while a creature with a lower Intelligence can be polymorphed in form into something with a higher Intelligence, it will not gain that creature's mental ability.

The reverse--polymorphing a higher Intelligence creature into one of significantly lower Intelligence--results in a creature much more intelligent than appearances would lead one to believe. The polymorphed creature must succeed on a system shock (see Table 3) roll to see if it survives the change. After this, it must make a special Intelligence check to see if it retains its personality (see following).

The polymorphed creature acquires the form and physical abilities of the creature it has been polymorphed into, while retaining its own mind. Form includes natural AC (that due to skin toughness, but not due to quickness, magical nature, etc.), physical movement abilities (walking, swimming, and flight with wings, but not plane shifting, blinking, teleporting, etc.), and attack routines (claw/claw/bite, sloop, rake, and constriction, but not petrification, breath weapons, energy drain, etc.). HPs and saving throws do not change from the original form. Noncorporeal forms cannot be assumed. Natural shapeshifters (lycanthropes, dopplegangers, higher level druids, etc.) are affected for but 1 round, and can then resume their normal form.

If slain, the polymorphed creature reverts to its original form, though it remains dead. (Note that most creatures generally prefer their own form and will not willingly stand the risk of being subjected to this spell!) As class and level are not attributes of form, abilities derived from either cannot be gained by this spell, nor can exact ability scores be specified.

When the polymorph occurs, the creature's equipment, if any, melds into the new form (in particularly challenging campaigns, the DM may allow protective devices, such as a *ring of protection*, to continue operating effectively). The creature retains its mental abilities, including spell use, assuming the new form allows completion of the proper verbal and somatic components and the material components are available. Creatures not used to a new form might be penalized at the DM's option (for example, -2 to attack rolls) until they practice sufficiently to master it.

When the physical change occurs, there is a base 100% chance that the subject's personality and mentality change into that of the new form (i.e., a roll of 20 or less on 1d20). For each 1 point of Intelligence of the subject, subtract 1 from the base chance on 1d20.

Additionally, for every HD of difference between the original form and the form it is assuming, add or subtract 1 (depending on whether polymorphed form has more HD [or levels] or fewer HD [or levels] than original, respectively). The chance for assumption of the personality and mentality of the new form is checked daily until the change takes place.

A subject acquiring the mentality of the new form has effectively become the creature whose form was assumed and comes under the control of the DM until recovered by a *wish* spell or similar magic. Once this final change takes place, the creature acquires the new form's full range of magical and special abilities.

For example: If a 1 HD orc of 8 Intelligence is polymorphed into a white dragon with 6 HD, it is 85% $(20 - 8 \text{ Intelligence} + 5 \text{ level difference } [6-1] = 17 \text{ out of } 20 = 85\%)$ likely to actually become one in all respects, but in any case it has the dragon's physical and mental capabilities.

If it does not assume the personality and mentality of a white dragon, it knows what it formerly knew as well.

The caster can use a *dispel magic* spell to change the polymorphed creature back to its original form, and this requires a system shock roll. Those who have lost their individuality and are then converted back maintain the belief that they're actually the polymorphed creature and attempt to return to that form. Thus, the orc who comes to believe they're a white dragon, when converted back to their orc form, steadfastly maintains they're really a white dragon polymorphed into the shape of an orc. The PC's companions will most likely consider them mad.

The material component of this spell is a caterpillar cocoon.

Polymorph Self (Alteration)

Rng: 0	Comp: V
Dur: 2 turns/level	CT: 4
AoE: The caster	Save: None

When this spell is cast, the caster is able to assume the form of any creature, save those that are noncorporeal, from as small as a wren to as large as a hippopotamus. Furthermore, the caster gains its physical mode of locomotion and breathing as well. No system shock roll is required. The spell does not give the new form's other abilities (attack, magic, special movement, etc.), nor does it run the risk of the caster changing personality and mentality.

When the polymorph occurs, the caster's equipment, if any, melds into the new form (in particularly challenging campaigns, the DM may allow protective devices, such as a *ring of protection*, to continue operating effectively). The caster retains all mental abilities, including spell use, assuming the new form allows completion of the proper verbal and somatic components and the material components are available. A caster not used to a new form might be penalized at the DM's option (for example, -2 penalty to attack rolls) until they practice sufficiently to master it.

Thus, a caster changed into an owl could fly, but their vision would be human; a change to a black pudding would enable movement under doors or along halls and ceilings, but not the pudding's offensive (acid) or defensive capabilities. Naturally, the strength of the new form is sufficient to enable normal movement. The spellcaster can change their form as often as desired for the duration of the spell, each change requiring a round. The caster retains their own HPs, attack rolls, and saving throws. The caster can end the spell at any time; when voluntarily returning to their own form and ending the spell, they regain 1d12 HPs. The caster also will return to their own form when slain or when the effect is dispelled, but no HPs are restored in these cases.

Rainbow Pattern (Alteration, Illusion/Phantasm, Geometry)

Rng: 30'	Comp: S, M
Dur: Special	CT: 4
AoE: 30' cu	Save: Negates

By means of this spell, the caster creates a glowing, rainbow-hued band of interweaving patterns. Any creature caught in it may become fascinated and gaze at it as long as the effect lasts. The spell can captivate a maximum of 24 levels, or HD, of creatures--24 creatures with 1 HD each, 12 with 2 HD, etc. All creatures affected must be within the area of effect, and each is entitled to a saving throw vs. spell. An attack on an affected creature that causes damage frees it from the spell immediately. Creatures that are restrained and removed from the area still try to follow the pattern.

Once the rainbow pattern is cast, the caster need only gesture in the direction they desire, and the pattern of colors moves slowly off in that direction, at the rate of 30'/round. It persists without further attention from the spellcaster for 1d3 rounds. All affected creatures follow the moving rainbow of light. If the pattern leads its subjects into a dangerous area (through flame, off a cliff, etc.), allow a second saving throw. If the view of the lights is completely blocked (by an *obscurement* spell, for instance), the spell is negated.

The caster need not utter a sound, but they must gesture appropriately while holding a crystal prism and the material component, a piece of phosphor.

Rary's Mnemonic Enhancer (Alteration, Mentalism)

Rng: 0	Comp: V, S, M
Dur: 1 day	CT: 1 turn
AoE: The caster	Save: None

By means of this spell, the caster is able to memorize, or retain the memory of, 3 additional spell levels (3 1st level spells, or one 1st and one 2nd, or one 3rd level spell). The caster has two options:

A) Memorize additional spells. This option is taken at the time the spell is cast. The additional spells must be memorized normally and any material components must be acquired.

B) Retain memory of any spell (within the level limits) cast the round prior to starting to cast this spell. The round after a spell is cast, the enhancer must be successfully cast. This restores the previously cast spell to memory. However, the caster still must acquire any needed material components.

The material components of the spell are a piece of string, an ivory plaque of at least 100 gp value, and ink consisting of squid secretion with either black dragon's blood or giant slug digestive juice. These disappear when the spell is cast.

Remove Curse (Universal) Reversible

Rng: Touch	Comp: V, S
Dur: Permanent	CT: 4
AoE: Special	Save: Special

Upon casting this spell, the caster is usually able to remove a curse on an object, on a person, or in the form of some undesired sending or evil presence. Note that the *remove curse* spell does not remove the curse from a cursed shield, weapon, or suit of armor, for example, although the spell typically enables the person afflicted with any such cursed item to 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 more. A caster of 12th level or more can cure lycanthropy with this spell by casting it on the animal form. The were-creature receives a saving throw vs. spell and, if successful, the spell fails and the caster must gain a level before attempting the remedy on this creature again.

The reverse of the spell is not permanent; the *bestow curse* spell lasts for 1 turn for every experience level of the caster using the spell. The curse can have one of the following effects (roll percentile dice):

D100 Roll	Result
1-50	Lowers one ability of the subject to 3 (the DM determines which by random selection)
51-75	Worsens the subject's attack rolls and saving throws by -4
76-00	Makes the subject 50% likely/turn to drop whatever it is holding (or simply do nothing, in the case of creatures not using tools)

It is possible for a caster to devise their own curse, and it should be similar in power to those given here. Consult your DM. The subject of a *bestow curse* spell must be touched. If the victim is touched, a saving throw is still applicable; if it is successful, the effect is negated. The bestowed curse cannot be dispelled.

Shadow Monsters (Illusion/Phantasm, Shadow)

Rng: 90'	Comp: V, S
Dur: 1 round/level	CT: 4
AoE: 20' cu	Save: Special

A caster casting the *shadow monsters* spell uses material from the Demiplane of Shadow to shape semireal illusions of one or more monsters. The total HD of the shadow monster or monsters thus created cannot exceed the level of experience of the caster; thus, a 10th level caster can create 1 creature that has 10 HD, two that have 5 HD, etc. All shadow monsters created by one spell must be of the same sort. The actual HP total for each monster is 20% of the HP total it would normally have. (To determine this, roll the appropriate HD and multiply the HPs by .2. Any remainder less than .4 is dropped--in the case of monsters with 1 or fewer HD, this indicates the monster was not successfully created--and scores between .4 and 1 are rounded up to 1 HP.)

Those viewing the shadow monsters are allowed to disbelieve as per normal illusions, although there is a -2 penalty to the attempt. The shadow monsters perform as the real monsters with respect to AC and attack forms. Those who believe in the shadow monster suffer real damage from their attacks. Special attack forms such as petrification or level drain do not actually occur, but a subject who believes they're real will react appropriately.

Those who roll successful saving throws see the shadow monsters as transparent images superimposed on vague shadowy forms. These are AC 10 and inflict only 20% of normal melee damage (biting, clawing, weapon, etc.), dropping fractional damage less than .4 as done with HPs.

For example: A shadow monster griffon attacks a person who knows it is only quasi-real. The monster strikes with two claw attacks and one bite, hitting as a 7-HD monster. All 3 attacks hit; the normal damage dice are rolled, multiplied by .2 separately, rounded up or down, and added together to get the total damage.

Thus, if the attack score 4, 2 and 11 points, a total of 4 points of damage is inflicted (4x.2 = .8 [rounded to 1], 2x.2 = .4 [rounded to 1], 11x.2 = 2.2 [rounded to 2]). The sum is 1+1+2 = 4).

Shout (Evocation, Song)

Rng: 0	Comp: V, M
Dur: Instantaneous	CT: 1
AoE: 10x30' cone	Save: Special

When a *shout* spell is cast, the caster gives themselves tremendous vocal powers. The caster can emit an ear-splitting noise that has a principal effect in a cone shape radiating from their mouth to a point 30' away. Any creature within this area is deafened for 2d6 rounds and suffers 2d6 points of damage. A successful saving throw vs. spell negates the deafness and reduces the damage by half. Any exposed brittle or crystal substance subject to sonic vibrations is shattered by a shout, while those brittle objects in the possession of a creature receive the creature's saving throw.

Deafened creatures suffer a -1 penalty to surprise rolls, and those that cast spells with verbal components are 20% likely to miscast them.

The *shout* spell cannot penetrate the 2nd level priest spell, *silence*, 10' radius. This spell can be employed only once/day; otherwise, the caster might permanently deafen themselves.

The material components for this spell are a drop of honey, a drop of citric acid, and a small cone made from a bull or ram horn.

Solid Fog (Air, Alteration, Elemental)

Rng: 90'	Comp: V, S, M
Dur: 2d4 rounds+1 round/level	CT: 4
AoE: 20x10x10' volume/level of caster	Save: None

When this spell is cast, the caster creates a billowing mass of misty vapors similar to a *wall of fog* spell. The caster can create less vapor if desired, as long as a rectangular or cube mass at least 10' on a side is formed. The fog obscures all sight, normal and darkvision, beyond 2'. However, unlike normal fog, only a very strong wind can move these vapors, and any creature attempting to move through the solid fog progresses at a movement rate of 1'/round. A *gust of wind* spell cannot affect it. A fireball, flame strike, or wall of fire can burn it away in a single round.

The material components for the spell are a pinch of dried, powdered peas combined with powdered animal hoof.

Stoneskin (Alteration, Earth, Elemental)

Rng: Touch	Comp: V, S, M
Dur: Special	CT: 1
AoE: 1 creature	Save: None

When this spell is cast, the affected creature gains a virtual immunity to any attack by cut, blow, projectile, or the like. Even a *sword of sharpness* cannot affect a creature protected by *stoneskin*, nor can a rock hurled by a giant, a snake's strike, etc. However, magical attacks from such spells as *fireball*, *lightning bolt*, and so forth have their normal effects. While force based damaging spells are stopped by the *stoneskin* (*Bigby's Clenched Fist*, *Magic Missile*, etc.).

The spell provides limited protection from crushing attacks such as a wall of iron falling on the PC by protecting the PC from being immediately killed. The object/s drain 1 charge per round/object. However it does not mean the PC can remain standing unless they are strong enough to hold up the weight, which could effectively pin the PC without causing damage initially. *Stoneskin* does not protect against falling damage.

The spell blocks 1d4 attacks, plus one attack per 2 levels of experience the caster has achieved. This limit applies regardless of attack rolls and regardless of whether the attack was physical or magical. For example, a *stoneskin* spell cast by a 9th level caster would protect against from 5 to 8 attacks. The spell's effects are not cumulative with multiple castings.

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

Vacancy (Alteration, Illusion/Phantasm)

Rng: 30'/level	Comp: V, S, M
Dur: 1 hour/level	CT: 4
AoE: 10' radius/level	Save: None

When a *vacancy* spell is cast, the caster causes an area to appear to be vacant, neglected, and unused. Those who behold the area see dust on the floor, cobwebs, dirt, and other conditions typical of a long-abandoned place. If they pass through the area of effect, they seem to leave tracks, tear away cobwebs, and so on.

Unless they actually contact some object cloaked by the spell, the place appears empty. Merely brushing an invisible object does not cause the *vacancy* spell to be disturbed: Only forceful contact grants a chance to note that all is not as it seems.

If forceful contact with a cloaked object occurs, those creatures subject to the spell can penetrate the spell only if they discover several items that they cannot see; each being is then entitled to a saving throw vs. spell. Failure means they believe that the objects are invisible. A *dispel magic* spell cancels this spell so that the true area is seen. A *true seeing* spell, a *gem of seeing*, and similar effects can penetrate the deception, but a *detect invisibility* spell cannot.

This spell is a very powerful combination of invisibility and illusion, but it can cloak only nonliving things. Living things are not made invisible, but their presence does not otherwise disturb the spell.

The caster must have a sq of the finest black silk to cast this spell. This material component must be worth at least 500 gp and is used up during spellcasting.

Wall of Fire (Elemental, Evocation, Fire)

Rng: 240'	Comp: V, S, M
Dur: Special	CT: 4
AoE: Special	Save: None

The *wall of fire* spell brings forth an immobile, blazing curtain of magical fire of shimmering color--yellow-green, amber, violet or reddish blue. The spell creates an opaque sheet of flame up to one 20' sq/level of the spellcaster, or a ring with a radius of up to 10'+5' for every 2 levels of experience of the caster, and 20' high.

The wall of fire must be cast so that it is vertical with respect to the caster. One side of the wall, selected by the caster, sends forth waves of heat, inflicting 2d4 points of damage upon creatures within 10' and 1d4 points of damage upon those within 20'. In addition, the wall inflicts 4d4 points of damage, plus 1 point of damage/level of the spellcaster, to any creature passing through it.

Creatures especially subject to fire may take additional damage, and undead always take twice normal damage. Note that attempting to directly catch moving creatures with a newly created wall of fire is difficult. A successful saving throw enables the creature to avoid the wall, while its rate and direction of movement determine which side of the created wall it is on. The wall of fire lasts as long as the caster concentrates on maintaining it, or 1 round/level of experience of the caster in the event they don't wish to concentrate upon it.

The material component of the spell is phosphorus.

Wall of Ice (Elemental, Evocation, Water)

Rng: 30'/level	Comp: V, S, M
Dur: 1 turn/level	CT: 4
AoE: Special	Save: None

This spell can be cast in one of 3 ways: as an anchored plane of ice, as a

hemisphere, or as a horizontal sheet to fall upon creatures with the effect of an ice storm.

A) *Ice plane*. When this spell is cast, a sheet of strong, hard ice is created. The wall is primarily defensive, stopping pursuers and the like. The wall is 1 inch thick/level of experience of the caster. It covers a 10'-sq area/level (a 10th level caster can create a wall of ice 100' long and 10' high, a wall 50' long and 20' high, etc.). Any creature breaking through the ice suffers 2 points of damage per inch of thickness of the wall. Fire-using creatures suffer 3 points of damage per inch, while cold-using creatures suffer only 1 point of damage per inch when breaking through. The plane can be oriented in any fashion as long as it is anchored along one or more sides.

B) *Hemisphere*. This casting of the spell creates a hemisphere whose maximum radius is equal to 3' plus 1'/caster level. Thus, a 7th level caster can create a hemisphere 10' in radius. The hemisphere lasts until it is broken, dispelled, or melted. Note that it is possible, but difficult, to trap mobile opponents under the hemisphere.

C) *Ice sheet*. This casting of the spell causes a horizontal sheet to fall upon opponents. The sheet covers a 10'-sq area/caster level. The sheet has the same effect as an ice storm's hail stones--3d10 points of damage inflicted to creatures beneath it.

A wall of ice cannot form in an area occupied by physical objects or creatures; its surface must be smooth and unbroken when created.

Magical fires such as fireballs and fiery dragon breath melt a wall of ice in 1 round, though this creates a great cloud of steamy fog that lasts 1 turn. Normal fires or lesser magical ones do not hasten the melting of a wall of ice.

The material component of this spell is a small piece of quartz or similar rock crystal.

Wizard Eye (Alteration)

Rng: 0	Comp: V, S, M
Dur: 1 round/level	CT: 1 turn
AoE: Special	Save: None

When this spell is employed, the caster creates an invisible sensory organ that sends them visual information. The caster eye travels at 30'/round if viewing an area ahead as a human would (i.e., primarily looking at the floor), or 10'/round if examining the ceiling and walls as well as the floor ahead.

The caster eye can see with darkvision up to 10', and with normal vision up to 60' away in brightly lit areas. The caster eye can travel in any direction as long as the spell lasts. It has substance and a form that can be detected (by a *detect invisibility* spell, for instance). Solid barriers prevent the passage of a caster eye, although it can pass through a space no smaller than a small mouse hole (1 inch in diameter).

Using the eye requires the caster to concentrate. However, if their concentration is broken, the spell does not end--the eye merely becomes inert until the caster again concentrates, subject to the duration of the spell. The powers of the eye cannot be enhanced by other spells or items. The caster is subject to any gaze attack met by the eye. A successful dispel cast on the caster or eye ends the spell. With respect to blindness, magical darkness, and so on, the caster eye is considered an independent sensory organ of the caster.

The material component of the spell is a bit of bat fur.



Fifth Level Wizard Spells

Advanced Illusion (Illusion/Phantasm)

Rng: 180'+30'/level	Comp: V, S, M
Dur: 1 round/level	CT: 1 round
AoE: 1 40' cu+one 10' cu/level	Save: Special

This spell is essentially a *spectral forces* spell that operates through a program (similar to a *programmed illusion* spell) determined by the caster. It is thus unnecessary for the caster to concentrate on the spell for longer than the round of casting it, as the program has then started and will continue without supervision.

The illusion has visual, audio, olfactory, and thermal components. If any viewer actively attempts to disbelieve the spell, they gain a saving throw vs. spell. If any viewer successfully disbelieves and communicates this fact to other viewers, each such viewer gains a saving throw vs. spell with a +4 bonus.

The material components are a bit of fleece and several grains of sand.

Airy Water (Air, Alteration, Elemental, Water)

Rng: 0	Comp: V, S, M
Dur: 1 turn/level	CT: 5
AoE: 10' radius sphere or 15' hemisphere	Save: None

The *airy water* spell turns normal liquid, such as water or water-based solutions, into a less dense, breathable substance. Thus, if the caster wanted to enter an underwater place, they would step into the water, cast the spell, and sink downward in a globe of bubbling water. The PC and any companions in the spell's area of effect can move freely and breathe just as if the bubbling water were air. The globe is centered on and moves with the caster.

Water-breathing creatures avoid a sphere (or hemisphere) of airy water, although intelligent ones can enter it if they're able to move by means other than swimming. No water-breathers can breathe in an area affected by this spell. There is only one word that needs to be spoken to actuate the magic; thus, it can be cast under water. The spell does not filter or remove solid particles of matter.

The material component of the spell is a small handful of alkaline or bromine salts.

Animal Growth (Alteration) Reversible

Rng: 180'	Comp: V, S, M
Dur: 1 round/level	CT: 5
AoE: Up to 8 animals in a 20' cu	Save: None

When this spell is cast, the caster causes all designated animals, up to a maximum of 8, within a 20'-sq area to grow to twice their normal size. The effects of this growth are doubled HD (with improvement in attack rolls) and doubled damage in combat. The spell lasts for 1 round for each level of experience of the caster casting the spell. Only natural animals, including giant forms, can be affected by this spell.

The reverse, *shrink animal*, reduces animal size by half and likewise reduces HD, attack damage, etc.

The component of both versions of the spell is a pinch of powdered bone.

Animate Dead (Geometry, Necromancy)

Rng: 30'	Comp: V, S, M
Dur: Permanent	CT: 1 rounds
AoE: Special	Save: None

This spell creates the lowest of the undead monsters, skeletons or zombies, usually from the bones or bodies of dead humans, demihumans, or humanoids. The spell causes existing remains to become animated and obey the simple verbal commands of the caster, regardless of how they communicated in life. The skeletons or zombies can follow the caster, remain in an area and attack any creature (or just a specific type of creature) entering the place, etc. The undead remain animated until they're destroyed in combat or are turned; the magic cannot be dispelled.

A) *Humans, demihumans, and humanoids with 1 HD*. The caster can animate one skeleton for each experience level they have attained, or one zombie for every 2 levels. The experience levels, if any, of the slain are ignored; the body of a newly dead 9th level fighter is animated as a zombie with 2 HD, without special class or racial abilities.

B) *Creatures with more than 1 HD*. The number of undead animated is determined by the monster HD (the total HD cannot exceed the caster's level). Skeletal forms have the HD of the original creature, while zombie forms have one more HD. Thus, a 12th level caster could animate 4 zombie gnolls ($4 \times [2+1 \text{ HD}] = 12$), or a single fire giant skeleton. Such undead have none of the special abilities they had in life.

C) *Creatures with less than 1 HD*. The caster can animate two skeletons/level or one zombie/level. The creatures have their normal HD as skeletons and an additional HD as zombies. Casters receive a +1 bonus when trying to turn these.

This spell assumes that the bodies or bones are available and are reasonably intact (those of skeletons or zombies destroyed in combat won't be!).

The spell requires a drop of blood, a piece of flesh of the type of creature being animated, and a pinch of bone powder or a bone shard to complete the spell. Casting this spell is not a good act, and only evil casters use it frequently.

Avoidance (Abjuration, Alteration, Geometry) Reversible

Rng: 30'	Comp: V, S, M
Dur: Permanent until dispelled	CT: 5
AoE: Up to 3'cu	Save: Special

By means of this spell, the caster sets up a natural repulsion between the affected object and all other living things except themselves. Thus, any living creature attempting to touch the affected object is repulsed (unable to come closer than 1'), or repulses the affected object, depending on the relative mass of the two (a halfling attempting to touch an iron chest with an *avoidance* spell upon it will be thrown back, while the chest will skitter away from a giant-sized creature as the creature approaches).

The material component of the spell is a magnetized needle. The spell cannot be cast upon living things; any attempt to cast avoidance upon the apparel or possessions of a living creature entitles the subject creature to a saving throw vs. spell.

The reverse of this spell, *attraction*, uses the same material components and sets up a natural attraction between the affected object and all living things.

A creature is drawn to the object if the creature is smaller, or the object slides toward the creature if the creature is larger. It takes a successful bend bars/lift gates roll to remove the enchanted object once it has adhered to an object or creature.

Bigby's Interposing Hand (Evocation, Force)

Rng: 30'/level	Comp: V, S, M
Dur: 1 round/level	CT: 5
AoE: Special	Save: None

The *Bigby's interposing hand* spell creates a man-sized to gargantuan-sized magical hand that appears between the spellcaster and their chosen opponent. This disembodied hand then moves to remain between the two, regardless of what the spellcaster does or how the opponent tries to get around it. Neither invisibility nor polymorph fools the hand once a creature has been chosen. The hand does not pursue an opponent.

The size of the hand is determined by the caster, and it can be from human size (5') all the way up to titan size (25'). It provides cover for the caster against the selected opponent, with all the attendant combat adjustments. It has as many HPs as the caster in full health and has an AC of 20.

Any creature weighing less than 2,000 lb trying to push past the hand is slowed to half its normal movement. If the original opponent is slain, the caster can designate a new opponent for the hand. The caster can command the hand out of existence at any time.

The material component of the spell is a soft glove.

Chaos (Enchantment/Charm, Song)

Rng: 15'/level	Comp: V, S, M
Dur: 1 round/level	CT: 5
AoE: Up to 40' cu	Save: Special

This spell is similar to the 4th level *confusion* spell, but only the following beings receive a Save: fighters, casters specialized in enchantments, monsters that use no magic and have an Intelligence of 4 or less, creatures of 21 Intelligence or higher, and creatures with more levels or HD than the caster's level.

The spell causes disorientation and severe perceptual distortion, creating indecision and the inability to take effective action. The spell affects 1d4 creatures, plus 1 creature/caster level. Those allowed saving throws roll them vs. spell with -2 penalties, adjusted for Wisdom. Those who successfully save are unaffected by the spell. Affected creatures react as follows:

D10 Roll	Action
1	Wander away (unless prevented) for duration of spell
2-6	Stand confused for 1 round (then roll again)
7-9	Attack nearest creature for 1 round (then roll again)
10	Act normally for 1 round (then roll again)

The spell lasts 1 round for each level of the caster. Those affected are checked by the DM for actions each round for the duration of the spell, or until the "wander away for the duration of the spell" result occurs.

Wandering creatures move as far from the caster as possible using their most typical mode of movement (PC's walk, fish swim, bats fly, etc.). Saving throws and actions are checked at the beginning of each round. Any confused creature that is attacked perceives the attacker as an enemy and acts according to its basic nature.

The material component for this spell is a small disc of bronze and a small rod of iron.

Cloudkill (Air, Alchemy, Elemental, Evocation)

Rng: 30'	Comp: V, S
Dur: 1 round/level	CT: 5
AoE: 40x20x20' cloud	Save: None

This spell generates a billowing cloud of ghastly yellowish green vapors that is so toxic as to slay any creature with fewer than 4+1 HD, cause creatures with 4+1 to 5+1 HD to roll saving throws vs. poison with -4 penalties or be slain, and creatures with up to 6 HD (inclusive) to roll unmodified saving throws vs. poison or be slain. Holding one's breath has no effect on the lethality of the spell. Those above 6th level (or 6 HD) must leave the cloud or suffer 1d10 points of poison damage each round while in the area of effect.

The cloudkill moves away from the spellcaster at 10'/round, rolling along the surface of the ground. A moderate breeze causes it to alter course (roll for direction), but it does not move back toward its caster. A strong wind breaks it up in 4 rounds, and a greater wind force prevents the use of the spell. Very thick vegetation will disperse the cloud in 2 rounds.

As 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 under water.

Cone of Cold (Elemental, Evocation, Water)

Rng: 0
Dur: Instantaneous
AoE: Special

Comp: V, S, M
CT: 5
Save: 1/2

When this spell is cast, it causes a cone-shaped area of extreme cold, originating at the caster's hand and extending outward in a cone 5' long and 1' in diameter/level of the caster. It drains heat and causes 1d4+1 points of damage/level of experience of the caster. For example, a 10th level caster would cast a cone of cold 10' in diameter and 50' long, causing 10d4+10 points of damage.

Its material component is a crystal or glass cone of very small size.

Conjure Elemental (Air, Conjunction/Summoning, Earth, Elemental, Fire, Geometry, Water)

Rng: 180'
Dur: 1 turn/level
AoE: Special

Comp: V, S, M
CT: 1 turn
Save: None

There are actually 4 spells in the *conjure elemental* spell. The caster is able to conjure an air, earth, fire, or water elemental with this spell--assuming they have the material component for the particular elemental. (A considerable fire source must be in range to conjure a fire elemental; a large amount of water must be available to conjure a water elemental.) Conjured elementals have 8 HD.

It is possible to conjure successive elementals of different types if the spellcaster has memorized two or more of these spells. The type of elemental to be conjured must be decided upon before memorizing the spell. Each type of elemental can be conjured only once/day.

The conjured elemental must be controlled by the caster--the spellcaster must concentrate on the elemental doing their commands--or it turns on the caster and attacks. The elemental will not break off a combat to do so, but it will avoid creatures while seeking its conjurer. If the caster is wounded or grappled, their concentration is broken. There is always a 5% chance that the elemental turns on its conjurer regardless of concentration. This check is made at the end of the second and each succeeding round. An elemental that breaks free of its control can be dispelled by the caster, but the chance of success is only 50%. The elemental can be controlled up to 90' away/level of the spellcaster. The elemental remains until its form on this plane is destroyed due to damage or until the spell's duration expires. Note that water elementals are destroyed if they're ever more than 180' from a large body of water.

The material component of the spell (besides the quantity of the element at hand) is a small amount of one of the following:

Air Elemental--burning incense
Earth Elemental--soft clay
Fire Elemental--sulphur and phosphorus
Water Elemental--water and sand

Special protection from uncontrolled elementals is available by means of a *protection from evil* spell.

Contact Other Plane (Divination)

Rng: 0
Dur: Special
AoE: Special

Comp: V
CT: 1 turn
Save: None

When this spell is cast, the caster sends their mind to another plane of existence in order to receive advice and information from powers there. As these powers resent such contact, only brief answers are given. (The DM answers all questions with "yes," "no," "maybe," "never," "irrelevant," etc.) Any questions asked are answered by the power during the spell's duration. The PC can contact an elemental plane or some plane farther removed. For every 2 levels of experience of the caster, one question may be asked.

Contact with minds far removed from the plane of the caster increases the probability of the spellcaster going insane or dying, 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 Intelligence of the power contacted determines the effects.

The accompanying random table is subject to DM changes, development of extraplanar NPC beings, and so on.

If insanity occurs, it strikes as soon as the first question is asked. This condition lasts for 1 week for each removal of the plane contacted, to a maximum of 10 weeks. There is a 1% chance per plane that the caster dies before recovering, unless a *remove curse* spell is cast upon them. A surviving caster can recall the answer to the question.

On rare occasions, this divination may be blocked by the action of certain lesser or greater powers.

Plane	Chance of Insanity *	Chance of Knowledge	Chance of Veracity **
Elemental Plane	20%	55% (90%)	62% (75%)
Inner Plane	25%	60%	65%
Astral Plane	30%	65%	67%
Outer Plane, Int 19	35%	70%	70%
Outer Plane, Int 20	40%	75%	73%
Outer Plane, Int 21	45%	80%	75%
Outer Plane, Int 22	50%	85%	78%
Outer Plane, Int 23	55%	90%	81%
Outer Plane, Int 24	60%	95%	85%
Outer Plane, Int 25	65%	98%	90%

* For every point of Intelligence over 15, the caster reduces the chance of insanity by 5%.

** If the being does not know an answer, and the chance of veracity is not made, the being will emphatically give an incorrect answer. If the chance of veracity is made, the being will answer "unknown."

Percentages in parentheses are for questions that pertain to the appropriate elemental plane.

The DM may allow a specific Outer Plane to be contacted. In this case, the difference in alignment between the caster and the plane contacted alters the maximum Intelligence that can be contacted--each difference in moral or ethical alignment lowers the maximum Intelligence that can be contacted by 1. For example, an 18th level lawful good caster could contact a lawful good plane on the "Intelligence 20" line, or a neutral good plane on the "Intelligence 19" line.

Demishadow Monsters (Illusion/Phantasm, Shadow)

Rng: 90'
Dur: 1 round/level
AoE: 20' cu

Comp: V, S
CT: 5
Save: Special

This spell is similar to the 4th level spell *shadow monsters*, except that the monsters created are effectively 40% of normal HPs. If the saving throw is made, their damage potential is only 40% of normal and their AC is 12. The monsters have none of the special abilities of the real creatures, although victims may be deluded into believing this to be so.

Dismissal (Abjuration, Song)

Rng: 30'
Dur: Permanent
AoE: 1 creature

Comp: V, S, M
CT: 1 round
Save: Negates

By means of this spell, a caster on the Prime Material Plane seeks to force or enable a creature from another plane of existence to return to its proper plane. Magic resistance, if any, is checked if this spell is used to force a being home. If the resistance fails, the caster's level is compared to the creature's level or HD. If the caster's level is higher, the difference is subtracted from the creature's die roll for its saving throw vs. spell. If the creature's level or HD is higher, the difference is added to the saving throw roll.

If the creature desires to be returned to its home plane, no saving throw is necessary (it chooses to fail the roll).

If the spell is successful, the creature is instantly whisked away, but the spell has a 20% chance of actually sending the subject to a plane other than its own.

The material component is any item that is distasteful to the subject creature.

Distance Distortion (Alteration, Dimension, Earth, Elemental)

Rng: 30'/level
Dur: 2 turns/level
AoE: 10' cu/level

Comp: V, S, M
CT: 5
Save: None

This spell can be cast only in an area completely surrounded or enclosed by earth, rock, sand, or similar materials. The caster must also cast a *conjure elemental* spell to summon an earth elemental. The elemental serves without attempting to break free when the spellcaster announces that their intent is to cast a *distance distortion* spell. The spell places the earth elemental in the area of effect, and the elemental then causes the area's dimensions to be either doubled or halved for those traveling over it (spellcaster's choice). Thus, a 10'x100' corridor could seem to be either 5' wide and 50' long or 20' wide and 200' long. When the spell duration has elapsed, the elemental returns to its own plane.

The true nature of an area affected by distance distortion is undetectable to any creature traveling along it, but the area dimly radiates magic, and a *true seeing* spell can reveal that an earth elemental is spread within the area.

The material needed for this spell is a small lump of soft clay.

Domination (Enchantment/Charm, Mentalism)

Rng: 30'/level	Comp: V, S
Dur: Special	CT: 5
AoE: 1 person	Save: Negates

The *domination* spell enables the caster to control the actions of any person until the spell is ended by the subject's Intelligence (see the *charm person* spell). Elves and half-elves resist this enchantment as they do all *charm*-type spells. When the spell is cast, the subject must roll a saving throw vs. spell at a penalty of -2, but Wisdom adjustments apply. Failure means the caster has established a telepathic link with the subject's mind. If a common language is shared, the caster can generally force the subject to perform as the caster desires, within the limits of the subject's body structure and Strength. Note that the caster does not receive direct sensory input from the subject.

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, there is no limit to the range at which it can be exercised, as long as the caster and subject are on the same plane.

A *protection from evil* spell can prevent the caster from exercising control or using the telepathic link while the subject is so warding, but it cannot prevent the establishment of domination.

Dream (Illusion/Phantasm, Invocation) Reversible

Rng: Touch	Comp: V, S
Dur: Special	CT: 1 turn
AoE: 1 creature	Save: None

The *dream* spell enables the caster, or a messenger touched by the caster, to send messages to others in the form of dreams. At the beginning of the spell, the caster must name the recipient or identify them by some title that leaves no doubt as to their identity.

As the caster completes the spell, the person sending the spell falls into a deep trancelike sleep, and instantaneously projects their mind to the recipient. The sender then enters the recipient's dream and delivers the message unless the recipient is magically protected. If the recipient is awake, the message sender can choose to remain in the trancelike sleep. If the sender is disturbed during this time, the spell is immediately cancelled and the sender comes out of the trance. The whereabouts and current activities of the recipient cannot be learned through this spell.

The sender is unaware of their own surroundings or the activities around them while they're in their trance. The PC is totally defenseless, both physically and mentally (i.e., they always fail any saving throw) while in the trance.

Once the recipient's dreams are entered, the sender can deliver a message of any length, which the recipient remembers perfectly upon waking. The communication is one-way; the recipient cannot ask questions or offer information, nor can the sender gain any information by observing the dreams of the recipient. Once the message is delivered, the sender's mind returns instantly to their body. The duration of the spell is the time required for the sender to enter the recipient's dream and deliver the message.

The reverse of this spell, *nightmare*, enables the caster to send a hideous and unsettling vision to the recipient, who is allowed a saving throw vs. spell to avoid the effect. The nightmare prevents restful sleep and causes 1d10 points of damage. The nightmare leaves the recipient fatigued and unable to regain spells for the next day. A *dispel evil* spell cast upon the recipient stuns the caster of the nightmare for 1 turn/level of the caster countering this evil sending.

Extension II (Alteration)

Rng: 0	Comp: V
Dur: Special	CT: 4
AoE: Special	Save: None

This spell is the same as the 4th level *extension I* spell, except it extends the duration of 1st through 4th level spells by 50%.

Fabricate (Alchemy, Alteration, Enchantment)

Rng: 15'/level	Comp: V, S, M
Dur: Permanent	CT: Special
AoE: 3' cu/level	Save: None

By means of this spell, the caster is able to convert material of one sort into a product that is of the same material. Thus, the spellcaster 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. Magical, precious metal, gems & jewels or living things cannot be created or altered by a *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 the caster works with a mineral, the area of effect is reduced by a factor of 27 (1' cu/level instead of 3' cu).

Articles requiring a high degree of craftsmanship (swords, glass, crossbows, etc.) cannot be fabricated unless the caster otherwise has great skill in the appropriate craft.

Casting requires one full round per cu ft of material to be affected by the spell.

False Vision (Divination)

Rng: 0	Comp: V, S, M
Dur: 1d4 rounds+1 round/level	CT: 5
AoE: 30' radius	Save: None

When this spell is cast, the caster is able to confound any attempt to scry (by means of either a spell or a magical device) any point within the area of effect of the spell. To use the spell, they must be aware of the scrying attempt, although knowledge of the scryer or the scryer's location is not necessary. Upon casting the spell, the caster and all they desire within the radius of the spell become undetectable to the scrying. Furthermore, the caster is able to send whatever message they desire, including vision and sound, according to the medium of the scrying method. To do this, the caster must concentrate on the message they're sending. Once concentration is broken, no further images can be sent, although the caster remains undetectable for the duration of the spell.

The material component for this spell is the ground dust of an emerald worth at least 1,000 gp, which is sprinkled into the air when the spell is cast.

Feeblemind (Enchantment/Charm, Mentalism)

Rng: 30'/level	Comp: V, S, M
Dur: Permanent	CT: 5
AoE: 1 creature	Save: Negates

This spell is used solely against people or creatures who use magic spells. The *feeblemind* causes the subject's intellect to degenerate to that of a moronic child. The subject remains in this state until a *heal* or *wish* spell is used to cancel the effects. Magic-using beings are very vulnerable to this spell; thus, their saving throws are made with the following adjustments:

Spell Use of Target	Saving Throw Adjustment*
Priest	+1
Caster (human)	-4
Combination or nonhuman	-2

*Wisdom adjustments apply to the saving throw.

The material component of this spell is a handful of clay, crystal, glass, or mineral spheres, which disappears when the spell is cast.

Hold Monster (Enchantment/Charm, Song)

Rng: 15'/level	Comp: V, S, M
Dur: 1 round/level	CT: 5
AoE: 1-4 creatures in a 40' cu	Save: Negates

The material component for this spell is one hard metal bar or rod for each monster to be held. The bar or rod can be as small as a 3-penny nail.

Rng: 30'	Comp: V
Dur: Special	CT: 5
AoE: 1 or more creatures in a 10' radius	Save: Special

Upon casting the spell, the caster begins discussion of some topic germane to the creature or creatures to be affected. Those making a successful saving throw vs. spell are unaffected. Affected creatures immediately begin to converse with the spellcaster, agreeing or disagreeing, all most politely. As long as the spellcaster chooses, they can maintain the spell by conversing with the subject(s). If the caster is attacked or otherwise distracted, the subject creatures do not notice.

The caster can leave at any time after the casting and the subject(s) continue on as if the caster were still present. As long as they're not attacked, the creatures ignore all else going on around them, spending their time talking and arguing to the exclusion of other activities. However, when the caster leaves, each subject completes only the stage of the spell that it is currently in, and then the spell is broken.

If the spell is maintained for more than 6 rounds, each subject must roll a successful saving throw vs. spell to avoid going into a rage, attacking all other subjects of the spell with intent to kill. This rage lasts for 1d4+1 rounds. Those who successfully save against the rage effect realize that they have been deceived and collapse to the ground, lamenting their foolishness, for 1d4 rounds unless attacked or otherwise disturbed.

Rng: Special	Comp: V, S, M
Dur: 60 days	CT: 1 turn
AoE: 1 chest, about 2x2x3'	Save: None

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 electrum or silver. The cost of such a chest is never less than 5,000 gp. Once it is constructed, the caster must have a tiny replica (of the same materials and perfect in every detail) made, so that the miniature of the chest appears to be a perfect copy. One caster can have but one pair of these chests at any given time—even *wish* spells do not allow exceptions! The chests themselves are nonmagical, and can be fitted with locks, wards, and so on, just as any normal chest.

While the chest is in the Ethereal Plane, there is a cumulative 1% chance/week that some being finds it. This chance is reset to 1% whenever the chest is recalled and the spell recast to return it to the Ethereal Plane. If the chest is found, the DM must work out the encounter and decide how the being reacts to the chest (for example, it might ignore the chest, fully or partially empty it, or even exchange or add to the items present!).

If the large chest is not retrieved before the spell duration lapses, there is a cumulative chance of 5%/day that the chest is lost.

Rng: 30'/level	Comp: V, S, M
Dur: Special	CT: 1 round
AoE: 1 creature	Save: Special

While in the magic jar, the caster can sense and attack any life force within a 10'-per levelradius (on the same plane); however, the exact creature types and relative physical positions cannot be determined. In a group of life forces, the caster can sense a difference of 4 or more levels/HD and can determine whether a life force is positive or negative energy.

An attempt to take over a host body requires a full round. It is blocked by a *protection from evil* spell or similar ward. It is successful only if the subject fails a saving throw vs. spell with a special modifier (see following). The saving throw is modified by subtracting the combined Intelligence and Wisdom scores of the target from those of the caster (Intelligence and HD in nonhuman or nonhumanoid creatures). This modifier is added to (or subtracted from) the die roll.

If successful, the caster's life force occupies the host body and the host's life force is confined in the magic jar receptacle. The caster can call upon rudimentary or instinctive knowledge of the subject creature, but not upon its real or acquired knowledge (i.e., the caster does not automatically know the language or spells of the creature). The caster retains their own attack rolls, class knowledge and training, and any adjustments due to their Intelligence or Wisdom. If the host body is human or humanoid, and the necessary spell components are available, the caster can even use their memorized spells. The host body retains its own HPs and physical abilities and properties.

The DM decides if any additional modifications are necessary; for example, perhaps clumsiness or inefficiency occurs if the caster must become used to the new form. The alignment of the host or receptacle is that of the occupying life force.

The caster can shift freely from the host to the receptacle if within the 10'-per level range. Each attempt to shift requires 1 round. The spell ends when the caster shifts from the jar to their own body.

A successful *dispel magic* spell cast on the host can drive the caster of the *magic jar* spell back into the receptacle and prevent them from making any attacks for 1d4 rounds plus 1 round/level of the caster of the *dispel*. The base success chance is 50%, plus or minus 5%/level difference between the casters. A successful *dispel magic* cast against the receptacle forces the occupant back into their own body. If the caster who cast the *magic jar* is forced back into their own body, the spell ends.

If the host body is slain, the caster returns to the receptacle, if within range, and the life force of the host departs (i.e., it is dead). If the host body is slain beyond the range of the spell, both the host and the caster die.

Any life force with nowhere to go is treated as slain unless recalled by a *raise dead*, *resurrection*, or similar spell.

If the body of the caster is slain, their life force survives if it is in either the receptacle or the host. If the receptacle is destroyed while the caster's life force occupies it, the caster is irrevocably slain.

Major Creation (Illusion/Phantasm, Shadow)

Rng: 30'	Comp: V, S, M
Dur: Special	CT: 1 turn
AoE: Special	Save: None

Like the *minor creation* spell, the *major creation* spell enables the caster to pull wisps of material from the Demiplane of Shadow to create an item of nonliving, vegetable nature--soft goods, rope, wood, etc. The caster can also create mineral objects--stone, crystal, metal, etc. The item created cannot exceed 1' cu/level of the spellcaster in volume. The duration of the created item varies with its relative hardness and rarity:

Vegetable matter	2 hours/level
Stone or crystal	1 hour/level
Precious metals	2 turns/level
Gems	1 turn/level
Mithral**	2 rounds/level
Adamantite	1 round/level

* Includes similar rare metals.

Attempting to use any of these as material components in a spell will cause the spell to fail. The spellcaster must have at least a tiny piece of matter of the same type as the item they plan to create--a bit of twisted hemp to create rope, a chip of stone to create a boulder, and so on.

Monster Summoning III (Conjuration/Summoning, Song)

Rng: Special	Comp: V, S, M
Dur: 4 rounds+1 round/level	CT: 5
AoE: 150'. radius	Save: None

This spell is much like the 3rd level spell *monster summoning I*, except that this spell summons 1d4 3rd level monsters. These appear within the spell's area of effect and attack the caster's opponents, until either they command them to cease, the spell duration expires, or the monsters are slain. These creatures do not check morale and vanish when slain. If no opponent exists to fight, and the caster can communicate with them, the summoned monsters can perform other services for the caster.

The material components of this spell are a tiny bag and a small candle.

Mordenkainen's Faithful Hound (Conjuration/Summoning, Shadow)

Rng: 30'	Comp: V, S, M
Dur: Special	CT: 5
AoE: Special	Save: None

By means of this spell, the caster summons up a phantom watchdog that only they can see. The PC may then command it to perform as guardian of a passage, room, door, or similar space or portal. The phantom watchdog immediately commences a loud barking if any creature larger than a cat approaches the place it guards. As the faithful hound is able to detect invisible creatures and ward against the approach of ethereal creatures, it is an excellent guardian.

It does not react to illusions that are not at least quasi-real. If the intruding creature exposes its back to the watchdog, the dog delivers a vicious attack as if it were a 10-HD monster, striking for 3d6 points of damage. It is able to hit opponents of all types, even those normally subject only to magical weapons of +3 or greater.

Creatures without backs (for example, ochre jellies) are not attacked. The faithful hound cannot be attacked, but it can be dispelled. The spell lasts for a maximum of 1 hour plus half an hour/caster level, but once it is activated by an intruder, it lasts only 1 round/caster level. If the spellcaster is ever more than 90' distant from the area that the watchdog guards, the spell ends.

The material components of this spell are a tiny silver whistle, a piece of bone, and a thread.

Passwall (Alteration, Earth, Elemental, Shadow)

Rng: 90'	Comp: V, S, M
Dur: 1 hour+1 turn/level	CT: 5
AoE: 5x8x10'	Save: None

A *passwall* spell enables the spellcaster to open a passage through wooden, plaster, or stone walls, but not other materials. The spellcaster and any associates can simply walk through. The spell causes a 5' wide x 8' high x 10' deep opening.

Several of these spells can form a continuing passage so that very thick walls can be pierced. If dispelled, the passwall closes away from the dispelling caster, ejecting those in the passage.

The material component of this spell is a pinch of sesame seeds.

Seeming (Illusion/Phantasm)

Rng: 10' radius	Comp: V, S
Dur: 12 hours	CT: 5
AoE: 1 person/2 levels	Save: None

This spell enables the caster to alter the appearance of one person for every 2 levels of experience they have attained. The change includes clothing and equipment. The caster can make the recipients appear as any generally man-shaped bipedal creature, each up to 1' shorter or taller than their normal height, and thin or fat or in between. All those affected must resemble the same general type of creature: human, orc, ogre, etc. Each remains a recognizable individual.

The effect fails for an individual if the illusion chosen by the caster cannot be accomplished within the spell parameters (for example, a halfling could not be made to look like a centaur, but they might be made to look like a short, young ogre). Unwilling persons receive saving throws vs. spell to avoid the effect. Affected persons resume their normal appearances if slain. The spell is not precise enough to duplicate the appearance of a specific individual.

Sending (Evocation, Mentalism)

Rng: Unlimited	Comp: V, S, M
Dur: Special	CT: 1 turn
AoE: 1 creature	Save: None

By means of this spell, the caster can contact a single creature with whom they're familiar and whose name and appearance are known. If the creature in question is not on the same plane of existence as the spellcaster, there is a base 5% chance that the sending does not arrive. Local conditions on other planes may worsen this chance considerably, at the option of the DM. The sending, if successful, can be understood even by a creature with an Intelligence as low as 1 (animal intelligence).

The caster can send a short message of 25 words or less to the recipient; the recipient can answer in like manner immediately. Even if the sending is received, the subject creature is not obligated to act upon it in any manner.

The material component for this spell consists of two tiny cylinders, each with one open end, connected by a short piece of fine copper wire.

Shadow Door (Illusion/Phantasm, Shadow)

Rng: 30'	Comp: S
Dur: 1 round/level	CT: 2
AoE: Special	Save: None

By means of this spell, the caster creates the illusion of a door. The illusion also permits the caster to appear to step through this "door" and disappear. In reality, they have darted aside and can flee, totally invisible, for the spell duration. Creatures viewing this are deluded into seeing or entering an empty 10'x10' room if they open the "door."

A *true seeing* spell, a *gem of seeing*, or similar magical means can discover the caster. Certain high HD monsters might also notice the caster (see the *invisibility* spell), but only if making an active attempt to do so.

Shadow Magic (Illusion/Phantasm, Shadow)

Rng: 150' +30'/level
Dur: Special
AoE: Special
Comp: V, S
CT: 5
Save: Special

The *shadow magic* spell enables the caster to tap energy from the Demiplane of Shadow to cast a quasi-real caster evocation spell of 3rd level or less. For example, this spell can be *magic missile*, *fireball*, *lightning bolt*, or so on, and has normal effects upon creatures in the area of effect if they fail their saving throws vs. spell. Thus, a creature failing to save against a *shadow magic* fireball must roll another saving throw. If the latter roll is successful, the creature suffers half the normal fireball damage; if the roll is not successful, the creature suffers full normal fireball damage. If the first saving throw was successful, the shadow magic nature is detected and only 20% of the rolled damage is received (rounding down below fractions below .4 and rounding up fractions of .4 and above).

Stone Shape (Alteration, Earth, Elemental)

Rng: Touch
Dur: Permanent
AoE: 1' cu/level
Comp: V, S, M
CT: 1 round
Save: None

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

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

Summon Shadow (Conjuration/Summoning, Necromancy)

Rng: 30'
Dur: 1 round+1 round/level
AoE: 10' cu
Comp: V, S, M
CT: 5
Save: None

When this spell is cast, the caster conjures up one shadow for every 3 levels of experience they have attained. These monsters are under the control of the spellcaster and attack their enemies on command. The shadows remain until slain, turned, or the spell duration expires.

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

Telekinesis (Alteration, Force)

Rng: 30'/level
Dur: Special
AoE: 30'/level
Comp: V, S
CT: 5
Save: Negates

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

A sustained force enables the caster to move a weight of up to 25 lb a distance up to 20'/round. The spell lasts 2 rounds, plus 1 round/caster level. The weight can be moved vertically, horizontally, or both. An object moved beyond the caster's range falls or stops. If the caster ceases concentration for any reason, the object falls or stops.

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

Alternatively, the spell energy can be expended in a single round. The caster can hurl one or more objects within range, and within a 10' cu, directly away from themselves at high speed, to a distance of up to 10'/caster level. This is subject to a maximum weight of 25 lb/caster level. Damage caused by hurled objects is decided by the DM, but cannot exceed 1 point of damage/caster level.

Opponents who fall within the weight capacity of the spell can be hurled, but they're allowed a saving throw vs. spell to avoid the effect. Furthermore, those able to employ as simple a counter-measure as an *enlarge* spell, for example (thus making the body weight go over the maximum spell limit), can easily counter the spell. The various *Bigby's hand* spells also counter this spell.

Teleport (Universal)

Rng: Touch
Dur: Instantaneous
AoE: Special
Comp: V
CT: 2
Save: None

When this spell is used, the caster instantly transports themselves, along with a certain amount of additional weight that is on or being touched by the spellcaster, to a well-known destination. Distance is not a factor, but interplanar travel is not possible by means of a *teleport* spell. The spellcaster is able to teleport a maximum weight of 250 lb, plus an additional 150 lb for each level of experience above the 10th (a 13th level caster can teleport up to 700 lb). If the destination area is very familiar to the caster (they have a clear mental picture due to previous proximity to and study of the area), it is unlikely that there is any error in arriving, although the caster has no control over their facing upon arrival. Lesser known areas (those seen only magically or from a distance) increase the probability of error. Unfamiliar areas present considerable peril (see table).

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

Teleporting high means the caster arrives 10' above the ground for every 1% they're below the lowest "On Target" probability; this could be as high as 320' if the destination area was never seen. Any low result means the instant death of the caster if the area into which they teleport is solid. A caster cannot teleport to an area of empty space—a substantial surface must be there, whether a wooden floor, a stone floor, natural ground, etc. Areas of strong physical or magical energies may make teleportation more hazardous or even impossible.

Transmute Rock to Mud (Alteration, Earth, Elemental) Reversible

Rng: 30'/level
Dur: Special
AoE: 20' cu/level
Comp: V, S, M
CT: 5
Save: None

This spell turns natural rock of any sort into an equal volume of mud. The depth of the mud can never exceed half its length or breadth. If it is cast upon a rock, for example, the rock affected collapses into mud. Creatures unable to levitate, fly, or otherwise free themselves from the mud sink at the rate of 10'/round and suffocate, except for lightweight creatures that could normally pass across such ground. Brush thrown atop the mud can support creatures able to climb on top of it, with the amount of brush required subject to the DM's discretion. Creatures large enough to walk on the bottom can move through the area at a rate of 10'/round.

The mud remains until a *dispel magic* spell or a reverse of this spell, *mud to rock*, restores its substance—but not necessarily its form. Evaporation turns the mud to normal dirt, at the rate of 1d6 days per 10' cu. The exact time depends on exposure to the sun, wind, and normal drainage.

The reverse, *transmute mud to rock*, hardens normal mud or quicksand into soft stone (sandstone or similar mineral) permanently unless magically changed. Creatures in the mud are allowed a saving throw to escape before the area is hardened to stone. Dry sand is unaffected.

The material components for the spell are clay and water (or sand, lime, and water for the reverse).

Wall of Force (Evocation, Force)

Rng: 90'
Dur: 1 turn+1 round/level
AoE: 10' sq/level
Comp: V, S, M
CT: 5
Save: None

A *wall of force* spell creates an invisible barrier in the locale desired by the caster, up to the spell's range. The wall of force cannot move and is totally unaffected by most spells, including *dispel magic*.

However, a *disintegrate* spell will immediately destroy it, as will a *rod of cancellation* or a *sphere of annihilation*. Likewise, the wall of force is not affected by blows, missiles, cold, heat, electricity, etc. Spells and breath weapons cannot pass through it in either direction, although *dimension door*, *teleport*, and similar effects can bypass the barrier.

The caster can, if desired, form the wall into a spherical shape with a radius of up to 1'/level or an open hemispherical shape with a radius of 1.5'/caster level. The wall of force must be continuous and unbroken when formed; if its surface is broken by any object or creature, the spell fails. The caster can end the spell on command.

The material component for this spell is a pinch of powdered diamond worth 5,000 gp.

Wall of Iron (Earth, Elemental, Evocation)

Rng: 15'/level	Comp: V, S, M
Dur: Permanent	CT: 5
AoE: 15' sq/level or special	Save: None

When this spell is cast, the caster causes a vertical iron wall to spring into being. This wall can be used to seal off a passage or close a breach, for the wall inserts itself into any surrounding nonliving material if its area is sufficient to do so.

The wall of iron is ¼-inch thick/level of experience of the spellcaster. The caster is able to create an iron wall of up to 15' sq/experience level; thus, a 12th level caster can create a wall of iron with an area of 180' sq. The caster can double the wall's area by halving its thickness.

If the caster desires, the wall can be created vertically resting on a flat surface, so that it can be tipped over to fall on and crush any creature beneath it. The wall is 50% likely to tip in either direction. This chance can be modified by a force of not less than 30 Strength and 400 lb mass--each lb over 400 or Strength point over 30 alters the chance by 1% in favor of the stronger side.

Creatures with room to flee the falling wall may do so by making successful saving throws vs. death. Those who fail are killed. Huge and gargantuan creatures cannot be crushed by the wall.

The wall is permanent, unless successfully dispelled, but it is subject to all forces a normal iron wall is subject to--rust, perforation, etc.

The material component of this spell is a small piece of sheet iron.

Wall of Stone (Earth, Elemental, Evocation)

Rng: 15'/level	Comp: V, S, M
Dur: Permanent	CT: 5
AoE: Special	Save: None

This spell creates a wall of granite rock that merges into adjoining rock surfaces. It is typically employed to close passages, portals, and breaches against opponents. The wall of stone is 0.25 inch thick and up to 20' sq/level of experience of the caster casting the spell.

Thus, a 12th level caster can create a wall of stone 3" thick and up to 240' sq in surface area (a 12'-wide and 20'-high wall, for example, to completely close a 10'x16' passage). The wall created need not be vertical, nor rest upon any firm foundation (see the *wall of iron* spell); however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20', the wall must be arched and buttressed.

This requirement reduces the area of effect by half. Thus, a 20th level caster can create a span with a surface area of 200' sq. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area. The stone is permanent unless destroyed by a *dispel magic* or *disintegrate* spell, or by normal means such as breaking or chipping.

The material component is a small block of granite.



Sixth Level Wizard Spells

Antimagic Shell (Abjuration)

Rng: 0	Comp: V, S
Dur: 1 turn/level	CT: 1
AoE: 1'/level diameter	Save: None

By means of this spell, the caster surrounds themselves with an invisible barrier similar to a dead magic zone that moves with them. The space within this barrier, normally, is totally impervious to all magic and magical spell effects, thus preventing the passage of spells or their effects. Likewise, it prevents the functioning of any magical items or spells within its confines. The area is also impervious to breath weapons, gaze or voice attacks, and similar special attacks.

The antimagic shell also hedges out charmed, summoned, or conjured creatures. It cannot, however, be forced against any creature that it would keep at bay; any attempt to do so creates a discernible pressure against the barrier, and continued pressure will break the spell. Normal creatures (a normally encountered troll rather than a conjured one, for instance) can enter the area, as can normal missiles. Furthermore, while a magical sword does not function magically within the area, it is still a sword. Note that creatures on their home plane are normal creatures there.

Thus, on the Elemental Plane of Fire, a randomly encountered fire elemental cannot be kept at bay by this spell. Artifacts, relics, and creatures of demigod or higher status are unaffected by mortal magic such as this.

Should the caster be larger than the area enclosed by the barrier, parts of their person may be considered exposed, at the DM's option. *Dispel magic* and Magic Resistance do not affect the spell; the caster can end it upon command.

Bigby's Forceful Hand (Evocation, Force)

Rng: 30'/level	Comp: V, S, M
Dur: 1 round/level	CT: 6
AoE: Special	Save: None

Bigby's forceful hand is a more powerful version of *Bigby's interposing hand*. It creates a man-sized (5') to gargantuan-sized (21') hand that places itself between the spellcaster and a chosen opponent. This disembodied hand then moves to remain between the two, regardless of what the spellcaster does or how the opponent tries to get around it. However, the forceful hand also pushes on the opponent.

This force can push away a creature weighing 500 lb or less, slow movement to 10'/round if the creature weighs between 500 and 2,000 lb, or slow movement by 50% if the creature weighs more than 2,000 lb.

A creature pushed away is pushed to the range limit, or until pressed against an unyielding surface. The hand itself inflicts no damage. The forceful hand has an AC of 20, has as many HPs as its caster in full health, and vanishes when destroyed. The caster can cause it to retreat (to release a trapped opponent, for example) or dismiss it on command.

The material component is a glove.

Chain Lightning (Evocation)

Rng: 120'+15'/level	Comp: V, S, M
Dur: Instantaneous	CT: 5
AoE: Special	Save: 1/2

This spell creates an electrical discharge that begins as a single stroke of lightning, 2 1/2 feet wide, commencing from the fingertips of the caster. Unlike a *lightning bolt* spell, chain lightning strikes one object or creature initially, then arcs to a series of other objects or creatures within range, losing energy with each jump.

The bolt initially inflicts 1d6 points of damage/level of the caster, to a maximum of 12d6 (1/2 damage if the object or creature rolls a successful saving throw vs. spell). After the first strike, the lightning arcs to the next nearest object or creature. Each jump reduces the strength of the lightning by 1d6. Each creature or magical object hit receives a saving throw vs. spell. Success on this save indicates the creature suffers only 1/2 damage from the bolt.

The chain can strike as many times (including the first object or creature) as the spellcaster has levels, although each creature or object can be struck only once. Thus, a bolt cast by a 12th level caster can strike up to 12 times, causing less damage with each strike. The bolt continues to arc until it has struck the appropriate number of objects or creatures, until it strikes an object that grounds it (interconnecting iron bars of a large cell or cage, a large pool of liquid, etc.), or until there are no more objects or creatures to strike.

Direction is not a consideration when plotting chain lightning arcs. Distance is a factor--an arc cannot exceed the spell's range. If the only possible arc is greater than the spell's range, the stroke fades into nothingness. Creatures immune to electrical attack can be struck, even though no damage is taken. Note that it is possible for the chain to arc back to the caster!

When a *death spell* is cast, it snuffs out the life forces of creatures in the area of effect instantly and irrevocably. Such creatures cannot be raised or resurrected, but an individual slain in this manner might be brought back via a *wish*. The number of creatures that can be slain is a function of their HD.

Creatures' HD	Maximum # of Creatures Affected
Under 2	4d20
2 to 4	2d20
4+1 to 6+3	2d4
6+4 to 8+3	1d4

If creatures of differing HD are attacked with a *death spell*, roll the dice (4d20) to determine how many creatures of under 2 HD are affected. If the number rolled is greater than the actual number of sub-2 HD creatures, apply the remainder of the roll to the higher HD creatures by consulting the following table.

Creatures' HD	Conversion Factor (CF)
Under 2	1
2 to 4	2
4+1 to 6+3	10
6+4 to 8+3	20

In other words, from the 4d20 roll subtract the number of creatures of less than 2 HD (these creatures die). If there are any remaining points from the 4d20 roll, subtract 2 for each creature of 2 to 4 HD (these creatures also die). If this still doesn't use up all the 4d20 roll, subtract 10 for each creature of 4+1 to 6+3 HD, and so on. Stop when all the creatures are dead, all the 4d20 roll is used up, or the remainder is less than half the CF of any remaining creatures. (If the remainder is 1/2 or more of the CF of a creature, that creature dies.)

For example, a mixed group of 20 goblins, 8 gnolls, and 4 ogres, led by a hill giant, are caught in the area of a *death spell*. The 4d20 roll gives a total of 53 points; 20 of this eliminates the goblins (20x1 CF), 16 kills the gnolls (8x2 CF), and the remaining 17 kills two ogres (10 points to kill one ogre, and the remaining 7 points are enough to kill one more ogre). The other two ogres and the hill giant are unharmed.

A *death spell* does not affect lycanthropes, undead creatures, or creatures from planes other than the Prime Material.

The material component of this spell is a crushed black pearl with a minimum value of 5,000 gp.

Demishadow Magic (Illusion/Phantasm, Shadow)

Rng: 180'+30'/level	Comp: V, S
Dur: Special	CT: 6
AoE: Special	Save: Special

This spell is similar to the 5th level *shadow magic* spell, but this spell enables the casting of partially real 4th and 5th level evocations (*cone of cold*, *wall of fire*, *wall of ice*, *cloudkill*, etc.). If recognized as demishadow magic (if a saving throw vs. spell is successful), damaging spells inflict only 40% of normal damage, with a minimum of 2 points per die of damage. A demishadow magic *cloudkill* slays creatures with fewer than 2 HD and inflicts 1d2 points of damage/round.

Disintegrate (Alteration)

Rng: 15'/level	Comp: V, S, M
Dur: Instantaneous	CT: 6
AoE: 1 creature or 10x10x10' cu	Save: Negates

This spell causes matter to vanish. It affects even matter (or energy) of a magical nature, such as Bigby's forceful hand, but not a globe of invulnerability or an antimagic shell. Disintegration is instantaneous, and its effects are permanent.

Any single creature can be affected, even undead. Nonliving matter, up to a 10'x10'x10' cu, can be obliterated by the spell. The spell creates a thin, green ray that causes physical material touched to glow and vanish, leaving traces of fine dust. Creatures that successfully save vs. spell have avoided the ray (material items have resisted the magic) and are not affected. Only the first creature or object struck can be affected.

The material components are a lodestone and a pinch of dust.

Enchant an Item (Universal)

Rng: Touch	Comp: V, S, M
Dur: Special	CT: Special
AoE: 1 item	Save: Negates

This is a spell that must be used by a caster planning to create a magical item. The *enchant an item* spell prepares the object to accept the magic. The item must meet the following tests: 1) it must be in sound and undamaged condition; 2) the item must be the finest possible, considering its nature, i.e., crafted of the highest quality material and with the finest workmanship.

The caster must have access to a workshop or laboratory, properly equipped and from which contaminating magic can be screened. Any magical item not related to the fabrication process (such as most protective devices) and within 30' of the materials is a source of contaminating magic and will spoil the process.

The item to be prepared must be touched by the spellcaster. This touching must be constant and continual during the casting time, which is a base 16 hours plus an additional 8d8 hours (as the caster may never work more than 8 hours/day, and *haste* or any other spells will not alter the time required in any way, this effectively means that casting time for this spell is 2 days+1d8 days).

All work must be uninterrupted, and during rest periods the item being enchanted must never be more than 1' distant from the spellcaster; if it is, the whole spell is spoiled and must be begun again. (Note that during rest periods absolutely no other form of magic can be performed, and the caster must remain quiet and in isolation or the enchantment is ruined.)

At the end of the spell, the caster will know that the item is ready for the final test. The PC will then pronounce the final magical syllable, and if the item makes a saving throw (which is exactly the same as that of the caster) vs. spell, the spell is completed. The spellcaster's saving throw bonuses also apply to the item, up to +3. A result of 20 on the 1d20 roll always results in failure, regardless of modifications.

Once the spell is finished, the caster can begin the final steps of the item creation process. The PC can either bind the magic by way of spells or by way of spending Experience as listed in the respective item creation.

If the spending of experience is not the casters choice, the spell/s they plan to place on the item (as determined by the DM) must be cast within 24 hours or the preparatory spell fades, and the item must be enchanted again.

Each spell subsequently cast upon an object bearing an *enchant an item* spell requires 2d4 hours per spell level of the magic being cast. Again, during casting the item must be touched by the caster, and during the rest periods it must always be within 1' of their person. This procedure holds true for any additional spells placed upon the item, and each successive spell must be begun within 24 hours of the last, even if the prior spell failed.

No magic placed on an item is permanent unless a *permanency* spell is used as a finishing touch. This always runs a 5% risk of draining 1 point of Constitution from the caster casting the spell. Also, while it is possible to tell when the basic spell (*enchant an item*) succeeds, it is not possible to tell if successive castings actually work, for each must make the same sort of saving throw as the item itself made. Naturally, an item that is charged--a rod, staff, wand, *javelin of lightning*, *ring of wishes*, etc.--can never be made permanent. Magical devices cannot be used to enchant an item or cast magic upon an object so prepared, but scrolls can be used for this purpose.

The materials needed for this spell vary according to both the nature of the item being enchanted and the magic to be cast upon it. For example, a *cloak of displacement* might require the hides of one or more displacer beasts, a sword meant to slay dragons could require the blood and some other part of the type(s) of dragon(s) it will be effective against, and a *ring of shooting stars* might require pieces of meteorites and the horn of ki-rin. These specifics, as well as other information pertaining to this spell, are decided by the DM and must be discovered or researched in play.

Ensnarement (Conjuration/Summoning, Geometry)

Rng: 30'	Comp: V, S, M
Dur: Special	CT: 1 turn
AoE: Special	Save: Negates

Casting this spell attempts a dangerous act: to lure a powerful creature from another plane to a specifically prepared trap, where it will be held until it agrees to perform one service in return for freedom from the *ensnarement* spell. The type of creature to be ensnared must be known and stated, and if it has a specific, proper, or given name, this must be used in casting the *ensnarement* spell. The spell causes an awareness of a gatelike opening on the plane of the creature to be ensnared. A special saving throw is then made to determine if the creature detects the nature of the planar opening as a trap or believes it to be a gate. To save, the creature must roll equal to or less than its Intelligence score on 1d20.

The score is modified by the difference between the creature's Intelligence and that of the spellcaster. If the creature has a higher score, the difference is subtracted from its dice roll to save. If the spellcaster has a higher score, the difference is added to the dice roll.

If the saving throw succeeds, the creature ignores the spell-created opening, and the spell fails. If the saving throw fails, the creature steps into the opening and is ensnared.

When so trapped, the otherplanar creature can freely attack the ensnaring caster, unless the caster has created a warding circle. Such circles may be temporary (drawn by hand) or permanent (inlaid or carved). Even with such protection, the entrapped creature may break free and wreak its vengeance upon the spellcaster.

A hand-drawn circle has a base failure chance of 20%, while one inlaid or carved has a base of 10% (and that is for the first time it is used, to determine whether or not the job was done properly). The base chance is modified by the difference between the caster's combined Intelligence and experience level and the Intelligence and the experience level or HD of the creature ensnared. If the spellcaster has a higher total, that difference in percentage points is subtracted from the chance for the creature to break free. If the creature has a higher total, that difference is added to its chance to break free.

The chance can be further reduced by careful preparation of the circle. If the hand-made circle is drawn over a longer period of time, using specially prepared pigments (1,000 gp value/turn spent drawing), the chance of breaking free is reduced by 1% for every turn spent in preparation. This can bring the base chance to 0%.

Similarly, an inlaid or carved design can be brought to a 0% chance of the creature breaking free by inlaying with various metals, minerals, etc. This cost will require a minimum of one full month of time and add not less than 50,000 gp to the basic cost of having the circle inlaid or carved into stone. Any break in the circle spoils the efficacy of the spell and enables the creature to break free automatically. Even a straw dropped across the line of a magic circle destroys its power. Fortunately, the creature within cannot so much as place a straw upon any portion of the inscribed ward, for the magic of the barrier absolutely prevents it.

Once safely ensnared, the creature can be kept for as long as the spellcaster dares. (Remember the danger of something breaking the ward!) The creature cannot leave the circle, nor can any of its attacks or powers penetrate the barrier. The caster can offer bribes, use promises, or make threats in order to exact one service from the captive creature.

The DM will then assign a value to what the caster has said to the ensnared creature, rating it from 0 to 6 (with 6 being the most persuasive). This rating is then subtracted from the Intelligence score of the creature. If the creature rolls a successful Intelligence check against its adjusted Intelligence, it refuses service. New offers, bribes, etc., can be made, or the old ones re-offered 24 hours later, when the creature's Intelligence has dropped by 1 point due to confinement. This can be repeated until the creature promises to serve, until it breaks free, or until the caster decides to get rid of it by means of some riddance spell. Impossible demands or unreasonable commands are never agreed to.

Once the single service is completed, the creature need only so inform the spellcaster to be instantly sent from whence it came. The creature might later seek revenge.

Extension III (Alteration)

Rng: 0	Comp: V
Dur: Special	CT: 6
AoE: Special	Save: None

This spell is the same as the 4th level *extension I* spell, except that it will extend 1st through 3rd level spells to double duration and will extend the duration of 4th or 5th level spells by 50%.

Eyebite (Enchantment/Charm, Illusion/Phantasm, Mentalism)

Rng: 60'	Comp: V, S
Dur: 1 round/3 levels	CT: 6
AoE: 1 creature	Save: Special

An *eyebite* spell enables the caster to merely meet the gaze of a creature and speak a single word to cause an effect. This gaze attack is in addition to any other attacks allowed to the caster. The caster selects one of 4 possible gaze attacks at the time the spell is cast, and this attack cannot be changed. For example, a 12th level caster who chose *fear* would have 4 opportunities to make gaze attacks causing fear, one for each round of the spell's duration. Any gaze attack is negated by a successful saving throw vs. spell, with Wisdom adjustments. The 4 effects of the spell are as follows:

Charm: The caster can charm a single person or monster by gaze and by uttering a single word. The effect is to make the charmed subject absolutely loyal and docile to the caster, even to the point of personal danger. It is otherwise the same as a *charm monster* spell. All creatures other than humans, demihumans, and humanoids save with +2 bonuses.

Fear: The caster can cause fear by gaze and by speaking a single word. The subject flees in blind terror for 1d4 rounds. After this, the creature refuses to face the caster and cowers or bolts for the nearest cover if subsequently confronted by the caster (50% chance of either). The latter effect lasts 1 turn/caster level. This attack can be negated by spells that counter fear.

Sicken: This power enables the caster to merely gaze, speak, a word, and cause sudden pain and fever to sweep over the subject's body. Creatures with ability scores function at half effectiveness; others inflict only 1/2 damage with physical attacks. Movement is at 1/2 normal rate. The subject remains stricken for 1 turn/level of the caster, after which all abilities return at the rate of one point/turn of complete rest or one point/hour of moderate activity. The effects cannot be negated by a *cure disease* or *heal* spell, but a *remove curse* or successful *dispel magic* spell is effective. Creatures other than humans, demihumans, and humanoids save with +2 bonuses versus this attack.

Sleep: The caster can cause any individual to fall into a comatose slumber by means of a gaze and a single word, unless the subject successfully rolls its saving throw vs. spell. Creatures normally subject to a 1st level *sleep* spell save with -2 penalties. An affected creature must be shaken or otherwise shocked back to consciousness.

In all cases, the gaze attack has a speed factor of 1. This spell does not affect undead of any type, or extend beyond the plane occupied by the caster. Note that the caster is subject to the effects of their reflected gaze and is allowed any applicable saving throw. In the case of a reflected *charm* gaze, the caster is paralyzed until it wears off or is countered.

Geas (Enchantment/Charm, Mentalism)

Rng: 30'	Comp: V
Dur: Special	CT: 4
AoE: 1 creature	Save: None

A *geas* spell places a magical command upon a creature (usually human or humanoid) to carry out some service, or to refrain from some action or course of activity, as desired by the spellcaster. The creature must be intelligent, conscious, under its own volition, and able to understand the caster. While a *geas* cannot compel a creature to kill itself or perform acts that are likely to result in certain death, it can cause almost any other course of action. The geased creature must follow the given instructions until the *geas* is completed. Failure to do so will cause the creature to grow sick and die within 1d4 weeks. Deviation from or twisting of the instructions causes a corresponding loss of Strength points until the deviation ceases. A *geas* can be done away with by a *wish* spell, but a *dispel magic* or *remove curse* spell will not negate it. Your DM will decide any additional details of a *geas*, for its casting and fulfillment are tricky, and an improperly cast *geas* is ignored.

Glasse (Alchemy, Alteration, Earth, Elemental)

Rng: Touch	Comp: V, S, M
Dur: 1 round/level	CT: 1 round
AoE: Special	Save: None

By means of this spell, the caster is able to make a section of metal, stone, or wood as transparent as glass to their gaze, or even make it into transparent material as explained hereafter. Normally, the *glasse* spell can make up to 4" of metal, 6" of stone, and 20" of wood transparent. The spell will not work on lead, brass, copper, silver, gold, platinum, adamantite or mithril. The caster can opt to make the glasse work only for themselves for the duration of the spell, or they can actually make a transparent area, a one-way window, in the material affected. Either case gives a viewing area 3' wide by 2' high. If a window is created, it has the strength of the original material.

The material component of the spell is a small piece of crystal or glass.

Globe of Invulnerability (Abjuration, Geometry)

Rng: 0	Comp: V, S, M
Dur: 1 round/level	CT: 1 round
AoE: 5' radius	Save: None

This spell creates an immobile, faintly shimmering, magical sphere around the caster that prevents any 1st, 2nd, 3rd, or 4th level spell effects from penetrating.

Thus, the area of effect of any such spell does not include the area of the globe of invulnerability. This includes innate spell-like abilities and effects from devices. However, any type of spell can be cast out of the magical sphere; spells pass from the caster of the globe to the subject without effect on the globe. Fifth and higher level spells are not affected by the globe. The globe can be brought down by a successful *dispel magic* spell.

The material component of the spell is a glass or crystal bead that shatters at the expiration of the spell.

Guards and Wards (Alteration, Enchantment/Charm, Evocation, Geometry)

Rng: 0	Comp: V, S, M
Dur: 1 hour/level	CT: 3 turns
AoE: Special	Save: None

This special and powerful spell is primarily used to defend the caster's stronghold. The ward protects a one-story stronghold, with a base dimension of 400'x400'. The caster can ward a multistory area by reducing the base area proportionately. The following take place in the warded area upon casting the spell:

1. All corridors become misty; visibility is reduced to 10'.
2. All doors are caster locked.
3. Stairs are filled with webs from top to bottom. These act as the 2nd level web spell, except that they regrow within 1 turn if destroyed.
4. Where there are choices in direction--such as a cross or side passage--a minor confusion-type spell functions so as to make it 50% probable that intruders believe they're going in the exact opposite direction.
5. The whole area radiates magic. The normal use of the *detect magic* spell becomes impossible for those of less than the caster's level and difficult for others.
6. One door/level of experience of the caster is covered by an illusion to appear as if it were a plain wall.
7. The caster can place one of the following additional magical effects:
 - A. *Dancing lights* in 4 corridors.
 - B. A *magic mouth* in two places.
 - C. A *stinking cloud* in two places.
 - D. A *gust of wind* in one corridor or room.
 - E. A *suggestion* in one place.

Note that items 6 and 7 function only when the caster is totally familiar with the area of the spell's effect. *Dispel magic* can remove one effect, at random, per casting. A *remove curse* spell will not work.

The material components of the spell are burning incense, a small measure of sulphur and oil, a knotted string, a small amount of umber hulk blood, and a small silver rod.

Invisible Stalker (Conjuration/Summoning)

Rng: 30'	Comp: V, S, M
Dur: Special	CT: 1 round
AoE: Special	Save: None

This spell summons an invisible stalker from the Elemental Plane of Air. This 8-HD monster obeys and serves the spellcaster in performing whatever tasks are set before it. It is a faultless tracker within 1 day of the quarry's passing. The invisible stalker follows instructions even if they send them 100s or 1000s of miles away and, once given an order, follows through unceasingly until the task is accomplished. However, the creature is bound to serve; it does not do so from loyalty or desire. Therefore, it resents prolonged missions or complex tasks, and it attempts to pervert instructions accordingly. Invisible stalkers understand common speech but speak no language save their own.

The material components of this spell are burning incense and a piece of horn carved into a crescent shape.

Legend Lore (Divination)

Rng: 0	Comp: V, S, M
Dur: Special	CT: Special
AoE: Special	Save: None

The *legend lore* spell is used to determine legendary information regarding a known person, place, or thing. If the person or thing is at hand, or if the caster is in the place in question, the likelihood of the spell producing results is far greater and the casting time is only 1d4 turns. If only detailed information on the person, place, or thing is known, casting time is 1d10 days.

If only rumors are known, casting time is 2d6 weeks. During the casting, the caster cannot engage in activities other than the routine: eating, sleeping, etc. When completed, the divination reveals if legendary material is available. It often reveals where this material is--by place name, rhyme, or riddle.

It sometimes gives certain information regarding the person, place, or thing (when the object of the *legend lore* is at hand), but this data is always in some cryptic form (rhyme, riddle, anagram, cipher, sign, etc.). Naturally, a *legend lore* spell reveals information only if the person, place, or thing is noteworthy or legendary.

For example, suppose the caster came across an extremely well-made sword. It radiates magic, but when they used an *identify* spell, they could not learn any information. Even giving it to a trusted fighter didn't work, as the sword did not reveal any special powers.

Finally, they cast a *legend lore* spell, hoping to gain more information. Since the sword is at hand, they complete the spell in 3 turns. In their mind comes the message, "Once this was the sword of they who wait till Albion's time of greatest peril, when unto their hand it shall fly again. Fair was the hand that gave me and fair was the hand that reclaimed me." Clearly, the caster realizes, this must be a very powerful item, since their spell gave only a cryptic answer. But who is they who wait? And where is Albion?

For more information, the caster is going to have to cast more spells. But now the process will take much longer, since they have only the vaguest of clues to follow.

The *legend lore* spell is cast with incense and strips of ivory formed into a rectangle, but some item of value to the caster must be sacrificed in addition--a potion, magical scroll, magical item, etc.

Lower Water (Alteration, Elemental, Water) Reversible

Rng: 360'	Comp: V, S, M
Dur: 1 turn/level	CT: 1 turn
AoE: 10'/level sq	Save: None

The *lower water* spell causes water or similar fluid in the area of effect to sink away to a minimum depth of 1 inch. The depth can be lowered by up to 2' for every experience level of the caster. The water is lowered within a sq area whose sides are 10' long/caster level. Thus, an 8th level caster affects a volume up to 16'x80'x80', a 9th level caster affects a volume up to 18'x90'x90', and so on. 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 creature moves at half speed and makes half its usual number of attacks each round. The spell has no effect on other creatures.

Its reverse, *raise water*, causes water or similar fluids to return to their highest natural level: spring flood, high tide, etc. This can make fords impassable, float grounded ships, and may even sweep away bridges at the DM's option. It negates *lower water* and vice versa.

The material component of this spell is a small vial of dust.

Mass Suggestion (Enchantment/Charm, Mentalism, Song)

Rng: 90'	Comp: V, M
Dur: 4 turns+4 turns/level	CT: 6
AoE: 1 creature/level	Save: Negates

The *mass suggestion* spell enables the caster to influence the actions of one or more chosen creatures in the same way as the *suggestion* spell. Up to 1 creature/experience level of the caster can be influenced, provided that all subject creatures are within the 90' range. Undead are not subject to this spell. The suggestion must be reasonably worded and understood by the creatures, and must be the same for all hearing it. Creatures successfully saving vs. spell are unaffected. Saving throws against the spell suffer a penalty of -1, and if a single creature is to be affected, its saving throw suffers a -4 penalty.

Note that a very reasonable mass suggestion can cause the saving throw to be made with an additional penalty (such as -1, -2, etc.), at the discretion of your DM. A mass suggestion can continue in effect for a considerable duration, at the DM's discretion. Conditions that will trigger a special action can also be specified; if the condition is not met before the spell expires, the action will not be performed.

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

Mirage Arcana (Alteration, Illusion/Phantasm)

Rng: 30'/level
Dur: Special
AoE: 10'/level radius
Comp: V, S (M optional)
CT: Special
Save: None

The magic of this spell is similar to that of the *vacancy* spell, only more powerful and elaborate. The spell enables the caster to make an area appear to be something other than it is--a setting they have personally seen. The spell remains as long as the caster maintains a minimal concentration upon it. Even after this, the spell persists for a total of 1 hour plus one additional turn for each experience level of the caster. (Note: Minimal concentration can be maintained during normal conversation but not while spellcasting, in melee, or if harmed by an attack.) If the caster actually uses a small bit of anything connected with the place to create this spell, it takes on a quasi reality.

In its basic form, forceful contact is necessary to have any hope of discovering the magic, short of a detection device or spell. In its more complex form, where a material component is used, detection is possible only by some magical means, whether device, item, or spell. Either form of mirage arcana is subject to the *dispel magic* spell.

As with all powerful illusions, the mind of the believer urges appropriate effects upon the viewer's body. Under the influence of the spell, the viewer could possibly walk across a bed of hot coals thinking it was a shallow stream of water that was cooling their feet (and thus suffer no damage), dine upon imaginary food and actually be satisfied, or rest comfortably upon a bed of sharp stones, thinking it a featherbed. Gravity is not affected by the spell, however, so an envisioned bridge spanning a deep chasm does not support the believer. Those who witness the event see it as a sudden disappearance of the individual. They do not connect it with an illusion unless they're otherwise aware of some magic at work.

Mislead (Illusion/Phantasm)

Rng: 30'
Dur: 1 round/level
AoE: Special
Comp: S
CT: 1
Save: None

When a *mislead* spell is cast by the caster, they actually create an illusory double at the same time that they're cloaked by *improved invisibility* magic (see the 4th level spell). The caster is then free to go elsewhere while their double seemingly moves away. The spell enables the illusion of the caster to speak and gesture as if it were real, and there are full olfactory and touch components as well. A *true seeing* spell or a *gem of seeing* will reveal the illusion for what it is. A *detect invisibility* or *true seeing* spell or items such as a *gem of seeing* or *robe of eyes* can detect the invisible caster (see the 5th level caster spell *shadow door*).

Monster Summoning IV (Conjuration/Summoning, Song)

Rng: Special
Dur: 5 rounds+1 round/level
AoE: 180'. radius
Comp: V, S, M
CT: 6
Save: None

This spell is much like the 3rd level spell *monster summoning I*, except that this spell summons 1d3 4th level monsters. These appear within the spell's area of effect and attack the caster's opponents, until they command them to cease, the spell duration expires, or the monsters are slain. These creatures do not check morale; they vanish when slain. If no opponent exists to fight, summoned monsters can, if the caster can communicate with them, and if they're physically capable, perform other services for the summoning caster.

The material components of this spell are a tiny bag and a small (not necessarily lit) candle.

Mordenkainen's Lucubration (Alteration)

Rng: 0
Dur: Instantaneous
AoE: The caster
Comp: V, S
CT: 1
Save: None

By use of this spell, the caster is able to instantly recall any 1st through 5th level spell they have used during the past 24 hours. The spell must have been memorized and actually used during that time period. *Mordenkainen's lucubration* allows the recovery of only one spell. If the recalled spell requires material components, these must be provided by the caster; the recovered spell is not usable until the material components are available.

Move Earth (Alteration, Earth, Elemental)

Rng: 30'/level
Dur: Permanent
AoE: Special
Comp: V, S, M
CT: Special
Save: None

When cast, the *move earth* spell moves dirt (clay, loam, sand) and its other components. Thus, embankments can be collapsed, hillocks moved, dunes shifted, etc. However, in no event can rock prominences be collapsed or moved. The area to be affected dictates the casting time; for every 120'x120' surface area and 10' of depth, 1 turn of casting time is required. The maximum area that can be affected is 720'x720', which takes 4 hours.

If terrain features are to be moved--as compared to simply caving in banks or walls of earth--it is necessary that an earth elemental be subsequently summoned to assist. All spell casting or summoning must be completed before any effects occur. As any summoned earth elemental will perform most of its work underground, it is unlikely that it will be intercepted or interrupted. Should this occur, however, the movement of the earth requiring its services must be stopped until the elemental is once again available. Should the elemental be slain or dismissed, the *move earth* spell is limited to collapsing banks or walls of earth.

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.

The material components for this spell are a mixture of soils (clay, loam, sand) in a small bag and an iron blade.

Note: 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, etc. are relatively unaffected, save for changes in elevation and relative topography.

Otiluke's Freezing Sphere (Alteration, Elemental, Evocation, Water)

Rng: Special
Dur: Special
AoE: Special
Comp: V, S, M
CT: 6
Save: Special

Otiluke's Freezing Sphere is a multipurpose spell of considerable power. If the caster opts, they may create any of the following:

A) *Frigid globe*. A small globe of matter at absolute zero temperature that spreads upon contact with water, or a liquid that is principally water, freezing it to a depth of 6" over an area equal to 100' sq/level of the spellcaster. This ice lasts for 1 round/level of the caster.

The material component is a thin sheet of crystal about an inch sq.

B) *Cold ray*. The spell can be used as a thin ray of cold that springs from the caster's hand to a distance of 30'/level of the caster; this ray inflicts 1d4+2 points of damage/level of the caster upon the first creature struck. A saving throw vs. spell is applicable; all damage is negated if it is successful (as the ray is so narrow a save indicates it missed). If the first creature is missed, the path of the ray is plotted to its full distance, and anything else in its path must save (if applicable) or suffer appropriate damage.

The material component is a white sapphire of not less than 1,000 gp value.

C) *Globe of cold*. This creates a small globe about the size of a sling stone, cool to the touch, but not harmful. This globe can be hurled, either by hand to a distance of 120' (considered short range), or as a sling bullet. The globe shatters upon impact, inflicting 6d6 points of cold damage upon all creatures within a 10' radius (1/2 damage if a saving throw vs. spell is successful).

Note that if the globe is not thrown or slung within 1 round/level of the spellcaster, it shatters and causes cold damage as stated above. This timed effect can be employed against pursuers, although it can prove hazardous to the spellcaster and their associates as well.

The material component is a 5,000gp diamond.

Part Water (Alteration, Elemental, Water)

Rng: 60'/level
Dur: 1 turn/level
AoE: 3'/levelx60'/levelx90'
Comp: V, S, M
CT: 1 turn
Save: None

By employing a *part water* spell, the caster is able to cause water or similar liquid to move apart, thus forming a trough. The depth and length of the trough created by the spell depends on the level of the caster. A trough 3' deep/caster level, by 90' wide, by 60' long/level is created. Thus at 12th level, the caster would part water 36' deep by 90' wide by 720' long. The trough remains as long as the spell lasts or until the caster who cast it opts to end its effects.

Existing currents appear to flow through the parted water, although swimming creatures and physical objects such as boats do not enter the rift without strenuous and deliberate effort. If cast underwater, this spell creates an air cylinder of appropriate length and diameter. If cast directly on a water elemental or other water-based creature, the creature suffers 48 points of damage and must roll a successful saving throw vs. spell or flee in panic for 3d4 rounds.

The material components for the spell are two small sheets of crystal or glass.

Permanent Illusion (Illusion/Phantasm)

Rng: 30'/level
Dur: Permanent
AoE: 20' cu+10' cu/level

Comp: V, S, M
CT: 6
Save: Special

When this spell is cast, the caster creates an illusion with visual, auditory, olfactory, and thermal elements. The spell can create the illusion of any object, creature, or force, as long as it is within the boundaries of the spell's area of effect. It affects all creatures that view the illusion, even to the extent of them suffering damage from falling into an illusory pit full of sharp spikes.

Creatures that attempt to disbelieve the illusion gain a saving throw vs. spell and, if successful, they see it for what it is and add +4 bonuses to associates' saving throws, if this knowledge can be communicated effectively. Creatures not sensing the spell effect are immune until they become aware of it. The permanent illusion is subject to a *dispel magic* spell, of course.

The material component of the spell is a bit of fleece.

Programmed Illusion (Illusion/Phantasm)

Rng: 30'/level
Dur: Special
AoE: 20' cu+10' cu/level

Comp: V, S, M
CT: 6
Save: Special

This spell creates a *spectral force* spell that activates upon command or when a specific condition occurs. The illusion has visual, auditory, olfactory, and thermal elements. It can be of any object, creature, or force, as long as it remains within the boundaries of the spell's area of effect.

The occurrence that begins the illusion can be as general or as specific and detailed as desired, such as the following: "Begin only when a venerable female human carrying a sack of groat clusters sits cross-legged within one foot of this spot." Such visual triggers can react to a PC using the *disguise* ability. Command range is 15'/level of the caster, so a 12th level caster can command the programmed illusion to occur at a maximum encounter range of 180'. A programmed illusion cannot distinguish invisible creatures, nor alignment, level, HD, or class, except by external garb. If desired, the effect can be keyed to a specific noise or spoken word. The spell lasts until the illusion occurs; thus, the spell duration is variable. The illusion will last for a maximum of 1 round/level of the spellcaster.

Creatures that attempt to disbelieve the illusion gain a saving throw vs. spell and, if successful, see it for what it is and add +4 bonuses to associates' saving throws, if this knowledge can be communicated effectively. Creatures not sensing the spell effect are immune until they become aware of it. The illusion is subject to a *dispel magic* spell.

The material component of the spell is a bit of fleece.

Project Image (Alteration, Illusion/Phantasm)

Rng: 30'/level
Dur: 1 round/level
AoE: Special

Comp: V, S, M
CT: 6
Save: None

By means of this spell, the caster creates a nonmaterial duplicate of himself, projecting it to any spot within spell range. This image performs actions decided by the caster--walking, speaking, spellcasting--conforming to the actual actions of the caster unless they concentrate on making it act differently (in which case the caster is limited to half movement and no attacks).

The image can be dispelled only by means of a successful *dispel magic* spell (or upon command from the spellcaster); attacks pass harmlessly through it. The image must be within view of the caster projecting it at all times, and if their sight is obstructed, the spell is broken. Note that if the caster is invisible at the time the spell is cast, the image is also invisible until the caster's invisibility ends, though the caster must still be able to see the image (by means of a *detect invisibility* spell or other method) to maintain the spell. If the caster uses *dimension door*, *teleport*, *plane shift*, or a similar spell that breaks their line of vision, the *project image* spell ends.

The material component of this spell is a small replica (doll) of the caster.

Reincarnation (Necromancy)

Rng: Touch
Dur: Permanent
AoE: 1 person

Comp: V, S, M
CT: 1 turn
Save: None

With this spell, the caster can bring back to life a person who died no more than 1 day/level of experience of the caster before the casting of the spell. The essence of the dead person is transferred to another body, possibly one very different from their former body. Reincarnation does not require any saving throw, system shock, or resurrection survival roll. The corpse is touched, and a new incarnation of the person will appear in the area in 1d6 turns. The person reincarnated recalls the majority of their former life and form, but the PC class, if any, of the new incarnation might be different indeed. The new incarnation is determined on the following table. If a player PC race is indicated, the PC must be created.

At the DM's option, certain special (expensive) incenses can be used that may increase the chance for a PC to return as a specific race or species. A *wish* spell can restore a reincarnated PC to its original form and status.

D100 Roll	Incarnation	D100 Roll	Incarnation
01-05	Bugbear	48-54	Half-orc
06-11	Dwarf	55-59	Hobgoblin
12-18	Elf	60-73	Human
19-23	Gnoll	74-79	Kobold
24-28	Gnome	80-85	Orc
29-33	Goblin	86-90	Ogre
34-40	Half-elf	91-95	Ogre caster
41-47	Halfling	96-00	Troll

If an unusual creature form is indicated, the DM can (at their option only) use the guidelines for new player PC races to allow the PC to earn experience and advance in levels, although this may not be in the same class as before. If the reincarnated PC returns as a creature eligible to be the same class as they were previously (i.e., a human fighter returns as an elf), the reincarnated PC has half their previous levels and HPs. If the PC returns as a new PC class, their HPs are half their previous total, but they must begin again at 1st level. If the PC returns as a creature unable to have a class, they have half the HPs and saving throws of their previous incarnation.

The material components of the spell are a small drum and a drop of blood.

Repulsion (Abjuration, Force)

Rng: 30'/level
Dur: 1 round/2 levels
AoE: Creatures in a 10'-wide path

Comp: V, S, M
CT: 6
Save: Negates

When this spell is cast, the caster is able to cause all creatures in the path of the area of effect to move directly away from their person. Repulsion occurs at the speed of the creature attempting to move toward the spellcaster. The repelled creature continues to move away for a complete round even if this takes it beyond spell range.

The caster can designate a new direction each round, but use of this power counts as the caster's principal action in the round. The caster can, of course, choose to do something else instead of using the repulsion attack.

The spell ends instantly if the caster undertakes any other spellcasting, intricate action, or hand-to-hand combat. The

The material component for this spell is a pair of small magnetized iron bars attached to two small canine statuettes, one ivory and one ebony.

Shades (Illusion/Phantasm, Shadow)

Rng: 90'
Dur: 1 round/level
AoE: 20' cu

Comp: V, S
CT: 6
Save: Special

This spell is related to the *shadow monsters* and *demishadow monsters* spells. The *shades* spell uses material from the Demiplane of Shadow to form semireal illusions of one or more monsters, up to 1 HD/caster level. All shades created by one spell must be of the same sort, and they have 60% of the HP total the real creatures would have. Those who view the shades and fail their saving throws vs. spell believe the illusion.

The shades perform as the real monsters with respect to AC and attack forms. Special attack forms such as petrification or level drain do not actually occur, but a subject who believes the shades are real will react appropriately, until the illusion is countered by a *dispel magic* spell or the condition is countered by a *heal* spell. Those who roll successful saving throws see the shades as transparent images superimposed on vague shadowy forms. These are AC 6 and cause only 60% of the true monsters' normal melee damage.

Stone to Flesh (Alchemy, Alteration, Earth, Elemental) *Reversible*

Rng: 30'/level	Comp: V, S, M
Dur: Permanent	CT: 6
AoE: 1 creature	Save: Special

The *stone to flesh* spell turns any sort of stone into flesh. If the recipient stone object was formerly living, this spell restores life (and goods), although the survival of the creature is subject to the usual system shock survival roll. Any formerly living creature, regardless of size, can be thus returned to flesh. Ordinary stone can be turned to flesh in a volume of 9' cu/level of experience of the spellcaster.

Such flesh is inert, lacking a vital life force, unless a life force or magical energy is available (for example, this spell would turn a stone golem into a flesh golem, but an ordinary statue would become a body). If cast upon stone, the caster can create a cylinder of fleshy material from 1 to 3' in diameter and up to 10' long, allowing a passage to be made.

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

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

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

Tenser's Transformation (Alteration, Evocation)

Rng: 0	Comp: V, S, M
Dur: 1 round/level	CT: 6
AoE: The caster	Save: None

Tenser's transformation is a sight guaranteed to astound any creature not aware of its power, for when the caster casts the spell, they undergo a startling transformation. The size and strength of the caster increase to heroic proportions, so they become a formidable fighting machine; the spell causes the caster to become a berserk fighter! The caster's HPs double, and all damage they sustain comes first from the magical points gained; once these points are eliminated, all subsequent damage (to their true HPs) is doubled. The AC of the caster is 4 better than that possessed prior to casting the spell.

All attacks are as a fighter of the same level as the caster (i.e., the caster uses the combat values normally reserved for fighters). The caster can use any weapon they have proficiency with when attacking. A caster's number of attacks double, and they gain a +2 bonus to attack and damage rolls.

The caster fights in melee in preference to all other forms of attack, and continues attacking until all opponents are slain, they're killed, the magic is dispelled, or the spell duration expires.

The material component for casting this spell is a *potion of heroism* (or *superheroism*) that the caster must consume during the course of uttering the spell.

Transmute Water to Dust (Alchemy, Alteration, Earth, Elemental, Water) *Reversible*

Rng: 180'	Comp: V, S, M
Dur: Permanent	CT: 5
AoE: 10' cu/level	Save: None (special)

When this spell is cast, the subject area instantly undergoes a change from liquid to powdery dust. Note that if the water is already muddy, the area of effect is doubled, while if wet mud is being transmuted, the area of effect is quadrupled.

If water remains in contact with the transmuted dust, the former quickly permeates the latter, turning the dust into silty mud. If there is not a sufficient quantity of water to cause that effect, it simply soaks or dampens the dust accordingly.

Only liquid actually in the area of effect at the moment of spellcasting is affected. Liquids that are only partially water are affected only insofar as the actual water content is concerned; however, potions containing water are rendered useless. Living creatures are unaffected, except for those native to the Elemental Plane of Water. Such creatures must roll a successful saving throw vs. death or be slain. However, only one such creature can be affected by any single casting of this spell, regardless of the creature's size or the size of the spell's area of effect.

The reverse of the spell is simply a very high-powered *create water* spell that requires a pinch of normal dust as an additional material component.

For either usage of the spell, components required are diamond dust of at least 5,000 gp value and a bit of seashell.

True Seeing (Divination)

Rng: Touch	Comp: V, S, M
Dur: 1 round/level	CT: 1 round
AoE: Line of sight, max. 60'	Save: None

When the caster employs this spell, they confer upon the recipient the ability to see all things as they actually are. The spell penetrates normal and magical darkness. Secret doors become plain. The exact location of displaced things is obvious. Invisible things become visible. Illusions and apparitions are seen through. Polymorphed, changed, or enchanted objects are apparent. (The real form appears translucently superimposed on the apparent form: A gold dragon polymorphed to human form would appear human with a ghostly dragon looming over the human form.)

Unlike the casters' version of this spell, the recipient cannot determine alignment. The recipient can focus their vision to see into the Ethereal Plane or the bordering areas of adjacent planes. The range of vision conferred is 60'. True seeing does not penetrate solid objects; it in no way confers X-ray vision or its equivalent. Furthermore, the spell effects cannot be enhanced with magic.

The spell requires an ointment for the eyes that is made from a very rare mushroom powder, saffron, and fat. It costs no less than 5,000 gp per use and must be aged for 1d6 months.

Veil (Illusion/Phantasm)

Rng: 30'/level	Comp: V, S
Dur: 1 turn/level	CT: 6
AoE: 20' cu/level	Save: None

The *veil* spell enables the caster to instantly change the appearance of their surroundings and party or create hallucinatory terrain so as to fool even the most clever creatures (unless they have the *true seeing* spell, a *gem of seeing*, or a similar magical aid). The veil can make a sumptuous room seem like a filthy den; even tactile impressions conform to the visual illusion. Likewise, a party might be made to resemble a mixed band of brownies, pixies, and faeries led by a treant. If hallucinatory terrain is created, touch does not cause it to vanish.



Seventh Level Wizard Spells

Banishment (Abjuration, Song)

Rng: 60'	Comp: V, S, M
Dur: Instantaneous	CT: 7
AoE: 60' radius	Save: Special

A *banishment* spell enables the caster to force some extraplanar creature out of the caster's home plane. The effect is instantaneous, and the subject cannot come back without some special summoning or means of egress from its own plane to the one from which it was banished. Up to 2 HD or levels of creature/caster level can be banished.

The caster must both name the type of creature(s) to be sent away and give its name and title as well, if any. In any event, the creature's magic resistance must be overcome for the spell to be effective.

The material components of the spell are substances harmful, hateful, or opposed to the nature of the subject(s) of the spell. For every such substance included in the casting, the subject creature(s) loses 5% from its magic resistance and suffers a -2 penalty to its saving throw vs. spell.

For example, if iron, holy water, sunstone, and a sprig of rosemary were used in casting a banishment upon a being that hates those things, its saving throw versus the spell would be made with a -8 penalty (4 substances times the factor of -2). Special items, such as hair from the tail of a ki-rin or couatl feathers, could also be added to change the factor to -3 or -4 per item. In contrast, a titan's hair or mistletoe blessed by a druid might lower the factor to -1 with respect to the same creature. If the subject creature successfully rolls its saving throw vs. spell, the caster is stung by a backlash of energy, suffers 2d6 points of damage, and is stunned for 1 round.

Bigby's Grasping Hand (Evocation, Force)

Rng: 30'/level	Comp: V, S, M
Dur: 1 round/level	CT: 7
AoE: Special	Save: None

Bigby's grasping hand is a superior version of the 6th level spell *Bigby's forceful hand*. It creates a man-sized (5') to gargantuan-sized (21') hand that appears and grasps a creature designated by the caster, regardless of what the spellcaster does or how the opponent tries to escape it. The grasping hand can hold motionless a creature or object of up to 1,000 lb weight, slow movement to 10'/round if the creature weighs between 1,000 and 4,000 lb, or slow movement by 50% if the creature weighs up to 16,000 lb. The hand itself inflicts no damage. The grasping hand has an AC of 0, has as many HPs as its caster in full health, and vanishes when destroyed. The caster can order it to release a trapped opponent or can dismiss it on command.

The material component is a leather glove.

Charm Plants (Enchantment/Charm, Song)

Rng: 90'	Comp: V, S, M
Dur: Permanent	CT: 1 turn
AoE: 10x30'	Save: Negates

The *charm plants* spell enables the spellcaster to bring under command vegetable life forms and communicate with them. These plants obey instructions to the best of their ability. The spell will charm plants in a 30'x10' area. While the spell does not endow the vegetation with new abilities, it does enable the caster to command the plants to use whatever they have in order to fulfill their instructions. If the plants in the area of effect do have special or unusual abilities, these are used as commanded by the caster.

For example, this spell can generally duplicate the effects of the 1st level priest spell *entangle*, if the caster desires. The saving throw applies only to intelligent plants, and it is made with a -4 penalty to the die roll.

The material components of the spell are a pinch of humus, a drop of water, and a twig or leaf.

Control Undead (Necromancy)

Rng: 60'	Comp: V, S, M
Dur: 3d4 rounds+1 round/level	CT: 1 round
AoE: 1d6 undead	Save: Special

This spell enables the caster to command 1d6 undead creatures for a short period of time. Upon casting the spell, the caster selects one point within range of the spell. Those undead nearest to this point are affected, until either undead equal in HD to the caster's level or 6 undead are affected. Undead with 3 HD or less are automatically controlled. Those of greater HD are allowed a saving throw vs. spell, which, if successful, negates the attempt to control that creature. Regardless of the success or failure of the saving throw, each creature required to make a check counts toward the HD limit of the spell.

Those creatures under the control of the caster can be commanded by the caster if they're within hearing range. There is no telepathic communication or language requirement between the caster and the controlled undead. Even if communication is impossible, the controlled undead do not attack the spellcaster. At the end of the spell, the controlled undead revert to their normal behaviors. Those not mindless will remember the control exerted by the caster.

The material component for this spell is a small piece each of bone and raw meat.

Delayed Blast Fireball (Elemental, Evocation, Fire)

Rng: 300'+30'/level	Comp: V, S, M
Dur: Special	CT: 7
AoE: 20' radius	Save: 1/2

This spell creates a fireball, with a +1 bonus to each of its dice of damage, which releases its blast anytime from instantly to 5 rounds later, according to the command given by the caster. In other respects, the spell is the same as the 3rd level spell *fireball*.

Drawmij's Instant Summons (Conjuration/Summoning, Dimension)

Rng: Infinite+special	Comp: V, S, M
Dur: Instantaneous	CT: 1
AoE: 1 small object	Save: None

When this spell is cast, the caster teleports some desired item from virtually any location directly to their hand. The single object can be no longer in any dimension than a sword, can have no more weight than a shield (about 8 lb), and must be nonliving.

To prepare this spell, the caster must hold a gem of not less than 10,000 gp value in their hand and utter all but the final word of the conjuration. At some point in the future, they must crush the gem and utter the final word. The desired item is then transported instantly into the spellcaster's right or left hand, as they desire.

The item must have been previously touched during the initial incantation and specifically named; only that particular item is summoned by the spell. During the initial incantation, the gem becomes magically inscribed with the name of the item to be summoned.

The inscription is invisible and unreadable, except by means of a *read magic* spell, to all but the caster who cast the summons.

If the item is in the possession of another creature, the spell does not work, and the caster knows who the possessor is and roughly where they are located when the summons is cast. Items can be summoned from other planes of existence, but only if such items are not in the possession (not necessarily the physical grasp) of another creature. For each level of experience above the 14th, the caster is able to summon a desired item from one plane farther removed from the plane they're in at the time the spell is cast (one plane away at 14th level, two planes away at 15th, etc.). Thus, a caster of 16th level could cast the spell even if the desired item was on the second layer of one of the Outer Planes, but at 14th level the caster would be able to summon the item only if it were no farther than one of the Inner Planes, the Ethereal Plane, or the Astral Plane (see the *Planescape Campaign Setting* boxed set). Note that special wards or barriers, or factors that block the *teleport* or *plane shift* spells, may also block the operation of this spell. Objects in Leomund's secret chest cannot be recovered by using this spell.

Note: If the item is caster marked, it can be summoned from anywhere on the same plane unless special local conditions apply. Furthermore, the details of the location of the item are more specific, and the item is more easily traceable with other types of scrying magic.

Duo-Dimension (Alteration, Dimension, Shadow)

Rng: 0	Comp: V, S, M
Dur: 3 rounds+1 round/level	CT: 7
AoE: The caster	Save: None

A *duo-dimension* spell causes the caster to have only two dimensions, height and width, with no depth. The PC is thus invisible when turned sideways. This invisibility can be detected only by means of a *true seeing* spell or similar methods. In addition, the duo-dimensional caster can pass through the thinnest of spaces as long as these have the proper height--going through the space between a door and its frame is a simple matter. The caster can perform all actions normally. The PC can turn and become invisible, move in this state, and appear again next round and cast a spell, disappearing on the following round.

Note that when turned, the caster cannot be affected by any form of attack, but when visible, they're subject to double the amount of damage normal for an attack form; for example, a dagger thrust would inflict 2d4 points of damage if it struck a duo-dimensional caster. Furthermore, the caster has a portion of their existence in the Astral Plane when the spell is in effect, and they're subject to possible notice by creatures there. If noticed, it is 25% probable that the caster is pulled entirely into the Astral Plane by any attack from an astral creature. Such an attack (and any subsequent attack received on the Astral Plane) inflicts normal damage.

The material components of this spell are a flat ivory likeness of the spellcaster (which must be of finest workmanship, gold filigreed, and enameled and gem-studded at a cost of 10,000gp) and a strip of parchment. As the spell is uttered, the parchment is given half a twist and joined at the end. The figurine is then passed through the parchment loop, and both disappear forever.

Finger of Death (Necromancy)

Rng: 180'	Comp: V, S
Dur: Permanent	CT: 5
AoE: 1 creature	Save: Negates

The *finger of death* spell snuffs out the victim's life force. If successful, the victim can be neither raised nor resurrected. In addition, in human subjects the spell initiates changes to the body such that after 3 days the caster can, by means of a special ceremony costing not less than 10,000gp plus 500 gp per body, animate the corpse as a juj zombie under the control of the caster. The changes can be reversed before animation by a *limited wish* or similar spell cast directly upon the body, and a full *wish* restores the subject to life.

The caster utters the *finger of death* spell incantation, points their index finger at the creature to be slain, and unless the victim succeeds in a saving throw vs. spell, death occurs. A creature successfully saving still receives 2d8+1 points of damage. If the subject dies of damage, no internal changes occur and the victim can then be revived normally.

Forceage (Evocation, Force)

Rng: 30'/2 levels	Comp: V, S, special
Dur: 6 turns+1/level	CT: 3-4
AoE: 20' cu	Save: None

This powerful spell enables the caster to bring into being a cube of force, but it is unlike the magical item of that name in one important respect: The forceage does not have solid walls of force; it has alternating bands of force with 1/2-inch gaps between. Thus, it is truly a cage, rather than an enclosed space with solid walls. Creatures within the area of effect of the spell are caught and contained unless they're able to pass through the openings--and, of course, all spells and breath weapons can pass through the gaps in the bars of force of the forceage.

A creature with magic resistance has a single attempt to pass through the walls of the cage. If the resistance check is successful, the creature escapes. If it fails, the creature is caged. Note that a successful check does not destroy the cage, nor does it enable other creatures (save familiars) to flee with the escaping creature. The forceage is also unlike the solid-walled protective device, cube of force, in that it can be gotten rid of only by means of a *dispel magic* spell or by the expiration of the spell.

By means of special preparation at the time of memorization, a *forceage* spell can be altered to a *forcecube* spell. The cube created is 10' on a side, and the spell then resembles that of a cube of force in all respects save that of the differences between a cast spell and the magic of a device, including the methods of defeating its power.

Although the actual casting of either application of the spell requires no material component, the study required to commit it to memory does demand that the caster powder a diamond of at least 10,000 gp value, using the diamond dust to trace the outlines of the cage or cubethey desire to create via spellcasting at some later time. Thus, in memorization, the diamond dust is employed and expended, for upon completion of study, the caster must then toss the dust into the air and it will disappear.

Limited Wish (Conjuration/Summoning, Invocation/Evocation)

Rng: Unlimited	Comp: V
Dur: Special	CT: Special
AoE: Special	Save: Special

The *limited wish* is a very potent but difficult spell. It will fulfill literally, but only partially or for a limited duration, the utterance of the spellcaster. Thus, the actuality of the past, present, or future might be altered (but possibly only for the caster unless the wording of the spell is most carefully stated) in some limited manner. The use of a limited wish will not substantially change major realities, nor will it bring wealth or experience merely by asking. The spell can, for example, restore some HPs (or all HPs for a limited duration) lost by the caster. It can reduce opponent hit probabilities or damage, increase duration of some magical effect, cause a creature to be favorably disposed to the spellcaster, mimic a spell of 7th level or less, and so on (see the 9th level *wish* spell). Greedy desires usually end in disaster for the wisher.

Casting time is based on the time spent preparing the wording for the spell (clever players decide what they want to say before using the spell). Normally, the casting time is 1 round (most of it being taken up by deciding what to say). Casting this spell ages the caster 1 year per 100 years of regular life span (Min 1), it also reduces 1 random ability by 1 point for 6 months per 100 years of regular life span (Min 6 months).

Mass Invisibility (Illusion/Phantasm)

Rng: 30'/level	Comp: V, S, M
Dur: Special	CT: 7
AoE: 60x180'	Save: None

This is a more extensive adaptation of the *invisibility* spell for battlefield use. It can hide creatures in a 180'x180' area: up to 400 man-sized creatures, 30 to 40 giants, or 6 to 8 large dragons. The effect is mobile with the unit and is broken when the unit attacks. Individuals leaving the unit become visible. The caster can end this spell upon command.

The material components of the *mass invisibility* spell are an eyelash and a bit of gum arabic, the former encased in the latter.

Monster Summoning V (Conjuration/Summoning, Song)

Rng: Special	Comp: V, S, M
Dur: 6 rounds+1 round/level	CT: 6
AoE: 210' radius	Save: None

This spell is much like the 3rd level *monster summoning I* spell, except that this spell summons 1d3 5th level monsters. These appear within the spell's area of effect and attack the caster's opponents until either they command them to cease, the spell duration expires, or the monsters are slain. These creatures do not check morale, and they vanish when slain. If no opponent exists to fight, summoned monsters can, if the caster can communicate with them, and if they're physically capable, perform other services for the summoning caster.

The material components of this spell are a tiny bag and a small (not necessarily lit) candle.

Mordenkainen's Magnificent Mansion (Alteration, Conjuration, Dimension)

Rng: 30'	Comp: V, S, M
Dur: 1 hour/level	CT: 7 rounds
AoE: 300' sq/level (total floor space)	Save: None

By means of this spell, the caster conjures up an extradimensional dwelling, entrance to which can be gained only at a single point of space on the plane from which the spell was cast. From the entry point, those creatures observing the area see only a faint shimmering in the air, in an area 4' wide and 8' high. The caster of the spell controls entry to the mansion, and the portal is shut and made invisible behind them when they enter. The PC may open it again from their own side at will. Once observers have passed beyond the entrance, they behold a magnificent foyer and numerous chambers beyond.

The place is furnished and contains sufficient foodstuffs to serve a 9-course banquet to as many dozens of people as the spellcaster has levels of experience. There is a staff of near-transparent servants, liveried and obedient, to wait upon all who enter. The atmosphere is clean, fresh, and warm.

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 is normal, but the food is not. It seems excellent and quite filling as long as one is within the place. Once outside, however, its effects disappear immediately, and if those resting have not eaten real food within a reasonable time span, ravenous hunger strikes. Failure to eat normal food immediately results in the onset of fatigue or starvation penalties as decided by the DM.

The material components of this spell are a miniature portal carved from ivory, a small piece of polished marble, and a tiny silver spoon. These are utterly destroyed when the spell is cast.

(It is worth mentioning that this spell has been used in conjunction with a normal portal, as well as with illusion magic. There is evidence that the design and interior of the space created can be altered to suit the caster's wishes.)

Mordenkainen's Sword (Alteration, Evocation, Force)

Rng: 90'	Comp: V, S, M
Dur: 1 round/level	CT: 7
AoE: Special	Save: None

Upon casting this spell, the caster alters a prepared sword into a shimmering, swordlike plane of force. The spellcaster is able to mentally wield this weapon (to the exclusion of all activities other than movement), causing it to move and strike as if it were being used by a fighter. The basic chance for Mordenkainen's sword to hit is the same as the chance for a sword wielded by a fighter of half the level of the spellcaster. For example, if cast by a 14th level caster, the weapon has the same hit probability as a sword wielded by a 7th level fighter.

The sword has no magical attack bonuses, but it can hit nearly any sort of opponent, even those normally struck only by +3 weapons or those who are astral, ethereal, or out of phase. It hits any AC on a roll of 19 or 20. It inflicts 5d4 points of damage to opponents of man size or smaller, and 5d6 points of damage to opponents larger than man size. It lasts until the spell duration expires, a *dispel magic* is used successfully upon it, or its caster no longer desires it.

The material component is a miniature platinum sword with a grip and pommel of copper and zinc, which costs 10,000 gp to construct, and which disappears after the spell's completion.

Phase Door (Alteration, Dimension, Geometry, Shadow)

Rng: Touch	Comp: V
Dur: 1 usage/2 levels	CT: 7
AoE: Special	Save: None

When this spell is cast, the caster attunes their body, and a section of wall is affected as if by a *passwall* spell. The phase door is invisible to all creatures save the spellcaster, and only they can use the space or passage the spell creates, disappearing when the phase door is entered, and appearing when it is exited. If the caster desires, one other creature of man size or less can be taken through the door; this counts as two uses of the door. The door does not pass light, sound, or spell effects, nor can the caster 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* and similar magic will reveal the presence of a phase door but will not allow its use.

The phase door lasts for one usage for every 2 levels of experience of the spellcaster. It can be dispelled only by a casting of *dispel magic* from a higher level caster, or from several lower level casters, casting in concert, whose combined levels of experience are more than double that of the caster who cast the spell (this is the only instance in which dispel effects can be combined).

Rumor has it that this spell has been adapted by a certain powerful caster (or casters) to create renewable (or permanent) portals, which may (or may not) be keyed to specific individuals (henchmen) or items (such as rings).

Power Word, Stun (Conjuration/Summoning, Song)

Rng: 15'/level	Comp: V
Dur: Special	CT: 1
AoE: 1 creature	Save: None

When a *power word, stun* spell is uttered, any creature of the caster's choice is stunned--reeling and unable to think coherently or act--for a duration dependent on its current HPs. Of course, the caster must be facing the creature, and the creature must be within the range of 15'/experience level of the caster.

Creatures with 1 to 30 HPs are stunned for 4d4 rounds, those with 31 to 60 HPs are stunned for 2d4 rounds, those with 61 to 90 HPs are stunned for 1d4 rounds, and creatures with over 90 HPs are not affected. Note that if a creature is weakened so that its HPs are below its usual maximum, the current number of HPs is used.

Prismatic Spray (Conjuration/Summoning)

Rng: 0	Comp: V, S
Dur: Instantaneous	CT: 7
AoE: 70x15' spray	Save: Special

When this spell is cast, the caster causes 7 shimmering, multicolored rays of light to flash from their hand in a triangular spray. This spray is 70' long and spreads to 15' wide at the end. It includes all colors of the visible spectrum; each ray has a different power and purpose. Any creature fewer than 8 HD struck by a ray is blinded for 2d4 rounds, regardless of any other effect.

Any creature in the area of effect will be touched by one or more of the rays. To determine which ray strikes a creature, roll 1d8 and consult the following:

Prismatic Spray Results

1 = red	5 = blue
2 = orange	6 = indigo
3 = yellow	7 = violet
4 = green	8 = struck by two rays, roll again twice (ignoring any 8s)

Color of Ray	Order of Ray	Effect of Ray
Red	1st	Inflicts 20 points of damage, save vs. spell for half.
Orange	2nd	Inflicts 40 points of damage, save vs. spell for half.
Yellow	3rd	Inflicts 80 points of damage, save vs. spell for half.
Green	4th	Save vs. poison or die; survivors suffer 20 points damage.
Blue	5th	Save vs. petrification or be turned to stone.
Indigo	6th	Save vs. wand or go insane.
Violet	7th	Save vs. spell or be sent to another plane.

Reverse Gravity (Alteration)

Rng: 15'/level	Comp: V, S, M
Dur: 1 round/level	CT: 7
AoE: 30'x30'	Save: None

This spell reverses gravity in the area of effect, causing all unattached objects and creatures within it to "fall" upward. The reverse gravity lasts as long as the caster desires or until the spell expires. If some solid object is encountered in this "fall," the object strikes it in the same manner as it would during a normal downward fall. At the end of the spell duration, the affected objects and creatures fall downward. As the spell affects an area, objects 10s, 100s, or even 1000s of feet in the air above the area can be affected.

The material components of this spell are a lodestone and iron filings.

Sequester (Abjuration, Illusion/Phantasm, Geometry)

Rng: Touch	Comp: V, S, M
Dur: 1 week+1 day/level	CT: 7
AoE: 2'cu/level	Save: Special

When cast, this spell not only prevents detection and location spells from working to detect or locate the objects affected by the *sequester* spell, it also renders the affected object(s) invisible to any form of sight or seeing. Thus, a *sequester* spell can mask a secret door, a treasure vault, etc. Of course, 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*). If cast upon a creature who is unwilling to be affected, the creature receives a normal saving throw. Living creatures (and even undead types) affected by a *sequester* spell become comatose and are effectively in a state of suspended animation until the spell wears off or is dispelled.

The material components of the spell are a basilisk eyelash, gum arabic, and a dram of whitewash.

Shadow Walk (Enchantment, Dimension, Illusion, Shadow)

Rng: Touch	Comp: V, S
Dur: 6 turns/level	CT: 1
AoE: Special	Save: None

In order to use the *shadow walk* spell, the caster must be in an area of heavy shadows. The caster and any creature they touch are then transported to the edge of the Prime Material Plane where it borders the Demiplane of Shadow. In this region, the caster can move at a rate of up to 7 mi/turn, moving normally on the borders of the Demiplane of Shadow but much more rapidly relative to the Prime Material Plane. Thus, a caster can use this spell to travel rapidly by stepping onto the Demiplane of Shadow, moving the desired distance, and then stepping back onto the Prime Material Plane. The caster knows where they will come out on the Prime Material Plane.

The *shadow walk* spell can also be used to travel to other planes that border on the Demiplane of Shadow, but this requires the potentially perilous transit of the Demiplane of Shadow to arrive at a border with another plane of reality.

Any creatures touched by the caster when *shadow walk* is cast also make the transition to the borders of the Demiplane of Shadow. They may opt to follow the caster, wander off through the plane, or stumble back into the Prime Material Plane (50% chance for either result if they're lost or abandoned by the caster). Creatures unwilling to accompany the caster into the Demiplane of Shadow receive a saving throw, negating the effect if successful.

Simulacrum (Illusion/Phantasm)

Rng: Touch
Dur: Permanent
AoE: 1 creature

Comp: V, S, M
CT: Special
Save: None

By means of this spell, the caster is able to create a duplicate of any creature. 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 HPs of the real creature, there are personality differences, there are areas of knowledge that the duplicate does not have, and a *detect magic* spell will instantly reveal it as a simulacrum, as will a *true seeing* spell. At all times the simulacrum remains under the absolute command of the caster who created it.

No special telepathic link exists, so command must be exercised in some other manner. The spell creates the form of the creature, but it is only a zombielike creation. A *reincarnation* spell must be used to give the duplicate a vital force, and a *limited wish* spell must be used to empower the duplicate with 40% to 65% (35%+5 to 30%) of the knowledge and personality of the original. The level of the simulacrum, if any, is from 20% to 50% of that of the original creature.

The duplicate creature is formed from ice or snow. The spell is cast over the rough form and some piece of the creature to be duplicated must be placed inside the snow or ice. Additionally, the spell requires powdered ruby.

The simulacrum has no ability to become more powerful; it cannot increase its level or abilities. If destroyed, it reverts to snow and melts into nothingness. Damage to the simulacrum can be repaired by a complex process requiring at least 1 day, 100 gp per HP, and a fully equipped laboratory.

Spell Turning (Abjuration)

Rng: 0
Dur: Up to 3 rounds/level
AoE: The caster

Comp: V, S, M
CT: 7
Save: None

This powerful abjuration causes spells cast against the caster to rebound on the original caster. This includes spells cast from scrolls and innate spell-like abilities, but specifically excludes the following: area effects that are not centered directly upon the protected caster, spell effects delivered by touch, and spell effects from devices such as wands, staves, etc. Thus, a *light* spell cast to blind the protected caster could be turned back upon and possibly blind the caster, while the same spell would be unaffected if cast to light an area within which the protected caster is standing.

From 7 to 10 spell levels are affected by the turning. The exact number is secretly rolled by the DM; the player never knows for certain how effective the spell is.

A spell may be only partially turned--divide the number of remaining levels that can be turned by the spell level of the incoming spell to see what fraction of the effect is turned, with the remainder affecting the caster. For example, an incoming fireball is centered on a caster with 1 level of spell turning left.

This means that 2/3 of the fireball affects the protected caster, 1/3 affects the caster, and each is the center of a fireball effect. If the rolled damage is 40 points, the protected caster receives 27 points of damage and the caster suffers 13. Both (and any creatures in the respective areas) can roll saving throws vs. spell for 1/2 damage. A partially turned *hold* or *paralysis* spell will act as a *slow* spell on those who are 50% or more affected.

If the protected caster and a spellcasting attacker both have spell turning effects operating, a resonating field is created that has the following effects:

D100 Roll	Effect
01-70	Spell drains away without effect
71-80	Spell affects both equally at full damage
81-97	Both turning effects are rendered nonfunctional for 1d4 turns
98-00	Both casters go through a rift into the Positive Energy plane

The material component for the spell is a small silver mirror.

Statue (Alchemy, Alteration, Earth, Elemental)

Rng: Touch
Dur: 1 hour/level
AoE: Creature touched

Comp: V, S, M
CT: 7
Save: Special

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

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

Note that a creature with a Constitution of 18 or more will always survive the transformation.

Despite being in this condition, the petrified individual remains conscious and can see, hear, and smell normally. Feeling is limited to those sensations that can affect the granite-hard substance of the individual's body--i.e., chipping is equal to a slight wound, but breaking off one of the statue's arms is serious damage.

The individual under the magic of a *statue* spell can return to their normal state instantly, act, and then return to the statue state, if they so desire, as long as the spell duration is in effect.

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

Teleport Without Error (Universal)

Rng: Touch
Dur: Instantaneous
AoE: Special

Comp: V
CT: 1
Save: None

This spell is similar to the *teleport* spell. The caster is able to transport themselves, along with the material weight noted for a *teleport* spell, to any known location in their home plane with no chance for error. The spell also enables the caster to travel to other planes of existence, but any such plane is, at best, "studied carefully." This assumes that the caster has, in fact, actually been to the plane and carefully perused an area for an eventual *teleportation without error* spell. The table for the *teleport* spell is used, with the caster's knowledge of the area to which transportation is desired used to determine the chance of error. (For an exception, see the 9th level caster spell *succor*.) The caster can do nothing else in the round that they appear from a teleport.

Vanish (Alteration, Geometry)

Rng: Touch
Dur: Special
AoE: 1 object

Comp: V
CT: 2
Save: None

When the caster employs this spell, they cause an object to vanish (i.e., to be teleported as if by a *teleport* spell) if it weighs no more than 50 lb/caster level.

Thus, a 14th level caster can vanish, and cause to reappear at a desired location, an object up to 700 lb in weight. The maximum volume of material that can be affected is 3' cu/level of experience. Thus, both weight and volume limit the spell. An object that exceeds either limitation is unaffected and the spell fails.

If desired, a vanished object can be placed deep within the Ethereal Plane. In this case, the point from which the object vanished remains faintly magical until the item is retrieved. A successful *dispel magic* spell cast on the point will bring the vanished item back from the Ethereal Plane. Note that creatures and magical forces cannot be made to vanish.

There is a 1% chance that a vanished item will be disintegrated instead. There is also a 1% chance that a creature from the Ethereal Plane is able to gain access to the Prime Material Plane through the vanished item's connection.

Vision (Divination)

Rng: 0
Dur: Special
AoE: The caster

Comp: V, S, M
CT: 7
Save: None

When a caster wishes to gain supernatural guidance, they cast a *vision* spell, calling upon whatever power they desire aid from and asking a question that will be answered with a vision. Two 6-sided dice are rolled. If they total 2 to 6, the power is annoyed and refuses to answer the question; instead, the power causes the caster to perform some service (by an ultrapowerful *geas* or *quest*). If the dice total 7 to 9, the power is indifferent and gives some minor vision, though it may be unrelated to the question. If the dice total 10 or better, the power grants the vision.

The material component of the spell is the sacrifice of something valued by the spellcaster or by the power supplicated. The more precious the sacrifice, the better the chance of spell success. A very precious item grants a bonus of +1 to the dice roll, an extremely precious item adds +2, and a priceless item adds +3.



Eighth Level Wizard Spells

Antipathy-Sympathy (Artifice, Enchantment/Charm)

Rng: 90'
Dur: 2 hours/level
AoE: 10' cu or one item

Comp: V, S, M
CT: 1 hour
Save: Special

This spell allows the caster to set certain vibrations to emanate from an object or location that tend to either repel or attract a specific type of intelligent creature or PC's of a particular alignment. The caster must decide which effect is desired with regard to what creature type or alignment before beginning the spellcasting, for the components of each application differ. The spell cannot be cast upon living creatures.

Antipathy: This spell causes the affected creature or alignment type to feel an overpowering urge to leave the area or to not touch the affected item. If a saving throw vs. spell is successful, the creature can stay in the area or touch the item, but the creature will feel very uncomfortable, and a persistent itching will cause it to suffer the loss of 1 point of Dexterity/round (for the spell's duration), subject to a maximum loss of 4 points and a minimum Dexterity of 3. Failure to save vs. spell forces the being to abandon the area or item, shunning it permanently and never willingly returning to it until the spell is removed or expires.

The material component for this application of the spell is a lump of alum soaked in vinegar.

Sympathy: By casting the sympathy application of the spell, the caster can cause a particular type of creature or alignment of PC to feel elated and pleased to be in an area or touching or possessing an object or item. The desire to stay in the area or touch the object is overpowering. Unless a saving throw vs. spell is successfully rolled, the creature or PC will stay or refuse to release the object. If the saving throw is successful, the creature or PC is released from the enchantment, but a subsequent saving throw must be made 1d6 turns later. If this saving throw fails, the affected creature will return to the area or object.

The material components of this spell are 50,000 gp worth of crushed pearls and a drop of honey.

Note that the particular type of creature to be affected must be named specifically--for example, red dragons, hill giants, wererats, lammasu, catoblepas, vampires, etc. Likewise, the specific alignment must be named--for example, chaotic evil, chaotic good, lawful neutral, true neutral, etc.

If this spell is cast upon an area, a 10' cu can be enchanted for each experience level of the caster. If an object or item is enchanted, only that single thing can be enchanted; affected creatures or PC's save vs. spell with a -2 penalty.

Bigby's Clenched Fist (Evocation, Force)

Rng: 15'/level
Dur: 1 round/level
AoE: Special

Comp: V, S, M
CT: 8
Save: None

The *Bigby's clenched fist* spell brings forth a huge, disembodied hand that is balled into a fist. This magical member is under the mental control of the spellcaster, who can cause it to strike one opponent each round. No concentration is required once the spell is cast. The clenched fist never misses, but it can only strike as directed by the caster. Thus, it can be fooled by invisibility or other methods of concealment and misdirection. The effectiveness of its blows varies from round to round.

D20 Roll Result

1-12	Glancing blow--1d6 HP
13-16	Solid punch--2d6 HP
17-19	Hard punch -- 3d6 HP; opponent is stunned for next round
20	Crushing blow*--4d6 HP; opponent is stunned for next 3 rounds

* The caster adds +4 to the die rolls of subsequent attacks if the opponent is stunned, as the opponent is not capable of dodging or defending against the attack effectively.

The fist has an AC of 20, and is destroyed by damage equal to the HPs of its caster at full health.

The material component of this spell is a leather glove and a small device (similar to brass knuckles) consisting of 4 rings joined so as to form a slightly curved line, with an "I" upon which the bottoms of the rings rest. The device must be fashioned of an alloy of copper and zinc.

Binding (Enchantment, Evocation, Geometry, Song)

Rng: 30'
Dur: Special
AoE: 1 creature

Comp: V, S, M
CT: Special
Save: Special

A *binding* spell creates a magical restraint to hold a creature, usually from another plane of existence. Extraplanar creatures must be confined by a circular diagram; other creatures can be physically confined. The duration of the spell depends upon the form of the binding and the level of the caster(s), as well as the length of time the spell is actually uttered. The components vary according to the form of the spell, but they include a continuous chanting utterance read from the scroll or book page giving the spell; gestures appropriate to the form of binding; and materials such as miniature chains of special metal (silver for lycanthropes, etc.), soporific herbs of the rarest sort, a corundum or diamond gem of great size (50,000 gp value per HD of the subject creature), and a vellum depiction or carved statuette of the subject to be captured.

Magic resistance applies unless the subject's true name is used. A saving throw is not applicable as long as the experience level of the caster is at least twice as great as the HD of the subject. The caster's level can be augmented by one-third of the levels of each assisting caster of 9th level or higher, and by 1 level for each assistant of 4th through 8th level. No more than 6 other casters can assist with this spell. If the caster's level is less than twice the HD of the subject, the subject gains a saving throw vs. spell, modified by the form of binding being attempted. The various forms of binding are:

Chaining: The subject is confined by restraints that generate an *antipathy* spell affecting all creatures who approach the subject, except the caster. Duration is as long as 1 year/level of the caster(s). The subject of this form of binding (as well as in the slumber and bound slumber versions) remains within the restraining barrier.

Slumber: Brings a comatose sleep upon the subject for a duration of up to 1 year/level of the caster(s).

Bound Slumber: A combination of chaining and slumber that lasts for up to 1 month/level of the caster(s).

Hedged Prison: The subject is transported to or otherwise brought within a confined area from which it cannot wander by any means until freed. The spell remains until the magical hedge is somehow broken.

Metamorphosis: Causes the subject to change to some noncorporeal form, save for its head or face. The binding is permanent until some prescribed act frees the subject.

Minimus Containment: The subject is shrunk to a height of 1 inch or even less and held within the hedged prison of some gem or similar object. The subject of a minimus containment, metamorphosis, or hedged prison radiates a very faint aura of magic.

The subject of the chaining form of the spell receives a saving throw with no modifications. However, slumber allows the subject a +1 bonus, bound slumber a +2 bonus, hedged prison a +3 bonus, metamorphosis a +4 bonus, and minimus containment a +5 bonus to the saving throw. If the subject is magically weakened, the DM can assign a -1, -2, or even -4 penalty to the saving throw. A successful saving throw enables the subject to burst its bonds and do as it pleases.

A *binding* spell can be renewed in the case of the first 3 forms of the spell, for the subject does not have the opportunity to break the bonds. (If anything has caused a weakening of a chaining or slumber version, such as attempts to contact the subject or magically touch it, a normal saving throw applies to the renewal of the spell.) Otherwise, after 1 year, and each year thereafter, the subject gains a normal saving throw vs. the spell. Whenever it is successful, the *binding* spell is broken and the creature is free.

Clone (Necromancy)

Rng: Touch
Dur: Permanent
AoE: 1 clone

Comp: V, S, M
CT: 1 turn
Save: None

This spell creates a duplicate of a human, demihuman, or humanoid creature. This clone is in most respects the duplicate of the individual, complete to the level of experience, memories, etc. However, the duplicate really is the person, so if the original and a duplicate exist at the same time, each knows of the other's existence; the original person and the clone will each desire to do away with the other, for such an alter-ego is unbearable to both. If one cannot destroy the other, one will go insane and destroy itself (90% likely to be the clone), or possibly both will become mad and destroy themselves (2% chance).

These events nearly always occur within 1 week of the dual existence.

Note that the clone is the person as they existed at the time at which the flesh was taken for the spell component, and all subsequent knowledge, experience, etc., is totally unknown to the clone. The clone is a physical duplicate, and possessions of the original are another matter entirely. A clone takes 2d4 months to grow, and only after that time is dual existence established. Furthermore, the clone has one less Constitution point than the body it was cloned from; the cloning fails if the clone would have a Constitution of 0.

The material component of the spell is a small piece of the flesh from the person to be duplicated.

The DM may, in addition, add other stipulations to the success of a cloning effort, requiring that some trace of life must remain in the flesh sample, that some means of storing and preserving the sample must be devised and maintained, etc.

Demand (Enchantment/Charm, Evocation, Mentalism)

Rng: Unlimited	Comp: V, S, M
Dur: Special	CT: 1 turn
AoE: 1 creature	Save: Special

This spell is very much like the 5th level caster spell *sending*, allowing a brief contact with a far distant creature. However, with this spell the message can also contain a suggestion (see the 3rd level caster spell *suggestion*), which the subject will do its best to carry out if it fails its saving throw vs. spell, made with a -2 penalty. Of course, 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 no saving throw is necessary and the suggestion is ineffective.

The caster must be familiar with the creature contacted and must know its name and appearance well. If the creature in question is not in the same plane of existence as the spellcaster, there is a base 5% chance that the demand does not arrive. Local conditions on other planes may worsen this chance considerably at the option of the DM. The demand, if received, will be understood even if the creature has an Intelligence ability score as low as 1 (animal Intelligence). Creatures of demigod status or higher can choose to come or not, as they please.

The demand message to the creature must be 25 words or less, including the suggestion. The creature can also give a short reply immediately.

The material components of the spell are a pair of cylinders, each open at one end, connected by a thin piece of copper wire and some small part of the subject creature--a hair, a bit of nail, etc.

Glassteel (Alchemy, Alteration, Earth, Elemental)

Rng: Touch	Comp: V, S, M
Dur: Permanent	CT: 8
AoE: Object touched	Save: None

The *glassteel* spell turns normal, nonmagical crystal or glass into a transparent substance that has the tensile strength and unbreakability of actual steel. Only a relatively small volume of material can be affected (a maximum weight of 10 lb/level of experience of the spellcaster), and it must form one whole object. The AC of the substance is 19. If a gem is transformed it can not be used for spell casting.

The material components of this spell are a small piece of glass and a small piece of steel.

Incendiary Cloud (Air, Alchemy, Alteration, Elemental, Evocation, Fire)

Rng: 90'	Comp: V, S, M
Dur: 4 rounds+1d6 rounds	CT: 2
AoE: Special	Save: 1/2

An *incendiary cloud* spell exactly resembles the smoke effects of a *pyrotechnics* spell, except that its minimum dimensions are a cloud 10' tall, 20' wide, and 20' long. This dense vapor cloud billows forth, and on the third round of its existence begins to flame, causing 1-2 points of damage/level of the spellcaster. On the 4th round it inflicts 1d4 points of damage/level of the caster, and on the fifth round this drops back to 1-2 points of damage/level as its flames burn out. In any successive rounds of existence, the cloud is simply harmless smoke that obscures vision within its confines. Creatures within the cloud need to make only one saving throw if it is successful, but if they fail the first saving throw, they roll again on the 4th and fifth rounds (if necessary) to attempt to reduce the damage sustained by 1/2.

In order to cast this spell, the caster must have an available fire source (just as with a *pyrotechnics* spell), scrapings from beneath a dung pile, and a pinch of dust.

Mass Charm (Enchantment/Charm, Song)

Rng: 15'/level	Comp: V
Dur: Special	CT: 8
AoE: 30' cu	Save: Negates

A *mass charm* spell affects either persons or monsters just as a *charm person* or *charm monster* spell. The *mass charm* spell, however, affects a number of creatures whose combined levels of experience or HD does not exceed twice the level of experience of the spellcaster. All affected creatures must be within the spell range and within a 30' cu. Note that the creatures' saving throws are unaffected by the number of recipients (see the *charm person* and *charm monster* spells), but all target creatures are subject to a penalty of -2 on their saving throws because of the efficiency and power of this spell. The Wisdom bonus against charm spells does apply.

Maze (Conjuration/Summoning, Dimension, Geometry, Shadow)

Rng: 15'/level	Comp: V, S
Dur: Special	CT: 3
AoE: 1 creature	Save: None

An extradimensional space is brought into being upon the utterance of a *maze* spell. The subject vanishes into the shifting labyrinth of force planes for a period of time that is dependent upon its Intelligence. (Note: Minotaurs are not affected by this spell.)

Intelligence of Mazed Creature	Time Trapped in Maze
under 3	2d4 turns
3-5	1d4 turns
6-8	5d4 rounds
9-11	4d4 rounds
12-14	3d4 rounds
15-17	2d4 rounds
18+	1d4 rounds

Note that *teleport* and *dimension door* spells will not help a PC escape a *maze* spell, although a *plane shifting* spell will.

Mind Blank (Abjuration, Mentalism)

Rng: 90'	Comp: V, S
Dur: 1 day	CT: 1
AoE: 1 creature	Save: None

When the very powerful *mind blank* spell is cast, the creature is totally protected from all devices and spells that detect, influence, or read emotions or thoughts. This protects against *augury*, *charm*, *command*, *confusion*, *divination*, *empathy* (all forms), *ESP*, *fear*, *feeblemind*, *mass suggestion*, *phantasmal killer*, *possession*, *rulership*, *soul trapping*, *suggestion*, and *telepathy*.

Cloaking protection also extends to the prevention of discovery or information gathering by *crystal balls* or other scrying devices, *clairaudience*, *clairvoyance*, *communing*, *contacting other planes*, or wish-related methods (*wish* or *limited wish*). Of course, exceedingly powerful deities can penetrate the spell's barrier.

Monster Summoning VI (Conjuration/Summoning, Song)

Rng: Special	Comp: V, S, M
Dur: 7 rounds+1 round/level	CT: 8
AoE: 240' radius	Save: None

This spell is much like the 3rd level spell *monster summoning I*, except that it summons 1d3 6th level monsters. These monsters appear in 1d3 rounds within the spell's area of effect and attack the caster's opponents, until either they command them to cease, the spell duration expires, or the monsters are slain. These creatures do not check morale, and they vanish when slain. If no opponent exists to fight, summoned monsters can, if the caster can communicate with them, and if they're physically capable, perform other services for the summoning caster.

The material components of this spell are a tiny bag and a small (not necessarily lit) candle.

Otiluke's Telekinetic Sphere (Alteration, Evocation, Force)

Rng: 60'	Comp: V, S, M
Dur: 2 rounds/level	CT: 4
AoE: Sphere with diameter of 1'/level	Save: Negates

This spell is exactly the same as the 4th level caster spell *Otiluke's resilient sphere*, with the addition that the creatures or objects inside the globe are nearly weightless--anything contained within it weighs only 1/16 its normal weight. Any subject weighing up to 5,000 lb can be telekinetically lifted in the sphere by the caster. Range of control extends to a maximum distance of 30'/level after the sphere has actually succeeded in encapsulating a subject or subjects. Note that even if more than 5,000 lb of weight is englobed, the perceived weight is only 1/16 of the actual weight, so the orb can be rolled without exceptional effort. Because of the reduced weight, rapid motion or falling within the field of the sphere is relatively harmless to the object therein, although it can be disastrous should the globe disappear when the subject inside is high above a hard surface. The caster can dismiss the effect with a word.

In addition to a hemispherical piece of diamond and a matching piece of gum arabic, the caster must also have a pair of small bar magnets as material components for this spell.

Otto's Irresistible Dance (Enchantment/Charm, Song)

Rng: Touch	Comp: V
Dur: 1d4+1 rounds	CT: 5
AoE: Creature touched	Save: None

When an *Otto's irresistible dance* spell is placed upon a creature, the spell causes the recipient to begin dancing, complete with feet shuffling and tapping. This dance makes it impossible for the victim to do anything other than caper and prance; this cavorting worsens the AC of the creature by -4, makes saving throws impossible except on a roll of 20, and negates any consideration of a shield. Note that the creature must be touched, as if melee combat were taking place and the spellcaster were striking to do damage.

Permanency (Universal)

Rng: Special	Comp: V, S
Dur: Permanent	CT: 2 rounds
AoE: Special	Save: None

This spell affects the duration of certain other spells, making the duration permanent. The personal spells upon which it is effective are as follows:

<i>comprehend languages</i>	<i>protection from evil</i>
<i>detect evil</i>	<i>protection from normal missiles</i>
<i>detect invisibility</i>	<i>read magic</i>
<i>detect magic</i>	<i>tongues</i>
<i>darkvision</i>	<i>unseen servant</i>
<i>protection from cantrips</i>	

The caster casts the desired spell and then follows it with the *permanency* spell. Each *permanency* spell lowers the caster's Constitution by 1 point. The caster cannot cast these spells upon other creatures. This application of permanency can be dispelled only by a caster of greater level than the spellcaster was when they cast the spell.

In addition to personal use, the *permanency* spell can be used to make the following object/creature or area-effect spells permanent:

<i>enlarge</i>	<i>prismatic sphere</i>
<i>fear</i>	<i>stinking cloud</i>
<i>gust of wind</i>	<i>wall of fire</i>
<i>invisibility</i>	<i>wall of force</i>
<i>magic mouth</i>	<i>web</i>

Additionally, the following spells can be cast upon objects or areas only and rendered permanent:

alarm
audible glamer
dancing lights
solid fog

These applications to other spells allow it to be cast simultaneously with any of the latter when no living creature is the target, but the entire spell complex then can be dispelled normally, and thus negated.

The *permanency* spell is also used in the fabrication of magical items (see the 6th level spell *enchant an item*). At the DM's option, permanency might become unstable or fail after a long period of at least 1,000 years. Unstable effects might operate intermittently or fail altogether.

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. If the DM has already determined that the application is not possible, the research automatically fails. Note that the caster never learns what is possible except by the success or failure of their research.

Polymorph Any Object (Alteration)

Rng: 15'/level	Comp: V, S, M
Dur: Variable	CT: 1 round
AoE: Special	Save: Special

This spell changes one object or creature into another. When used as a *polymorph other* or *stone to flesh* spell, simply treat the spell as a more powerful version, with saving throws made with -4 penalties to the die roll. When it is cast in order to change other objects, the duration of the spell depends on how radical a change is made from the original state to its enchanted state, as well as how different it is in size. The DM determines the changes by using the following guidelines:

<i>Kingdom</i>	Animal, vegetable, mineral
<i>Class</i>	Mammals, bipeds, fungi, metals, etc.
<i>Relationship</i>	Twig is to tree, sand is to beach, etc.
<i>Size</i>	Smaller, equal, larger
<i>Shape</i>	Comparative resemblance of the original to the polymorphed state
<i>Intelligence</i>	Particularly with regard to a change in which the end product is more intelligent

A change in *kingdom* makes the spell work for hours (if removed by one kingdom) or turns (if removed by two). Other changes likewise affect spell duration.

Thus, changing a lion to an androsphinx would be permanent, but turning a turnip to a purple worm would be a change with a duration measured in hours. Turning a tusk into an elephant would be permanent, but turning a twig into a sword would be a change with a duration of several turns.

All polymorphed objects radiate a strong magic, and if a *dispel magic* spell is successfully cast upon them, they return to their natural form. Note that a *stone to flesh* spell or its reverse will affect objects under this spell. 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 the caster could use a *gust of wind* spell to scatter the dust far and wide. In general, damage occurs when the new form is altered through physical force, although the DM will have to adjudicate many of these situations.

The system shock roll must be applied to living creatures, as must the restrictions noted regarding the *polymorph other* and *stone to flesh* spells. Also note that a polymorph effect often detracts from an item's or creature's powers, but does not add new powers, except possibly movement capabilities not present in the old form. Thus, a *vorpal sword* polymorphed into a dagger would not retain vorpal capability. Likewise, valueless items cannot be made into permanent valuable items.

The material components of this spell are mercury, gum arabic, and smoke.

Power Word, Blind (Conjuration/Summoning, Song)

Rng: 15'/level	Comp: V
Dur: Special	CT: 1
AoE: 15'radius	Save: None

When a *power word, blind* spell is cast, one or more creatures within the area of effect become sightless. The spellcaster selects 1 creature as the target center, and the effect spreads outward from the center, affecting creatures with the lowest HP totals first; the spell can also be focused to affect only an individual creature.

The spell affects up to 100 HPs of creatures; creatures who currently have 100 or more HPs are not affected and do not count against the number of creatures affected. The duration of the spell depends upon how many HPs are affected. If 25 or fewer HPs are affected, the blindness is permanent until cured. If 26 to 50 HPs are affected, the blindness lasts for 1d4+1 turns. If 51 to 100 HPs are affected, the spell lasts for 1d4+1 rounds. An individual creature cannot be partially affected. If all of its current HPs are affected, it is blinded; otherwise, it is not. Blindness can be removed by a *cure blindness* or *dispel magic* spell.

Prismatic Wall (Conjuration/Summoning)

Rng: 30'
Dur: 1 turn/level
AoE: 4'/level widex2'/level high

Comp: V, S
CT: 7
Save: Special

Prismatic Wall Effects			Spell Negated By
Color	Order	Effect of Color	
Red	1st	Stops nonmagical missiles--inflicts 20 points of damage, save for half	<i>cone of cold</i>
Orange	2nd	Stops magical missiles--inflicts 40 points of damage, save for half	<i>gust of wind</i>
Yellow	3rd	Stops poisons, gases, and petrification--inflicts 80 points of damage, save for half	<i>disintegrate</i>
Green	4th	Stops breath weapons--save vs. poison or die; survivors suffer 20 points of damage	<i>passwall</i>
Blue	5th	Stops location/detection and mental attacks--save vs.petrification or turn to stone	<i>magic missile</i>
Indigo	6th	Stops magical spells--save vs. wand or go insane	<i>continual light</i>
Violet	7th	Force field protection--save vs. spell or be sent to another plane	<i>dispel magic</i>

Screen (Divination, Illusion)

Rng: 0
Dur: 1 hour/level
AoE: 30' cu/level

Comp: V, S
CT: 1 turn
Save: Special

This spell combines several elements to create a powerful protection from scrying and direct observation. When the spell is cast, the caster dictates what will and will not be observed in the area of effect. The illusion created must be stated in general terms.

Thus, the caster could specify the illusion of them and another playing chess for the duration of the spell, but they could not have the illusionary chess players take a break, make dinner, and then resume their game.

The PC could have a crossroads appear quiet and empty even while an army is actually passing through the area. The PC could specify that no one be seen (including passing strangers), that their troops be undetected, or even that every fifth man 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 the caster with no saving throw allowed. Sight and sound are appropriate to the illusion created. A band of men standing in a meadow could be concealed as an empty meadow with birds chirping, etc. Direct observation may allow a saving throw (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 saving throw, assuming the hidden beings take care to stay out of the way of those affected by the illusion.

Serten's Spell Immunity (Abjuration)

Rng: Touch
Dur: 1 turn/level
AoE: Creature(s) touched

Comp: V, S, M
CT: 1 round/recipient
Save: None

By use of this spell, the caster is able to confer virtual immunity to certain spells and magical attack forms upon those they touch. For every 4 levels of experience of the caster, 1 creature can be protected by the *Serten's spell immunity* spell; however, if more than one is protected, the duration of the protection is divided among the protected creatures.

For example, a 16th level caster can cast the spell upon 1 creature and it will last 16 turns, or place it upon two creatures for 8 turns, or 4 creatures for 4 turns.) The protection gives a bonus to saving throws, according to spell type and level, as shown in the following table.

Spell Level	Wizard Spell	Priest Spell
1st-3rd	+9*	+7
4th-6th	+7	+5
7th-8th	+5	+3

* Includes *beguiling* effects.

This spell enables the caster to conjure a vertical, opaque wall--a shimmering, multicolored plane of light that protects them from all forms of attack. The wall flashes with all colors of the visible spectrum, 7 of which have a distinct power and purpose. The wall is immobile, and the spellcaster can pass through the wall without harm. However, any creature with fewer than 8 HD that is within 20' of the wall and does not shield its vision is blinded for 2d4 rounds by the colors.

Each color in the wall has a special effect. Each color can also be negated by a specific magical effect, but the colors must be negated in the precise order of the spectrum. The accompanying table shows the 7 colors of the wall, the order in which they appear, their effects on creatures trying to attack the spellcaster, and the magic needed to negate each color.

The wall's maximum proportions are 4' wide/level of experience of the caster and 2' high/level of experience. A *prismatic wall* spell cast to materialize in a space occupied by a creature is disrupted and the spell is wasted.

The material component of this spell is a diamond of at least 50,000 gp value, which must be crushed and sprinkled over the spell recipients. Each such creature must also have in its possession a diamond of at least one carat size, intact and carried on its person.

Sink (Alteration, Earth, Elemental, Enchantment)

Rng: 30'/level
Dur: Special
AoE: 1 creature or object, max. 1' cu/level

Comp: V, S
CT: 8
Save: Special

By means of this spell, a caster can force a creature or object into the very earth or floor upon which it stands. When casting the spell, the caster must chant the spell for the remainder of the round without interruption. At that juncture, the subject creature or object becomes rooted to the spot unless a saving throw vs. spell (for a creature) or disintegration (for an object with magical properties) is successful. (Note: "magical properties" include those of magical items as listed in the *DMG*, those of items enchanted or otherwise of magical origin, and those of items with protection-type spells or with permanent magical properties or similar spells upon them.) Items of a nonmagical nature are not entitled to a saving throw. If a subject fails its saving throw, it becomes of slightly greater density than the surface upon which it stands.

The spellcaster now has the option of ceasing their spell and leaving the subject as it is, in which case the spell expires in 4 turns, and the subject returns to normal. If the caster proceeds with the spell (into the next round), the subject begins to sink slowly into the ground. Before any actions are taken in the new round, the subject sinks one-quarter of its height; after the first group acts, another quarter; after the second group acts, another; and at the end of the round, the victim is totally sunken into the ground.

This entombment places a creature or object in a state of suspended animation. The cessation of time means that the subject does not grow older. Bodily and other functions virtually cease, but the subject is otherwise unharmed. The subject exists in undamaged form in the surface into which it was sunk, its upper point as far beneath the surface as the subject has height--a 6'-tall victim will be 6' beneath the surface, while a 60'-tall subject will have its uppermost point 60' below ground level. If the ground around the subject is somehow removed, the spell is broken and the subject returns to normal, but it does not rise up. Spells such as *dig*, *transmute rock to mud*, and *freedom* (the reverse of the 9th level spell *imprisonment*) will not harm the sunken creature or object and will often be helpful in recovering it.

If a *detect magic* spell is cast over an area upon which a *sink* spell was used, it reveals a faint magical aura of undefinable nature, even if the subject is beyond detection range. If the subject is within range of the detection, the spell's schools can be discovered (alteration and enchantment).

Symbol (Conjuration/Summoning, Geometry)

Rng: Touch
Dur: 1 turn/level
AoE: 60' radius

Comp: V, S, M
CT: 3
Save: Negates

A *symbol* spell creates magical runes affecting creatures that pass over, touch, or read the runes (any creature looking at the completed symbol within 60'), or pass through a portal upon which the symbol is inscribed. Upon casting the spell, the caster inscribes the symbol upon whatever surface they desire. Likewise, the spellcaster is able to place the symbol of their choice, using any one of the following:

Death: 1 or more creatures, whose total HPs do not exceed 80, are slain.

Discord: All creatures are affected and immediately fall to loud bickering and arguing; there is a 50% probability that creatures of different alignments attack each other.

Fear: This symbol creates an extra-strong *fear* spell, causing all creatures to save vs. spell with -4 penalties to the die roll, or panic and flee as if attacked by a *fear* spell.

Hopelessness: All creatures are affected and must turn back in dejection unless they save vs. spell. Affected creatures submit to the demands of any opponent—for example, surrender, get out, etc. It is 25% probable that affected creatures take no action during any round, and 25% likely that those taking action turn back or retire from battle, as applicable.

Insanity: 1 or more creatures whose total HPs do not exceed 120 become insane and remain so, acting as if a *confusion* spell had been placed upon them, until a *heal*, *restoration*, or *wish* spell is used to remove the madness.

Pain: All creatures are afflicted with wracking pains shooting through their bodies, causing a -2 penalty to Dexterity and a -4 penalty to attack rolls.

Persuasion: Creatures seeing the symbol become of the same alignment as and friendly to the caster who scribed the symbol unless a saving throw vs. spell is successful.

Sleep: All creatures under 8+1 HD immediately fall into a catatonic slumber.

Stunning: 1 or more creatures whose total HPs do not exceed 160 are stunned and reeling, dropping anything they're holding.

The type of symbol cannot be recognized without being read and thus activating its effects. The symbol glows for 1 turn for each experience level of the caster, it can be covered up (which prevents seeing it, but does not negate the symbol from affecting creatures that pass over, touch, or pass through a portal upon which the symbol is inscribed). The symbol lasts for 1 turn/level, effects last 1 turn/level once activated.

The material components of this spell are powdered black opal and diamond dust or mercury and phosphorous, worth not less than 12,500 gp for each separate component.

Trap the Soul (Conjuration/Summoning, Geometry)

Rng: 30'

Dur: Permanent until broken

AoE: 1 creature

Comp: V, S, M

CT: Special+1

Save: Special

This spell forces the creature's life force (and its material body) into a special prison gem enchanted by the spellcaster. The creature must be seen by the caster when the final word is uttered.

The spell can be triggered in one of two ways. First, the final word of the spell can be spoken when the creature is within spell range. This allows magic resistance (if any) and a saving throw vs. spell to avoid the effect. If the creature's real name is spoken as well, any magic resistance is ignored and the saving throw vs. spell suffers a penalty of -2. If the saving throw is successful, the prison gem shatters.

The second method is far more insidious, for it tricks the victim into accepting a trigger object inscribed with the final spell word, automatically placing the creature's soul in the trap. To use this method, both the creature's true name and the trigger word must be inscribed on the trigger item when the gem is enchanted. A *sympathy* spell can also be placed on the trigger item. As soon as the subject creature picks up or accepts the trigger item, its life force is automatically transferred to the gem, without the benefit of magic resistance or saving throw.

The gem prison will hold the trapped entity indefinitely, or until the gem is broken and the life force is released, allowing the material body to reform.

If the trapped creature is a powerful creature from another plane (which could mean a PC trapped by an inhabitant of another plane when the PC is not on the Prime Material Plane), it can be required to perform a service immediately upon being freed. Otherwise, the creature can go free once the gem imprisoning it is broken.

Before the actual casting of the *trap the soul* spell, the caster must prepare the prison, a gem of at least 5,000 gp value for every HD or level of experience possessed by the creature to be trapped (for example, it requires a gem of 50,000 gp value to trap a 10 HD or 10th level creature).

If the gem is not valuable enough, it shatters when the entrapment is attempted. (Note that while PC's 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 PC's advance.) Creating the prison gem requires an *enchant an item* spell and the placement of a *maze* spell into the gem, thereby forming the prison to contain the life force.



Ninth Level Wizard Spells

Astral Spell (Universal)

Rng: Touch

Dur: Special

AoE: Special

Comp: V, S

CT: 9

Save: None

By means of the *astral spell*, a caster can project their astral body into the Astral Plane, leaving their physical body and material possessions behind in the Prime Material Plane. Only magical items can be brought into the Astral Plane (although nonmagical items could be rendered temporarily magical through the use of some spells, if the DM allows). As the Astral Plane touches upon the first levels of all of the Outer Planes, the caster can travel astrally to any of the Outer Planes at will.

The caster then leaves the Astral Plane, forming a body in the plane of existence they have chosen to enter. It is also possible to travel astrally anywhere in the Prime Material Plane by means of the *astral spell*, but a second body cannot be formed in the Prime Material Plane. As a general rule, a person astrally projected can be seen only by creatures in the Astral Plane.

At all times, the astral body is connected to the material body by a silvery cord. If the cord is broken, the affected person is killed, astrally and materially; however, normally only a psychic wind can cause the cord to break. When a second body is formed in a different plane, the silvery cord remains invisibly attached to the new body. If the astral form is slain, the cord simply returns to the original body where it rests in the Prime Material Plane, reviving it from its state of suspended animation.

Although astrally projected persons are able to function in the Astral Plane, their actions do not affect creatures not existing in the Astral Plane. The spell lasts until the caster desires to end it, or until it is terminated by some outside means (such as a *dispel magic* spell or the destruction of the caster's body in the Prime Material Plane—which kills the caster).

The caster can project the astral forms of up to 7 other creatures with them by means of the *astral spell*, providing the creatures are linked in a circle with the caster. These fellow travelers are dependent upon the caster and can be stranded if something happens to the caster. Travel in the Astral Plane can be slow or fast, according to the caster's desire. The ultimate destination arrived at is subject to the conceptualization of the caster.

Any magical items can go into the Astral Plane, but most become temporarily nonmagical therein, or in any planes removed from the Prime Material Plane. Armor and weapons of +3 or better might function in other planes, at the DM's option. Artifacts and relics function anywhere. Items drawing their power from a given plane are more powerful in that plane (for example, a *ring of fire resistance* in the Elemental Plane of Fire or a *sword of life stealing* in the Negative Energy plane).

Bigby's Crushing Hand (Evocation, Force)

Rng: 15'/level

Dur: 1 round/level

AoE: Special

Comp: V, S, M

CT: 9

Save: None

The *Bigby's crushing hand* spell creates a huge, disembodied hand similar to those of the other *Bigby's hand* spells. The crushing hand is under the mental control of the caster, and they can cause it to grasp and squeeze an opponent. No attack roll is necessary; the hand automatically grasps and inflicts constriction damage in any round in which the caster concentrates. The damage inflicted depends on the number of rounds it acts upon the victim:

1st round	1d10 points
2nd & 3rd rounds	2d10 points
4th & beyond	4d10 points

The crushing hand has an AC of 20, has as many HPs as its caster at full strength, and vanishes when destroyed. The hand is susceptible to normal combat attacks and damaging spells, but if it is struck by an area-effect spell, the person held suffers the same fate as the hand (i.e., if the hand fails its saving throw, the victim automatically fails their). The hand is not effective against noncorporeal or gaseous forms, but it does prevent creatures that are able to slip through small cracks from escaping. If the hand grasps an item or construction, the appropriate saving throw must be made as if squeezed by a Strength of 30.

The material components of the spell are a glove of snake skin and the shell of an egg.

Crystalbrittle (Alchemy, Alteration, Earth, Elemental)

Rng: Touch	Comp: V, S
Dur: Permanent	CT: 9
AoE: 2' cu/level	Save: Special

The magic of this spell causes metal, whether as soft as gold or as hard as adamantite, to turn to a crystalline substance as brittle and fragile as crystal. Thus, a sword, metal shield, metal armor, or even an iron golem can be changed to a delicate, glasslike material easily shattered by any forceful blow. Furthermore, this change is unalterable by any means short of a *wish* spell; a *dispel magic* will not reverse the spell.

The caster must physically touch the item; if it is an opponent or something an opponent is using or wearing, the caster must get into melee and make a successful attack roll. Any single metal item can be affected by the spell. Thus, a suit of armor worn by a creature can be changed to crystal, but the creature's shield would not be affected, and vice versa. All items gain a saving throw equal to their magical bonus value or protection (the DM has this information). A +1/+3 sword would get a 10% (average of the two pluses) chance to save; +5 magical armor has a 25% chance to be unaffected; an iron golem has a 15% chance to save (for it is hit only by magical weapons of +3 or better quality). Artifacts and relics constructed of metal may be affected at the discretion of the DM, though it is highly unlikely. Affected items not immediately protected are shattered and permanently destroyed if struck by a normal blow from a metal tool or any weighty weapon, including a staff.

Energy Drain (Evocation, Necromancy, Shadow)

Rng: Touch	Comp: V, S, M
Dur: Permanent	CT: 3
AoE: 1 creature	Save: None

By casting this spell, the caster opens a channel between the plane they're in and the Negative Energy plane, becoming the conductor between the two planes. As soon as they touch (equal to a hit if melee is involved) any living creature, the victim loses 2 levels (as if struck by a spectre). A monster loses 2 HD permanently, both for HPs and attack ability. A PC loses levels, HD, HPs, and abilities permanently (until regained through adventuring, if applicable).

The material component of this spell is essence of spectre or vampire dust. Preparation requires mere moments; the material component is then cast forth, and, upon touching the victim, the caster speaks the triggering word, causing the spell to take effect instantly.

The spell remains effective for only a single round. Humans or humanoids brought below zero energy levels by this spell can be animated as juju zombies under the control of the caster.

The caster always has a 5% (1 in 20) chance to be affected by the dust, losing one point of Constitution at the same time as the victim is drained. When the number of Constitution points lost equals the caster's original Constitution ability score, the caster dies and becomes a shade.

Foresight (Divination)

Rng: 0	Comp: V, S, M
Dur: 2d4 rounds+1 round/level	CT: 1 round
AoE: Special	Save: None

This spell grants the caster a powerful sixth sense in relation to himself or another. Although cast upon himself, the caster can specify that they or another is the beneficiary of the spell. Once the spell is cast, the caster receives instantaneous warnings of impending danger or harm to the object of the spell. Thus, if they were the object of the spell, the caster would be warned in advance if a thief were about to attempt to sneak attack them, or if a creature were about to leap out from an unexpected direction, or if an attacker were specifically targeting them with a spell or missile weapon.

When the warnings are about them personally, the caster cannot be surprised and always knows the direction from which any attack on them is made. In addition, the spell gives the caster a general idea of what action they might take to best protect themselves--duck, jump right, close their eyes, etc.--and gives them a defensive bonus of 2 to their AC.

When another person is the object of the spell, the caster receives warnings about that person. The PC must still communicate this to the other person to negate any surprise. Shouting a warning, yanking the person back, and even telepathically communicating through a *crystal ball* can all be accomplished before the trap is sprung, if the caster does not hesitate. However, the object of the spell does not gain the defensive bonus to their AC.

The material component for this spell is a hummingbird's feather.

Gate (Conjuration/Summoning, Dimension, Geometry)

Rng: 90'	Comp: V, S
Dur: Special	CT: 9
AoE: Special	Save: None

The casting of a *gate* spell has two effects. First, it causes an interdimensional connection between the plane of existence the caster is on and the plane on which dwells a specific being of great power; thus, the being is able to merely step through the gate or portal from its plane to that of the caster. Second, the utterance of the spell attracts the attention of the sought-after dweller on the other plane. When casting the spell, the caster must name the entity they desire to use the gate and come to the caster's aid. There is a 100% certainty that something steps through the gate. Unless the DM has some facts prepared regarding the minions serving the being called forth by the *gate* spell, the being itself comes.

If the matter is trifling, the being might leave, inflict an appropriate penalty on the caster, or attack the caster. If the matter is of middling importance, the being can take some positive action to set matters right, then demand appropriate repayment. If the matter is urgent, the being can act accordingly and ask whatever it is its wont thereafter, if appropriate.

The actions of the being that comes through depend on many factors, including the alignments of the caster and the deity, the nature of their companions, and who or what opposes or threatens the caster. Such beings generally avoid direct conflict with their equals or betters. The being gated in will either return immediately (very unlikely) or remain to take action. Casting this spell ages the caster 5 years.

Imprisonment (Abjuration) Reversible

Rng: Touch	Comp: V, S
Dur: Permanent	CT: 9
AoE: 1 creature	Save: None

When an *imprisonment* spell is cast and the victim is touched, the recipient is entombed in a state of suspended animation (see the 9th level caster spell *temporal stasis*) in a small sphere far beneath the surface of the earth. The victim remains there unless a reverse of the spell, with the creature's name and background, is cast. Magical search by a *crystal ball*, a *locate object* spell, or similar means will not reveal the fact that a creature is imprisoned. The *imprisonment* spell functions only if the subject creature's name and background are known.

The reverse spell, *freedom*, cast upon the spot at which a creature was entombed and sunk into the earth, causes it to reappear at that spot. If the caster does not perfectly intone the name and background of the creature to be freed, there is a 10% chance that 1 to 100 creatures will be freed from imprisonment at the same time.

Note: The exact details of any creatures freed are up to the DM. A random method of determining this is to roll percentile dice twice (once for imprisoned creature density and once for a base number of creatures at maximum density). Their rolls are multiplied and rounded to the nearest whole number. Each released creature has a 10% chance to be in the area of the spellcaster. If monsters are being generated randomly, roll 1d20 for level, with rolls of 9+ considered 9, and the exact monsters determined by the random encounter tables.

For example, if the initial rolls were 22 and 60, the number of monsters released is $.22 \times .60 = .1320 = 13$ monsters. Since only 10% of these will be in the immediate vicinity of the caster, the caster may encounter only one or two of them.

Meteor Swarm (Elemental, Evocation, Fire)

Rng: 120'+30'/level	Comp: V, S
Dur: Instantaneous	CT: 9
AoE: Special	Save: 1/2

A *meteor swarm* is a very powerful and spectacular spell which is similar to the *fireball* spell in many aspects. When it is cast, either 4 spheres of 2' diameter or 8 spheres of 1' diameter spring from the outstretched hand of the caster and streak in a straight line to the distance demanded by the spellcaster, up to the maximum range. Any creature in the straight-line path of these missiles receives the full effect, without benefit of a saving throw. The meteor missiles leave a fiery trail of sparks, and each bursts as a fireball.

The large spheres (2' diameter) inflict 10d4 points of damage, bursting in a diamond or box pattern. Each has a 30' diameter area of effect, and each sphere is 20' apart along the sides of the pattern, creating overlapping areas of effect and exposing the center to all 4 blasts.

The smaller spheres (1' diameter) each have a 15' diameter area of effect, and each inflicts 5d4 points of damage. They burst in a pattern of a box within a diamond or vice versa, with each of the outer sides 20' long. Note that the center has 4 areas of overlapping effect, and there are numerous peripheral areas that have two overlapping areas of effect. A saving throw for each area of effect will indicate whether full damage or 1/2 damage is sustained by creatures within each area, except as already stated with regard to the missiles impacting.

Monster Summoning VII (Conjuration/Summoning, Song)

Rng: Special	Comp: V, S, M
Dur: 8 rounds+1 round/level	CT: 9
AoE: 270' radius	Save: None

This spell is much like the 3rd level spell *monster summoning I*, except that this spell summons one or two 7th level monsters that appear 1 round after the spell is cast, or one 8th level monster that appears 2 rounds after the spell is cast.

Mordenkainen's Disjunction (Alteration, Enchantment)

Rng: 0	Comp: V
Dur: Instantaneous	CT: 9
AoE: 30' radius	Save: Special

When this spell is cast, all magic and magical items within the radius of the spell, except those on the person of or being touched by the spellcaster, are disjoined. That is, spells being cast are separated into their individual components (usually spoiling the effect as a *dispel magic* spell does), and permanent and enchanted magical items must successfully save (vs. spell if actually cast on a creature, or vs. a *dispel magic* spell otherwise) or be turned into normal items. Even artifacts and relics are subject to Mordenkainen's disjunction, though there is only a 1% chance/caster experience level of actually affecting such powerful items.

Thus, all potions, scrolls, rings, rods, miscellaneous magical items, artifacts and relics, arms and armor, swords, and miscellaneous weapons within 30' of the spellcaster can possibly lose all their magical properties when the *Mordenkainen's disjunction* spell is cast. The caster also has a 1% chance/level of destroying an antimagic shell. If the shell survives the disjunction, no items within it are disjoined.

Note: Destroying artifacts is a dangerous business, and 95% likely to attract the attention of some powerful being who has an interest or connection with the device. Additionally, if an artifact is destroyed, the casting caster must roll a successful saving throw vs. spell with a -4 penalty or permanently lose all spellcasting abilities.

Power Word, Kill (Conjuration/Summoning, Song)

Rng: 15/2 levels	Comp: V
Dur: Permanent	CT: 1
AoE: 10' radius	Save: None

When a *power word, kill* spell is uttered, one or more creatures of any type within the spell range and area of effect are slain. The power word kills either 1 creature with up to 60 HPs, or multiple creatures with 10 or fewer HPs each, to a maximum of 120 HPs total. The option to attack a single creature or multiple creatures must be stated along with the spell range and center of the area of effect. The current HPs of the creatures are used.

Prismatic Sphere (Abjuration, Conjuration/Summoning)

Rng: 0	Comp: V
Dur: 1 turn/level	CT: 7
AoE: 10' radius	Save: Special

This spell enables the caster to conjure up an immobile, opaque globe of shimmering, multicolored light to surround them, giving protection from all forms of attack. The sphere flashes in all colors of the visible spectrum, 7 of which have distinct powers and purposes. Any creature with fewer than 8 HD is blinded for 2d4 turns by the colors of the sphere. Only the spellcaster can pass in and out of the prismatic sphere without harm, though they can cast it over others to protect them. The sphere 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. Any creature passing through the barrier receives the effect of every color still remaining.

The following table shows the colors and effects of the prismatic sphere, as well as what will negate each globe.

Note that typically the upper hemisphere of the globe is visible, as the spellcaster is at the center of the sphere, so the lower half is usually hidden by the floor surface they're standing on.

Furthermore, a *rod of cancellation* or a *Mordenkainen's disjunction* spell will destroy a prismatic sphere (but an antimagic shell will fail to penetrate it). Otherwise, anything short of an artifact or relic entering the sphere is destroyed, and any creature is subject to the effects of every color still active--i.e., 70-140 points of damage plus death, petrification, insanity, and instantaneous transportation to another plane.

The prismatic sphere effects are the same as the effects of a *Prismatic Wall*.

Shape Change (Alteration, Artifice, Geometry)

Rng: 0	Comp: V, S, M
Dur: 1 turn/level	CT: 9
AoE: The caster	Save: None

With this spell, a caster is able to assume the form of any living thing or creature below demigod status (greater or lesser deity, singular dragon type, or the like). The spellcaster becomes the creature they wish, and has all of its abilities save those dependent upon Intelligence, innate magical abilities, and magic resistance, for the mind of the creature is that of the spellcaster. Thus, they can change into a griffon and fly away, then to an efreet and fly through a roaring flame, then to a titan to lift up a wagon, etc. These creatures have whatever HPs the caster had at the time of the shape change. Each alteration in form requires only a segment (only 1 change/round), and no system shock is incurred.

For example, a caster is in combat and assumes the form of a will o' wisp. When this form is no longer useful, the caster changes into a stone golem and walks away. When pursued, the golem-shape is changed to that of a flea, which hides on a horse until it can hop off and become a bush. If detected as the latter, the caster can become a dragon, an ant, or just about anything they're familiar with.

A caster adopting another form also adopts its vulnerabilities. For example, a caster who becomes a spectre is powerless in daylight, and is subject to being turned, controlled, or destroyed by opposing casters. Unlike similar spells, a caster who is killed in another form does not revert to their original shape, which may disallow certain types of revivification.

The material component is a jade circlet worth no less than 100,000 gp, which shatters at the end of the spell's duration. In the meantime, the circlet is left in the wake of the shape change, and premature shattering ends the spell immediately.

Succor (Alteration, Enchantment) Reversible

Rng: Touch	Comp: V, S, M
Dur: Special	CT: 1 to 4 days
AoE: 1 person	Save: None

By casting this spell, the caster creates a powerful magic aura in some specially prepared object--a string of prayer beads, a small clay tablet, an ivory baton, etc. This object radiates magic, for it contains the power to instantaneously transport its possessor to the abode of the caster who created its magic. Once the item is enchanted, the caster must give it willingly to an individual, at the same time informing them of a command word to be spoken when the item is to be used. To make use of the item, the recipient must speak the command word at the same time that they rend or break the item. When this is done, the individual and all that they're wearing and carrying (up to the maximum encumbrance limit for the PC) are instantly transported to the abode of the caster, just as if the individual were capable of speaking a *word of recall* spell. No other creatures can be affected.

The reversed application of the spell causes the caster to be transported to the immediate vicinity of the possessor of the item when it is broken and the command word spoken. The caster has a general idea of the location and situation of the item's possessor, and can choose not to be affected by this summons. This decision is made at the instant when the transportation is to take place.

However, if they choose not to go, the opportunity is gone forever and the spell is wasted.

The material components used include gemstones totaling not less than 100,000 gp value (whether they're faceted gems or not is immaterial). The components can be enchanted only once/month (usually on a night of a clear, full moon).

At that time, the object is set for the type of succor and its final destination (either the location of the spellcasting or an area well known to the caster). Note that the spell can transport the subject from one plane of existence to another, however the same factors that can prevent the operation of the *plane shift* and *teleport* spells can also prevent the use of this spell.

Temporal Stasis (Alteration) *Reversible*

Rng: 30'	Comp: V, S, M
Dur: Permanent	CT: 9
AoE: 1 creature	Save: None

Upon casting this spell, the caster places the recipient creature into a state of suspended animation. This cessation of time means that the creature does not grow older. Its body functions virtually cease. This state persists until the magic is removed by a *dispel magic* spell or the reverse of the spell (*temporal reinstatement*) is uttered. Note that the reverse requires only a single word and no somatic or material components.

The material component of a *temporal stasis* spell is a powder composed of diamond, emerald, ruby, and sapphire dust, with each crushed stone worth at least 100,000gp.

Time Stop (Alteration, Dimension)

Rng: 0	Comp: V
Dur: Special	CT: 9
AoE: 15' radius	Save: None

Upon casting a *time stop* spell, the caster causes the flow of time to stop for 1 round in the area of effect. Outside this area the sphere simply seems to shimmer for an instant. Inside the sphere, the caster is free to act for 1d3 rounds of apparent time. The caster can move and act freely within the area where time is stopped, but all other creatures, except for those of demigod and greater status or unique creatures, are frozen in their actions, for they're literally between ticks of the time clock. (The spell duration is subjective to the caster.)

Nothing can enter the area of effect without being stopped in time also. If the caster leaves the area, the spell is immediately negated. When the spell duration ceases, the caster is again operating in normal time.

Note: It is recommended that the DM use a stopwatch or silently count to time this spell. If the caster is unable to complete the intended action before the spell duration expires, they will probably be caught in an embarrassing situation. The use of a *teleport* spell before the expiration of the *time stop* spell is permissible.

Weird (Illusion/Phantasm)

Rng: 90'	Comp: V, S
Dur: Concentration	CT: 9
AoE: 20' radius	Save: Special

This spell confronts those affected by it with phantasmal images of their most feared enemies, forcing an imaginary combat that seems real, but actually occurs in the blink of an eye. When this spell is cast, the caster must be able to converse with the victims to bring the spell into being. During the casting, the caster must call out to the creatures to be affected, informing one or all that their final fate, indeed their doom, is now upon them.

The force of the magic is such that even if the creatures make their saving throws vs. spell, fear will paralyze them for a full round, and they will lose 1d4 Strength points from this fear (the lost Strength will return in 1 turn). Failure to save vs. spell causes the creature or creatures to face their nemeses, the opponents most feared and inimical to them. Actual combat must then take place, for no magical means of escape is possible.

The foe fought is real for all intents and purposes; affected creatures that lose will die. If a creature's phantasmal nemesis from the *weird* spell is slain, the creature emerges with no damage, no loss of items seemingly used in the combat, and no loss of spells likewise seemingly expended. The creature also gains any experience for defeating the weird, if applicable.

Although each round of combat seems normal, it takes only one-tenth of a round. During the course of the spell, the caster must concentrate fully upon maintaining it. If the combat goes beyond 10 rounds, those who saved against the spell can take action. If the caster is disturbed, the *weird* spell ends immediately. Creatures attacked while paralyzed with fear are free of the paralysis immediately.

Wish (Conjuration/Summoning)

Rng: Unlimited	Comp: V
Dur: Special	CT: Special
AoE: Special	Save: Special

The *wish* spell is a more potent version of a *limited wish*. If it is used to alter reality with respect to damage sustained by a party, to bring a dead creature to life, or to escape from a difficult situation by lifting the spellcaster (and their party) from one place to another, it will not cause the caster any disability.

Other forms of wishes, however, cause the spellcaster to weaken (-3 on Strength, Constitution and Dexterity) and require 2d4 days of bed rest due to the stresses the *wish* places upon time, space, and their body. Regardless of what is wished for, the exact terminology of the *wish* spell is likely to be carried out.

Casting a *wish* spell ages the caster 5 years per 100 years of regular life span (Min 5), it also reduces 2 random abilities by 1 point each for 1 year per 100 years of regular life span (Min 1 year).

Discretionary power of the DM is necessary in order to maintain game balance. For example, wishing another creature dead is grossly unfair; the DM might well advance the spellcaster to a future period in which the creature is no longer alive, effectively putting the wishing PC out of the campaign.

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Advanced Dungeons & Dragons®

Player's Handbook

2nd Edition

Rules Supplement

The Complete Bard's Handbook





Bard Handbook Spells



First Level Bard Spells



Third Level Bard Spells

Alter Instrument (Alteration, Artifice, Song)

Rng: Touch
Dur: 1 turn/level
AoE: 1 instrument

Comp: V, S
CT: 1
Save: None

By using this spell, the caster can transform one musical instrument into another of similar size and equal value. Any hand-held instrument can be altered into any other hand-held instrument. However, in order to obtain a large instrument, such as a base harp, organ, or any other instrument that is too large or heavy to be easily carried, the spellcaster must start with an equally large instrument.

In any event, the value of the new instrument is identical to the original. A golden recorder will generate a silver plated lute, a child's drum will generate a nonfunctional lyre, etc.

Bards use this spell to save both money and equipment carried. It is a lot cheaper to buy a single instrument and alter it when another is needed than to buy every instrument that might be required. This also saves a lot of space in one's backpack.

If the instrument the bard wishes to alter is being carried or played by another PC, a successful attack roll against the opponent's AC must be made in order to touch the instrument.

Sound Bubble (Abjuration, Evocation, Song)

Rng: 0
Dur: 10 rounds+1 round/level
AoE: Special

Comp: V, S, M
CT: 1
Save: None

When this spell is cast, an invisible bubble springs into existence. It can either be centered on and mobile with the caster or cast on an area. The mobile bubble has a radius of 10', while the area bubble has a radius of 5'/caster level. The bubble has only one effect: sound can't pass through it. Thus sound generated within the bubble can't be heard by those on the outside and vice versa.

Bards often use this spell to enhance the quality and effect of their performances. It also functions nicely when a bard wishes to use one of their talents in a dungeon or other limited setting in which noise is sure to draw unwanted attention.

Besides its entertainment functions, *sound bubble* is also useful in many of the same situations in which *silence* is used.

The material component of the spell is a blown egg shell or a soap bubble.



Second Level Bard Spells

Silence 15' Radius (Alteration, Song)

Rng: 360'
Dur: 2 rounds/level
AoE: 15' radius

Comp: V, S
CT: 5
Save: None

Upon casting 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 issues from or enters the area. The spell can be cast into the air or upon an object, but the effect is stationary unless cast on a mobile object or creature. The spell lasts 2 rounds for each level of the experience of the caster. If the spell is centered on a creature, the effect then radiates from the creature and moves as it moves. An unwilling creature receives a saving throw vs. spell. If successful, the spell effect is centered about one foot behind the position of the creature at the instant of casting (the effect does not move with the creature in this case). This spell provides a defense against sound-based attacks, such as harpy singing, a *horn of blasting*, etc.

Improved Magic Mouth (Alteration, Song)

Rng: 30'
Dur: Special
AoE: 1 object

Comp: V, S, M
CT: 3
Save: None

This spell works in all ways like the 2nd level caster spell *magic mouth*, except as follows.

When this spell is cast, the mouth is endowed with the bard's current knowledge, Intelligence, and personality. When the predetermined event occurs that activates the mouth, it converses as if the bard were actually there. For example, the mouth might say, "Who goes there?" and wait for a reply. If the visitors announce their names, it could go on to say, "Tarnak, please proceed to the music room, while the rest wait in the sitting room."

The mouth lasts until the conversation is over.

Although the mouth can be set to activate due to a visual stimulus (i.e., activate if anyone wearing a green feather approaches the castle gate), once triggered, it reacts only to sounds and speech. Also note that the mouth and the bard are not linked in any way. Once cast, the mouth's knowledge is set and will never change. Thus, if a bard is extremely angry at Tarnak when they cast an *improved magic mouth*, the mouth will remain in a state of anger, even if the bard and Tarnak have reconciled.

Instant Audience (Conjuration, Song)

Rng: 90'
Dur: Up to 4 hours
AoE: 1 room or area within range

Comp: V, S, M
CT: 2
Save: None

When this spell is cast, audience members are magically conjured. Each round 1d4 people enter the room or area in a normal manner. (They actually appear just outside the room when no one is looking.) This continues for a number of rounds equal to the caster's level.

The audience contains a combination of races, gender, and social class appropriate to the occasion.

Instant audience members act in every way like any other members of the audience. They walk around during intermission, talk, eat snacks, and so on. However, they always evade questions about their past, their history, or current events, as they have no past, no history, and have no idea as to what is going on in the world outside of the room.

Instant audience members are strictly noncombative and never attack or cast spells (although they can be bullies or braggarts if that is appropriate). If one suffers even a single point of damage, they instantly vanish along with all of their items (including items no longer on their body, such as clothes that they hung in the linen closet).

Once the performance ends, instant audience members leave in an appropriate manner and vanish as soon as they're out of view.

If the audience is treated in an inappropriate way (as determined by the DM), the spell instantly ends. For example, an audience could be summoned to watch a combat, but if the audience is used as a human shield, it vanishes.

The material components are a small collection of the items carried by the appropriate audience (a gold coin, a piece of fine fabric, a snuff box, etc.). These are tossed into a bag that contains at least one live mouse. The mouse is not destroyed, but vanishes during the spell to reappear somewhere in the room after the spell ends.

Wall of Sound (Evocation, Song)

Rng: 180'
Dur: Concentration+1 round/level
AoE: Special

Comp: V, S, M
CT: 3
Save: None

The *wall of sound* spell brings forth an immobile, shimmering curtain of violently disturbed air. The wall is made up of a number of 10'x10' sections equal to the caster's level. These sections can be arranged as desired as long as the resulting wall all lies in one plane (i.e., it must be flat) that stands up vertically.

One side of the wall, selected by the caster, produces a voluminous roar that completely disrupts all communication, command words, verbal spell components, and any other form of organized sound within 30'. In addition, those within 10' are deafened for 1d4 turns if they fail a saving throw vs. spell.

On the other side of the wall, a loud roar can be heard, but communication is possible by shouting, and verbal components and command words function normally.

Anyone passing through the wall suffers 1d8 points of damage and is permanently deafened unless they roll a successful saving throw vs. spell. Deafened creatures suffer a -1 penalty to surprise rolls, a +1 penalty to their initiative rolls, and they're 20% likely to miscast spells with a verbal component.

A *silence 15' radius* spell cast by a higher level caster specifically for this purpose will dispel the wall; the wall otherwise destroys all *silence* spells that come into contact with it.

The material component is a piece of slate and a finger nail clipping.



Fourth Level Bard Spells

Conjure Cabinet (Artifice, Conjunction, Dimension, Song)

Rng: 10'
Dur: 1 round/level
AoE: Special

Comp: V, S
CT: 4
Save: None

This is a very special spell created specifically for the bard class. Before this spell can be used, the bard must have a special cabinet made. It must be of the highest quality, worth at least 1,000 gp. It can be any size up to 4' wide by 4' deep by 8' high.

Once the cabinet is made, this spell must be cast upon it and the cabinet must be named. At any later date, the bard can cast this spell and the cabinet temporarily teleports to the bard's current location. The cabinet carries with it any contents that are of a performing nature usable by the bard. (For example, it might contain musical instruments, cleaning tools, a playing stool, *etc.*, for a True Bard. It might be lined with throwing daggers, rapiers {for sword swallowing}, and blindfolds for a Blade).

When the cabinet teleports to the bard, a percentile die must be rolled. On a 01-04, it appears 2d20' in the air and falls, destroying itself (but its contents are recoverable). On a roll of 99-00, it teleports into the ground and is destroyed. Otherwise, it is safe.

The cabinet remains for the duration of the spell or until the bard speaks the cabinet's name. It then teleports safely back to its previous location, along with any carried items of a performing nature usable by the bard.

A bard may have only one such cabinet at a time. The teleport will not carry the cabinet to another plane. If items of a nonperforming nature are left in the cabinet, then the cabinet will not teleport.

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Advanced Dungeons & Dragons®

Player's Handbook 2nd Edition Rules Supplement

The Complete **Druid's** Handbook





Druid Handbook Spells



First Level Druid Spells



Second Level Druid Spells

Beastmask (Animal)

Rng: Touch
Dur: 12 hours
AoE: 1 creature

Comp: V, S, M
CT: 4
Save: Negates

Beastmask may affect any single person or animal, or PC's may cast it on themselves. It allows the subject to take on the illusory form of a single animal species--but only that species of animal can perceive the illusion. The subject may not assume an animal form more than twice or less than one-quarter the PC's size.

The almost perfect illusion the spell creates deceives the animal's sight, hearing, smell, and touch. For instance, once a PC casts a "bear" illusion on a subject, bears believe that subject to be a bear, while to humans, other races, and other creatures, the subject remains the same.

PC's normally use *beastmask* to travel among or hunt a particular species. This spell lets a druid assume the guise of a caribou to move among a herd without causing them to panic. A PC also could avoid being attacked by a pack of dire wolves by wearing a wolf's "mask."

Beastmask does not allow communication with the animal species, though it can be used with animal communication spells.

The material component is a miniature wooden mask carved to look like the animal.

Puffball (Plant)

Rng: Touch
Dur: 2 rounds/level of caster
AoE: 1 mushroom, etc.

Comp: V, S, M
CT: 4
Save: Special

A PC who casts *puffball* on a normal mushroom, truffle, or toadstool (up to 6" in diameter) transforms the fungus into a magical puffball, which the PC may drop or throw. The DM should decide what type of roll, if any, is required to hit the target (Strength, Dexterity, etc.).

The puffball bursts upon landing, releasing a cloud of spores 10' in diameter. Those caught in the spore cloud must save vs. poison or suffer an attack of coughing and choking. Victims can make no attacks and lose all Dexterity bonuses to AC and saving throws. The cloud dissipates in 1d3+1 rounds; residual effects still afflict PC's 1 round after they escape the cloud or it fades.

The spell's effects do not affect undead or similar nonbreathing creatures. If no one throws (or drops) the missile by the time its duration expires, the enchantment is lost.

The caster sprinkles the material component--a pinch of ground puffball--over the fungus to be enchanted.

Whisperward (Guardian, Weather)

Rng: Touch
Dur: Permanent until triggered
AoE: 1 item

Comp: V, S, M
CT: 4
Save: None

Whisperward can be cast on any single item, portal, or closure (such as a book, door, or lid). It may ward up to a 30' radius.

The PC keys the ward to become activated (like a *magic mouth* spell) under specific conditions--such as when a certain individual enters the area or opens the warded closure. When the ward is triggered, a soft whispering breeze blows across the caster's face. The caster must stay within 1 mile/experience level of the ward to receive the warning.

The material component is the priest's holy symbol.

Animal Spy (Animal)

Rng: 30'
Dur: 1 turn/2 levels of caster
AoE: 1 animal

Comp: V, S
CT: 5
Save: Familiars
save vs. spell to negate.

Only a normal (real-world) animal or a giant version of a normal animal species may become an animal spy. This spell enables the caster to share the animal's senses--see through the animal's eyes, hear with its ears, smell with its nose, and so on. The animal is completely unaware of the spell's effect, unless the druid warns the beast before casting. *Animal spy* grants no control over the creature. However, most casters will use it on a trained animal or one befriended via the *animal friendship* spell.

For the duration of the spell, the caster remains in a trance, unable to move or use human senses. This consequence can prove dangerous; for instance, PC's attacked while using the spell cannot feel injuries to their bodies. However, at the start of any round, the caster may choose to return the animal's senses to the creature and resume control of the human body. This decision ends the spell immediately. The spell also ends if the animal travels more than 300' away/level of the caster.

Beastspite (Animal)

Rng: 30'
Dur: 1 hour/level of caster
AoE: 1 person

Comp: V, S
CT: 5
Save: Negates

Beastspite afflicts a single person with a magical aura that induces one species of animal to hate and fear the PC. The PC becomes loathed by any species of normal (real-world) animal. While this range excludes monsters, it includes giant animals of the same real-world species. (For example, if *beastspite* causes bats to hate the subject, giant bats will react similarly.)

When the PC comes within 90' of an animal from the target species, the creature will make warning signals (barks, growls, etc.). Its further reaction depends on the animal's nature.

- Aggressive animals, including all predators and most trained guard animals, attack the spell recipient.
- Nonaggressive beasts shun the PC, fleeing or attacking if approached.
- Owners can restrain their domesticated animals, but the beasts show obvious distress and may become very hostile if the PC tries to touch them.
- If the subject was riding when the spell took effect, the mount tries to throw off the PC. The subject must make a riding proficiency check each round to stay astride and to avoid a fall if thrown off.
- An animal extremely loyal to the subject, such as a pet dog, a creature influenced by an *animal friendship* spell, a caster's familiar, or a paladin's war horse does not become utterly hostile to its owner. Instead it notices something "wrong" about the PC and acts unusually nervous.

Fortifying Stew (Healing)

Rng: Touch
Dur: Stew retains enchantment 1 turn
AoE: 1 bowl of stew, etc./level

Comp: V, S, M
CT: 5
Save: None

Any bowl of broth, porridge, or stew the priest has concocted can become subject to *fortifying stew*. A PC can enchant one bowl of stew (about 8 ounces)/experience level. Someone must consume the enchanted meal within 1 turn of the casting.

Anyone partaking of an entire bowlful reaps magical benefits. First, the diner gains nourishment for an entire day from the single meal.

In addition, for 2 hoursplus1 round/caster's level, the PC receives 1d4+1 temporary HPs. Any damage suffered comes off the extra HPs first. The effects of multiple helpings of *fortifying stew* are not cumulative.

For example a 7th level druid, cooks a meaty broth, casts *fortifying stew* on it, and eats the bowlful. A roll of 2 gives them 3 extra HPs. When the spell's effects wear off just over 3 hours, they lose these extra points. If they suffer 5 points of damage in the meantime, they actually loses only 2 HP of their own, since 3 HP came off the extra HPs.

The material component is a vial of stock made of the first fruit of the harvest.

Gift of Speech (Animal)

Rng: 30'/level of caster	Comp: V, S, M
Dur: 1 turn/level of caster	CT: 5
AoE: 1 animal	Save: None

The *gift of speech* spell grants a normal animal (or a giant version of a normal animal) the ability to speak any 1 of the languages the caster knows, whichever the caster chooses, along with the ability to understand words and simple concepts expressed in that language. The affected animal's reactions do not change, nor does its Intelligence increase. The spell has no effect if cast on a creature with an Intelligence score of less than 1.

The material component of this spell is the priest's holy symbol.



Third Level Druid Spells

Pass Without Trace, 10' Radius (Plant)

Rng: 0	Comp: V, S, M
Dur: 1 turn/level of caster	CT: 1 round
AoE: Radius 10' around caster	Save: None

Identical in function to *pass without trace*, *pass without trace, 10' radius* affects everyone within 10' of the caster. The effect moves with the caster, so creatures must stay within 10' of the caster to continue to avoid leaving tracks. A creature who leaves the area of effect can then be tracked normally. Creatures moving into the area of effect after casting are unaffected.

The material component is a sprig of pine burned to ash. Upon casting the spell, the PC scatters the powder in a circle.

Shape Wood (Plant)

Rng: Touch	Comp: V, S, M
Dur: Permanent	CT: 1 round
AoE: 9' cu+1' cu/level	Save: None

By means of *shape wood*, the caster can reform wood. For example, the PC can cast it upon any appropriate-sized piece of wood to fashion a wooden weapon, make a rough door, or even create a crude figurine.

The spell also allows the caster to reshape an existing wooden door, perhaps to escape imprisonment. Again, the volume of the wooden object must be appropriate to the desired result and fit in the area of effect.

While a PC might form a wooden coffer from a tree stump or a door from a wooden wall, the result does not bear high-quality detail. If a shaping has moving parts, there is a 30% chance they don't work.

The alteration endures permanently, at least until the wood rots or is physically destroyed. The caster blows the material component, a pinch of fine sawdust, over the wooden subject of the spell.



Fourth Level Druid Spells

Detect Animal Attacker (Animal)

Rng: Touch	Comp: V, S, M
Dur: Instantaneous	CT: 1 turn
AoE: 1 creature	Save: None

Depending on how it is cast, *detect animal attacker* gives the druid a visual image either of a creature that injured an animal or of an animal that attacked any victim.

While casting the spell upon any victim of an attack by a natural animal (a victim whose body still bears the marks of claws, fangs, or other natural weapons), the druid touches the victim's wound.

This brief touch gives the caster a fleeting vision of the animal that caused the injuries as it looked at the time of the attack.

Likewise, a druid casting the spell upon an injured real-world animal can touch its wound and receive a vision of the person, monster, or animal that harmed it.

Even if the caster receives a vision of an unfamiliar attacker, the PC usually can get an idea of its size, primary attack method, and alignment. (The druid senses good, evil, or neutrality.)

In addition, if the creature still lives and fails a saving throw vs. spell, the caster senses its current position, location, and direction of travel.

Detect animal attacker works only within 1 hour/level of the caster after the victim receives the injury in question. The spell is effective regardless of whether the attack proved fatal.

The material component is the priest's holy symbol.

Earthmaw (Earth, Elemental)

Rng: 150'	Comp: V, S, M
Dur: 1 round	CT: 7
AoE: 10' diameter circle	Save: Negates

Earthmaw causes a patch of ground 10' in diameter to open and form a gigantic mouth with stalactite teeth. The mouth springs forth on a short serpentine neck, much like a water weird, and attacks once in a direction the caster dictates. Then it retracts into the earth and closes solidly. The site of an *earthmaw* spell appears as if the ground has been tilled recently.

The mouth can attack 1 large creature, two man-sized creatures, or 4 small-sized creatures within 10' of its outer edge. It can strike multiple creatures only if they remain clustered within a 10' diameter circle adjacent to the maw.

The *earthmaw* attacks as a monster with HD equal to the caster's level. Creatures standing on the site of the maw suffer a -3 penalty to AC for purposes of this attack only. Creatures standing next to the maw suffer no AC penalty.

A successful hit inflicts 1d4 points of damage/level of the caster. An *unmodified* roll of 19 or 20 means the maw has swallowed the victim whole, burying the PC 2d4' below ground. Victims can be dug out manually, with appropriate spells (such as *dig*), or with magical items (such as a *spade of colossal excavation*). A creature trapped underground will suffocate unless freed within a number of rounds equal to 1/3 its Constitution score.

Earthmaw may be cast on any area of loose or packed earth, sand, or vegetation-covered soil. It may be cast indoors on an earthen surface: for example, on the dirt floor of a barn or basement, but not on the marble floor of a home or temple. It may not be cast on an area containing a tree, any portion of a building, or any type of pavement.

An object present on the site of the maw (such as a campfire or a tent, etc.) counts as a creature of that object's size in attacks.

The material component is a tooth from any predatory creature.

Hunger (Animal, Plant)

Rng: 30'	Comp: V, S, M
Dur: 1 day/level of caster	CT: 7
AoE: 1 person	Save: Negates

Those affected by *hunger* no longer gain sustenance from food. No matter how much they eat, they still feel hungry. If the spell did not end, victims eventually would starve, visibly wasting away.

After 1 day under the spell's effect, victims' concentration suffers (due to their preoccupation with their constant hungry feeling), causing them to suffer a -2 penalty to all ability and proficiency checks. On the 8th day without food, victims who have been maintaining normal activity levels lose 1 Strength point; on the ninth day, they lose 1 Constitution point. This alternating pattern continues until one of the PC's ability scores falls to 3; at this point, the PC becomes comatose. If a score reaches 0 before the *hunger* spell ends, the recipient dies. The victim regains lost points after the spell ends at a rate of 1 Strength and 1 Constitution point/day.

When casting the spell, the PC secretly whispers a particular type of food; by eating the specified food, the victim breaks the spell. It must be a single, natural food (such as lamb, honey, or an apple) but can be exotic (dragon meat) as long as the caster has tasted it personally at some point.

Hunger cannot be dispelled, but can be broken by the *remove curse* spell. Failing all else, a sufferer must wait to find relief until the spell's duration elapses.

The spell's material component is a pinch of the food that can end the spell.

Knurl (Plant)

Rng: 15'/level of caster
Dur: 1 turn/level of caster
AoE: 1 person

Comp: V, S, M
CT: 7
Save: Negates

Casting a *knurl* spell transforms a creature's arm into a tree branch of the same thickness, covered with bark and twigs. The new limb possesses neither elbow nor wrist joints not even a hand. The "arm" remains attached to the shoulder. The spell's recipient can use it as a club but not to manipulate tools, weapons, or spell components.

The caster chooses which of the recipient's arms to affect. A PC could use multiple *knurl* spells to transform both arms of a humanoid. The arm is treated for all purposes as a tree branch: It becomes subject to fire, wood-altering spells, and tree diseases. *Dispel magic* ends the spell's effects.

The material component is a small twig.

Needlestorm (Plant)

Rng: 180'
Dur: Instantaneous
AoE: 1 tree or plant

Comp: V, S, M
CT: 7
Save: Save vs. spell for 1/2 damage

A favorite of cold-forest and desert druids, *needlestorm* causes the spines on any pine tree or similar needle-bearing plant to spray out in a deadly barrage. The shower of needles has a radius of approximately 1' for every 2' of the subject plant's height.

Everyone within this area suffers 1 attack, which inflicts 1d12 points of damage for every 3 full levels the caster has achieved. Thus, a spruce tree enchanted by a 7th levelPC attacks with a attack bonus of 4 and inflicts 2d12 points of damage.

The material component is a spine from a needle-bearing tree or plant.



Fifth Level Druid Spells

Cloudscape (Weather)

Rng: 360'
Dur: 3 turns/level of caster
AoE: 1,000' cu/level of caster

Comp: V, S
CT: 8
Save: None

A PC can cast *cloudscape* on a single cloud or part of a cloud bank, usually from a nearby mountaintop or while flying. It causes 1,000' cu of cloud/level of the caster to become solid enough to support any weight. The solidified clouds remain airborne and feel like a thick carpet.

A creature that falls onto the magically strengthened cloud sustains falling damage. An animal or individual that flies into the solidified cloud falls, stunned, for a round and must make a successful Dexterity check to recover. If a creature is flying through a cloud at the moment it becomes solidified, it may make a saving throw vs. petrification. Those who succeed escape the cloud in time. Creatures that fail the save become trapped as the cloud solidifies around them. However, as the cloud is porous, they can continue to breathe until the spell's duration elapses.

The solidified cloud itself continues to drift with the wind as usual. While the caster cannot use this particular spell to propel the cloud at all, a *control winds* spell can summon a great gust of air to turn the cloudscape into a unique flying conveyance easily enough.

Nature's Charm (Earth, Elemental, Water)

Rng: Touch
Dur: 2 hours/level of caster
AoE: 15' radius/level of caster

Comp: V, S, M
CT: 1 round
Save: Negates

Nature's charm causes a particular place to exert a special fascination beyond mere beauty to anyone entering the area except the spellcaster.

This spell must target a site of notable natural splendor that possesses both edible plants and fresh water. The spot may not be larger than the spell's area of effect. For instance, a 12th level druid could cast this spell on a forest glade up to 360' across, with flowers and fruit-bearing trees centered around a waterfall.

Anyone coming upon the enchanted region must save vs. spell; those who fail invariably make up excuses to remain there long after they should have left. They say they want only to bathe, rest, admire the beauty a bit longer, eat the berries or fruit, paint a picture of the area, or defend the spot jealously from others.

Whatever the reason, those who fall victim to the enchantment forcefully resist all attempts to make them leave until the spell's duration ends. Creatures native to the area of effect are not affected.

The spell's material component is the druid's holy symbol.

Strengthen Stone (Earth, Elemental)

Rng: 30'
Dur: Permanent
AoE: 1 building or wall

Comp: V, S, M
CT: 1 hour
Save: None

Strengthen stone can reinforce any stone construction (house, tower, wall segment, aqueduct, etc.), against physical damage. The DM adds +4 to the structure's saving throw against any kind of damage, from siege engines to natural earthquakes. The stone object gains a saving throw vs. the *earthquake* spell. The spell may be cast only once on any stone object.

If a PC casts this spell on a stone golem or other animated stone being (like one created by *animate rock*), the creature receives a +1 bonus to its AC and adds a +1 bonus to its saving throws for the duration of the spell. *Strengthen stone* has no effect on earth elementals or galeb duhr.

The material component, a diamond chip worth at least 1,000 gp, must be crushed and sprinkled on the construction.

Thornwrack (Plant)

Rng: Touch
Dur: 1 thorn/level of caster
AoE: 1 person

Comp: V, S
CT: 8
Save: Negates

Thornwrack causes long, painful thorns to grow out of the spell recipient's flesh, piercing the skin from the inside. One thorn appears each round, inflicting 1d3 points of damage, until all the thorns have appeared. When the number of thorns exceeds the subject's experience level or HD, a victim still conscious becomes immobilized by the pain, unable to take any action.

1 round after the last thorn erupts from the victim's flesh, the first one disappears. The thorns continue receding at a rate of 1/turn. Immobilized subjects can move again once the number of thorns falls below their HD or experience level. For instance, say the body of a 4th levelPC has 7 thorns. After 4 turns had passed, only 3 thorns would remain, so the victim would no longer be immobile.

Cure spells can restore HPs but do not eliminate the thorns. *Dispel magic* will end the spell but prevents existing thorns from receding. A *heal* spell cancels the *thornwrack*, eliminates all existing thorns, and cures all damage. Without the benefit of magical remedies, the spell ends when the last thorn has receded.



Sixth Level Druid Spells

Earthwrack (Necromancy, Plant)

Rng: 60'/level of caster
Dur: 2d4+10 years
AoE: 30' radius/level of caster

Comp: V, S, M
CT: 1 round
Save: None

This spell causes an area of soil to become barren and blighted. Healthy plants wither and die within 1d4 days of casting. No seed planted there will grow for the duration of the spell. Plant-based creatures entering the despoiled area can see the ruin and feel an intense "wrongness" within the soil. Each round they remain within the area, they suffer 1d4 points of damage.

The blight can be cured using a *limited wish*, a *wish*, or by casting a *remove curse* spell (at the 12th level of experience) and a plant growth spell simultaneously.

Most druids consider *earthwrack* an abomination, although some Shadow Circle druids use it as last-ditch "scorched earth" vengeance against an unruly hamlet.

The material component is the priest's holy symbol.

Rng: 270'
Dur: 6 turns
AoE: 1 building or similar structure

The material component is an ivy leaf.



Rng: Touch
Dur: Permanent
AoE: 1 tree

1 year after the caster dies, the druid's spirit animates the tree as a treant. (DMs should roll up treant statistics for the tree at the time the spell is cast, to determine the tree's AC, HD, etc.) The chosen tree must be of treant height; the exact size determines the size of the new treant, which possesses the caster's memories and personality but has no granted powers or spellcasting ability. It must communicate as a treant.

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The Complete Book of Necromancers





Necromancers Handbook Priest Spells



First Level Priest Spells

Ebony Hand (Necromancy)

Rng: 0
Dur: 3 rounds+1/level
AoE: Personal

Comp: V, S, M
CT: 4
Save: None

This minor meditation focuses a baneful, necromantic aura in the caster's chosen hand, enveloping the fingers in a dark, flickering radiance. The aura of the *ebony hand* enhances the delivery of harmful, touch-related spells (such as *cause light wounds* or *cause disease*) by providing a +1 bonus on the priest's attack roll for every 3 levels of experience past the first (+2 to hit at 4th level, +3 at 7th level, to a maximum of +4 to hit at 10th level).

Once the *ebony hand* is cast, the magic of the touch-delivered spell is no longer conducted through physical contact with the caster's fingertips, but through the flickering aura of the ebony hand.

The companion touch-delivered spell(s) may be cast either before or after the creation of the *ebony hand*, which does not expire with a single, successful touch and may be used to deliver multiple attacks if the spell duration permits. Note that the *ebony hand* does not enhance attacks with weapons or other ranged spells.

The material component varies from religion to religion, but it is usually a piece of apparel or jewelry which is worn on the caster's hand to help focus the meditation (often a black glove or a simple silver or onyx ring). Regardless of the actual focus employed, the material component is not consumed by the spell and may be employed in multiple castings. As the spell description implies, the ebony hand may only be granted by malevolent deities to their evil priests.

Skeletal Servant (Necromancy)

Rng: 30'
Dur: 1 week
AoE: 1 body or skeleton

Comp: V, S, M
CT: 1 turn
Save: None

This spell temporarily animates the bones of a dead human, demihuman, or humanoid creature of man-size or less. The resultant skeleton will obey only simple commands until it is destroyed, turned, or dispelled, or the spell duration expires. As with the creations of the more powerful *animate dead* spell, a *skeletal servant* can be commanded to guard an area, follow the caster, carry heavy objects, and so on. The servant is not well suited to complex tasks (such as cooking, for instance) and is generally created to serve as a porter or temporary bodyguard.

A priest may have only one *skeletal servant*/level of experience in service at once. The material component is a handful of graveyard dirt. As with the more powerful *animate dead* spell, the creation of a skeletal servant is not a good act, and only evil priests use it frequently.

Spectral Senses (Divination, Necromancy)

Rng: 90'/level
Dur: 1 hour/level
AoE: Caster

Comp: V, S, M
CT: 4
Save: None

This spell establishes a sensual link between the priest and an skeleton or a zombie within the spell's range. This link allows the caster to see what the undead sees as if the priest were looking through the creature's eyes. The link also enables the priest to hear any sounds that occur in the vicinity of the undead being. The priest can hear and see exactly as if they were standing at the same location as the undead creature. The spell also allows the priest to issue simple commands via this link. The spell ends abruptly if either the caster or the undead creature moves out of range or is somehow moved to another plane.

Alternatively, the spell may be cast upon an (inanimate) corpse. In such a case, the spell transmits visual and auditory senses to the priest, but does not confer any ability to command or animate the body. The material components are the priest's unholy symbol and a black, hooded cowl which must be worn over the eyes and ears of the priest to benefit from the *spectral senses*.

Undead Alacrity (Necromancy)

Rng: Touch
Dur: 1 turn+2 rounds/level
AoE: 1 undead/level

Comp: V, S, M
CT: 4
Save: None

This spell only affects skeletons and zombies, which temporarily gain the speed and agility of a living human in a peak, healthy state (a movement rate of 12). The undead also gain the same dexterity, initiative, and saving throws as the caster (providing, of course, that these attributes are better than those of the undead). Because of their alacrity, the AC of the undead is automatically improved by 1 (and possibly further modified by the defense adjustment of the caster, if any). The material components are 3 drops of water, sinew of any mammal, and a drop of quicksilver.



Second Level Priest Spells

Hear Heartbeat (Divination, Necromancy)

Rng: 0
Dur: 1 turn+2 rounds/level
AoE: 10' radius/level

Comp: V, S, M
CT: 1 round
Save: None

For the duration of this spell, a priest becomes completely deaf to all normal sounds and may hear only the noise of other creatures' beating hearts. The heartbeat of each person, animal, or monster in the area of effect is clearly distinct and may convey information about the being's proximity, direction, size, emotional distress, general health, and race or species.

For instance, the heartbeat of a frail old caster would be much softer and weaker than that of the *invisible* ogre bodyguard, standing behind them. This spell can provide quite confusing results if cast in the presence of numerous individuals (such as on a crowded city street) and is most effective when cast by a caster in relative seclusion. A priest never hears their own heartbeat with this spell. It is effectively masked out by the power of the *hear heartbeat* spell.

Obviously, this spell is of little use with creatures without functioning hearts (such as plants or undead). The spell's range is diminished if more than a one-inch thickness of wood, stone, or metal lies between the caster and a subject. Each inch of a barrier's thickness should be treated as 10' of open space.

The material component is beeswax mixed with a tiny drop of the priest's own blood (to block the sound of their own heartbeat). While casting the spell, the priest places the wax in their ears to blot out normal sound and trigger the magical effect. Note that the priest is completely oblivious to normal sounds (such as talking or music) while the spell is in effect.

Resist Turning (Necromancy)

Rng: Touch
Dur: 1 turn+2 rounds/level
AoE: 3" diameter circle

Comp: V, S
CT: 5
Save: None

While this spell is in effect, all undead within a 45' radius of the affected object or creature gain a resistance to being turned (or commanded) by the casters and paladins of an opposing religion (compared to that of the caster). The base resistance of the undead to being turned is 20%, plus 5% for every 2 levels of experience of the caster (60% at 4th, 65% at 6th, 70% at 8th, up to a maximum of 95% at 18th level).

This resistance roll is made secretly by the DM before each turning attempt is made. A single priest can continue attempting to turn or command the resistant undead creatures each round until either the resistance is overcome or the turn roll indicates failure. The spell can be centered on a stationary object or upon any moving creature, including the caster.



Third Level Priest Spells

Death's Door (Necromancy)

Rng: Touch
Dur: 1 hour/level
AoE: 1 human or demihuman

Comp: V, S, M
CT: 6
Save: None

When a caster employs this spell, they touches a subject who is injured, unconscious and "at death's door" (–1 to –9 HPs). The spell immediately brings the wounded individual back up to 0 HPs, bringing the subject back from death's door. Although the victim remains unconscious, bleeding and deterioration are stopped for the duration of the spell. The subject (now at 0 HPs) can be brought immediately to consciousness by casteral spells or items that restore lost HPs.

The DM should modify this spell if they disallows the optional rule for "hovering on death's door". If the DM considers PC's to be immediately dead once they reach 0 HPs, then this spell may bring mortally wounded (0 to –9 HPs) PC's back to life, providing it is cast within 1–10 rounds of the victim's demise. The subject must make a system shock roll to survive the transition, and if successful, they permanently loses a point of Constitution.

This modified version restores the victim to 1 HP, which may now be immediately increased by further magical healing, as outlined above. Once too much time elapses after an individual's death, the victim can only be brought back to life with a *raise dead* spell or some other, more powerful form of necromancy.

The material components of the spell are the caster's holy/unholy symbol, a bit of white linen, and any form of unguent.

Life Drain (Necromancy)

Rng: Touch
Dur: Special
AoE: 1 creature

Comp: V
CT: 6
Save: 1/2

By casting this spell and touching another individual, a priest may fortify another's life force at the expense of a victim. This spell enables the priest to drain 1–8 HPs plus 1 HP/level of the caster from a living creature. The priest may immediately bestow the HPs on himself, or transfer them to another individual within 1–4 rounds of the casting. The stolen HPs can increase those of the recipient beyond the normal maximum, and these extra HPs only last for up to 1 turn/caster's level. Any damage suffered by the subject is first subtracted from these additional HPs.

Though predominantly employed by evil priests at the expense of innocents, the spell may be used by those of noble intent, but only if all participants act of their own accord. However, if the victim (the donor of the life force) is unwilling, a saving throw indicates that the spell was partially resisted and only half the HPs were drained. Undead can neither benefit nor be harmed by *life draining*. It is possible, however, for an undead priest to drain HPs from a victim and bestow them on a living ally.

Spirit Bind (Necromancy) Reversible

Rng: 30'
Dur: Permanent
AoE: 1 corpse

Comp: V, S, M
CT: 1 round
Save: Negates

When cast near the corpse of a newly dead individual, this spell binds an individual's life force to its physical remains, preventing a spirit's departure to the afterlife. The (presumably unwilling) spirit of the deceased is entitled to a saving throw vs. spells to resist the effect (made as if still alive), modified by a –1 penalty for every 3 levels of experience past the 1st of the priest (–2 penalty at 7th level, –3 at 10th level, to a maximum of –6 at 19th level).

Spirit bind must be cast on the body of the deceased within 1 round of the individuals' death, for every level of experience of the caster. Thus a 10th level priest may bind the spirit of an individual who was dead for up to a turn. If successful, the *spirit bound* corpse takes on a pale silvery or mauve radiance. Normal animals and even monsters of low intelligence will involuntarily shun this necromantic aura.

While under the effect of this spell, a cadaver becomes immune to the normal effects of rot and decay. *Spirit bind* may thus be employed to preserve a body for a subsequent *raising* or *resurrection*, for which the *spirit bound* individual is considered to have been dead for less than a day. Furthermore, because of the strong, necromantic link already forged between the spirit and the body, the victim receives a –10% bonus on their or their system shock roll.

However, this spell is more often put to much darker ends by death priests. Note that, for the deceased, being *spirit bound* is not a pleasant experience. The spirit may not be aware of its current location or the passage of time (or so good-aligned priests who employ this spell may like to think), but it is most certainly aware of being trapped or constrained. Once bound to its body, a spirit is much easier to coerce with threats of permanent imprisonment and to interrogate with speak with dead spells. Some sages speculate spirit bind may be also involved in the loathsome creation of a flesh golem.

While immune to normal decay and dissolution (and the ravaging of animals and dumb monsters), the spirit bound corpse is in no way protected from destruction by a sentient creature or individual. Should its body be destroyed, the spirit instead becomes *bound* to the last area resided by the physical remains. Such a restless, quasi-liberated spirit might become a non-corporeal undead (such as an apparition, banshee, haunt, poltergeist, wraith, ghost, or spectre). A spirit imprisoned in this manner may only be released by casting the reverse of this spell (see below) or *dispel evil* (*dispel magic* and *reverse curse* are ineffective). Because of the considerable dangers for the subject and moral quandaries involved, good-aligned priests are naturally reluctant to employ *spirit bind* except in the most dire emergencies.

The reverse of this spell, *spirit release*, severs a spirit's ties with the material world and is a common practice at formal funerals. Unwilling, non-corporeal undead are entitled to a saving throw to resist the spell's effects, subject to the same penalties as outlined for spirit bind. If failed, the undead spirit departs for the outer planes and is effectively dispersed. Note that neither version of this spell affects corporeal undead (such as ghouls, lichs, and vampires), nor do they affect extraplanar creatures.



Fourth Level Priest Spells

Cause Insanity (Necromancy, Thought) Reversible

Rng: Touch
Dur: Permanent
AoE: Creature touched

Comp: V, S
CT: 1 round
Save: Negates

This spell drives a victim insane. The DM may consult the madness table in Chapter 3 or choose a form of insanity to suit the wicked caster. A death priest, for instance, might inflict a victim with an exaggerated fear of dying (requiring the PC to make a saving throw vs. paralyzation to avoid the effects of a *fear* spell whenever they encounters a cadaver, human bones, a graveyard, or even an open coffin). Alternatively, the victim might become convinced that all corpses were undead, waiting to rip them or their to shreds. In a combat situation, a death priest will probably choose to quickly neutralize an opponent with an incapacitating form of insanity, such as *confusion* or *feeblemindedness*. The insanity is permanent and cannot be dispelled except by casting *cure insanity* (the reverse), *heal*, *restoration*, or *wish*.

The reverse of this spell immediately cures insanity due to most causes (no saving throw). The spell must be administered while the patient is exhibiting insane symptoms. *Cure insanity* can heal a conscious victim of the effects of hallucinatory spores. It cures madness resulting from spells (such as *confusion*, *chaos*, *contact other plane*, *feeblemind*, *symbol of insanity*, and *prismatic spray*, *wall*, or *sphere*) and also heals the insanity caused by certain magical items (such as an elixir of madness or a scarab of insanity). However, the spell will not control aberrant behaviors caused by lycanthropy, undeath, or powerful curses (such as a *geas* or *quest*). Finally, at the DM's discretion, *cure insanity* may temporarily calm the demented behavior of certain extraplanar creatures (such as slaad).

Heart Blight (Necromancy)

Rng: 10'/level
Dur: Special (up to 3 rounds)
AoE: 1 living creature

Comp: V, S
CT: 7
Save: Negates

With this spell, an evil caster may exert their or their dark will on the still-beating heart of any living victim, provided the target remains in clear view (line of sight) and within the spell's range. After casting the spell, the priest must focus their or their entire concentration on the victim's heart for 3 rounds, during which time the caster may not cast other spells or engage in melee. The priest may, however, walk, talk, and take ordinary defensive precautions while the spell runs its course through the victim.

During the first round of the spell, the victim must make a saving throw vs. death magic with a –2 penalty. This saving throw is modified according to the victim's HP adjustment due to Constitution (+1 bonus for 15 Con, +2 for 16 Con, and so on).

If the victim makes this first saving throw, the spell fails to take hold of their or their heart and has no further effect. If the victim fails the save, however, then they suffers a massive spasm of pain in the chest (similar to that felt in a heart attack), inflicting 1–8 points of damage on the victim and completely incapacitating the individual for one excruciating round.

During the second round, the victim is entitled to another saving throw, this time with a –1 penalty (plus any bonuses for Con). As before, if the victim makes the save, the spell ends with no further effect. If failed, however, the victim's chest pain intensifies, as if a searing band of iron were being slowly tightened around the heart. The PC experiences severe dizziness, disorientation, and terrible shooting pains in the arms, jaw, and left shoulder.

Meanwhile, the victim loses 25% of any remaining HPs, is paralyzed with pain for 2–5 rounds, and immediately loses 2–5 points of Strength, Constitution, and Dexterity. Providing the victim survives the final stage of the spell (see below), these lost points are regained at a rate of 1 point in each these 3 ability scores/day.

On the third round of the spell, the target must make a (third, unmodified) saving throw vs. death magic or suffer a massive heart attack, resulting in immediate death (onset time is 1 round, during which time, the victim is completely incapacitated). Alternatively, a kind DM might decide that the final phase of the spell merely plunges the victim into a deep, death-like coma, lasting 1–4 days and resulting in the permanent loss of 1 point of Constitution.

This deadly spell may be thwarted in a number of ways. Successfully casting *dispel magic* on either the victim or the priest will disrupt the *heart blight*, as will casting a simple protection from evil spell on the victim or wearing a *scarab of protection* (this drains a charge, however). Furthermore, the victim may be entitled to repeat a saving throw with a +2 bonus if treated by another PC with the healing non-weapon proficiency. Finally, the spell is immediately broken if the victim is transported out of range or removed from the priest's line of sight. Because of its murderous effect, this spell is only granted to wicked priests by the gods of Death, Disease, and Evil.

Plague Curse (Necromancy)

Rng: Touch	Comp: V, S, M
Dur: See below	CT: 1 round
AoE: 1 creature or object	Save: Negates

By means of this spell, a caster bestows a powerful curse on a person or object which becomes a carrier for plague and contagion. Every person or animal that comes in direct physical contact with the cursed carrier must make a saving throw vs. death magic or contract a fatal disease (as described in the 3rd level priest spell *cause disease*), resulting in a victim's slow, agonizing demise within 2–5 weeks. The living focus of a plague curse is completely immune from the effects of the disease they carries. In many cases, the carrier will be oblivious to their cursed condition—especially if the carrier is a frequent traveler and does not remain in a single location long enough for the plague symptoms to surface in those they contacts.

The carrier of a *plague curse* displays no outward signs of disease and radiates only a very faint aura of necromancy (only a 5% chance of detecting/level). The curse may only be removed from an individual by a priest of higher level than the caster (*dispel magic* has no effect); alternatively, a cursed object may be cleansed by destruction in fire.

Normally, the curse only expires after it has claimed one life for each level of the original caster. As for the deadly affliction caused by a plague curse, it may be successfully treated with a paladin's healing touch or with such spells as *cure disease*, *heal*, or *restoration*.

The secrets of this malignant incantation are known only to the scant few priests who serve the cold gods of Pestilence and Decay. It is rumored that some Plague Priests must willingly accept this curse for their religion. Invoking a plague curse ages the caster by 1 year. The material component is the priest's unholy symbol and a small ball of myrrh.

For the duration of this spell, the recipient undead becomes a magical focus for the caster, who can now funnel any chosen, currently-carried "companion" spell through the undead. Any companion spell is emitted from the undead, but all casting activity (including component use) is performed by the priest. Distance does not matter, so long as priest and undead remain on the same plane.

However, unless other spells (such as *spectral senses*, *reflecting pool*, or *magic font*) are employed to "see" the undead's current surroundings (or it is in a known location), companion spells will be hurled blindly. A priest can cast multiple spells, 1/round, through the undead, until it is destroyed or a maximum of one spell/level of the priest has been cast or the spell expires (it lasts up to 10 turns/level).

With this spell, a hidden priest can avoid direct combat, employing an undead as a spell-casting fighting-focus. This spell can be cast on an undead affected by *spectral senses*, *undead alacrity*, or *resist turning*, and the spells will function simultaneously. Finally, the undead may be controlled by casteral ability, spell, or magical item, without hampering the *imbuement*.

Scourge (Necromancy)

Rng: 360'	Comp: V, S, M
Dur: Permanent	CT: 8
AoE: 1 creature/level	Save: Negates

This nasty spell causes a major disease and weakness in victims who fail a saving throw vs. spells at a –3 penalty. Afflicted individuals 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.

In the short term, the Strength, Dexterity, and Charisma of each victim are reduced by 3. Attack rolls are similarly decreased by 3. The agonizing symptoms persist until a victim receives a *cure disease*, *heal*, or *restoration* spell bestowed by a more powerful priest than the original caster. *Dispel magic* and remove curse are powerless to mediate the symptoms of a scourge, but a wish will eradicate the infection immediately.

A *scourge* may also lead to a long-term, debilitating illness. Those ignoring the malignant disease resulting from the spell's effects for more than a few days may be susceptible to much worse afflictions (such as gangrene, plague, or leprosy) that ultimately result in the victim's untimely death within 1–4 weeks.

Furthermore, if a victim of the spell enters an area of dense population, there is always a chance that the disease may spread (1%/caster level) into an epidemic of massive proportions. These long-term effects of the scourge are left to the discretion of the DM.

The material component is a specially prepared, black whip or riding crop, which is cracked in the direction of the intended victims during the casting of the spell. Because of its horrific affect, *scourge* is typically only granted to high priests of a malignant and evil god who is dedicated to spreading death and disease.

Undead Regeneration (Necromancy) Reversible

Rng: Touch	Comp: V, S
Dur: Instantaneous	CT: 5
AoE: 1 undead	Save: None

With this spell, the caster can "heal" an undead, restoring to its unlife 2d4 HPs plus one point/level of the caster's experience. As with most spells that restore HPs, *undead regeneration* cannot raise a creature above its normal maximum. Noncorporeal undead can also be affected by reaching into the space they occupy. During the "healing" process, the spell temporarily prevents normal undead attacks or effects of contact with undead from affecting the caster.

The reverse of this spell, *drain undead*, inflicts a like amount of damage. Undead "drain" damage is not gained as healing or extra HPs by the caster. The same protections against undead powers are conferred on the caster as with *undead regeneration*.

Only one undead can be affected by either version of this spell.



Fifth Level Priest Spells

Undead Spell Focus (Necromancy)

Rng: Touch	Comp: V, S, M
Dur: Special	CT: 8
AoE: 1 undead	Save: None



Sixth Level Priest Spells

Asphyxiate (Necromancy)

Rng: 360'	Comp: V, S, M
Dur: 1 round/level	CT: 9
AoE: 1 individual/2 levels	Save: Negates

This spell asphyxiates individuals (chosen by the priest) who fail a saving throw vs. death magic. If fewer than 6 individuals are targeted with this spell, each receives a -1 penalty on their save (-2 for 3 creatures or less, -4 if the entire spell is focused on a single creature). This necromancy induces a victim's throat to constrict and their or their lungs to swell shut, similar to a severe allergic reaction, for so long as the subject remains within range of the spell.

Each round, a victim must attempt a Constitution check. If failed, the victim suffers 1-6 points of damage. If successful, the subject manages to gasp in enough air to reduce the damage to 1-3 points. During its struggles against *asphyxiation*, the affected creature becomes effectively *slowed* (as per the 3rd level caster spell). A victim who fails 3 consecutive Constitution checks has been smothered and dies automatically on the following round.

The effects of *asphyxiate* continue until either the spell expires, a victim withdraws beyond range of the spell, or a successful *dispel magic* is employed on a victim. Victims remain slowed for 1-3 rounds after the spell ends. This spell normally affects only humans or demihumans, though the DM may extend the dominion of the spell to include man-sized or smaller animals and monsters. Obviously, creatures (such as undead and plant creatures) that never breathe cannot be affected by this spell.

The material component is an unholy symbol and a (symbolic) silken gag, which the priest loosely wraps around their or their own mouth after casting the spell. Because of its murderous effect, *asphyxiate* is typically granted only to priests serving evil deities.

Summon Undead (Necromancy, Summoning)

Rng: 180'	Comp: V, S
Dur: 1 turn/level	CT: 9
AoE: Special	Save: None

This spell summons one or more undead into the general vicinity of the priest. The creatures answer the summons within 7-12 rounds (1d6+6). Upon their arrival, lesser undead will usually seek to eliminate the priest at once unless they are suitably fortified behind *protection from evil 10' radius*. More powerful, intelligent undead may attempt to parley with the priest, but they will invariably end the conversation and attack once their initial curiosity has been satisfied. A priest must be prepared to command, cajole, entice, or destroy whatever creature has been called into their service.

Whenever possible, the DM should choose what kind of undead answers the priest's summoning, based on the caster's current surroundings, level of ability, and alignment. Alternatively, the DM may roll a d20 and consult the following table:

Roll	Summoned Undead (Number Appearing)
1-8	Ghouls (4-16)
9-12	Ghosts (2-8)
13-14	Shadows or Wights (2-5)
15	Wraiths or Mummy (1-3)
16	Spectre, Ghost, or Banshee (1)
17	Special (1)
18-20	No undead in range (0)

Special undead might include sons of Kyuss, apparitions, crypt things, eyes of fear and flame, and any other unusual undead creature the DM may wish to introduce. In truly rare circumstances (for instance, if the spell is cast near a creature's lair), this spell might attract the attention of a more powerful undead, such as a death knight, vampire, or even a lich.

These beings will seldom arrive in a predictable fashion and are the most likely to demand some form of nasty retribution or lavish sacrifice to appease.

The summoned undead remain in the vicinity of the priest for at least 1 turn/level and may be commanded to assist the priest in their or their endeavors (including, possibly, attacking the caster's opponents). Unless fortified with *resist turning*, the undead summoned by this spell can be turned (or commanded) by priests other than the caster. Because it enlists the service of powerful and malicious undead, summon undead is granted only to priests serving evil deities.



Seventh Level Priest Spells

Death Pact (Necromancy, Summoning)

Rng: Change	Comp: V, S, M
Dur: Special	CT: 1 turn
AoE: 1 individual (usually caster)	Save: None

By completing this ritual, a high priest forges a powerful pact with their deity. The covenant ensures that a chosen individual will survive an untimely death. A *death pact* is triggered whenever the protected individual is reduced to "death's door" (mortally wounded) due to combat, spell, or accident. In the same round, the subject receives the following benefits:

- The individual (or their remains) and all possessions are transported immediately back to a religious sanctuary as if by a *word of recall* (the location of the sanctuary must be specified at the time of forging the *death pact*).
- Upon arrival, the individual receives a *raise dead* spell (if necessary) and automatically makes any required system shock roll.
- Any physical damage sustained by the individual is completely *healed* except for 2-5 (1d4+1) points of damage.
- Any severed or amputated limbs are instantaneously *regenerated*.
- The body is cleared of lingering enchantments with a *dispel magic* (bestowed at caster's level), whether beneficial or baneful, and cleansed of all poisons, diseases, blindness, curses, and insanity.

A *death pact* will remain in effect indefinitely until the conditions established at the time of its forging have been fulfilled. The *pact* may be established to benefit an individual other than the caster. However, in almost all cases, the chosen one must be in good standing with the caster's religion and agree to undertake a mission that will directly benefit the deity or dark power responsible for granting the spell. A *dispel magic* cannot end a *death pact* prematurely.

This powerful spell is not without its costs, however. Forging a *death pact* is an exhaustively stressful process, drawing the priest into draining audiences with extraplanar powers. As a result, establishing a *death pact* ages the caster 5 years and requires at least 1 week for complete recuperation, during which time the priest cannot cast any spells or engage in any physically demanding activity. Furthermore, when the pact is invoked, the mystical transport and instantaneous healing exacts another toll, this time aging the recipient for 5 years (if the individual was raised, they also loses one point of Constitution permanently). Thus, if the priest cast the spell on themselves, they must be prepared to sacrifice at least 10 years of life!

The spell's material components are an (un)holy sanctuary consecrated to the caster's deity and 7 drops each of the caster's blood, the recipient's blood, (un)holy water, and dew. This powerful pact has enabled many "slain" priests to return from the dead and eliminate their enemies. Wicked casters in the service of evil deities are rumored to have significantly reduced the terrible personal toll on the caster by some unspeakably foul sacrifice. Note that powerful casters might achieve a similar effect with *wish*-fortified *contingency* spells.



Necromancers Handbook Wizard Spells



First Level Wizard Spells

Animate Dead Animals (Geometry, Necromancy)

Rng: 10'
Dur: Permanent
AoE: Special

Comp: V, S, M
CT: 2 rounds
Save: None

This spell creates undead skeletons and zombies from the bones and bodies of dead animals, specifically vertebrates (fish, amphibians, reptiles, birds, and mammals). The animated remains obey simple verbal commands given by the caster, regardless of the language employed. Only naturally occurring animals of no higher than semi-intelligence can be animated with this particular spell (lizards, cats, frogs, weasels, tigers, and so on), including minimal and non-magical, giant-sized animals. These undead remain animated until they're destroyed in combat or turned; the animating magic cannot be dispelled.

The number of undead that a caster can animate depends on the animal's original HD, the caster's level, and the type of undead being created. The caster can create the following number of animal skeletons:

- ¼ HD animal or less: 4/caster level
- 1/2 to 1 HD animal: 2/caster level
- 1+ to 3 HD animal: 1/caster level
- 3+ to 6 HD animal: 1/2 caster levels
- Animal of over 6 HD: ¼ caster levels

The caster can create the following number of animal zombies:

- ¼ HD animal or less: 2/caster level
- 1/2 to 1 HD animal: 1/caster level
- 1 to 3 HD animal: 1/2 caster levels
- Animal of over 3 HD: ¼ caster levels

Animated skeletons of animals that had ¼ to 1 HD conform to the statistics of animal skeletons. Skeletons of animals that had less than ¼ HD when living conform to those same statistics, with the following changes: AC 11, HD 1/4; HP 1, #AT 1, Dmg 1. Skeletons of those animals of over 1 HD conform to the regular animal statistics, with the following changes: AC is worsened by two (AC 10 maximum), damage per attack is reduced by two (1 HP minimum), and movement is reduced by half. Animal zombies conform to the statistics for the particular animal that has been animated, with the following changes: the animal's number of HD is increased by one, AC is worsened by 3 (AC 12 maximum), and movement is reduced by half.

Skeletal and zombie animals gain the standard undead immunities (resistance to cold-based, *sleep*, *charm*, and *hold* spells), but lose any normal defenses that the living animal might have had. They also lose any special attacks (raking of rear claws, swallowing whole, and so on) and cannot inject poison or emit fluids, such as musk or saliva. Swallowing does no further damage to the creature swallowed, except to trap it within the swallower's rib cage. Priests gain a +1 bonus when turning these undead.

This spell is often a caster's first experience animating corpses. For this to work, the animal bodies or skeletons must be intact. The material components are a blood drop and bone chip from the same species as the target remains (only animals belonging to the same species may be animated per spell).

Corpse Link (Alteration, Necromancy)

Rng: 30'/level
Dur: 1 turn/level
AoE: Caster

Comp: V, S, M
CT: 1
Save: None

With this versatile spell, a caster establishes a sensory link between himself and a corpse or freshly animated zombie of a human, demihuman, or humanoid within the spell's range. This link allows the caster to gather sensory information from the vicinity of the cadaver or undead being.

For every 3 levels of experience past the 1st, the caster gains the ability to collect information from an additional sense via the corpse link. At 4th level, for instance, the caster may choose up to two senses (up to 3 at 7th level, 4 at 10th level, and all 5 at 13th level).

Sight: The caster can see what the corpse or undead creature sees as if looking through one of the creature's eyes.

Sound: The caster can now hear through one ear, exactly as if standing at the corpse's current location (if a caster/thief, the caster can use their or their hear noise ability too).

Smell: With one nostril, the caster can now smell things exactly as if standing at the corpse's current location. The spell conveniently masks the putrefying stench of the cadaver (if any) so that subtle variations of aroma (like the scent of a rose) can easily be detected.

Taste: The caster can taste any substance which is introduced into the corpse's mouth. The substance (which may be solid or liquid) tastes exactly as if the caster had placed it on one side of their or their own tongue. This can be especially useful when checking for poison in food or identifying unknown potions. Thankfully, the taste of the corpse's own rotting flesh can be masked out by the spell.

Touch: The caster gains the ability to sense the textural and environmental conditions, with a single hand, as if standing at the corpse's location. The caster can gauge the surface texture and temperature of any object or substance which is placed in contact with the corresponding hand of the corpse.

The type and number of sensory signals is chosen by the caster at the time of casting, and cannot be changed for the duration of the spell. The caster collects all the sensory information through a single organ (eye, ear, nostril, half of the tongue, or hand) belonging to the corpse or undead recipient. *This organ need not be attached to the rest of the cadaver for the spell to function properly.*

While the spell is in effect, the caster can still see/hear/smell/taste/touch normally through other (unlinked) organs. For example, a caster harvests the left eye from a fresh cadaver (with a successful Anatomy ability check) and places it on a high ledge, with a strategic view of a front door. If the spell is now cast, the caster's left eye would be able to see through the left eye of the corpse and spy on any visitors, while their or their right eye remains normal.

Furthermore, if the target of the spell is a zombie, the magic enables the caster to issue simple commands to the undead creature via this link. The command can be no longer than 4 words and can deal only with the creature's movement (turn left, walk forward two steps, and so on). If either the caster or the undead creature moves beyond the range of the spell, the effects are negated. *Corpse link* does not impart any animation to dead tissue; if cast on a regular cadaver, it remains stationary for the duration of the spell.

The material component is a fresh corpse or a newly-animated zombie. Unless some form of preservative magic has been employed to protect the corpse's decaying sensory organs (such as *embalm* or *spirit bind*), this spell cannot be employed on the remains of one who has been dead for longer than 1 day/level of the caster. This spell also requires the appropriate sensory organ of an animal or monster noted for its keen senses (such as the eyes of a hawk, ear of a rabbit, snout of a pig, and so on).

Exterminate (Necromancy, Song)

Rng: 10'
Dur: Instantaneous
AoE: 1 small creature or 1' cu/level
(up to 10 creatures or 10' cu maximum).

Comp: V, S, M
CT: 1
Save: None

In the hands of a novice spell-caster, this spell instantaneously snuffs out the life forces of small rodents and vermin in the area of effect, including such normal pests as flies, mice, beetles, rats, spiders, and the like. Only creatures with 1–3 HP/level of the caster (9 HP maximum) and animal intelligence can be *exterminated*. More powerful casters can thus affect bigger pests, including large spiders, stirges, poisonous snakes, and giant or huge centipedes. If the targeted creatures are extremely small (1 HP or less), then an area up to 1' cu/level (10' cu maximum) can be cleansed of pests.

This spell is well-suited to indoor or outdoor applications and is a favorite among casters who live among pestilence. Occasionally, cruel casters have been known to *exterminate* benign animals (and sometimes even others' pets) with the spell. The somatic gesture is a pointed finger, while the caster verbalizes a low *zzzt* sound. The material components are a pinch of lavender and dried garlic.

Locate Remains (Divination, Necromancy)

Rng: 30'/level
Dur: 1 hour
AoE: special

Comp: V, S, M
CT: 3
Save: None

This spell attunes the caster to the physical remains of dead beings in the area of effect. *Locate remains* will thus easily detect the presence of unburied corpses or corporeal undead (such as skeletons, zombies, or ghosts), but has no effect on noncorporeal undead (such as ghosts or spectres). The caster can scan a 45 degree arc/round (8 rounds to scan 360 degrees) while remaining in place, during which time the caster remains relatively motionless in concentration.

Locate remains is mostly unaffected by walls or obstacles, though the area of effect is decreased (to 10'+1'/level) by more than 3' of solid stone, 10' of wood or packed earth, or one inch of metal.

In the most general application, the spell precisely locates any and all physical remains of individuals in the area of effect, regardless of sex, species, and undead status. This spell does not impart any knowledge regarding the identity (or undead nature) of the remains; only the current locations of corpses within the area of effect are learned. If a personal item or a small fragment of the deceased individual is available at the time of casting, the spell can be used to locate the remains of a specific individual. In that case, the spell does not register the presence of any remains except those of the desired individual.

Both the general and specific versions of the spell have no effect if cast on a living creature of any kind. The material component for this spell is either a small piece of bone from a human cadaver (for the general version) or else an article of clothing, personal possession, or strand of hair (for the specific version). This spell is popular in regions with strict burial customs.

Spectral Voice (Alteration, Necromancy, Song)

Rng: 30'/level
Dur: 1 turn/level
AoE: Caster

Comp: V, S, M
CT: 1
Save: None

This spell is similar to the 1st level spell *ventriloquism* in that it allows the caster to throw their or their voice. However, the caster's voice issues only from the mouth of a specified corpse, skeleton, or zombie. The voice coming from the cadaver or undead creature will not sound like the caster's voice. In the case of a cadaver or zombie, it will sound similar to the hoarse, scratchy voice of the deceased individual. In the case of a skeleton, the voice will sound like a soft, raspy whisper.

For the duration of the spell (which cannot be ended prematurely), the caster's voice emanates from the corpse or undead creature. As a result, the caster is unable to cast any additional spells requiring verbal components until after the *spectral voice* has expired. The material component is a preserved tongue.



Second Level Wizard Spells

Embalm (Alchemy, Alteration, Necromancy)

Rng: Touch
Dur: Permanent
AoE: 1 corpse

Comp: V, S, M
CT: 2 rounds
Save: None

An *embalm* spell enables the caster to protect a corpse (or a harvested part thereof) against the natural forces of decay and dissolution, until some later time when it is needed for a spell. If the *embalmed* cadaver is later animated as a zombie, golem, or other form of animated undead, the creature gains +2 HPs per HD (8 HP/HD maximum) because of the greater strength and resiliency imparted by the spell to the dead tissue. It has no beneficial effect if cast on skeletal remains or on previously animated undead.

Thus preserved, a corpse permanently retains the same odor and appearance it had at the time of casting. *Embalm* does not reverse the effects of putrefaction, but it does prevent any further decay of an individual's physical remains. Unlike more powerful spells (such as *Nulathoe's ninemen (FOR)* or the casteral spell *spirit bind*), *embalm* does not facilitate subsequent resurrection of a corpse. The material component is a drop of vinegar.

Living Link (Divination, Necromancy, Mentalism)

Rng: 270'+30'/level
Dur: 1 round/level of caster
AoE: 1 creature

Comp: V, S
CT: 2
Save: None

With this spell, a caster establishes a sensory link between themselves and any living creature within range. If the caster knows a specific creature or person within range, then the spell can take effect on that specific creature. Otherwise, the *living link* will be established with any sentient creature within range, determined randomly.

Similar to the 1st level spell *corpse link* (which only works with fresh cadavers and zombies), *living link* allows the caster to gather sensory information from the vicinity of the targeted creature (sight, sound, smell, taste, or touch). For every 4 levels of experience past the 1st, the caster can collect information from an additional sense (up to two senses at 5th level, 3 at 9th, 4 at 13th, and all 5 at the 17th level of experience).

The target creature of this spell experiences nothing to indicate that its senses have been tapped, and it remains in control of its own actions, entirely unaware of the magical connection to the caster. In other words, the caster cannot force the subject to look at something (listen at a keyhole, taste a glass of wine, pick up an object, and so on). This spell merely enables the caster to directly experience the world through another creature's perceptions. For instance, looking through another creature's eyes gives the caster all of its visual capabilities, like darkvision should the creature have that ability.

While the spell is in effect, the *living link* overrides the caster's own sensory perceptions. Thus, while a caster is seeing through another creature's eyes, they're unable to see through their or their own. The spell can be ended early with no risk to the caster.

Skeletal Hands (Evocation, Necromancy)

Rng: 10'+10'/3 levels
Dur: 1 turn+5 rounds/level
AoE: Special

Comp: V, S, M
CT: 1 round
Save: None

By casting this spell, a caster animates a pair of skeletal hands that levitate in midair and move as directed by the caster, who uses verbal commands and somatic gestures to guide them. The hands can perform only simple grasping, lifting, and carrying activities. They cannot perform complex movements that require great dexterity, such as picking locks. They can, however, open unlocked doors and chests, or turn pages in a spell book. The hands can also make two clawing attacks/round, each attack directed against a different target. They attack using the caster's table at the same level as the spellcaster, and each inflicts 1–3 HP damage on a successful hit. The hands may be physically attacked in turn (each hand has AC 15, HP 4, and MV 6) and may move anywhere within their range.

The hands can carry up to 5 lb each; together, they can carry an object of up to 20 lb. The hands may wield weapons within these weight limits. When using weapons, the skeletal hands attack on the caster's combat table, with a level half that of the spellcaster and with applicable penalties for nonproficiency. Hand-held melee weapons do half their normal damage (round up fractions), because the hands cannot generate the proper forces that the weapons need in order to inflict normal damage. The hands may fire an already loaded crossbow and inflict normal damage, because the crossbow provides the necessary force to propel the bolt. All other missile weapons have their ranges reduced to one quarter and inflict their normal damage (round up fractions).

The material components are the complete, skeletal hands of any human, demihuman, or humanoid. These hand bones may be reused in multiple castings of the spell, providing the hands have not been damaged or destroyed in combat.



Third Level Wizard Spells

Bone Dance (Artifice, Necromancy)

Rng: 30'/level
Dur: 3 turns/level
AoE: Special

Comp: S, M
CT: 3 rounds
Save: None

This spell temporarily animates the physical remains of a human, demihuman, or humanoid. *Bone dance* forges a mystical link with the newly made undead creature, enabling the caster to mentally control its movements, just as a master puppeteer manipulates the actions of a wooden puppet.



Fourth Level Wizard Spells

Brainkill (Mentalism, Necromancy)

Rng: Touch
Dur: Permanent
AoE: 1 creature

Comp: V, S
CT: 1 round
Save: Negates

A caster using this spell, which operates much like a *forget* spell, can permanently burn from the memory of any 1 creature all knowledge of either a specific place or person or a time period of up to 1 year (the spellcaster may choose the desired result). The spell works on any intelligent creature by destroying a portion of its brain, but a victim is entitled to a saving throw vs. death magic to resist the effects of the spell. If successful, the creature suffers only a painful headache, which dissipates in 1–4 hours but is otherwise harmless. If failed, the victim suffers 1–6 points of damage from an excruciating headache, leaving them or their with selected gaps in their memory.

Brainkill can affect only the victim's memory and ability to recall factual information. For example, a person thus affected might be completely unable to remember details of a place, the name, appearance, or any traits of a person, or might have a one-year blank in their or their memory. The spell has no effect on a person's learned abilities or skills. For instance, suppose an individual gained a swimming proficiency 6 months before coming under the influence of this spell. While the victim will no longer recall the swimming lessons, they still retains the ability, though it might not become evident until the victim jumps into a large body of water. Aside from relearning it as best as one can, the lost knowledge and memories can never be regained except by a *wish*.

Empathic Wound Transfer (Alchemy, Mentalism, Necromancy)

Rng: Touch
Dur: Permanent
AoE: Creature touched

Comp: V, S, M
CT: 1 round
Save: None

By casting this spell, a caster transfers some of the wounds of another creature to themselves, thereby partially curing the recipient. Up to 2 HP/level of the caster may be transferred, so a 10th level caster could cure an ally of a 20-HP wound (but the caster will then take 20 HP in damage).

The HP loss could have originally resulted from physical attacks, certain poisons, spell effects, diseases, or curses (except those that cannot be removed by the *remove curse* spell). This spell cannot restore amputated limbs, drained life levels, or lost life. It also cannot undo any continuously acting poison or disease. The spell only temporarily reverses such harm, which will then continue to affect the victim.

The caster cannot drain their or their own life. Normally, a caster can only transfer up to their or their current number of HPs. A caster may voluntarily be drained to the brink of death (–Con HP). Of course, the caster immediately loses consciousness in such a case, but their or their condition does not deteriorate unless further wounded by another agent. This spell also enables a caster to immediately restore an incapacitated and dying victim, as per the 3rd level priest spell *death's door*. Unlike the priest version, however, HPs cured by the *wound transfer* are inflicted on the caster. HPs lost by the caster may be regained by normal healing or magic.

Finally, after the *transfer* is complete, the caster temporarily loses 4 points of Constitution due to extreme exhaustion; each point may be recovered by 6 turns of complete rest. If the caster's Constitution drops below 3, unconsciousness results, and full Constitution is not regained for 24 hours. The material components are hair and blood from both the recipient and the caster, two newt eyes, and two wolf teeth (each from a different animal). These components are consumed in the casting.

Summon Spirit (Necromancy, Song)

Rng: 30'
Dur: 1 round/level
AoE: 1 dead human or demihuman

Comp: V, M
CT: 1 turn
Save: Special

This spell allows the caster to raise up the spirit of a dead human or demihuman, which may answer questions put to it by those present at the summoning. Of course, the questioners must speak the same language as the dead creature.

The skeleton or zombie animated by this spell is incapable of carrying out any independent actions—the caster must mentally command their or their undead puppet to walk forward, pick up a sword, strike an opponent with it, and so on. While the caster concentrates on maintaining the *bone dance*, they may not speak, cast other spells, or actively engage in melee. The spell occupies the greater part of the caster's attention.

The skeleton or zombie created by this spell conforms to the normal variety described in the *MM*. It is compatible with (can be affected by) other necromantic spells that affect undead, and the creature may perform all of the simple actions outlined in the *skeletal hands* spell. If directed into combat, it fights as a regular skeleton (even if it still has some flesh on its bones).

When combined with *spectral voice*, *bone dance* can make for an effective decoy, a menacing bluff, or at least a ghastly form of entertainment. When augmented by corpse link, a dancing cadaver may serve as an effective (and ultimately expendable) scout that can work beyond the immediate visual range of the caster.

Normally, the bone dance progresses for the duration of the spell or until the caster loses concentration. The *dance* also ends prematurely if the caster causes the skeleton to move beyond spell range or out of direct sight (certain divinations, such as *corpse link* or *clairvoyance*, may lift this hindrance). The bone dance may be destroyed in combat, or broken by a successful *dispel magic*. The material component is an intact skeleton or corpse and a small, crude puppet which the caster must manipulate with both hands to choreograph the *bone dance*.

False Face (Alteration, Necromancy)

Rng: 30'/level
Dur: 1 turn/level
AoE: Caster

Comp: V, S, M
CT: 3
Save: None

This spell enables a caster to copy the face of another human, demihuman, or humanoid, either living or dead. It has no effect on undead. The caster gains the facial features of the chosen individual of either sex, providing the subject lies within range and the caster can clearly see the face they're trying to emulate.

The caster does not gain any sensory abilities (or disabilities) associated with the new face. For example, if the caster copies a blind man's face, the caster still retains their or their normal sight. The caster retains their or their normal voice, too, as well as height, bodily appearance, spells, and spell-like abilities.

The *false face* serves as an effective disguise, though it radiates a magical aura of necromancy. Spells that detect or banish illusions have no effect on this disguise; the *false face* is not illusory. It may be reversed with *dispel magic*.

The material components are a small ball of natural rubber and a small mirror, both of which are consumed in the casting.

Skulltrap (Evocation, Necromancy, Shadow)

Rng: Touch
Dur: Special
AoE: 1 Skull

Comp: V, S, M
CT: 4
Save: 1/2

This ward may be placed on any non-living skull or the skull of an undead skeleton. The *skulltrap* remains dormant until the skull is touched by living matter or is struck and damaged by non-living matter (for instance, it's struck by in combat or falls to the floor). Assume a normal skull is AC 12 and has 2 HP. This simple warding does not discriminate; it can just as easily be triggered by the caster who cast the spell as by a curious rat brushing up against it.

When the *skulltrap* discharges, the skull flashes briefly with red or violet light and violently explodes, releasing a blast of energy drawn from the Negative Material plane. The burst of negative energy does 2d4 HP damage plus 1d4 HP damage for every level of the caster. All living creatures within 10' of the skull must make a saving throw vs. breath weapon to suffer only 1/2 damage from the blast.

Because the trap is so easily triggered, the skull is often placed in its final resting place before casting the spell on it. The trapped skull may be moved without triggering the trap, but it must be moved very slowly and without contact with living matter. Gloves or any other thin materials used to cover the flesh of a living being are not enough to prevent the skulltrap from being discharged. The material component is a pinch of dust from the physical remains of a corporeal undead being with strong ties to the Negative Material Plane, such as a wight or vampire.

Summoning a dead spirit is far from a certain or trouble-free enterprise. The base chance that a spirit will answer the summons is 50%+1% for each experience level of the caster casting the spell. This chance of success also depends on the authority of the caster in the spirit world, the length of time the subject has been dead, and the specific time of day during the casting (see Table below).

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

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

Provided that the spirit is agreeable, it can answer no more than one question for every 3 levels of the caster. Summoned spirits tend to be evasive and cryptic when questioned by the living. In general, their knowledge is limited to what they knew while alive. A spirit may also be called upon to answer specific questions about the near future, regarding actions undertaken before the next nightfall. Questions and predictions about future events are subject to the same conditions and limitations as the priest spell *augury*.

Spirit Summoning Modifiers

Modifier	Condition
+5%	Caster is a necromancer
+5%	Caster has spirit lore proficiency
+10%	Caster is a member of the Witch kit
None	Subject dead for up to 1 week
-5%	Subject dead for up to 1 month
-10%	Subject dead for up to 1 year
-15%	Subject dead for up to 10 years
-20%	Subject dead for up to 100 years
-30%	Subject dead for up to 1000 years
-50%	Subject dead 1000 years +
-25%	Spell cast by day
None	Spell cast at night
+10%	Spell cast at full moon
+25%	cast on a holy day associated with the dead
+10%	Ancestor present at summoning
-10%	Spirit previously summoned within the same month

This spell requires a shallow pit filled with the blood from a slaughtered ram. The pit opens a symbolic link with the netherworld, while the blood serves to lure a spirit back into the world of the living. Note that the blood may also attract hostile undead (if the summoning fails). The DM may care to modify this spell so that it always summons a host of spirits (numbering 1–20) who must be individually questioned and placated before the desired shade arrives. The DM may also care to increase the chances of summoning a hostile undead (even if the spell succeeds) to reflect the caster's location and the tone of the campaign. Obviously, calling a beneficial spirit near the burial mound of a wraith may bring both creatures to investigate the unusual summons.



Fifth Level Wizard Spells

Bind Undead (Necromancy)

Rng: 30'/level	Comp: V, S, M
Dur: 2 rounds/level	CT: 5
AoE: 1 undead/level	Save: Special

Bind undead is highly effective against certain kinds of undead (it has no effect on living creatures). This spell automatically affects all chosen corporeal undead of 6+ or less HD (including coffer corpses, crypt things, ghouls, ghosts, great ghouls, huecuva, mummies, all types of skeletons, sons of Kyuss, wights, and all manner of zombies), with no saving throw. Such creatures curl into a ball (if more than one undead is affected, they're all gathered into one tightly-packed sphere).

Affected undead are held helpless and immobile, their special abilities in stasis, until the spell expires or the caster frees them. The diameter of this ball of undead is typically 2–3' per affected creature. Typically, this "boneball" is rolled off a cliff or into an obstacle or fire, or conveyed into the midst of foes, whereupon the caster ends the magic, freeing the undead to fight.

Against noncorporeal undead (such as ghosts and spectres) and all undead of 7 or more HD who don't turn as "Special" (including vampires and lichs), *bind undead* acts only as a *slow* spell. These undead are entitled to a saving throw vs. spells to resist the effect. *Bind undead* does not effect "Special" undead. The material component is the bone of any creature, held in the caster's left hand at the time of casting.

Bone Blight (Alteration, Necromancy) Reversible

Rng: 90'	Comp: V, S, M
Dur: Permanent	CT: 5
AoE: 1 creature	Save: Negates

This nasty curse slowly erodes the healthy bone of any chosen creature within range, who is entitled to a saving throw vs. spells. If failed, all bone in the creature slowly begins to dissolve, eventually reducing it to a quivering mound of formless flesh.

Except for experiencing a strange "tingling sensation" at the time of casting, the victim is not immediately aware of the spell's effect (making it even more insidious). In the short term (starting at the moment of casting up to the first full day), the bones of the victim become embrittled, greatly increasing their or their susceptibility to crushing attacks or falling damage. At the onset, the subject of this spell sustains double normal damage from such attacks; by the end of the first day, the victim's current HPs are reduced by 20%.

In the medium term (lasting 1d6+1 days from the time of the casting), a victim is subject to frequent, painful fractures. All attacks by piercing and slashing weapons inflict double normal damage, while crushing attacks inflict quadruple damage. By the end of this period, the creature's HPs are reduced by 60%. In the terminal stage of this spell, a victim's bones finally dissolve, collapsing the subject's spine and skull, bringing a slow and painful death.

While under the effects of this spell, the victim's body is unable to undergo normal healing processes. Magical healing (spells or potions) slows the onset of the terminal stage, but it cannot halt the bone loss process completely. Every 10 HP of magical healing effectively prolongs the victim's life in the intermediate stage of the affliction for one full day. The slow dissolution of bone can only be halted by a successful *dispel magic* or by *remove curse*, *cure disease*, *limited wish*, *wish*, *heal*, or *restoration* spells. Once the spell has been broken, lost HPs can be healed by normal or magical means.

The reverse of the spell, *bone growth*, immediately halts the *bone blight* and slowly (over a period of 1–6 days) restores all damage caused by that spell. *Bone growth* can also be used to fuse normal fractures by accelerating the recipient's normal healing processes. Mild compression fractures heal in a day, while more serious ruptures (such as a broken leg or back) might take 1–4 days to fuse (assuming complete bed rest for the patient; otherwise healing time is doubled). This spell does not affect wounds or soft tissue damage, including cuts and sprains, nor does it correct for improper alignment of the bones while healing.

Both versions of this spell only work on living creatures and have no effect if cast on undead. The material component is a drop of aqua regia for *bone blight* and a drop of milk for *bone growth*.

Graft Flesh (Alteration, Necromancy)

Rng: 0	Comp: V, S, M
Dur: Special	CT: 5
AoE: 1 individual	Save: None

With this spell, a caster can graft any freshly harvested flesh to the body of the recipient, either replacing a lost limb or serving as a disguise. The duration is limited only by the compatibility of the grafted flesh to the host's own body. Flesh harvested from the recipient themselves (such as a severed limb) can be permanently reattached with this spell. If the grafted limb were taken from a fresh corpse, however, the maximum duration of the spell would be 1 day/level of the caster. Only musculo-skeletal tissues are affected by this spell; it cannot be used to graft organs or attach additional appendages (such as an extra arm) to the recipient.

Graft flesh can also disguise the subject (who may be the caster) with the flesh from a cadaver. While the subject gains the facial and bodily appearance of the deceased individual, the transformation is only "skin deep." The recipient retains their normal voice, knowledge, spells, and other abilities.

Furthermore, the subject does not gain any physical or sensory abilities associated with their new appearance (the spell cannot, for instance, increase the host's physical strength or replace lost eyesight). This application lasts 1 day/level of the caster.

For the duration of the spell, grafted flesh literally becomes an extension of the host's own body (affected tissue radiates a faint aura of necromancy, however). The recipient has complete control over the flesh as if it were their or their own. At the conclusion of the spell, the grafted flesh slowly deadens and ultimately drops away. A successful *dispel magic* ends the spell prematurely.

Graft flesh only functions on living human, demihuman, or humanoid subjects. The material component is the host's own severed limb or else a suitable replacement from a fresh corpse (dead for no longer than 1 day/level of the caster). Grafted tissue must be harvested from the same species as the host. *Graft flesh* cannot be combined with other enchantments (such as *embalm* or *spirit bind*) which are used to preserve a corpse. By the conclusion of the spell, all grafted flesh has decayed past all utility and cannot be used in a subsequent casting.



Sixth Level Wizard Spells

Corpse Host (Mentalism, Necromancy)

Rng: Touch
Dur: 1 day/level
AoE: Special

Comp: V, S, M
CT: 1 turn
Save: None

This spell enables an individual touched by the caster to transfer their or their life force to temporarily animate the fresh corpse of a human, demihuman, or humanoid. This spell will fail if cast on undead. The recipient wills the cadaver to move and act and can even cast spells through it—all while their or their own body is safely up to 5 mi away/level of the caster. While animated by the host's life force, the corpse ceases to decay; however, unless illusionary magic is cast upon it, the cadaver will appear to be a form of undead (such as a ju-ju zombie).

The recipient (who may be the caster) can see, hear, and sense through the corpse host. The host can fight, talk hoarsely (with the voice of the corpse), and carry things—in fact, it can perform all tasks less exacting than lock-picking, sewing, and similar handicrafts. It can even go adventuring and earn experience points for its "master."

The recipient's mind functions in two places simultaneously—within the corpse host and within their or their real body. The real body can still sense (see, hear, and so on) exactly as before, even benefiting from enhancements such as a magical ring. The tradeoff is paralysis. Aside from breathing, blinking, and moving their or their eyes, the recipient cannot move their or their real body while the host is animated. (Friendly guards are a wise precaution. So is a pleasant or strategic view). The real body does not need to eat, drink, or sleep.

The recipient is vulnerable when their or their corpse host is the target of magical powers that affect the mind. The host can be fooled by illusion spells to the same degree as the recipient. It works this way because both recipient and host are actually sharing the same mind.

Physical attacks against the corpse host don't damage the real body, though they do harm the host. The latter has a number of "HPs" equal to the recipient's normal maximum (even if the recipient is currently crippled). The host has the recipient's natural AC (10), though it may wear armor and employ weaponry with the same restrictions that apply to the recipient. The host does not benefit from anything worn or carried by the recipient's real body, however.

The corpse host can withstand attacks as well as (or as poorly as) the recipient can normally. Note that since the host is not undead, it may not be turned or affected with spells or magical items that influence such creatures.

If the host drops to 0 or fewer HPs, the owner must make a system shock roll. Failure indicates that the real body also dies along with the host. The spiritual link between the recipient and host can also be abruptly severed by (successfully) casting the caster spells *dispel magic*, *limited wish* or *wish* or by employing the casters spells *spirit release* or *dispel evil*. Severance of the spiritual link also requires the recipient to make a system shock roll in order to survive the ordeal.

The recipient of this spell can abandon the link with the corpse host at any time, with no harm to themselves. The host immediately collapses (resuming its usual decay), and the recipient immediately regains control of their or their real body. The same thing occurs when the spell ends or the corpse host somehow moves beyond the spell's range or to another plane.

The material components include a fresh corpse (of an individual who has been dead for no longer than 1 day/level of the caster) and a freshly-excised patch of the recipient's skin. Harvesting this piece of flesh from the subject at the time of casting also inflicts 1–3 HPs of damage. At the conclusion of the spell, the recipient is entitled to a saving throw vs. death magic. If failed, the HP loss is permanent (consumed by the spell) and cannot be reversed or magically healed except with a *wish* or *restoration* spell. If successful, the loss in HPs, while temporary, can only be regained by normal rest.

Ghoul Gauntlet (Alteration, Necromancy)

Rng: Touch
Dur: Special
AoE: Special

Comp: V, S, M
CT: 6
Save: Negates

This rare and horrible spell causes the victim to be slowly transformed into a ravening, flesh-eating ghoul. The transformation process usually begins at the limb or extremity (usually the hand or arm) closest to the location touched by the caster at the onset of the spell. The victim suffers 1–2 HPs of damage each round while the body slowly dies and transforms into a ghoul's cold, undying flesh.

The victim is entitled to an initial saving throw to resist this deadly transformation. If failed, only a *limited wish*, *wish*, or *restoration* will end the condition. A *dispel magic* or *remove curse* may be effective, but only if cast within 3 rounds of the touch that confers the *ghoul gauntlet*. During the early stages of the spell, the original afflicted extremity may be severed and burned to terminate the spell.

If the extremity affected by the *ghoul gauntlet* is amputated while the victim has lost less than 20% of their or their total HPs, then only a hand or a foot may need to be severed (inflicting 1d4+1 HP of damage, requiring a system shock roll to remain conscious, and resulting in the loss of the limb's mobility and functions). After the victim has lost 20%–50% of their or their HPs, however, an entire limb will have to be cut off, with the loss of 1d12+4 HP and a system shock roll. Initially, the transformed flesh of the victim has no paralytic powers or any of the special abilities associated with ghouls. As the spell unfolds, the advancing front of dying flesh inexorably traverses the entire body, and the victim immediately dies once the *ghoul gauntlet* reaches the heart or brain (upon reaching 0 HP due to the spell). Healing spells, potions, or magical items have no power to cure or reverse this affliction while the *ghoul gauntlet* runs its course.

One full day after the victim has died (unless they remain are burned), the subject awakens as a full-fledged ghoul. The undead is now a fawning slave, utterly under the control of the caster who cast the nefarious spell.

The material components include the freshly harvested fingernail of a corpse and a pinch of mandrake root. Both of these are consumed by the casting of the spell.

Transmute Bone to Steel (Alchemy, Alteration, Earth, Elemental, Necromancy) Reversible

Rng: 90'
Dur: Permanent
AoE: 1 creature or object

Comp: V, S, M
CT: 1 round
Save: Special

A caster casting this spell makes any object made of bone, including a skeleton, as strong as steel. The spell may be cast only upon dead, inanimate bones; after they have been transmuted, the bones may now be animated by the usual means. Despite their increased strength, the bones do not change in appearance, and they retain their original weight. Bone objects make all future saving throws as if they were hard metal. Transmuted skeletons now have AC 17 and take half the usual damage from physical attacks.

However, these skeletons still take normal damage from holy water and magical attacks and are also subject to spells affecting metal (*transmute metal to wood* or *heat metal*) and the attack of creatures that especially affect metal, such as rust monsters.

The reverse of this spell, *transmute steel to bone*, weakens any metal by making it as brittle as dry bone (altering all saving throws appropriately). Each non-living recipient of this spell must make an item saving throw vs. disintegration. If failed, the former metal item makes all future saves as if it were fashioned from bone. Metal armor loses its effectiveness, becoming AC 13. Whenever a successful hit is made by or upon the item, the transmuted object must make a save vs. crushing blow to remain intact and functional. Magic items weakened by this spell remain magical, with any bonuses applied to their saving throws. Weapons affected by this spell inflict –2 HP per die of damage (and must save to avoid breakage whenever they hit a target). Physical attacks versus transmuted metal creatures inflict +2 HP per die of damage. The material components (for both versions of the spell) are steel filings and powdered bone.



Seventh Level Wizard Spells

Wound Conferral (Alchemy, Artifice, Mentalism, Necromancy)

Rng: Touch
Dur: Permanent
AoE: 2 creatures

Comp: V, S, M
CT: 2 rounds
Save: Negates

This spell is similar to the 4th level caster spell *empathic wound transfer*, except that it enables the caster to transfer the wounds (up to 3 HP/level of the caster) between any two creatures, excluding the caster. The caster must be able to grasp both the creature with the disability and the creature about to receive the disability without having to make attack rolls. Thus, the two beings must either be willing to undergo the spell, or else be sleeping, unconscious, or otherwise bound and secured from escaping the caster's grasp.

The recipient of the disability is entitled to a saving throw vs. spells if unwilling. If the recipient's saving throw succeeds, the transfer is incomplete and nothing further happens. If failed, the recipient gains the wounds of the disabled creature, subject to a few limitations.

The total amount of transferred HPs is limited to the caster's current HPs (or 3 HP/level, whichever is *smaller*). Normally, the spell functions by conveying the wounds from the disabled creature to the caster (during the first round of casting) and then from the caster to the final recipient (during the second round of the spell). Should an conferred disability drain the caster below zero HPs (if the caster unwittingly attempts to channel more HPs than they currently possesses), the exchange effectively backfires and now operates on the caster himself as an *empathic wound transfer*. The spell also backfires if it is interrupted during the second round of casting, before the final conferral of life force to the recipient.

At the DM's discretion, this spell will never backfire when employed by a caster, who is presumably an expert in these rites. If interrupted during casting, the spell merely fails without any transfer of wounds from the disabled creature. When cast by a caster, this spell can also immediately restore an incapacitated and unconscious creature, as per the 3rd level priest spell *death's door*.

This spell is terribly exhausting for the caster. After the exchange is complete, the caster temporarily loses 7 points of Constitution; each point may be recovered by 2 hours of complete rest. If the caster's Constitution drops below 3, unconsciousness results, and the full Constitution is not regained for 24 hours. The material components are the same as for as the *empathic wound transfer* spell, except for a specially fashioned ruby brooch or pendant (worth at least 10,000 gp) which must be worn by the caster at the time of casting. The ruby, which serves as a temporary receptacle or buffer for the exchanged life force, shatters upon the completion of the spell.



Eighth Level Wizard Spells

Death Shroud (Necromancy, Shadow)

Rng: Touch
Dur: Special (2 rounds/level maximum)
AoE: 1 creature/level

Comp: V, S, M
CT: 8
Save: Negates

Death shroud draws upon the Negative Material Plane to surround the caster in a dark and shadowy aura of life-draining energy. While the spellcaster suffers no ill-effects from this baneful radiance, it may have dire consequences for anyone who comes into contact with the aura.

The *death shroud* can be used actively in offense and passively in defense. In combat, the caster may activate the deadly power of the spell by touching a victim (requiring a successful attack roll). Any creature touched must immediately save vs. death magic with a -4 penalty. If the roll is successful, the victim is unharmed. If the save is failed, a black haze forms around the victim, draining 20% of their or their current HPs each round until the unfortunate individual dies at the end of the fifth round.

The *death shroud* also serves as a passive ward or protection for the caster. Anyone who touches the caster or attempts to strike them or their with any hand-held object or melee weapon must make a saving throw vs. death magic (with no penalties) or be stricken by the death shroud in a similar manner.

The following spells remove the *death shroud* from an afflicted individual: *cure critical wounds*, *heal*, *limited wish*, *wish*, or a successful *dispel magic*. Lesser curing spells and healing potions delay death only by 1 round. Multiple applications of these spells or potions may prolong a victim's life until the duration of the spell expires. The spell may also be ended prematurely by killing or successfully employing dispel magic on the caster (this immediately releases all creatures afflicted by the spell).

The *death shroud* remains in effect until the caster has successfully attacked or been attacked by a number of creatures equal to their or their current level (or the spell's maximum duration of 2 rounds/level has elapsed). Undead are not affected by this spell. In fact, if an undead creature is attacked by a *death shroud*, it immediately gains 1 HD, and the caster must save vs. death magic or suffer the effects of the *death shroud* itself.

This dreadful spell is known only to a select cadre of casters who purportedly learned it from a mysterious, bronze-bound book of extraplanar origin. The warding requires the following material Comp: crushed black opal and diamond (worth 50,000 gp), dust from a corporeal undead with strong ties to the Negative Material Plane (such as a vampire or wight), and a hunk of smoky quartz. These ingredients are consumed in the casting.

Life Force Transfer (Artifice, Mentalism, Necromancy) Reversible

Rng: 1"
Dur: Permanent
AoE: 1 creature

Comp: V, S, M
CT: Special
Save: Negates

Upon completion of this long (8 turns) and highly-versatile incantation, the caster permanently transfers a creature's life force (even their or their own) into a specially fabricated item, a magical receptacle, or the body of another individual. Once the mental transfer has been completed, the recipient's body falls into a cataleptic state, and remains in a death-like trance or coma for 2-7 days. Unless the subject's life force is magically reunited with the body during that time period, their or their body dies, and the life force remains permanently trapped within the physical object or new body.

While in the physical receptacle, the recipient may perform any action permitted by the new form. In an item such as a ring or a sword, the subject may communicate with the user when the receptacle is held or worn properly. The extent of communication depends on the subject's intelligence:

Int	Communication
3-11	None
12-13	Semi-Empathy
14-16	Empathy
17+	Telepathy

Individuals of low or average intelligence cannot communicate, and those of above-average intelligence can communicate using a primitive form of empathy (usually limited to a throb or tingle of varying intensity). At the discretion of the DM, the life force might animate a specially prepared statue or golem, perhaps even enabling the recipient to employ any memorized spells.

Life force transfer is sometimes the final step in the manufacture of a powerful magical item or minor artifact (usually a sword). In this process, a victim's life force is transferred into a magical item (unless they saves vs. death magic at -4), which is finally sealed with a *permanency*.

In such an enchantment, the recipient's body is frequently destroyed afterward by the caster, forever trapping the victim's life force in the item (unless the *permanency* is first reversed and a new body prepared using a *clone*, *wish*, or similar means). If the item is destroyed while the recipient's life force is in it, the creature may regain its body by making a system shock roll if it lies within 1 mile/level of the original caster; otherwise, the subject's life force dissipates, and the creature dies.

Sometimes, a caster may employ this spell as a final measure to protect their or their own life. In this version, the entire incantation and receptacle are prepared and cast beforehand, but only the final syllable of the spell is left unfinished. The caster may pronounce this short (single segment) syllable at any later time, casting their or their life force into the receptacle—providing that it lies within range. Obviously, this strategy only works if the receptacle is kept close to the caster at all times.

Furthermore, the caster usually must leave behind clues or encrypted instructions so that their or their allies may later reverse the spell and restore the caster to their or their normal state, whatever that may be. While the spell is in its unfinished state, the caster cannot learn a new 8th level spell to replace it. Aside from this limitation, however, the caster remains unaffected by the pending spell.

Less scrupulous casters may use this rite to permanently transfer the recipient's life force (often their own) into the body of a younger individual, thereby extending their own existence. The victim is entitled to a saving throw vs. death magic with a –4 penalty to resist the effects. If failed, the subject's life force departs (resulting in the death of the victim), and the recipient's life force takes permanent possession of the victim's body. If the saving throw is successful, the spell fails without any ill effect to either the victim or recipient (though it may be recast at a later date). Thus, an ancient caster may transfer their or their life force into the body of a vigorous, younger person, thereby gaining all of the victim's physical attributes, manual skills, HPs, and extended life span.

The spell requires either an expertly-crafted item or any living human, demihuman, or humanoid (preferably young and healthy) to house the subject's life force. The remaining material components include a scroll inscribed with special rare inks and a massive, blood red garnet (worth 5,000 gp or more). The exact nature of any physical receptacle should be decided by the DM, but it must be of quality suitable for enchantment. The garnet (but not the scroll) is consumed in the casting. This spell cannot be dispelled normally (even in its "pending" state). If the receptacle was not sealed with a *permanency*, then the subject's life force may be driven out with *spirit release* or *dispel evil* (in the event of a permanent magical receptacle, the item's *permanency* must be first overcome with *dispel magic*).

In rare cases, to be adjudicated by the DM, the life force of the victim does not depart from the body, but coexists in their or their body with that of the recipient or "intruder." Such a life force may be able to take control of the survivor—use the control rules for the *magic jar* spell to determine this. As before, the "intruder" life force can only be ejected by casting *spirit release* or *dispel evil* (or a full *wish*). Otherwise, at the discretion of the DM, the life force of the "intruder" merges with that of the victim, diluting the recipient's personality, alignment, and possibly sanity, as well.

The reverse of this spell, *revoke life force transfer*, requires the original scroll (the one used in the *life force transfer* spell to be revoked), the construct, and the body of the recipient. Providing that the spell is cast before the body physically dies (within 2–7 days of the original separation), the reversal process requires a system shock roll in order to be successful. If failed (or if the body has already perished), the newly released life force dissipates, and the subject dies.



Ninth Level Wizard Spells

Death Ward (Abjuration, Geometry, Necromancy)

Rng: 0
Dur: Special
AoE: 1 doorway, portal, or small object

Comp: V, S, M
CT: 1 turn
Save: Negates

By covering a doorway with the most forbidden and lethal of necromantic runes, a caster can protect a small portal so that any creature that tries to pass through the warded area without first speaking a word of command is immediately subjected to a modified *death spell*.

A *death ward* may also be cast on an item (usually a spell book or phylactery) or on a tunnel or cave entrance no larger than 30' in diameter. A single application of this spell can kill up to twice as many HD or levels of creatures as the caster who cast the spell has levels of experience (thus a 20th level caster can slay up to 40 levels with a single *death ward*).

Each creature passing through the ward is entitled to a saving throw vs. death magic with a –4 penalty; if successful, the individual survives and the ward loses none of its lethality. However, those who fail their saves are immediately slain (as per a *death spell*) and their levels or HD are subtracted from the potency of the ward. Those with greater HD than the current power of the *death ward* are unaffected by the spell.

For example, an 18th level lich has cast the *death ward* (which can slay up to 36 levels) on the entrance to their inner sanctum. A party of 4PC's, each 15th level, enter their lair and foolishly traverse the warding. The first member fails their save and perishes, reducing the ward's effectiveness to 21 levels. The second PC makes their save and thus escapes any ill effects (the ward remains unaffected, however). The third PC fails the save and dies also, reducing the ward to 6 levels of potency. The 4th 15th levelPC has too many levels of experience to be affected by the weakened ward, which remains in effect until drained by a less powerful being.

Despite its lethality, this is not a subtle warding. The protected area or object is literally covered with intricate, arcane runes and symbols at the time of casting. These glyphs may flash ominously with pale red or blue light when approached within 10'. The entire area radiates a magical aura of lethal necromancy. Provided that they're on the same plane of existence, the caster will be immediately aware if the *death ward* has been triggered. By concentrating, the caster who cast the ward may determine its current level of lethality, regardless of distance.

This terrible spell is a closely held secret, guarded jealously by the most powerful and black-hearted of casters and liches. It was originally designed by liches, as they can easily sustain the rigors of casting such a spell.

Mortal casters who employ this powerful spell have a 25% chance of going insane (as per the *contact other plane* spell), contracting permanent paralysis (via a stroke), or suffering from a terminal illness (as per the *cause disease* spell) as adjudicated by the DM. The danger of misfortune is reduced by 5% for every point by which the mortal caster's Intelligence is above 18, though this modified chance never drops below 5%. Curiously, the mental stability afforded by lichdom makes these undying casters completely immune to the dangers of employing this ward. It is similarly rumored that certain ancient, evil dragons have developed an even more potent version of this spell, which they may employ in their lairs with impunity.

The material component is a magical ink fabricated exclusively for this spell. The list of the ink's noxious ingredients is lengthy and complex, but it includes the venom of numerous poisonous animals and the acrid ichor of extraplanar fiends. Not surprisingly, the accumulation of these deadly components and the subsequent fabrication of the baneful ink itself sometimes results in tragedy for a mortal caster, as mentioned previously.

While the inscription process (the actual casting) of the *death ward* takes only 1 turn, the fabrication process of the ink (once the proper ingredients have been assembled) takes 1–4 days. The ink also requires the dust of powdered perdiots and garnets, worth 100,000 gp.

Life Force Exchange (Mentalism, Necromancy) Reversible

Rng: 180'
Dur: Permanent
AoE: 2 creatures

Comp: V, S
CT: 9
Save: Negates

This spell permanently switches the life forces of two creatures (one of which may be the caster). Both recipients must be within range at the time the spell is completed, or it fails automatically. When employed correctly, both creatures are surrounded by a radiant green aura and must save vs. spells at –6 to avoid the effects (obviously, willing recipients may forego the saving throw to consciously accept the effect).

The spell only functions properly if both recipients fail their saving throws. If only one target of the spell fails the save, then the one who made the saving throw is automatically stunned (reeling and unable to take action) for 1 round. Meanwhile the other subject (the one who failed the save) is stunned for 1–4 rounds.

In the event of a successful transfer, both life forces retain all of their original mental abilities and behavioral patterns, although their physical abilities are limited (or possibly enhanced) by their new forms. For instance, a decrepit caster uses this spell to exchange life forces with a hale, young warrior in the prime of their health. While the caster gains a young and vigorous body (and all of the benefits that go with it), the unfortunate youth finds himself trapped in the withered shell of a dying, old man. Creatures unaccustomed to being shifted in this way are stunned for a minimum of 1 round after the transfer.

The effects of this spell are permanent and can only be reversed by a full *wish* or by the reverse of the spell, *revoke life force exchange*. If one of the bodies is slain before reversal can take place, the life force currently inhabiting that body departs. That spirit and its new body are dead just as if the spirit was in the body that actually belonged to it in the first place. The life force originally belonging to the slain body is now irreversibly trapped in its new form. Short of expending two *wishes* (one to restore the slain body, and the second to transfer the life force), the only way to now restore the victim to their or their rightful body is by cloning the original body and casting *revoke life force exchange*.

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Advanced Dungeons & Dragons®

2nd Edition

Player's Handbook Rules Supplement

The Complete Ranger's Handbook



Rangers Handbook Spells

First Level Ranger Spells

Allergy Field (Plant)

Rng: 30'/level
Dur: 3 rounds+1 round/level
AoE: 5'/level cu

Comp: V, S, M
CT: 4
Save: Negates

This spell causes PC's entering the affected area to suffer extreme allergic reactions. It may be cast on any field, meadow, forest, or other outdoor area with an abundance of plant life, causing the plants to produce pollen, antigens, or similar allergens. PC's coming in contact with the affected area who fail their saving throws vs. spell, experience swelling of the eyes, fits of sneezing, and dull headaches for the next 2-5 (1d4+1) turns. During that time, they make all attack rolls and ability checks at a -1 penalty.

The spell affects a cube volume whose sides are 5' long/level of the caster; thus, a 9th level caster could affect a 45'x45'x45' cu. The spell lasts until the end of the indicated duration, or until the first frost, whichever comes first.

The material component for this spell is a pinch of ragweed.

Recover Trail (Plant)

Rng: Special
Dur: Special
AoE: Special

Comp: V, S
CT: 4+Special
Save: None

A caster who has lost a quarry's trail while using the tracking proficiency can use this spell to proceed. The spell only works in terrain containing some type of vegetation (such as trees, grass, or seaweed). The quarry must have left some potential trail on which the spell can act (the spell cannot track a creature that has *teleported* or *plane shifted*, for example).

If successful, within an hour after casting the spell, the vegetation in a particular area will begin to flutter, as if being blown by a gentle breeze. If the wind is already blowing, the vegetation moves up and down, or moves in another unusual way to attract the caster's attention. When examining this area, the caster will notice a footprint, broken twig, or other sign previously overlooked, indicating to correct trail. The spell has a success chance of 60%+2%/level of the caster.

This spell will immediately negate a *pass without trace* spell if cast directly for that purpose, otherwise it will still function normally to allow tracking along the disguised trail.

Any spellcaster with access to both the plant sphere and the tracking proficiency can use this spell.

Revitalize Animal (Animal)

Rng: Touch
Dur: Permanent
AoE: 1 animal

Comp: V, S
CT: 4
Save: None

This spell allows the caster to heal an animal by transferring life force (HPs) from themselves to the animal. If the animal is touched with one hand, it regains 1d4 HPs, just as if it had received a *cure light wounds* spell. Touching the animal with both hands restores 2d4 HPs. In either case, the caster temporarily loses the number of HPs that the animal regains. The caster will recover their lost HPs 1-4 hours later (if they transferred 3 HPs, they recover 3 HPs in 1-4 hours). The caster's recovery of these HPs has no effect on the restored animal.

During the 1-4 hours before the caster recovers their transferred HPs, they feel weak and dizzy, making all attack rolls at a -1 penalty during that time. Should the ranger die during that 1-4 hour period, the recovery process stops immediately and no HPs are recovered.

The animal cannot recover HPs beyond the normal allotment. For instance, an animal that normally has 10 HPs, but has been reduced to 6 due an injury, can't receive more than 4 HPs from this spell. Also, the caster will have at least 1 HP remaining after using this spell; if the caster has 6 HPs, they won't transfer more than 5 to a damaged animal.

Revitalize animal works on animals only; it has no effect on humans, demihumans, humanoids, magical creatures, etc. The spell is not reversible; that is, an injured caster can't receive HPs from an animal.

Second Level Ranger Spells

Animal Eyes (Animal)

Rng: 0
Dur: 3 rounds+1 round/level
AoE: 1 creature

Comp: V, S, M
CT: 5
Save: None

By using this spell, the caster can temporarily see through the eyes of any animal. The caster points at any single animal within 300', then closes their eyes and remains stationary. In their mind's eye, they see whatever the animal is seeing. If the subject animal is a squirrel studying the party from a tree branch, the caster sees themselves and the party from the perspective of the squirrel. If the subject animal is a bird soaring overhead, the caster gets a bird's eye view of the area below.

The spell has no effect on the subject animal, nor can the caster control the animal's actions in any way. The animal is unaware of the spell and acts as it normally would. The spell persists until the end of its duration, or the caster moves or takes another action. The caster may voluntarily negate the spell by opening their eyes. The spell also ends if the animal is killed, or moves more than 300' away from the caster.

The subject animal must be one normally found in nature. It may not be supernatural, human, demihuman, nor of extraplanar origin.

The spell requires a glass lens no larger than one inch in diameter as a focus, which is not consumed in the casting.

Locate Animal Follower (Animal) Reversible

Rng: 60'/level
Dur: 2 hours
AoE: 1 animal follower

Comp: V, S, M
CT: 4
Save: None

Occasionally, a ranger's animal follower may wander away in search of food or a mate. An animal follower may also be abducted or trapped. The *locate animal follower* spell helps the ranger find such lost creatures.

The spell takes affect once the ranger fixes in their mind the follower being sought. The spell locates only that specific follower.

Once the spell is cast, the ranger slowly turns in a circle scanning a 45 degree arc/round (8 rounds to scan 360 degrees). If the follower is within range, the ranger senses when they're facing in the direction of the sought follower. If the follower isn't within range, the spell doesn't work. If the follower moves out of the area of effect, the spell is immediately negated. As soon as the ranger sees the lost follower, the spell ends. The spell is blocked by lead.

The spell works only on a natural animal follower (including giant animals) with an intelligence of 3 or less; not a supernatural creature, human, demihuman, humanoid, or other. If the follower is dead, the spell still seeks it out, providing other conditions of casting are met.

The material component is a hair, feather, scale or other physical remnant of the lost follower.

The reverse of this spell, *obscure follower*, hides an animal follower from detection by spells, crystal balls, and similar means for 8 hours.

Third Level Ranger Spells

Animal Trick (Animal)

Rng: 90'
Dur: 1 round/level
AoE: 1 animal

Comp: V, S
CT: 6
Save: Special

This spell temporarily enables any animal to perform a trick it normally doesn't know or lacks the intelligence to execute. The animal must be within 90' of the caster and must be able to hear their spoken commands.

If these conditions are met, the animal will do exactly what the ranger tells it. A lion will batter down the door of a cell, a cat will fetch a key and carry it in its mouth, a parrot will draw a circle in the sand with its claw. A creature with less than 5 HD and no prior allegiances receives no saving throw. Any willing creature predisposed to aid the caster (such as an animal follower) will not resist this spell at all.

The animal can't execute a trick or task that exceeds its physical limitations. A snake can't pick a lock, and a horse can't play a trumpet. Note also that the caster must give specific instructions, not general commands. If the caster commands a lion to "Get something to help me put out this fire," the puzzled lion won't know what to do. However, if the caster says, "Take this bucket in your mouth, dip it in the stream, and bring it back to me," the lion will do as told.

The caster can take other actions while the animal is completing the trick. Once the animal completes its trick, the caster may give it additional tricks to complete until the spell expires. If the spell expires while the animal is in the middle of a trick, or if the spell is broken by some means, the animal immediately stops what it's doing.

Call Follower (Animal)

Rng: 0	Comp: V, S
Dur: Special	CT: 6
AoE: 10 mile radius/level	Save: None

A ranger who has not yet received their full allotment of followers can use this spell in an attempt to summon one. After the spell is cast, the DM secretly consults the list of followers they're chosen for the ranger, or rolls an appropriate table. If the DM decides that a potential follower exists within the area of effect, the follower appears within the next 24 hours. If the DM decides that a follower isn't available within the area of effect, nothing happens (no follower appears). Note that the ranger can't request a specific type of follower; as always, the type of follower is up to the DM. The spell can be attempted no more than once/month.

Chatterbark (Plant)

Rng: Touch	Comp: V, S
Dur: Special	CT: 1 turn
AoE: 1 tree	Save: None

A variation of the 4th level priest spell, *Speak with Plants*, this spell enables a ranger to ask a simple question to a tree and receive a spoken response. The tree can be any species, so long as its trunk is at least 1' in diameter. Before casting the spell, the ranger must spend at least an hour carving a humanoid face in the trunk; if the ranger has a proficiency in wood carving (a variation of artistic ability), they can carve a suitable face in 1 turn.

After carving the face, the ranger spends 1 turn casting the spell, at which time the face becomes animated, twitching and grimacing as if just awakening from a long sleep. The tree face then looks at the caster expectantly, waiting for a question. The caster may ask the tree any single question that can be answered in a single word or short phrase. Typical questions might include: "Has a dragon passed this way within the last few days?" "Has it rained here recently?" "Are there any fruit trees nearby?" The tree answers the question honestly. If the question is beyond the scope of its knowledge, the tree says, "I don't know." After answering, the face disappears.

The DM should keep in mind that a typical tree doesn't know very much, as it has little experience, never travels, and rarely interacts with other living things in meaningful ways. As a rule of thumb, a tree's knowledge is limited to things it has observed (passersby, weather conditions) and general information about the immediate area (animal populations, location of landmarks). A tree can't give dependable advice or make judgements. If the DM is in doubt about what a particular tree knows, the tree answers, "I don't know."

Polymorph Plant (Plant)

Rng: Touch	Comp: V, S, M
Dur: Permanent	CT: 6
AoE: 1 plant	Save: None

This spell enables a ranger to transform any single plant, including a fungus or mold, into any other type of plant of the ranger's choice. The change is permanent. The changed plant has the physical appearance of its new form, but not all of the associated properties. If edible, the new form tastes as bland as cotton. If normally used as a spell component, the new form has only a 50% chance of actually functioning as a component. If normally used for medical purposes (such as for a healing salve or poison antidote), the new form has only a 50% chance of having any beneficial properties.

Only living plants can be polymorphed; the spell won't work on a fallen leaf, a nut, or a picked fruit. The size of the plant is not relevant; a blade of grass may be polymorphed into a towering oak tree and vice versa. The new form doesn't have to be indigenous to the environment; an evergreen tree on a frigid mountain may be polymorphed into a cactus (although it may not thrive for long).

Neither the original vegetation nor its polymorphed form can be an intelligent plant or a plant-like creature. Nor are unnatural plant forms allowed; a mushroom may be transformed into a normal-sized cornstalk, but not a 50'-tall cornstalk or a stalk that produces apples instead of corn.

The material component for this spell is any seed.

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The Complete Wizard's Handbook



Wizards Handbook Spells

First Level Spells

Chromatic Orb (Alteration, Artifice, Evocation)

Rng: 0
Dur: Special
AoE: 1 creature

Comp: V, S, M
CT: 1
Save: Negates

This spell causes a 4-inch diameter sphere to appear in the caster's hand. Within the limits described below, the sphere can appear in a variety of colors; each color indicates a different special power. The caster can hurl the sphere at an opponent up to 90' away, providing there are no barriers between the caster and the target. If the target is no more than 30' away, the caster's to hit roll is made with a +3 bonus. If the target is 30-60' away, the caster's roll is made with a +2 bonus. If the target is 60-90' away, the caster's roll is made with a +1 bonus.

If the *chromatic orb* misses its target, it dissipates without effect. If the target creature makes a successful saving throw, the chromatic orb is also ineffective. Otherwise, the color of the *orb* determines the amount of damage inflicted and its special power, details about the special powers are listed below. The caster can create a single *orb* of any color listed for their level or lower; for instance, a 3rd level caster can create an orange, red, or white *orb*.

The material component for this spell is a gem of the appropriate hue or any diamond. The gem must have a value of at least 50 gp.

Light from the *orb* causes the victim to become surrounded by light to a radius of 20', as if affected by a light spell. The effect lasts for 1 round, during which time the victim makes their attack rolls and saving throws at a -4 penalty, and their AC is penalized by 4.

Heat from the *orb* is intense enough to melt 3' cu of ice. The victim suffers a loss of 1 point of Strength and 1 point of Dexterity (or for victims without these attributes, -1 to hit and a penalty of 1 to AC) for 1 round.

Fire from the *orb* ignites all combustible materials within 3' of the victim.

Blindness from the *orb* causes the victim to become blind as per the spell. The effect lasts for 1 round/level of the caster.

Stinking cloud from the *orb* surrounds the victim in a 5' radius noxious cloud. The victim must save vs. poison or will be reeling and unable to attack until they leave the area of the vapors.

Magnetism from the *orb* has an effect only if the victim is wearing armor made from iron. The iron armor becomes magically magnetized for 3-12 (3d4) rounds. Other iron objects within 3' of the caster will stick tight to the magnetized armor; only *dispel magic* or a similar spell can release the stuck items. At the end of the spell's duration, the stuck items are released.

Paralysis from the *orb* causes the victim to become paralyzed for 6-20 (2d8+4) rounds; a successful saving throw vs. paralyzation halves the number of rounds.

Petrification from the *orb* turns the victim to stone. If the victim successfully saves vs. petrification, they avoid turning to stone and instead is slowed (as per the spell) for 2-8 (2d4) rounds.

Death from the *orb* causes the victim to die. If the victim successfully saves vs. death magic, they avoid death and instead is paralyzed for 2-5 (1d4 +1) rounds.

Chromatic Orb Effects

Level of Caster	Color of Orb Generated	HPs of Damage	Special Power
1st	White	1-4	Light
2nd	Red	1-6	Heat
3rd	Orange	1-8	Fire
4th	Yellow	1-10	Blindness
5th	Green	1-12	Stinking Cloud
6th	Turquoise	2-8	Magnetism
7th	Blue	2-16	Paralysis
8th	Violet	slow	Petrification
9th	Black	paralysis	Death

Copy (Evocation, Geometry)

Rng: Special
Dur: Instantaneous
AoE: 1 object

Comp: V, S, M
CT: 1 round
Save: Special

Copy enables the caster to make a perfect copy of a map, letter, or any other written or drawn document. The caster must have a blank parchment or a book with blank pages of sufficient size to hold the *copy*. The caster holds the blank object over the object to be copied, then casts the spell; the *copy* immediately appears on the formerly blank object. The *copy* is permanent and is a perfect duplicate of the original.

Copy can also be used to copy spells from a new spell book into the caster's spell book, assuming the caster's spell book is of sufficient size to contain the new spells. The caster must first roll to see if they can learn the new spells; if so, they can cast *copy* to instantly copy them into their spell book.

The material components for this spell are a piece of blank parchment (or a book with blank pages, as described above), and a drop of black ink

Corpse Visage (Illusion, Necromancy)

Rng: Touch
Dur: 1 round/level
AoE: Creature touched

Comp: V, S, M
CT: 1 round
Save: Negates

This spell transforms the caster's face or the face of any creature touched by the caster into the horrifying visage of a rotting corpse. The effect of this illusion is so startling that when it is viewed by opponents, the caster's party adds a modifier of +2 to their surprise roll. Creatures with low Intelligence or higher (Intelligence of 5 or greater) and with 1 HD or less (or who are 1st level or lower) must make a successful saving throw when first viewing *corpse visage* or flee in terror for 1-4 rounds.

Corpse visage does not distinguish between friend and foe, and all who view it are subject to its effects. If the spell is cast upon an unwilling victim, the victim is allowed a saving throw to avoid the effect.

The material component is a rag or piece of cloth taken from a corpse. The cloth must be prepared by dotting it with paints of assorted colors.

Detect Disease (Divination)

Rng: 85'
Dur: 1 turn+2 rounds/level
AoE: 1 creature or object

Comp: V, S, M
CT: 2
Save: None

Detect disease reveals to the caster whether a subject creature or object carries a disease, whether normal or magical. Additionally, there is a 10% chance/level of the caster that they're able to identify the exact type of disease. The caster can turn, scanning a 45 degree arc/round (8 rounds to scan 360 degrees) while remaining in place, during which time the caster remains relatively motionless in concentration. 1 creature or object per round can be detected.

The material component is a twig or small branch from any tree.

Divining Rod (Artifice, Divination, Enchantment)

Rng: 180'
Dur: 1 round/level
AoE: Special

Comp: V, S, M
CT: 1 round
Save: None

This spell enables the caster to enchant the branch of a ginkgo or fruit tree to locate a common item that is hidden from view. Unlike *locate object*, the caster does not need to have a specific mental image of a particular item; rather, they only need to state the name of the general type of item they wish to locate, such as buried treasure, edible plants, or fresh water. However, *divining rod* will not locate invisible or magical items, nor will it locate items protected by *obscure item* or a similar spell.

Once the branch is enchanted, the caster holds the branch with both hands. If the desired item is within the range of the spell, the enchanted branch points in the direction of the item and gently pulls the caster along. The spell is not blocked by lead or any other substance.

However, if an impenetrable obstacle is reached, such as the ground or a wall, the branch presses against it and stops. If there is no item matching the description within the spell range, the branch does not react, although the caster can move about and continue to search.

The material component for this spell is the branch from a ginkgo tree or a fruit tree, such as peach, apple, or lemon. The branch must be shaped like the letter Y, so that the caster can grasp a fork of the branch in each hand.

Protection from Hunger and Thirst (Abjuration Alchemy, Geometry)

Rng: Touch	Comp: S, M
Dur: 1 day/level	CT: 1
AoE: 1 creature	Save: None

When *protection from hunger and thirst* is cast, the recipient requires no food, water, or nourishment of any kind for the duration of the spell. The recipient can be the caster or anyone they touch. Each day the caster (or the subject of the caster's choice) is under the effect of the spell, they're fully nourished as if they had eaten and drank normally. At the end of the spell's duration, the subject is no more hungry or thirsty than they were when the spell was originally cast.

The material components for this spell are a small piece of dried meat and a cup of water.



Second Level Wizard Spells

Choke (Conjuration/Summoning, Necromancy)

Rng: 90'	Comp: V, S, M
Dur: 1 round/level	CT: 2
AoE: 1 creature	Save: 1/2

By means of *choke*, the caster causes a pair of ghostly hands to appear around the throat of a single victim. The victim must be a human, demihuman, or humanoid, and must be within 90' of the caster. The hands will choke and strangle the affected victim for the duration of the spell; each round, the victim suffers 1-4 HPs of damage from the choking hands. If the victim makes a successful saving throw, they suffer 1/2 damage each round.

Choke can be negated by *dispel magic* or a similar spell; the victim cannot wrench the ethereal hands away from their neck. The victim makes all attack rolls at a -2 penalty while affected by *choke*.

The material component for this spell is a handkerchief or similarly-sized piece of cloth that has been tied in a knot

Death Recall (Divination, Necromancy)

Rng: Touch	Comp: V, S, M
Dur: Special	CT: 1 round
AoE: 1 corpse	Save: None

This spell enables the caster to visualize the final minutes of the life of any creature or person that died within the previous 24 hours. When the caster touches the subject's corpse, the caster goes into a trance. The caster then has a vision of the final 10 minutes of the subject's life as seen by the subject himself. The vision ends with the last scene the subject saw before they die, at which time the caster awakens from their trance and the spell is over.

The material component for this spell is a fragment from a shattered mirror

Detect Life (Divination)

Rng: 85'	Comp: V, S, M
Dur: 1 turn+3 rounds/level	CT: 3
AoE: 1 creature	Save: None

By use of this spell, the caster can determine if a creature is alive, including creatures in a coma or trance, or under the influence of *feign death*. Any form of mental protection prevents the effectiveness of this spell, as does any thickness of metal. The caster can turn, scanning a 45 degree arc/round (8 rounds to scan 360 degrees) while remaining in place, during which time the caster remains relatively motionless in concentration. 1 creature or object per round can be detected. An inch of stone or wood is treated as 10' of open space for the purpose of determining whether the spell functions.

The material components for this spell are a holy symbol and a hair from the head of a newborn animal

Filter (Abjuration)

Rng: Touch	Comp: V, M
Dur: 1 turn/level	CT: 2
AoE: 10' radius sphere around creature touched	Save: None

This spell creates an invisible globe of protection that filters out all noxious elements from poisonous vapors; therefore, a creature protected by *filter* takes no damage and suffers no penalties from poison gas of any kind, including those created magically (such as *stinking cloud*). The exceptions are poisonous vapors created by a dragon's breath weapon (such as the chlorine gas of a green dragon); in these cases, the creature protected by filter suffers 1/2 damage.

The material components for this spell are a strand of spider web and a scrap of cotton cloth approximately 1" sq.

Ghoul Touch (Necromancy)

Rng: 0	Comp: V, S, M
Dur: 1 round/level	CT: 2
AoE: 1 person	Save: Special

When this spell is in effect, the caster's touch causes any single human, dwarf, gnome, half-elf, or halfling to become rigid for 3-8 (1d6 +2) rounds unless the victim makes a successful saving throw vs. paralyzation. Additionally, the paralyzed victim exudes a carrion stench in a 10' radius that causes retching and nausea. Those within this area who fail to save vs. poison will make their attacks with a -2 penalty until the spell reaches the end of its duration.

The material component for this spell is a small scrap of cloth taken from the clothing of a ghoule or a pinch of earth from a ghoule's lair.

Ice Knife (Artifice, Elemental, Evocation, Water)

Rng: Special	Comp: V, S, M
Dur: Instantaneous	CT: 1 round
AoE: Special	Save: Negates

This spell fires a dagger of ice at the target. The caster makes a normal attack roll as if attacking with a missile weapon, factoring in the range from the attacker to the target (the *ice knife* has a long range of 90', a medium range of 60', and a short range of 30'). A successful hit causes 2-8 (2d4) HPs of damage. If the *ice knife* misses its target, consult the rules for grenade-like missiles.

When an *ice knife* strikes a solid object or a creature, the knife shatters, releasing a wave of numbing cold. All creatures within a 5' radius must make a successful saving throw vs. paralyzation or suffer 1-4 HPs of cold damage and become numb for 1-3 rounds. Numbed creatures have their movement rates reduced by half and their chance to hit reduced by 2. Proximity to major sources of heat, such as a roaring bonfire, improves a creature's saving throw by +2.

An *ice knife* that misses or is lost cannot be picked up by the caster (or anyone else) and thrown again. If the *ice knife* is touched, it instantly shatters, releasing a wave of cold as described above. If a lost *ice knife* is not touched, it melts away in a pool of water 1 round after it was originally created; this melting occurs regardless of the environmental temperature.

The material components for this spell are a drop of water from melted snow and a tiny silver dagger.

Vocalize (Alteration, Song)

Rng: Touch	Comp: S, M
Dur: 5 rounds	CT: 2
AoE: 1 spell-casting creature	Save: None

This spell allows the recipient to cast spells that normally require a verbal component without the caster needing to make a sound. Such spells must be cast within the duration of the *vocalize* spell. This spell is also useful in situations where quiet is desired, or when the recipient is under the influence of a silence spell.

Vocalize does not negate a silence spell, but merely offsets it for the purpose of spell casting; if a spell caster under the effect of *vocalize* casts a spell that has some audible effect, that sound will be masked for as long as *silence* remains in force. *Vocalize* does not affect normal vocal communication.

The material component for this spell is a small golden bell without a clapper



Third Level Wizard Spells

Bone Club (Artifice, Enchantment, Geometry, Necromancy)

Rng: 0
Dur: 1 round/level
AoE: 1 bone

Comp: V, M
CT: 1 round
Save: None

A caster can use this spell to enchant a bone, causing it to become a magical club. This magical weapon acts as a *club* +4 against undead, inflicting 5-10 (1d6 +4) HPs of damage, and a *club* +1 against all other opponents, inflicting 2-7 (1d6+1) HPs of damage. The bone can be from any animal, providing the bone normally could be wielded as a club; for instance, a human femur could be enchanted by this spell, but a skull could not. At the end of the spell's duration, the *bone club* reverts to a normal bone.

If the proficiency rules are being used, PC's with a weapon proficiency with a club also have a proficiency with a *bone club*. Those wielding a *bone club* without the club proficiency suffer the normal penalties.

The material components for this spell are an appropriately-sized bone and a pinch of dirt from a grave

Delay Death (Enchantment, Necromancy)

Rng: 90'
Dur: 1 turn/level
AoE: 1 creature

Comp: V, S, M
CT: 1 round
Save: None

This spell enables 1 person or creature to postpone death. If *delay death* is cast before the indicated creature or person reaches 0 HPs, they're able to fight, cast spells, communicate, and take all other normal actions until they reach their -Con in HP's. However, from the time they reach 0 HPs until they're reduced to -Con, the affected person or creature makes all attack rolls and saving throws at a -2 penalty, and their movement rate is reduced by half.

When the subject reaches or exceeds -Con, they're dead and *delay death* is no longer in effect. Note that the spell has a limited duration; if the spell expires after the affected subject has reached 0 HPs but before they have been reduced to -Con, the subject dies instantly. A deceased subject previously under the effect of *delay death* can be raised normally by raise dead and similar spells.

The material component for this spell is a chip from a tombstone or a sliver of wood from a coffin

Hovering Skull (Artifice, Necromancy)

Rng: Special
Dur: 2 rounds/level
AoE: Special

Comp: V, S
CT: 4
Save: None

This spell creates a glowing human skull with sharp fangs. The skull hovers about a foot above the caster's shoulder; as the caster moves, the skull hovers along with them. If the caster stops moving and concentrates, they can mentally command the *hovering skull* to move in any direction within a 30-foot radius.

The caster can see through the skull's eyes as if they were their own; for instance, the *hovering skull* could be ordered to investigate a dark cave or peek over a high wall. Additionally, the caster can order the *hovering skull* to attack victims with its razor-sharp teeth. If the caster's concentration is interrupted while controlling the skull, the skull immediately drops to the ground (but it takes no damage). If the caster resumes concentration, they can continue to command the skull. The *hovering skull* has the same statistics as the caster, except the skull has 3 HPs and inflicts 1-6 HPs of damage with its bite. Attacks directed at the skull do not harm the caster, nor does damage directed at the caster affect the skull.

The material component for this spell is the tooth from a human skull.

Invisible Mail (Abjuration, Evocation, Force)

Rng: 0
Dur: Special
AoE: The caster

Comp: V, S, M
CT: 2
Save: None

A variation of the *armor* spell, this spell enables the caster to cover their body with an invisible suit of plate mail to temporarily raise their AC to 17. Its effects are not cumulative with other armor or magical protection (a PC cannot improve their AC better than 17 through use of this spell), but Dexterity bonuses still apply.

For each level of the caster, the *invisible mail* absorbs 1 HP of damage that would normally hit AC 17; however, the *invisible mail* offers no protection against magical weapons or attacks. When the *invisible mail* has absorbed as many HPs of damage as the caster has levels of experience, the invisible mail disappears. The *invisible mail* does not hinder movement, nor does it add weight or encumbrance. It does not interfere with spell casting.

Example: A caster with a normal AC of 10 has shielded themselves with *invisible mail*. The first opponent attacks with a normal dagger; the attack is made against the AC 17 of the *invisible mail*. The attack is successful, causing 2 HPs of damage, but this damage is absorbed by the *invisible mail* and the caster is unharmed. A second attack is made with a *sword* +1. The invisible armor offers no protection against this magical weapon, so the attack is made against the caster's normal AC of 10.

The material component is a small fragment of plate mail.

Iron Mind (Abjuration, Mentalism)

Rng: Touch
Dur: 1 hour
AoE: 1 creature

Comp: S, M
CT: 3
Save: None

The person or creature affected by *iron mind* is immune to all charm and hold spells for a full hour. Additionally, they automatically disbelieve all illusions cast by 3rd level casters (or their equivalent) or lower.

The material component for this spell is a small chunk of iron ore or any small item made of solid iron, such as a nail.

Pain Touch (Divination, Mentalism)

Rng: Touch
Dur: 1 round/level
AoE: 1 creature

Comp: V, M
CT: 3
Save: None

Pain touch enables the caster to touch an opponent in such a way as to induce extreme pain. The spell works if the caster touches any exposed part of an opponent's body. The caster must be within arm's length of the opponent for the spell to work. The spell requires a normal attack roll.

The pain causes no damage, but for the next 1-4 rounds, the victim will be -2 on their chance to hit and their AC is worsened by 2. The caster can cast the spell and touch the victim in the same round. *Pain touch* is only effective on human, demihuman, and humanoid opponents.

The material components for this spell are a needle and the finger from a scorched glove.

Snapping Teeth (Alteration, Artifice, Conjunction)

Rng: Touch
Dur: 1 turn/level
AoE: 1 creature or object

Comp: V, S, M
CT: 3
Save: None

By means of this spell, the caster causes a set of teeth to appear on a person or object; the teeth appear in the exact location touched by the caster. The *snapping teeth* are contained in a mouth-like orifice about 6" in diameter and are capable of snapping at victims within 1'. A person or creature with the *snapping teeth* can cause them to snap at will, effectively giving them an extra attack/round. A normal attack roll is made, and a successful hit inflicts 1-4 HPs of damage. Note that the victim must be within range of the teeth and that normal facing considerations must be accounted for (for instance, *snapping teeth* in the back of a person's head can only attack victims that are behind the person).

Snapping teeth can also be placed on a non-living object, such as a tree or a door. In such cases, the *snapping teeth* are invisible until they make an attack. The *snapping teeth* will attack any victim that comes within 1'; they attack as a 4 HD monster, and each successful hit causes 1-4 HPs of damage. These attacks are automatic and are not controlled by the caster. Attacks cannot be directed against the *snapping teeth*, but *dispel magic* causes them to vanish.

The material component for this spell is a tooth from any carnivorous animal, such as a wolf, shark, or serpent.



Fourth Level Wizard Spells

Duplicate (Conjuration)

Rng: Touch
Dur: 1 hour/level
AoE: 1 object

Comp: S, M
CT: 1 round
Save: None

This spell creates an exact copy of any single item the caster touches. The item to be copied must fit inside a 20'cu. The spell has no effect on living creatures, including undead, nor will it copy magical items. The *duplicated* item is identical to the original in every way—for instance, a duplicated sword can be wielded to inflict damage as a normal sword—but detect magic can reveal its true nature and *dispel magic* can cause it to disappear. The *duplicated* object exists for 1 hour/level of the caster, at which time it vanishes; *permanency* does not affect duplicated items. Duplicated gems can not be used for spell casting.

The material component for this spell is a pinch of coal dust.

Fire Aura (Abjuration, Elemental, Fire)

Rng: 0
Dur: 2 rounds/level
AoE: Caster

Comp: V, S, M
CT: 4
Save: Special

By means of this spell, the caster surrounds their body with an aura of magical green fire. The *fire aura* extends 1' from the caster's body and provides illumination in a 10' radius. The *fire aura* provides complete immunity to all forms of fire, both natural and magical; the flames can be extinguished only by *dispel magic* or a similar spell. Those touching the *fire aura* suffer 2-8 (2d4) HPs of damage; additionally, if the touched victim fails to make their saving throw, their body is set afire with green flames.

The flames persist for 2-8 (2d4) rounds and can be extinguished only by *dispel magic* or a similar spell. Each round the victim is engulfed in these flames, they suffer an additional 1-6 HPs of damage; the victim's attack rolls are made with a -2 penalty during this time.

The material components for this spell are a scrap of singed paper and a piece of flint

Halo of Eyes (Abjuration, Conjuration)

Rng: 0
Dur: 1 turn/level
AoE: Special

Comp: V, M
CT: 4
Save: None

Halo of eyes creates a halo of functional eyeballs that sits atop the caster's head, enabling the caster to see in all directions at the same time. Additionally, these magical eyes all have infravision to a distance of 180'. The caster can see opponents on all sides of them, providing they're not *invisible*, and therefore can never be struck from behind or suffer a penalty for a back attack. Under normal conditions, the caster cannot be surprised. Attacks cannot be directed against the magical eyeballs, but their vision is obscured by *blindness* and other magical and natural effects that would hinder the caster's normal sight.

The material components for this spell are the feather of an eagle and an eyelash from the corpse of any creature.

Otiluke's Dispelling Screen (Abjuration, Alchemy, Evocation)

Rng: 15'/level
Dur: 1 round/level
AoE: 20' sq

Comp: V, S, M
CT: 5
Save: None

This spell creates a shimmering screen of violet energy in any shape the caster desires. Any creature passing through the screen is affected by *dispel magic* with the same level of effectiveness as that spell cast by the caster.

The material components for this spells are a sheet of fine lead crystal and a chysolite gemstone worth 1,000 gp (both vanish after the spell is cast).

Wind Breath (Air, Elemental, Evocation)

Rng: 0
Dur: Instantaneous
AoE: Cone 180' long and 90' wide at the base

Comp: V, S, M
CT: 1 round
Save: 1/2

A variation of *gust of wind*, this spell allows the caster to fill their lungs with air and expel a powerful wind. The strength of this wind is about 5 mi/hour for every level of the caster. Those outside the area of effect do not notice the tremendous winds, though objects may be blown out of the spell's area into their path. The DM should determine the precise effects of the *wind breath* using the following parameters as guidelines.

If the *wind breath* is 30-50 mi/hour, there is a 10% chance that small boats capsize, a 1% chance that ships capsize, and a 10% chance that a man is knocked down. There is a 20% chance that branches snap, light articles are blown away, and tents and sails tear. Creatures caught in the cone of the *wind breath* suffer 1 HPs of damage from blown sand and grit.

If the *wind breath* is 50-70 mi/hour, there is a 70% chance that small boats capsize, a 20% chance that ships capsize, and a 50% chance that a man is knocked down. Trees bend and there is a 70% chance that branches snap, and a 20% chance that a trunk snaps. Medium-sized articles are blown away, and there is a 50% chance that tents and sails are torn, and a 40% chance that shacks are blown down. Creatures caught in the cone of the *wind breath* suffer 1-4 HPs of damage from sand and grit. Flying creatures are blown back 10-40 (10d4').

If the *wind breath* is 70 mi/hour or more, there is a 100% chance that small boats capsize, a 70% chance that ships capsize, and a 70% chance that a man is knocked down and blown 10-40 (10d4)' to suffer 1-6 HPs of damage per 10' blown. There is a 70% chance that tree trunks snap, and a 100% chance that branches are ripped from trees. Heavy articles are blown away, medium articles are ripped from fastenings, and tents and sails have a 70% chance of being destroyed. There is a 20% chance that common buildings are blown down and a 60% chance that shacks are flattened. Creatures caught in the cone of the *wind breath* suffer 1-8 HPs of damage from blown objects. Flying creatures are blown back 50-100 (40+10d6)'.

The component is a handmade silk fan with a value of at least 500gp.



Fifth Level Wizard Spells

Force Shapechange (Necromancy)

Rng: 30'/level
Dur: Instantaneous
AoE: 1 creature/level

Comp: V, S, M
CT: 1
Save: 1/2

With this spell, the caster can force any shapechanger or magic-wielder using any form of a *shapechanging* spell to instantly revert to their true form (or their most common form). To use the spell, the caster points at creatures they know or believes to be shapechangers.

If the creatures are indeed shapechangers, they must make a successful saving throw or immediately revert to their true form and suffer 3-30 (3d10) HPs of damage from the wracking pain caused by the forced change. The change takes a full round, during which time a victim can take no other actions. If the saving throw was successful, the victim does not change form, but still suffers 1/2 damage (2d10/2).

The material components for this spell are a hair from the hide of any lycanthrope and a live butterfly, released when the verbal component is uttered.

Invulnerability to Normal Weapons (Abjuration, Geometry)

Rng: 0
Dur: 1 round/level
AoE: 5' radius

Comp: V, M
CT: 2
Save: None

This spell creates an immobile, faintly shimmering magical sphere around the caster that cannot be penetrated by non-magical blunt weapons, edged weapons, or missile weapons. The caster can use these weapons from inside the sphere to attack opponents normally. Spells can also be cast through the sphere. The sphere can be negated by *dispel magic*.

The material components for this spell are a piece of a broken non-magical weapon and a scale from a dragon

Know Value (Divination)

Rng: 180'
Dur: Instantaneous
AoE: 125' cu (5'x5'x5')

Comp: V, M
CT: 7
Save: None

Know value enables the caster to know the total value of coins, gems, and jewelry within the area of effect, within the limits that follow.

The items must be clearly visible. They cannot be concealed on people, hidden in a chest, or buried in the ground. The items must also be contained within an area no larger than a 125' cu (5'x5'x5'), and this area can be no farther than 180' from the caster.

Further, *know value* will only reveal the value of 75% of the total number of objects in a treasure pile, up to a maximum of 10 pieces/objects+1/Level; the DM determines which pieces the spell affects, and the caster does not know which particular pieces have been appraised. The spell does not detect the presence or value of magical items, and it ignores the value of personal property, such as clothing, weapons, and other equipment. *Know value* does not reveal the number or nature of any type of hidden objects.

The material components for this spell are a copper piece and a phony gem

Mordenkainen's Private Sanctum (Abjuration, Alteration, Geometry, Shadow)

Rng: 0	Comp: V, S, M
Dur: 1 hour/level	CT: 2 turns
AoE: 1 room	Save: None

With this spell, privacy is ensured in a room of up to 1600' sq (40'x40', or the equivalent). From the outside, the windows of the room appear to be dark and cloudy, preventing those with normal vision, darkvision, or any other type of vision from seeing inside. Those inside the room can see out the windows as they normally would. No sounds of any kind can escape from the room. Scrying attempts, such as *ESP*, *clairaudience*, *clairvoyance*, and *crystal balls* cannot penetrate the room, and a *wizard eye* cannot enter. The caster can leave the room without affecting the spell.

The material components for this spell are a thin sheet of lead, a piece of opaque glass, a wad of cotton or cloth, and a pinch of powdered chrysolite.

Mummy Rot (Necromancy)

Rng: Touch	Comp: V, S, M
Dur: 1 round/level	CT: 5
AoE: 1 victim	Save: Special

This spell allows the caster to attack with a rotting touch similar to that of a mummy. If the caster touches a human, demihuman, or humanoid victim, the victim immediately loses 2-12 (2d6) HPs and is infected with a rotting disease which is fatal in 1-6 months. For each month the rot progresses, the victim permanently loses 2 points of Charisma. While infected, the victim recovers lost HPs at 10% of their normal rate.

The rotting disease can be cured only with a *cure disease* spell; *cure wounds* has no effect. A *regenerate* spell will restore damage but will not otherwise affect the course of the disease. If a victim makes a successful saving throw, they're not infected, but they still suffer 2-12 HPs of damage.

The material components for this spell are a piece of rotten fruit and a piece of a mummy's cloth wrapping.

Rary's Telepathic Bond (Alteration, Divination, Mentalism)

Rng: 60'	Comp: V, S, M
Dur: 2 turns/level	CT: 1 round
AoE: 2 or more creatures	Save: None

With this spell, the caster forms a telepathic bond between two or more creatures with Intelligence of 6 or higher. The bond can be established only between willing creatures who are within 60' of each other. The creatures need not speak the same language to communicate via the bond. The bond can be placed upon 1 creature for every 3 levels of the caster; therefore, a 9th level caster can forge a bond among 3 creatures. The bonded creatures can remain in mental contact as long as they remain on the same plane of existence. If either creature enters a different plane, the spell is terminated.

Rary's telepathic bond can be cast only once to affect a single pair of subjects. However, if the caster is able to cast the spell twice, the same subjects can be affected again. Example: A caster can cast *telepathic bond* twice. The first casting links Subject A to Subject B. The second casting can affect Subject A again, linking them with Subject C.

The material components for this spell are two pieces of eggshell; the pieces must be from the eggs of two different species of egg-laying creature.

Throbbing Bones (Necromancy)

Rng: 30'	Comp: V, M
Dur: 1 round/level	CT: 3
AoE: 1 creature	Save: 1/2

This spell causes the bones of the affected creature to throb and pulsate inside their body. The spell can be cast upon any single living creature or person within the caster's range, providing the creature has a physical form and has bones inside its body; for instance, *throbbing bones* will not affect insects, ghosts, or worms.

For the duration of the spell, the affected creature's AC is worsened by 2, its movement rate is halved, and all its attacks are made with a -2 penalty. Additionally, it suffers 1-4 HPs of damage/round; this damage is halved if the creature makes a successful saving throw. However, a successful saving throw has no effect on the movement, attack, and AC penalties.

The material components for this spell are both pieces of a small bone that has been snapped in half

Wall of Bones (Conjuration, Necromancy)

Rng: 180'	Comp: V, S, M
Dur: 1 turn	CT: 1 round
AoE: 10' sq/level; 96" thickness/level	Save: None

This spell causes a *wall of bones* to erupt from the earth in whatever shape the caster desires within the limits of the area of effect. The wall is a random construction of bones from many types of creatures. The wall need not be vertical, but it must rest upon a firm foundation or it will collapse. Since the wall has many small openings and gaps, it provides only 50% cover. Missiles can easily be fired from behind the wall, and creatures of small size (less than 4' tall) can wriggle through openings in the wall at the rate of 10'/round. However, the wall has many sharp edges and creatures wriggling through it suffer 1-8 HPs of damage per 10' traveled.

If the spell is cast in an area occupied by creatures, the *wall of bones* appears everywhere except where the creatures stand. Creatures in the affected area suffer an immediate 2-16 (2d8) HPs of damage when the wall appears. The wall can be smashed by creatures wielding blunt weapons with a Strength of 18 or greater. Every 10 HPs of damage causes a 5'x5'x6 inch section of the wall to collapse. The *wall of bones* is unaffected by *animate dead*.

The material component for this spell is the branch of a withered tree taken from a cemetery



Sixth Level Wizard Spells

Blackmantle (Enchantment, Necromancy, Shadow)

Rng: 180'	Comp: V, S, M
Dur: 1 turn/level	CT: 1 round
AoE: 15' radius	Save: Negates

Blackmantle creates a shimmering aura around all creatures within the affected area that negates all healing and regeneration, both natural and magical. For instance, a *potion of healing* has no effect on a creature under the influence of *blackmantle*, a troll cannot regenerate lost HPs, and *cure light wounds* is useless.

Blackmantle is negated for any target creatures who make successful saving throws. Otherwise, it persists for 1 turn/level of the caster. If the creatures are still alive at the end of the spell's duration, any active curative forces will operate normally; for instance, a *ring of regeneration* will resume its function. However, consuming a *potion of healing* or applying a *staff of curing* while *blackmantle* is in effect will have no effect when *blackmantle* wears off, since these types of magic work instantly.

In such cases, the dose of *potion of healing* and the charge from a *staff of curing* are not only wasted, but the aura generated by *blackmantle* actually negates the *potion of healing* or the *staff of curing*, rendering it useless. If a *potion of healing* or *staff of healing* is applied after the spell wears off, the healing magic works normally.

The material component for this spell is a small mummified animal, such as a mouse or a toad

Shadow Form (Necromancy, Shadow)

Rng: 0
Dur: 1 round/level
AoE: The caster

Comp: V, S, M
CT: 1 round
Save: None

By means of this spell, the caster temporarily changes themselves into a shadow. The caster gains the movement rate, AC, HD, and all abilities of a shadow. The PC's chilling touch (requiring a normal attack roll) inflicts 2-5 (1d4+1) HPs of damage on their victims as well as draining one point of Strength.

Lost Strength returns in 2-8 (2d4) turns after being touched. If a human or demihuman victim is reduced to 0 HPs or 0 Strength by the caster in shadow form, the victim has lost all of their life force and is immediately drawn into the Negative Material Plane where they will forever after exist as a shadow.

All of the caster's weapons and equipment stay with them, but they're unable to use them while in *shadow form*. The PC is also unable to cast spells while in *shadow form*, but they're immune to *sleep*, *charm*, and *hold* spells, and is unaffected by cold-based attacks. The PC is 90% undetectable in all but the brightest of surroundings. Unlike normal shadows, a caster in shadow form cannot be turned by priests. At the end of the spell's duration, there is a 5% chance that the caster will permanently remain as a shadow. Nothing short of a *wish* can return the caster to their normal form.

The material components for this spell are the shroud from a corpse at least 100 years old and a black glass marble.

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THE DROW OF THE UNDERDARK

By Ed Greenwood





Drow Handbook Priest Spells



First Level Priest Spells



Second Level Priest Spells

Spider Climb (Necromancy)

Rng: Touch
Dur: 3 rounds+1 round/level
AoE: Creature touched

Comp: V, S
CT: 1
Save: Negates

A *spider climb* spell enables the recipient to climb and travel upon vertical surfaces as well as a giant spider, or even hang upside down from ceilings. Unwilling victims must be touched and are then allowed a saving throw vs. spell to negate the effect. Bare hands and feet are required, and the affected creature moves at MV 9 (6 if at all encumbered). Movement is silent, unless loose rock, etc. is dislodged. Objects that weigh less than 1 lb will stick to the affected being's hands and feet for the spell duration, making certain types of spellcasting virtually impossible. The effect can be prematurely ended by the caster, by pronunciation of a word (if the affected being is not the caster, the caster must be within a range of 10'/level for the word to have my effect).

Sufficient force can pull the recipient free; the DM can assign a saving throw based on circumstances, the strength of the force, and so on. For example, a creature with a Strength of 12 might pull the subject free if the subject fails a saving throw vs. paralyzation (a moderately difficult saving throw). If the caster is the recipient of the spell, its duration can be (by silent will) stopped and started; i.e., a climber who reaches a ledge can "turn off" the effect and sleep, cast other spells, and engage in other activities, "turning on" the *spider climb* later in order to climb down.

This option is not available to recipient creatures other than the caster. Such beings must be touched for the caster to transfer the magic to them. This can be done at any time during the life of the spell-i.e. a caster can *spider climb* for a time, touch another being, and by will transfer the remaining time of the ability to that other being. If a being is unwilling to be affected, a saving throw vs. spell is allowed, to negate the effect (this ends the spell immediately).

Unlike the wizardly equivalent of this spell, no material components are required

Spidereyes (Animal)

Rng: Touch
Dur: 1 round/level
AoE: Special

Comp: V, S
CT: 1
Save: None

This spell enables the caster to temporarily see through the eyes of any living arachnid, which must be touched. This creature, and a strand of spider web, are the material components of the spell. This spell does not give the caster any direct mental contact with the spider, and does not confer any sort of control over the arachnid, or ability to learn its thoughts or emotions,

Most spiders have 8 eyes (two compound, 6 simple) whose vision is not readily understandable to most intelligent races. The spell allows the caster to comprehend what the spider sees (with range, focal viewpoint, and usually darkvision) as readily as the spider does. The range between spider and caster is limited only by the spell duration and the spider's travels, but the spell is broken if either spider or caster move to another plane of existence. The interposition of certain magical barriers, such as the border of a minor globe invulnerability or any more powerful spell, between arachnid and caster will also end this spell.

Usually small, harmless spiders are employed by casters of this spell, to serve as spies where a caster dare not go-but often, frustratingly, a spider will not go or look where the caster wants it to, unless controlled or influenced by additional spells.

Sometimes, this spell is cast on a giant spider (the caster requires a successful attack roll if the spider is hostile and not surprised) to see through its eyes while battling it, so that the caster and companions can strike from areas that the arachnid cannot see.

Darkfire (Elemental, Fire)

Rng: Touch
Dur: 2 rounds/level
AoE: 1 fire source

Comp: V, S, M
CT: 2
Save: Special

This magic was developed for use in rituals of worship to Lolth, but has since been adapted into an offensive battle spell. It requires the same "material components" as a normal fire. The spell may either transform a normal fire, or ignite unlit fuel into *darkfire*.

Darkfire gives off no light at all, although creatures with darkvision see *darkfire* as a brighter signature than regular flame. All of its combustion is bent to producing heat and "wild magic" energy, which it does very well: contact with a brazier or hand-lamp of *darkfire* typically does 2d4 HP of damage (plus, flammable items or garments worn or carried by the target must make saving throws against magical fire).

In battle, *darkfire* usually emanates from 1-2 of the caster's limbs, as desired. It does not harm the caster at all, except to burn away clothing it touches. A blow from a flaming limb typically does 1 HP of physical damage, and another 1-8 HP of burning damage.

Darkfire from a flaming arm can be willed into handfuls, and thrown: 1 "ball"/round, attacks as if caster were striking directly, 10' range. Thrown *darkfire* does 1d3 HP damage plus 1 point/level of the caster upon striking-and the DM should note its flammable effects on wherever it lands, in the event of a miss. "Missed" *darkfire* rages where it lands for 1-2 rounds before burning itself out.

Fire resistance of all sorts is only partially effective against *darkfire*; the saving throw bonuses normally conferred by such magic are only half as effective, and any damage reduction is also halved. (In any case where total immunity usually applies, a saving throw vs. spell is required to escape all *darkfire* damage.)

Mindtouch (Divination)

Rng: 15'/level, 270' maximum
Dur: 1 turn/level
AoE: 1 creature

Comp: V, S, M
CT: 1 round
Save: Negates

Similar to the casters' spell ESP, a *mindtouch* allows the caster limited contact with the minds of nearby living creatures. Surface thoughts can be read, but no mental influencing or direct communication is possible. Unintelligent creatures will yield only emotions and instinctive thoughts.

Undead and creatures without minds (as we know them) cannot be contacted by this spell. Contact can be broken or initially foiled by any thickness of lead, 2" or more of any metal other than lead, or 2" or more of rock.

1 creature/round can be probed; the priest can freely switch the "listening" from one being to another. The priest can even engage in spellcasting or activities requiring intense concentration without ending the spell-but any round in which the priest does not concentrate on the thoughts of a being is a round wasted. The spell's time until expiry, "keeps running," and without concentration, nothing will be read.

The caster can use the spell to help determine if a creature lurks in ambush; even if no thoughts can be read, the priest can "feel" the presence of a mind, and gain some idea of its current state (agitated, active, damaged, at rest, and so on). Even a clear thought-reading will not always reveal what sort of creature is being read.

The priest's holy symbol is the material component of this spell.



Third Level Priest Spells

Continual Faerie Fire (Weather)

Rng: 360'
Dur: Permanent
AoE: 12 sq feet/level, within a 70' radius

Comp: V, M
CT: 6
Save: None

This spell allows a priest to permanently "paint" an object with pale glowing light. This radiance may be of any hue desired (amber, green, red, and ale-brown seem most popular, in that order, although adventurous casters sometimes employ even more exotic hues).

The area can be of any size up to the priest's limitations, but must be continuous: a row of coin-sized patches of hot would require a row of spells, whereas a ribbon of light in the same area could be created with a single spell. In this manner, large glowing murals are drawn on the walls of some drow structures.

In addition to its artistic uses, continual *faerie fire* is quite sensitive to life energy. Undead creatures, however disguised, radiate an aura of blackness when limned with *continual faerie fire* (this does not extend to evil beings from other planes turnable by high level casters, only to "true" undead).

All beings and objects possessing a dweomer radiate an additional, flickering white aura, concentrated around the magic they bear-e.g. a sword or potion flask. The entire person of a *polymorphed* being glows, as does the entire extent of any *illusion*. Spellcasting or magical item activation within the radiance of a *continual faeriefire* is accompanied by tiny, winking white motes of light. (Note that aura-effects are cumulative; an undead imbued with spell ability or disguised by an illusion would have a black aura, haloed with a flickering white one). The magic that animates some undead is part of their essential nature, and so would not cause a white aura unless they also bear some special magical item or cast dweomer, or are themselves engaged in spellcasting or the discharge of spell-like natural powers.

The radiance does not harm undead or dark-dwelling creatures, and never approaches the intensity of sunlight, but creatures using normal vision can attack and function as if in normal light. The radiance does not alter or damage objects or creatures within its area of effect in any way. Moving objects and creatures retain a glowing outline for 1 round after the round in which they leave the lit area.

The material components of this spell are a piece of foxfire, a drop of water, a pinch of ashes, and a pinch of bone dust. *Dispel Magic* ends this spell's effect forever. It operates independently of magical *light* and *darkness*, functioning as if neither existed. Within areas of bright light, the winking white lights of magical outlines are hard to see, and the outlines around beings and objects appear as a faint fuzziness around the perceived edges of the outlined form.

This spell is most often used to illuminate temples or other important buildings. Outside cities, drow most often use it in the Underdark to illuminate areas where slaves of surface races must work, and to mark trails, landmarks, or borders (often with coded hues).

Giant Spider (Animal)

Rng: 60'
Dur: 3 rounds+1 round/level
AoE: 1 arachnid/level

Comp: V, S, M
CT: 2 per arachnid
Save: None

This spell enables a priest to turn one or more normal-sized arachnids into giant spiders, unlike normal giant spiders, the bite of the spiders created by this spell is not a fatal poison; instead, failure of the poison save results in the victim being stunned (no attacks or deliberate activities) for 1 round, and slowed for the rest of the spell duration.

This spell only affects arachnids; insects, crustaceans, and other similar small creatures are unaffected. The material components of the spell are the priest's holy symbol and the arachnids to be transformed. They must be alive and relatively unharmed, and their numbers limit the number of giant spiders a high level priest can create.

Even if a spider is normally poisonous, or the arachnid is a non-spider of some sort the spell transforms them into a Giant Spider as described above. They will be unable to spin webs, but can readily navigate In existing webs (even the sticky strands of web or spellweb spells).

If spellcasting is interrupted for any reason, or the "normal" spiders used already bear a magical dweomer (e.g. they're other creatures polymorphed into spiders), the spell is ruined. They are freed from arachnid-form by the attempt to use them in a giant spider spell, and the would-be caster is stunned (unable to think or act coherently) for 1 round.

Spellweb (Creation)

Rng: 15'/level
Dur: 1 turn/level
AoE: Special

Comp: V, S, M
CT: 3
Save: Negates or 1/2

A *spellweb* is the priests' equivalent of the wizardly *web* spell. The spell creates a many-layered mass of strong, sticky strands similar to spider webs but far larger and tougher. The *spellweb* must be anchored to two or more solid and diametrically opposed points (such as floor and ceiling or opposing walls), or the *spellweb* collapses on itself, and disappears.

A *spellweb* always glows with an eerie greenish luminescence when forming; it fades to white as it dwindles in intensity. At the caster's option, the completed *spellweb* can be lightless, or can glow with a very faint pearly radiance, aiding creatures in locating it. Once this decision is made, it cannot be changed.

Priests of all levels can feel when any *spellweb* they have cast is disturbed, damaged, or expires. This tenuous linkage does not cause the priest any pain, nor can it be used by a known creature as a way of contacting or otherwise harming the caster. The caster can't cause the *spellweb* to melt away before its expiry until 9th level, whereupon the caster gains the ability to cause their*spellweb* to dissipate in I round, by utterance of a particular command word.

A *spellweb* covers a maximum area of 70' cu Creatures caught within the area of a *spellweb*, or who subsequently touch its gluey fibers, become stuck fast. Anyone in the area of effect of a *spellweb* as it forms must save vs. spell at -2. If the saving throw succeeds (and space permits) thy haw managed to jump free of the forming *spellweb*. If the surroundings make this impossible, they're not entitled to a saving throw.

Engulfed creatures of less than 13 Strength are trapped until the spell wears off or they're freed by another creature.

Creatures of 13 to 17 Strength can break through one foot of *spellweb* strands/round. Creatures of 18 or greater Strength can break through 2' of webs in a round.

Creatures that are of Huge or larger size, and possess a motive strength and bulk normal for their size To a Want slug), can brush through 10' of webs/round.

Missile fire is generally ineffective against creatures trapped in webs. Creatures stuck on the outside of a web are reduced to AC 10 (11 if they currently possess either Strength or Dexterity scores of over 15; 12 if both ability scores exceed 15).

Spellweb strands are readily flammable. A magical flaming sword can slash them away as easily as a hand brushes away cobwebs. Any fire - such as a torch, flaming oil, or candle-will set a *spellweb* alight. It burns away in a single round, freeing trapped creatures amid much choking smoke (no harm, but reduces visibility enough to cause -2 on all attack rolls for the round following the *spellweb's* ignition). All creatures within or stuck to a flaming *spellweb* take 2d4 points of damage from the flames, ere they're freed.

The material components of this spell are the priest's holy symbol, a crystal of any size and type (e.g. a diamond or a tiny grain of sugar or salt will serve equally well), and a piece of spider web.

Venom Immunity (Guardian)

Rng: Touch
Dur: 1 round+1 round/level
AoE: 1 creature

Comp: V S
CT: 3
Save: None

This spell affects the caster or one touched recipient creature. It renders the recipient immune to the effects of all toxins for the duration of the spell.

Poisons foiled by this spell are permanently neutralized: they cannot later affect their target, if still present when the spell wears off. Later attacks with the same poisons, however, would have normal effects: unlike a medicinal antidote, once the magical immunity expires, it leaves no trace resistance.

Unlike the more powerful neutralize poison, this spell has no effect on poisons already present in the victim. It will foil a poison that first contacts Its victim in the same round that the victim receives a venom immunity spell.



Fourth Level Priest Spells

Attunement (Guardian)

Rng: Touch
Dur: Special
AoE: 1 creature

Comp: V, S, M
CT: 1 round
Save: None

This spell enables the affected being to safely use the magical powers of house insignia, and all other items bearing the same House identifier as part of their enchantment. Attunement also allows a being to pass the traps and wards of House defenses without harm.

The spell places knowledge of how to wield insignia powers in the recipient's subconscious mind-but does not identify any of the powers, or give any idea of their nature and numbers.

The effects of this spell last until the insignia's accompanying curse is triggered, or the attuned being is slain. The material components of this spell are the holy symbol of the caster, at least one drop of the recipient's tears, and a tiny moonstone or diamond (all but the holy symbol are consumed in the spellcasting).

Passweb (Necromancy)

Rng: Touch
Dur: 1 round/level
AoE: 1 creature

Comp: V, S
CT: 4
Save: Special

This spell enables the caster (or 1 creature) to pass through existing webs, both natural and magical, as though they did not exist. It also permits passage through barriers of rope or vine, provided the area to be passed through incorporates only non-magical, organic materials, the webs are not disturbed or altered in any way by this spell or the passage through them.

A recipient of this spell may try to free creatures or objects already trapped in a web. 3 successful Strength Checks and a Dexterity Check must be made in the same round, for an attempt to be successful. (If a trapped being is unwilling to be freed, and able to actively resist, failure is automatic.) This spell does not confer immunity to the effects of *viscid globs* (created by a particular type of magic wand).

The caster is always affected by their own *passweb*, but a touched target creature, even if willing to be affected, gets a saving throw vs. spell. If it is successful, the spell falls and is lost.



Fifth Level Priest Spells

Control Vapor (Weather)

Rng: 40'
Dur: 1 round/level
AoE: 10'radius/level hemisphere

Comp: V, S, M
CT: 5
Save: None

This spell enables a priest to alter the movement rate and direction of natural or magical smokes and vapors, including breath weapons, spells, and creatures in gaseous form. Within the area of effect the caster is able to hold the vapor stationary or move it up to 10'/round in any desired direction. If the vapor passes out of the spell's stationary area of effect, control is lost.

Creatures that are *wind walking* or in gaseous form get no saving throw to avoid the spell's effects. They are in complete control of the caster. Creatures able to freely leave gaseous form can still do so, but at half the usual rate. Clouds of insects and other swarming life forms amorphous-form but non-gaseous beings are not affected by this spell.

Drow primarily use this spell to funnel fresh air into remote caverns, not for battle purposes.

Summon Spider (Animal)

Rng: 180'
Dur: 6 rounds+1 round/level
AoE: Special

Comp: V, S, M
CT: 5
Save: None

This spell calls one spider/level of the caster, of any type and size. If multiple spiders are summoned, they may be of various types.

The arachnids appear within spell range and attack creatures indicated by the caster until the spell expires, the caster commands them to cease, or the monsters are slain.

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

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



Sixth Level Priest Spells

Spider Bite (Combat)

Rng: Touch
Dur: Special
AoE: Target creature

Comp: V, S
CT: 4
Save: None

Also known as venom bite, this spell confers the poisonous biting ability of a spider to the caster. A successful attack roll is required to administer the poison, and the caster can only bite exposed or clothed flesh (armor is right out). The number of times the bite has venom effects, and the power of those effects, depends on the caster's level:

11-13: 1 bite only; Poison @ -1, 1d2 Str/1d2 Str
14-16: 1 bite only; Poison @ -3, 1d3 Str/1d3 Str
17-18: 1 bite cry; Poison @ -4, 1d4 Str/1d4 Str
19-20: 2 bites; Poison @ -5, 1d5 Str/1d5 Str
Over 20: 2 bites; Poison @ -6 1d6 Str/1d6 Str

Spider bite can be saved for hours or days after casting, as long as the caster undertakes no subsequent spellcasting during this time.

A bite delivered, successful or not, is considered to "use up" the magic. A successful save against one bite attack has no influence on further saves by the same victim, against the same or another spider bite caster.

For the entire time this spell is in effect, the caster is protected as if by a neutralize poison spell.



Seventh Level Priest Spells

Repulsion (Guardian)

Rng: 30'/level
Dur: 1 round/2 levels
AoE: Creatures in a 10'-wide path

Comp: V, S, M
CT: 6
Save: Negates

When this spell is cast, the caster is able to cause all creatures in the path of the area of effect to move directly away from their person. Repulsion occurs at the speed of the creature attempting to move toward the spellcaster. The repelled creature continues to move away for a complete round even if this takes it beyond spell range.

The caster can designate a new direction each round, but use of this power counts as the caster's principal action in the round. The caster can, of course, choose to do something else instead of using the repulsion attack.

The spell ends instantly if the caster undertakes any other spellcasting, intricate action, or hand-to-hand combat.

The material components of this spell are the caster's holy symbol, a miniature sword blade (or normal dagger or knife), and a flame, spark, hot coal or ember.

Drow Handbook Wizard Spells

First Level Wizard Spells

Spidereyes (Alteration)

Rng: Touch
Dur: 1 round/level
AoE: Special

Comp: V, S
CT: 1
Save: None

This spell enables the caster to temporarily see through the eyes of any living arachnid, which must be touched. This creature, and a strand of spider web, are the material components of the spell. This spell does not give the caster any direct mental contact with the spider, and does not confer any sort of control over the arachnid, or ability to learn its thoughts or emotions.

Most spiders have 8 eyes (two compound, 6 simple) whose vision is not readily understandable to most intelligent races. The spell allows the caster to comprehend what the spider sees (with range, focal viewpoint, and usually darkvision) as readily as the spider does. The range between spider and caster is limited only by the spell duration and the spider's travels, but the spell is broken if either spider or caster move to another plane of existence. The interposition of certain magical barriers, such as the border of a minor globe of invulnerability or any more powerful spell, between arachnid and caster will also end this spell. Usually small, harmless spiders are employed by casters of this spell, to serve as spies where a caster dare not go—but often, frustratingly, a spider will not go or look where the caster wants it to, unless controlled or influenced by additional spells.

Sometimes, this spell is cast on a giant spider (the caster requires a successful attack roll if the spider is hostile and not surprised) to see through its eyes while battling it, so that the caster and companions can strike from areas that the arachnid cannot see.

Second Level Wizard Spells

Skyhook (Evocation, Force)

Rng: 60'
Dur: 3 turns+1 turn/level
AoE: Special

Comp: V, S, M
CT: 2
Save: None

This spell creates a solid hook of magical force, invisible to all but the caster, at a desired location. The hook need not be attached to anything, and is usually created in midair over a pit or chasm. Once cast, it remains immobile. Creatures can hang onto it, ropes can be tied to or hooked over it (appearing to hang from empty air), and so on, it supports loads of up to 700 lb. If its weight limit is exceeded, the *skyhook* instantly vanishes.

Otherwise, it remains in place until the spell expires, unmoved by physical impacts, deliberate attacks, and magical effects, it cannot be physically harmed, but its own solidity and fixed location make it dangerous to creatures leaping, falling, or flying into contact with it.

2 rounds before it expires, a *skyhook* warns its caster of impending collapse by fading into invisibility from the caster's gaze.

A *skyhook* is too small to be stood upon (i.e. to cast spells or fire missile weapons from, or serve as a perch from which to climb further), but its hook is large enough to provide purchase for thick cables or up to 6 pairs of grasping hands.

A *skyhook* can be destroyed by its caster (in 1 segment) by willing it out of existence, but the caster need not concentrate on it to maintain it. A *skyhook* saves vs. a *dispel magic* cast against it as if it were the caster and gets a +4 bonus, it saves as the caster (no bonus) against a *disintegrate* spell, and can readily be destroyed by a properly-directed *limited wish* or more powerful spells.

The material component of this spell is a miniature metal fishhook (or metal hook of any size or type; in a pinch, a piece of metal crudely bent into a hook bend can be used). The spell is known to drow, dwarves, human miners and warriors as an aid in climbing, or the placing of temporary supports when bridging chasms, crossing large subterranean caverns near the ceiling, and scaling cliffs and fortress walls.

Third Level Wizard Spells

Dark Wings (Alteration)

Rng: Touch
Dur: 1 round/level
AoE: 1 creature

Comp: V, S, M
CT: 3
Save: Negates

This spell transforms a piece of bat wing and a piece of bone into a short-lived, magically-assisted pair of giant bat wings. These powerful appendages have a 15' tip-to-tip span, and sprout from the shoulders of the caster or one who is touched by them (who must save to negate the spell, even if willing).

The wings allow the affected being to fly clumsily (MV: Fl 17 (D)), but with great power. With these wings, a being can slow a fall, carry companions or gear of up to twice their normal body weight, or glide to bring up to 3 times the winged being's normal body weight to a harmless landing.

In flight, the wings can buffet other creatures for 2d4 damage/round (slowing movement to 7/round), and imbued to shield the winged creature and others, giving them the wings AC of 16 if desired. The wings can take any amount of damage without collapsing or harming their owner. They slow walking movement rate to a maximum of 7, however, dragging behind the being on which they have grown. They cannot be removed before the spell expires, even by the caster, without the use of *dispel magic* or *polymorph magic*'s.

Hand of Darkness (Alteration, Shadow)

Rng: 30'/level
Dur: 1 turn+1 round/level
AoE: Light sources w/n a 30' radius sphere

Comp: V, S, M
CT: 3
Save: None

This spell cloaks the light sources that the drow hate so much, quickly and with great precision. On the round after casting, the radiances caused by glowing magical items, light and continual light spells, torches, fires, and other light sources within the 30' radius area of effect "go out." The sources themselves are not extinguished (an unseen fire still burns fuel, and beings coming into contact with it), but simply give off no light.

The spell area of effect is aimed as if the caster were launching a direct attack (a "missed" attack roll causes the spell focus to be other than where it was intended). A *dispel magic* spell ends the effects of a hand of darkness, but will also destroy any magical light that it was masking. Continual light or "at will" radiances such as glowing magical swords are negated for 1 round/level of the caster of the *dispel*.

Creatures requiring light for vision (a hand of darkness spell has no effect on darkvision) suffer "Total darkness" penalties while this spell is in effect. Hand of darkness cannot be dispelled by subsequent casting of light or continual light spells. The effect continues until the hand spell expires or is specifically dispelled. Beings in the area cannot see light from outside, and light sources brought into the area have their lights "extinguished." The material components of this spell are a piece of coal or handful of ash, a small sphere of black glass or stone, and a swap of black cloth, fur, or hide.

Fourth Level Wizard Spells

Acid Bolt (Alchemy, Conjunction, Elemental, Water)

Rng: 600'
Dur: Special
AoE: Special

Comp: V, S, M
CT: 4
Save: Special

Surface-dwelling casters view this spell as an improved version of Melf's Acid Arrow, but the acid bolt is a very old spell, thought to date from before the "Descent of the Drow".

The caster creates a continuous, straight stream of shimmering liquid that emerges from the caster's hand, and can be aimed (caster's attack roll to attain a "direct hit"). On impact, the bolt forms a 10' radius sphere of acid, and explodes outward in a burst of liquid,

Creatures struck by splashes from the acid bolt (any creature within a 20'-radius danger zone) takes 2d4 damage.

Creatures struck directly by the bolt suffer 4d4 damage, and all items worn or carried by them must make saving throws.

Splash damage only lasts 1 round. Direct hits do damage for multiple rounds, unless the acid is somehow neutralized, the acid bolt does an additional 1d4 damage/round for every additional 3 experience levels of the caster. Note that this is different from the effects of the Melf's Acid Arrow spell, in that items carried by targets only make a saving throw only on the round of the initial strike.

The material components of this spell are spittle from the caster, a dart, thorn, needle or icicle, a crystal or glass sphere of any size, and a clear glass vial of acid.

Backlash (Necromancy)

Rng: Touch
Dur: Special
AoE: 1 spellcaster

Comp: V, S
CT: 4
Save: Negates

This little-known spell is a weaker version of the *death link* spell. It affects only priests, casters, and other beings who cast spells (as opposed to those who exercise spell-like natural powers requiring neither study nor material components). If cast on non-spellcasters, it is wasted (unless they're under the effects of an *imbue with spell ability* spell).

The backlash spell leaves only a faint dweomer, waiting inactive for later triggering. It cannot be removed by a dispel magic, but will be ended by a remove curse or more powerful spell.

An emplaced *backlash* takes effect only when the victim first employs an offensive spell that fails-i.e., interrupted or incorrect spellcasting, a successful saving throw, or a target's magic resistance or immunity. Consequently, this spell's effects may occur hours or years after its casting.

The backlash causes the spell to work with full effect on the caster of the failed spell. It negates any saving throws or immunities that would normally apply.

A backlash only works once. Any number of these spells may be placed on a single spellcaster; only one will take effect at a time, the earliest-placed being triggered first. Rumors persist of certain drow casters who have developed 5th level backlash spells that last for a random number (probably 2-5) of spell failures. Other types may be triggered only by certain sorts of spells (schools, levels, or involving particular elements, such as flight/air or fire).

Stop (Alteration, Force)

Rng: 10'/level
Dur: 4 rounds
AoE: 1 creature

Comp: V, S
CT: 4
Save: Special

This spell instantly confines the movements of any one target creature within range (including the caster himself) to the spatial location occupied when the spell takes effect.

In other words, the target's motion-airborne or otherwise-is instantly halted, and cannot move away from that spot. The stopped creature has full freedom of movement, but will remain in one spot for the duration of the spell.

Stop affects only 1 creature, chosen by the caster (seen or visualized, concentrated upon, and within range). It can therefore serve to separate a chosen rider from an unaffected mount.

Willing or not, target creatures are fully affected for 1 round. On the next round, a target, gets a saving throw vs. spell. If it is successful, the spell fails and movement begins again, slowed to featherfall rate for the duration of the spell. If the save fails, the stop continues until the spell ends.

If the caster starts to cast another spell, stopping ceases. Creatures able to plane shift or become astral or ethereal can escape a stop spell.

A dispel magic cast on the target creature will free the creature instantly any time after the initial 1 round stopping. Similarly, wearing a ring of free action allows a target creature to escape instantly after the first round of a stop spell.



Fifth Level Wizard Spells

Passweb (Abjuration, Alteration)

Rng: Touch
Dur: 1 round/level
AoE: 1 creature

Comp: V, S
CT: 4
Save: Special

This spell enables the caster (or 1 creature) to pass through existing webs, both natural and magical, as though they did not exist. It also permits passage through barriers of rope or vine, provided the area to be passed through incorporates only non-magical, organic materials, the webs are not disturbed or altered in any way by this spell or the passage through them.

A recipient of this spell may try to free creatures or objects already trapped in a web. 3 successful Strength checks and a Dexterity check must be made in the same round, for an attempt to be successful. (If a trapped being is unwilling to be freed, and able to actively resist, failure is automatic.)

This spell does not confer immunity to the effects of *viscid globs* (created by a particular type of magic wand).

The caster is always affected by their own *passweb*, but a touched target creature, even if willing to be affected, gets a saving throw vs. spell. If it is successful, the spell falls and is lost.



Sixth Level Wizard Spells

Summon Spider (Song, Summoning)

Rng: 180'
Dur: 6 rounds+1 round/level
AoE: Special

Comp: V,S,M
CT: 5
Save: None

This spell calls one spider/level of the caster, of any type and size. If multiple spiders are summoned, they may be of various types. The arachnids appear within spell range and attack creatures indicated by the caster until the spell expires, the caster commands them to cease, or the monsters are slain.

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

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



Seventh Level Wizard Spells

Vipergout (Conjuration)

Rng: 0
Dur: Special
AoE: Special

Comp: V, S, M
CT: 7
Save: None

This spell causes live snakes to be created in the mouth of the caster, who must spit them out. They do not choke or otherwise harm the caster. Until the spell expires, they serve the caster, fighting to the death.

One snake appears for every 3 levels of the caster (rounding down); each round, roll 1d4 to determine how many serpents issue from the caster's mouth in that round, until all the snakes have appeared (the rate of appearance is not controllable by the caster). Until all have issued forth, the caster cannot speak, cast spells with a verbal component, or utter command words-but can breathe normally, swallow without affecting the arrival of the snakes, and freely engage in movement and combat.

The snakes are of the constrictor and normal constrictor varieties, not giant sized. The spell does not enable the caster to empower them with special powers or increased intelligence.

A *summoned* snake cannot be made to attack its fellows, the caster, or itself, *Dispel magic*, *charm* spells, and all other means short of slaying caster or snakes will fail to break the caster's control over the snakes. Controlled snakes attack as the caster wills. They can switch targets if desired, can constrict without biting (or without harming), use their coils and jaws to turn keys, move small objects about (e.g. bringing a wand to the caster), gnaw ropes, and engage in other non-combat activities.

The material component for this spell is a piece of snakeskin.



Eighth Level Wizard Spells

Death Spider (Alteration, Necromancy)

Rng: Touch
Dur: Special
AoE: Special

Comp: V, S, M
CT: 8
Save: Negates

This horrible spell causes one of the victim's own limbs to instantly become a mindless, hairy black spider. The spider twists about and starts eating the victim's flesh, doing 1-2 points of damage/round. Anything worn or carried by that limb drops away.

The victim is allowed an initial save against the spell. If it fails, only a *remove curse* in tandem with a *polymorph* spell, or a *limited wish* or more powerful means, will end the condition. (A *dispel magic* will be effective only if cast within 2 rounds of the touch that confers the *death spider* condition.) The afflicted limb may be severed and burned to destroy the *death spider*. If done within a round of its creation, only a hand or foot will be lost (with accompanying 1d4+1 HP, System Shock roll, and loss of the limb's mobility and abilities). If left until longer, the entire limb will have to go, with the loss of 1d12+4 HP and a System Shock Roll.

A *death spider* never has a poisonous bite or other spider powers, but if unchecked, it will inexorably consume its entire host.

1 day after the host is entirely eaten, the *death spider* will exhibit the web spinning, venom, and other spells of the spider type. It resembles, and become a giant-sized spider of that type.

The material components of this spell are a small live spider of any sort, a drop of the digestive juices of any creature, and a tooth (from any source).



Ninth Level Wizard Spells

Black Blade of Disaster (Conjuration/Summoning, Dimension, Evocation)

Rng: 10/level
Dur: 1 round/level
AoE: Special

Comp: V, S
CT: 6
Save: None

This spell enables the caster to create a black, blade-shaped planar rift. It moves about as the caster wills, providing the caster can see and concentrate on it, at a rate of up to 90'/round. If the caster ceases concentration on the effect at any time, the *blade* collapses into nothingness at the end of that round.

A *black blade of disaster* can cut through *prismatic walls* and *spheres*, *walls of force*, and all other known magical barriers, including an *antimagic shell*. Such a *blade* can also be used to strike in battle, 2X/round (it has the same attack bonus as its caster). A *black blade* does 1d12 structural (or hull) points of damage (1d12x10) to inanimate objects that do not bear dweomers. If walls have spells upon them, consider them magical barriers (see above).

Against creatures, a *black blade* does 2d12 points of damage per strike, attacks 2X/round, and absorbs all magical attacks and effects directed at it. Anyone trying to seize or physically attack it is affected as if struck by the blade. If the caster rolls a natural 20, the *blade* causes the victim to *disintegrate*. Nothing short of a *wish* will restore a PC destroyed in this fashion.

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Elves

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2nd Edition

Rules Supplement

The Complete Book of ELVES





Elves Handbook Spells

Camouflage (Alteration - Plant)

Level: Wiz or Pr 2
Rng: 20' radius
Dur: 1 turn/level
AoE: 1 person/level

Comp: M, S
CT: 2
Save: Negates

The elves jealously guard this spell. It allows the caster to instantly and completely hide the number of people allowed by the spell, concealing them against even thorough searches. This spell functions only in the wilderness, however, for it changes the appearance of the affected PC's into a facsimile of natural surroundings. It is effective even against darkvision and is therefore perfect for use by spies and infiltrators. PC's in this form still have all their faculties and abilities, and they can emerge from this cover at any time they desire.

It is even possible for PC's to move while within this form. Those affected may move up to 10' in a single round, creeping more closely to their targets. If they travel faster than this, the spell dissipates. As long as the movement is surreptitious and stealthy ("Look, Thrag! That bush *moving!*"), they should be safe. As with the *invisibility* spell, if the enspelled PC's attack they gain the initiative and a +4 bonus to attack rolls because of total surprise, yet lose the benefits of the spell.

The PC's cannot be detected except by magic or by moving stupidly. Until the spell wears off, the PC's can enjoy near-total invisibility and gain much-needed information. The material component for the spell is a mistletoe berry.

Conduit (Artifice, Enchantment, Invocation)

Level: Wiz 5
Rng: Touch
Dur: Special
AoE: 5 missiles

Comp: V, S, M
CT: 5
Save: None

Using this spell, the caster can temporarily enchant 5 missiles with another spell of a level no higher than 4th. This spell combines the best aspects of fighters and casters, for they can work in harmony to maximize both the effects of the spell and the damage of the missile.

The *conduit* spell effectively extends the range of the second spell, casting that spell out to its full range *from the target point* when the missile hits the target. Unless otherwise specified when the spell is cast, the effects of the spell radiate forward from the point the arrowhead strikes.

Missiles affected by this spell must begin to be fired within 1 turn after the last is enchanted, and they will not hold the spells for longer than an hour. Since the missiles are not specially prepared to hold enchantments for longer, the spells tend to bleed off with the passage of time.

The spells cast on the missiles must be separate ones that the caster has memorized that day. For example, if a sorcerer has memorized *conduit* and a single *fireball*, they can place a *fireball* only on one of their arrows, not on all 5.

The loaded spells are triggered when the head of the missile strikes something, whether that be the target, the ground, a tree, a rock, or whatever. This is good for radius attacks, such as a *fireball*, although it does no good for spells such as *burning hands* or *shocking grasp*.

Targets are allowed normal saves against these spells, as if the caster were right there casting the spell. However, if the missile carries the enspelled arrow beyond the spell's normal range, the caster has no more control over the spell.

For example, *web* and *dimension door* spells require the caster to manipulate the spell, and casters cannot do so unless the range of their spell can reach back to them. Unless such casters want to make the necessary calculations before casting the spell into the missile, these spells usually won't work. If a caster wishes to do so, fine, but this is assuming a lot of faith in the ability of whoever fires the bow, for the archer must make a successful attack roll against AC 14 (including modifiers for range) to hit the area.

The casting time does not include the casting time of the loaded spells. The material component is a copper wire twisted into the shape of an arrow.

Seeking (Artifice, Enchantment, Invocation - Combat)

Level: Wiz or Pr 2
Rng: 300'
Dur: 1 turn
AoE: 1 missile/3 levels of the caster, up to a maximum of 5

Comp: V, S
CT: 2
Save: None

The *seeking* spell takes the normal laws of momentum and gravity, and then twists them slightly in a way that is favorable to the caster of the spell.

The caster can ensorcel a number of normal, nonenchanted missiles no larger than a javelin, equal to one-third their level, to a maximum of 5 missiles. When they have been enchanted, the caster may either use them or distribute them to their or their companions.

When shot or hurled at a target, the missiles unerringly seek the target. They will hit nothing else but that target. The missiles can go around objects of corners if the target was visible when the spell was cast, but the missiles cannot pass through solid obstructions. For example, if the target closes a door, the missiles slam into the door and cannot be removed until the spell wears off.

The normal range can be extended to the distance of the target creature as long as the opponent uses only ordinary methods of escape. If the target *plane shifts*, *teleports*, *blinks*, or uses some other means of instantaneous transport, the missile can no longer home in on its target. It falls to the ground, useless.

This spell is not an automatic guarantee of success. Rather, it ensures that archers and slingers, when firing into melee, will not accidentally hit those who are on their side. This spell is especially useful for battles or shots in narrow corridors. If the person firing the arrow or bullet can see the target, they can fire for normal damage without fear of damaging comrades.



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PLAYER'S OPTION™: Spells & Magic

Advanced Dungeons & Dragons® Rulebook



Spells & Magic Priest Spells

First Level Priest Spells

Astral Celerity (Astral)

Rng: 0
Dur: 1 hour/level
AoE: The caster

Comp: V, S
CT: 4
Save: None

This spell enhances the caster's movement capabilities in extraplanar settings by attuning them to their new surroundings. While very few 1st level priests find themselves in this situation, higher level PC's often make use of this spell. *Astral celerity* doubles the PC's movement rate on the Astral Plane; normally, PC's move at a rate of 30 times their Intelligence score in feet/round, but this spell increases this to 60' times their Intelligence score. As an incidental benefit, the caster also attunes themselves to the plane much faster and suffers no penalties for missile fire while astral.

While *astral celerity* is most often used in the astral plane, it also offers a small benefit to ethereal PC's, too: their movement rates are increased by 50%, so a PC with a movement rate of 12 would enjoy a movement rate of 18 while this spell was in effect. Of course, time and distance have little meaning in the overall scheme of the Astral or Ethereal Planes, but *relative* speed could be very important in avoiding an unpleasant encounter or escaping from pursuit.

Battlefate (Chaos)

Rng: 60'
Dur: 2 rounds/level
AoE: 1 creature

Comp: V, S, M
CT: 4
Save: None

This spell alters probability to favor one PC or creature locked in battle. The PC's opponent may stumble at an awkward time, a clumsy parry might catch the enemy's weapon at just the right angle, or they happen to notice the foe moving in for a flank attack. The more powerful the priest, the more potent the aid; combat modifiers provided by *battlefate* equal +1 per 3 levels, so a 1st level caster provides a +1 bonus, a 4th level caster a +2 bonus, a 7th level caster a +3, and so on to a maximum of +5 for a 13th level priest. The exact form of the aid or assistance varies from round to round—roll a d6 to see which aspect of the subject's combat abilities are affected in any given round.

d6 Effect

- 1 Nothing happens
- 2 Defenses enhanced, apply bonus to subject AC
- 3 Luck enhanced, apply bonus to saving throws
- 4 Accuracy enhanced, apply bonus to attack rolls
- 5 Damage enhanced, apply bonus to damage rolls
- 6 Subject gains one extra attack with either enhanced accuracy or damage

If they do not make a roll of the specified type in the round, they gain no benefit for the spell; for example, if the PC gains the saving throw bonus but doesn't have to make any saving throws during the round in question, *battlefate* doesn't help them. Of course, in the following round, the spell may provide them with a different benefit. Note that on a roll of 1, *battlefate* does not help the PC the priest intends to aid—such is the nature of chaos.

The material component for this spell is an electrum coin tossed by the priest as they cast the spell.

Blessed Watchfulness (Guardian)

Rng: Touch
Dur: 4 hours+1 hour/level
AoE: Creature touched

Comp: V, S
CT: 4
Save: None

By casting this spell, the priest confers exceptional powers of observation and alertness to 1 creature for the duration of the spell. While *blessed watchfulness* is in effect, the designated sentinel remains alert, awake and vigilant for the duration of the spell.

In fact, it takes a roll of 1 to surprise someone under this effect. The PC resists *sleep* spells and similar magic as if they were 4 levels or HD higher than their actual level and gains a +2 bonus to saving throws against other spells or effects that could lower their guard or force them to abandon their watch, including *charm*, *beguiling*, *fear*, *emotion*, and similar mind-affecting spells. If the effect normally allows no saving throw, the watcher gains no special benefit.

Calculate (Numbers)

Rng: 0
Dur: Instantaneous
AoE: The caster

Comp: S, M
CT: 4
Save: None

By means of this spell, the priest can accurately estimate the chance of success of one specific action, such as climbing a dangerous cliff, making a trick bowshot, crossing a burning room unharmed, or even striking an enemy. The action in question must be one that would normally be resolved by a die roll, but the priest doesn't have to be the person who attempts the feat; they can use *calculate* to estimate the odds for anyone taking an action in their sight. The priest has a 70% chance, +2%/level, of making an accurate estimate.

If successful, the DM reveals to the player the action's chance for success or any modifiers that may be in play. For example, they could reveal a particular opponent's AC or attack bonus, the saving throw an opponent would require in order to save against a particular spell cast by the priest or the priest's caster companion, or a PC's chance to open doors, bend bars, or use a thief ability.

The priest could even *calculate* their odds for actions that might be resolved by a die roll or DM caprice, such as their chance to avoid detection by hiding behind a rock. This spell takes into account factors that the priest himself may not be aware of, so from time to time a PC may receive some very confusing results from this spell. For instance, if the priest doesn't know that an orc chieftain is actually a polymorphed tanar'ri masquerading as an orc, they may be astonished to learn that the "orc" has an attack bonus of 13!

If the priest fails their calculation check with a roll of 99 or 00, their calculation is wildly skewed in a random fashion. The material component for this spell is a miniature abacus of ivory worth at least 100 gp. It is not consumed in the casting of the spell.

Calm Animals (Animal)

Rng: 180'
Dur: 1 turn+1 round/level
AoE: Special

Comp: V, S
CT: 4
Save: Special

This spell soothes and quiets normal animals, which renders them docile and harmless. Only creatures with Intelligence ratings of 1 to 4 (in other words, animal- or semi-intelligent creatures) can be affected by this spell. The caster can calm 2d4 HD of animals, plus 1 HD/level, so a 4th level priest could affect 2d4+4 HD of creatures. The caster can affect any animals they wish to within the spell's range, but all the subjects must be of the same species.

The subject creatures are not allowed a saving throw unless they have magical powers, abilities, or are clearly not entirely natural; a priest could calm a normal bear, war dog, or wolf with little trouble, but it's more difficult to affect a winter wolf, hell hound, or owlbear.

While under the influence of this spell, the affected creatures remain where they're and do not attack or flee, unless they're attacked or confronted by a significant hazard such as a fire or a hungry predator. Once roused, the spell's magic is broken and the animals are free to act in whatever fashion they normally would. Note that creatures affected by this spell are not helpless and defend themselves normally if attacked.

Dispel Fatigue (Necromancy)

Rng: 90'
Dur: Instantaneous
AoE: 1 creature

Comp: V, S, M
CT: 4
Save: None

This spell removes physical fatigue or exhaustion from the subject by undoing the physiological effects of their exertions. The subject is instantly restored to their normal, fully rested level of endurance or vigor. This spell can be used to negate the penalties of forced marching, long swims, jogging, running, or sprinting.

The material component is a sprinkle of fresh, *blessed* springwater.

Firelight (Elemental, Fire)

Rng: Touch	Comp: V, S, M
Dur: 4 hours+1 hour/2 levels	CT: 4
AoE: 1 object	Save: None

This variant of the spell *log of everburning* changes one small fire no larger than a campfire into *firelight*. The flame ceases to produce smoke and becomes much cooler; within 1 turn of the spell's casting, the fire cools enough to be handled or touched barehanded without causing harm. The *firelight* is resistant to gusts of wind or poor burning conditions (pouring rain, lack of air, and so on), but complete immersion in water, vacuum, or magical darkness extinguishes the flame immediately.

Firelight burns brighter and steadier than a normal flame, and a torch enchanted with this spell sheds light in a 30' radius instead of the normal 15' radius. The fuel source lasts throughout the duration of the spell. Unlike *log of everburning*, this spell is not at all useful for staying warm since *firelight* produces very little heat.

Firelight inflicts 1d2 points of damage/caster level if cast on creatures of living or elemental fire, but has no other effect on these monsters. The material component is a mix of resins and incense, thrown into the flame to be affected.

Orison (All)

Rng: 30'	Comp: V, S
Dur: Special	CT: 4
AoE: Varies	Save: None

The most humble of priestly spells is the orison, a brief prayer or invocation of a minor nature. Typically, priests learn a number of *orisons* as acolytes or students in order to hone their spellcasting skills and emphasize concepts, ideals, or phrases of particular importance to the faith. Because an *orison* is not even on par with other 1st level magic, a priest memorizes a number of individual *orisons* equal to 3 +1/level (up to a maximum of 9) when they devote a 1st level spell slot to *orison*. In other words, a 1st level priest can memorize 4 *orisons* for one 1st level spell slot, a 2nd level priest can memorize 5, and so on.

Unlike *cantrip*, an *orison* must have a specific effect, although the priest need not decide which incantation they will use until they actually cast the spell. Regardless of the prayer chosen, the *orison's* duration is never more than 1 round/level. Known *orisons* include the following:

Alleviate: A single creature suffering from nausea or pain is relieved of its discomfort. Magically induced nausea or pain is only alleviated if the victim passes a saving throw vs. spell with a –2 penalty.

Calm: A single creature that has been startled or frightened is soothed. Victims suffering from magical fear may attempt a save vs. spell with a –2 penalty to calm themselves.

Clarity: For the duration of the orison, the priest's speech is clear and free of impediment—useful for readings from sacred texts and other such rites. Magical conditions such as *confuse languages* cannot be overcome by this *orison*.

Courage: The priest gains a +1 bonus to their next attack roll, as long as the attack is made within the spell's duration.

Guidance: The priest gains a +1 bonus to a Wisdom or Intelligence check to determine the right course of action in a moral dilemma or puzzle.

Healing: By their touch, the priest may heal a creature of 1 point of damage.

Magic sense: If there is a persistent spell effect or magical item within 30', the priest feels a recognizable tingle or sensation of some kind. The PC has no way to determine what item or spell may have caused the reaction.

Memory: Any item the priest commits to memory during the spell duration is more completely and permanently learned; they gain a +2 bonus to any checks to recall the exact appearance, wording, or meaning of an item, text, or message.

Resistance to magic: The caster gains a +1 bonus to their next saving throw against magic of any type, as long as it occurs during the *orison's* duration.

Resistance to poison: The priest gains a +1 bonus to their next saving throw vs. poison, as long as it occurs during the *orison's* duration.

Other orisons of similar power or scope may be permitted by the DM. Generally, an *orison* should not affect more than 1 creature or die roll at a time, and an *orison* that can actually cause immediate harm to a creature should inflict no more than 1 or 2 points of damage.

An offensive *orison* would be quite rare and most probably associated with an evil or chaotic priesthood.

Protection from Chaos (Alchemy, Geometry, Law)

Rng: Touch	Comp: V, S, M
Dur: 3 rounds/level	CT: 4
AoE: 1 creature	Save: None

Resembling the spell *protection from evil*, this abjuration wards the creature touched from the attack of minions of chaos. Chaotic creatures suffer a –2 penalty to attack rolls against the spell recipient, and the subject gains a +2 bonus to saving throws against spells or other attacks employed by chaotic creatures. Attempts to possess, dominate, or exercise other forms of mental control against the recipient are automatically blocked by this spell.

Protection from chaos also wards the recipient against contact with extraplanar creatures of chaotic origin, including tanar'ri, slaad, and eladrin. Unlike *protection from evil*, this spell does not necessarily guard against summoned or conjured creatures unless the creatures in question are chaotic in alignment. However, *protection from chaos* does protect the recipient from creatures influenced by confusion and chaos spells and effects. The natural or bodily attacks of such creatures automatically fail, as long as the recipient does not use the spell's power to trap, pin, or drive back the chaotic creatures in question. The spell ends if the recipient makes a melee attack against creatures that are prevented from attacking them by this spell.

The material component is a small ring of gold or lead tempered by a chaotic smith. Note that this spell is not reversible.

Strength of Stone (Earth, Elemental)

Rng: Touch	Comp: V, S, M
Dur: 3 rounds+ 1 round/level	CT: 4
AoE: 1 creature	Save: None

This spell grants supernatural strength to the recipient by raising their Strength score by 1d4 points or to a minimum of 16, whichever is higher. Both the priest and the recipient must be in contact with solid stone or earth when the spell is cast—standing on the ground will do nicely, but *flying* or *swimming* will not. The spell lasts for 3 rounds plus 1 round/caster level or until the subject loses contact with the earth. Obviously, this can happen in a number of ways, including being picked up or grappled by a larger creature, being knocked through the air by an impact or explosion, or even being magically moved in some fashion.

The material components are a chip of granite and a hair from a giant.

Sunscorch (Sun)

Rng: 120'	Comp: V, S
Dur: Instantaneous	CT: 4
AoE: 1 creature	Save: Negates

This spell creates a brilliant ray of scorching heat that slants down from the sky to strike one target of the caster's choice. The victim is entitled to a saving throw vs. spell to avoid the ray—a successful save indicates that it missed altogether. Any creature struck by the ray sustains 1d6 points of damage, plus 1 point/caster level. Undead creatures and monsters vulnerable to bright light sustain 1d6 points of damage, plus 2 points/caster level. In addition to sustaining damage, living victims are also blinded for 1d4 rounds by the spell.

The sun must be in the sky when *sunscorch* is cast, or the spell fails entirely. It cannot be cast underground, indoors, or in hours of darkness, although routine overcasts do not hinder the *sunscorch*.

Wind Column (Air, Elemental)

Rng: 0	Comp: S
Dur: 2 rounds/level	CT: 1
AoE: The caster	Save: None

A priest with access to this spell need not fear most routine falls, since the casting of the *wind column* creates a pillar of strong winds to slow their descent. The spell is most effective in areas or regions where a strong breeze is available, such as the heights of a mountain or the mast of a ship at sea. In areas of dead, calm air, it is much more difficult to muster the windpower necessary to arrest the caster's fall. The caster's rate of descent (and risk of damage) varies with the strength of the prevailing winds, as shown below.

If the wind is very strong, the caster can even choose to gain altitude instead of falling, although they can rise no higher than 5'/level above their original height before the *wind column* loses cohesiveness and they start to fall again. However, a priest could use this to leap out a castle window and allow the winds to bear them to the roof of the tower, if the conditions are right.

Wind Strength	Falling Rate	Damage Sustained
Very strong	24'/rd.	None
Strong	48'/rd.	None
Moderate	96'/rd.	1 per 10' ¹
Light	192'/rd.	1d2 per 10' ²
None	400'/rd.	1d3 per 10' ³
¹ Maximum of 8 points, ² Maximum of 10d2, ³ Maximum of 12d3		



Second Level Priest Spells

Astral Awareness (Astral)

Rng: 0	Comp: V, S
Dur: 1 hour/level	CT: 5
AoE: The caster	Save: None

This divination attunes the caster's perceptions to the silver void of the Astral Plane or the misty grayness of the Ethereal Plane. While the spell is in effect, the caster automatically notes the approach of all kinds of astral or ethereal phenomena, including shifting conduits, the psychic wind, ether cyclones, demiplanes and debris, color pools, and curtains of vaporous color. The PC has a 90% chance to detect a color pool from its invisible side and a 5% chance/level to determine which plane a curtain or pool leads to simply by studying its color.

In addition to their awareness of physical phenomena, the caster gains a +2 bonus to surprise checks against astral or ethereal monsters. The PC also has a 5% chance/level to detect the threat of creatures whose gaze extends into the Ethereal (basilisks, for instance) before they enter the range of the monster's gaze weapon.

Chaos Ward (Chaos)

Rng: Touch	Comp: V, S, M
Dur: 2 rounds/level	CT: 5
AoE: Creature touched	Save: None

By using this spell, the priest can create a shimmering aura of whirling light that surrounds the chosen creature. This protective aura makes the spell recipient more difficult to hit in hand-to-hand combat by providing a +1 bonus to the subject's AC. Against missile attacks or ranged spells aimed directly at the recipient, the *chaos ward* is even more effective since it provides a +2 bonus to AC and a +2 bonus to any saving throws required. In addition, there is a chance that missile attacks or directed spells may be deflected or reflected by the chaotic energy of the shield, as shown below:

d% Effect¹

01-85	No unusual effect, subject gains normal benefits of chaos ward
86-95	Spell or attack automatically defeated
96-99	Spell or attack ricochets, affecting a random creature within 30 feet—normal attack roll or saving throw needs to be rolled for the random creature to be affected
100+	Spell or attack reflected back at originator, normal attack roll or saving throw applies

¹Add the caster's level to the d% roll.

In order to qualify as a spell aimed directly at the recipient, a spell must affect only the subject in question; a spell such as *hold person* or *sleep* that happens to include the subject in its area of effect does not count as a directed spell and does not trigger the *chaos ward*. The material component is a playing card used by a rogue of chaotic alignment.

Cure Moderate Wounds (Healing) Reversible

Rng: Touch	Comp: V, S
Dur: Instantaneous	CT: 5
AoE: Creature touched	Save: None

Somewhat less common than the well-known *cure light wounds* and *cure serious wounds*, this healing spell was created by a priest who found that their heroic companions required their skill at doctoring more than their advice and wisdom. By laying their hand on the subject's body, the priest can heal 2d8+1 points/level (Max 10) of damage. Noncorporeal, nonliving, or extraplanar creatures cannot be healed by this spell.

The reverse of this spell, *cause moderate wounds*, requires the priest to successfully touch the victim and inflicts 2d8+1 points/level (Max 10) of damage. (The knockdown and critical strike entries above are for spell's reverse.)

Ethereal Barrier (Astral, Wards)

Rng: 360'	Comp: V, S, M
Dur: 1 turn/level	CT: 1 turn
AoE: 2 10' squares/level	Save: None

The *ethereal barrier* is a defense against the passage of extradimensional creatures, including PC's or monsters that are *phased*, *ethereal*, or travelling via *dimension door* or *shadow walk*. The priest creates an imperceptible barrier of 10' sq/level that may be arranged in any fashion the priest desires. For example, a 3rd level PC can ward 6 10' by 10' surfaces, which would be sufficient to guard a 10' by 10' by 10' room (4 walls, a ceiling, and a floor need to be protected.) Note that some monsters may be capable of abandoning their ethereal approach in order to simply enter the barred area on their own feet—the *ethereal barrier* only bars their passage as long as they're traveling in the Border Ethereal. Also, while this spell can't be worn down by any form of attack, it does not bar *teleportation*, *gates*, or the passage of astral creatures.

Ethereal barrier may be cast as cooperative magic by several priests working together. As long as all involved PC's can cast the spell, the areas of effect of each priest are added together. Total the levels of all priests involved and multiply by two to find the number of 10' by 10' squares that may be warded. For example, 4 6th level casters (24 total levels) can ward 48 10' by 10' squares. The duration is determined by the highest level priest involved, plus 1 turn for each additional priest. In the previous example, this would be 6 turns plus 3 turns for 3 additional priests for a total of 9 turns.

This spell is also suitable for focus magic (see the spell *focus* in the *Tome of Magic*). The material component is a special compound of rare earths and lead worth at least 50 gp per application. One application is required for each 10' by 10' sq to be warded.

Iron Vigil (Guardian)

Rng: 0	Comp: V, S
Dur: 1 week+1 day/level	CT: 1 turn
AoE: The caster	Save: None

This spell allows the priest to ignore hunger, thirst, and extremes of climate for an extended period of time. While the spell is in effect, the priest requires no food or drink. The PC is effectively immune to exposure, dehydration, and heat or cold injury, since no naturally occurring climatic condition will cause them harm. (Lightning, floods, tornadoes, earthquakes, and other such hazardous phenomena can still cause physical injury, of course.)

During the *iron vigil*, the priest is able to ignore the need to sleep by choosing to meditate instead. While meditating, the priest can keep watch on their surroundings, but they suffer a +1 penalty to any surprise checks. If the PC wishes to memorize spells, they must sleep normally.

At the vigil's end, the priest must eat and drink; if no food or water is available, the PC must make a Constitution check once every 4 hours at a cumulative -1 penalty or fall into a coma and perish within 1d3 days if they receive no aid. The PC also requires at least 4 hours of rest for each day that they don't eat, drink, or sleep during their vigil.

Resist Acid and Corrosion (Protection)

Rng: Touch	Comp: V, S
Dur: 1 round/level	CT: 5
AoE: Creature touched	Save: None

This spell provides a subject with a better resistance to acid, corrosives, and caustic substances of all kinds. Mild corrosives cannot harm the subject at all, although they can still damage their gear. More intense acids and corrosives (black dragon breath, *Melf's acid arrow*, and the natural attacks of various puddings, oozes, slimes, and jellies) inflict only half the normal damage on the protected PC. If the attack requires a saving throw, the subject gains a +3 bonus, sustaining 1/2 damage with a failed save or one-quarter damage with a successful saving throw.

Restore Strength (Necromancy)

Rng: Touch
Dur: Instantaneous
AoE: Creature touched

Comp: V, S
CT: 5
Save: None

This spell removes unnatural weakness, debilitation, or exhaustion from the creature touched and restores them to their normal strength and stamina. It is useful in countering the effects of *chill touch*, *ray of enfeeblement*, *ray of fatigue*, the touch of a shadow or roper, and any similar spell or effect. Only temporary ability score losses may be alleviated by this spell; if a PC suffers an incapacitating, physical injury, *restore strength* cannot help them. Also, loss of strength or stamina from purely natural causes such as exposure, disease, or exertion is not repaired by *restore strength*. The duration is permanent in that the subject remains at their maximum strength and endurance only until they're drained (or exerts themselves) again.

Soften Earth and Stone (Earth, Elemental)

Rng: 30'/level
Dur: Permanent
AoE: 10' sq/level

Comp: V, S, M
CT: 5
Save: None

When this spell is cast, all natural, undressed earth or stone in the area of effect is softened. Wet earth becomes thick mud; dry earth becomes loose sand or dirt; and stone becomes soft clay, easily molded or chopped. The priest affects a 10' sq area to a depth of 1 to 4', depending on the toughness or resilience of the ground at that spot (DM option). Magical or enchanted stone cannot be affected by this spell, nor can dressed or worked stone.

Creatures attempting to move through an area softened into mud are reduced to a move of 10'/round. Any creatures caught within the mud when the spell takes effect must make a saving throw vs. paralyzation or lose the ability to move, attack, or cast spells for 1d2 rounds as they flounder about in the muck. Loose dirt is not as troublesome as mud, and creatures are only reduced to half their normal movement rate, with no chance of being caught for a round or two. However, it is impossible to run, sprint, or charge over either surface.

Stone softened into clay does not hinder movement, but it does allow PC's to cut, shape, or excavate areas they may not have been able to affect before. For example, a party of PC's 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, vertical surfaces such as cliff faces or cavern ceilings can be affected. Usually, this causes a moderate collapse or landslide as the loosened material peels away from the face or roof and falls. A moderate amount of structural damage can be inflicted to man-made structures by softening the ground beneath a wall or tower, causing it to settle. However, most well-built structures will only be damaged by this spell, not destroyed. The material component is a bit of slip (wet clay) from the wheel of a master potter.

Watery Fist (Elemental, Water)

Rng: 180'
Dur: 1 round/level
AoE: Special

Comp: V, S, M
CT: 5
Save: None

This spell conjures a coherent pseudopod of water from any suitable body of water at least 5' across and 2' deep (for streams) or 10' in diameter and 2' deep (for ponds or pools). The pseudopod can stretch up to 10' plus 1'/caster level from its source, so a 3rd level priest could command *watery fist* to strike at a creature hovering 13' above a lake or standing on the shore 13' from the water. The pseudopod obeys the priest's mental commands, although the priest must concentrate each round in order to maintain control of the watery member.

The pseudopod is incapable of fine manipulation, but it can be used to make bludgeoning or constricting attacks. When used to strike at opponents, it attacks with the caster's attack bonus and inflicts damage as shown below. The priest may add their magical attack adjustment (from their Wisdom score) to their attack bonus, but Strength-based adjustments or special weapon skills don't help the priest to control *watery fist*. The pseudopod may be able to make rear or flank attacks if the priest can direct it into the proper position.

If used to encircle and constrict, the pseudopod must first make an attack roll as described above, inflicting damage based on the priest's level. However, in following rounds, the pseudopod automatically strikes its grappled target for constricting damage, +1 point/round of constricting. In other words, in the first round the victim sustains listed damage, in the second round they sustain listed damage +1, in the third they sustain listed damage +2, and so on. The pseudopod holds its target with an effective Strength equal to the priest's Wisdom score.

Caster Level	Striking Damage	Constricting Damage
1-4	1d6	1d3
5-8	1d10	1d6
9-12	1d12	1d8
13+	2d8	1d10

Watery fist can be released by the priest any time they care to stop concentrating on maintaining it. The pseudopod immediately resumes its normal state, possibly drenching a grappled creature or extinguishing a small fire if the caster wishes. The pseudopod is AC 14 and has 15 HP plus 1 HP/caster level, but it can only be damaged by magical weapons, fire, or cold; all other attacks simply pass through the water. *Transmute water to dust*, *part water*, *lower water*, and *Otiluke's freezing sphere* all destroy *watery fist* on contact.

The material component is a vial full of blessed water or a sprig of mistletoe that is thrown onto the body of water from which the fist will be summoned.



Third Level Priest Spells

Control Animal (Animal)

Rng: 180'+30'/level
Dur: 1 round/level
AoE: 1 animal

Comp: V, S
CT: 6
Save: Negates

When a priest casts this spell, they force an animal to do their bidding. The creature is entitled to a saving throw vs. spell; if it fails, the caster may direct the creature with simple commands to act in any fashion desired. Sample commands include attack, run, fetch, etc. Suicidal or self-destructive commands grant the subject another saving throw to break free of the caster's control, with a +1 to +4 bonus depending on the extremity of the caster's orders.

Ordering an animal to engage in combat is not necessarily self-destructive, as long as the prospective opponent is not more than 3 times the animal's HD or more than two size categories larger than the subject. For example, a wolf (3 HD, size M) would attack a troll (6+6 HD, size L) without hesitation, but it might break free of the caster's control if ordered to attack a size H dragon or an 8+ HD umber hulk.

Control animal establishes a mental link between the caster and the subject, and the animal can be directed by silent mental command as long as it remains within range. Because the caster's intelligence directs the animal, the creature may be able to take actions normally beyond its own comprehension, such as manipulating objects with its paws and mouth. The caster need not concentrate in order to maintain control of the creature unless they're trying to direct it to do something it normally couldn't.

Control animal only works on normal or giant-sized animals with Intelligence ratings between 1 and 4. Magical animals, monsters, and creatures of low Intelligence or higher are immune to the effects of this spell. Druids always avoid using this spell.

Detect Spirits (Divination)

Rng: 0
Dur: 1 turn+4 rounds/level
AoE: 5'x85'

Comp: V, S, M
CT: 4
Save: None

This divination reveals to the caster the presence of disembodied or noncorporeal spirits of all types, including wraiths, ghosts, spectres, astrally-projecting creatures, PC's or monsters employing *magic jar* or possession, and (of course) animal spirits and spirits of nature. PC's or monsters who are simply *invisible*, *phased*, or *ethereal* do not count as spirits, since they're physically present in the flesh despite their unusual status. The caster can turn, scanning a 45 degree arc/round (8 rounds to scan 360 degrees) while remaining in place, during which time the caster remains relatively motionless in concentration. 1 creature or object per round can be detected. Simply detecting a spirit doesn't give the caster any special ability to communicate with or attack the entity.

The material component for this spell is a small pendant of copper wire worth at least 100 gp.

Dictate (Charm, Law)

Rng: 90'	Comp: V
Dur: 1 round/level	CT: 6
AoE: Up to 6 creatures in a 20' cu	Save: Negates

Originally developed by the Harmonium faction of the Outer Planes, this useful spell has come into more widespread use in recent years. While the spell is available as a 2nd level enchantment for members of the Harmonium, the general version is not quite as efficient and is considered a 3rd level spell.

The *dictate* spell is an improved version of command, affecting up to 6 creatures in a 20' cu. The caster is not limited to a single word and can issue an order of no more than a dozen words in length. All the specified targets who fail their saving throws must attempt to obey the caster's instructions. For example, a priest could issue a dictate such as "Stay here until I return," "Throw down your weapons," or "Seize that elf!" The subjects will continue to obey nonimmediate orders for up to 1 round/experience level of the caster.

Subjects who cannot understand the caster are not affected, so PC's who do not understand the caster's language are immune to this spell. In addition, the order must create an immediate and obvious course of action for the subject; a *dictate* to "Die!" or "Feel sorry for them!" would simply cause the subject to stand still in confusion for 1 round. Poorly worded or confusing commands grant the subjects a +1 to +4 bonus on their saving throws at the DM's discretion.

Similarly, if after the subject fails their saving throw they're given an obviously self-destructive *dictate*, the subject simply loses their next round as they fight off the compulsion.

Etherealness (Astral, Numbers)

Rng: Touch	Comp: V, S
Dur: 1 hour/level	CT: 1
AoE: Creature(s) touched	Save: Negates

By means of this spell, the caster and 6 other creatures or 1 creature per two experience levels (which ever is greater) joined by linked hands become *ethereal* (along with their equipment). While ethereal, the group need not stay together. The group's presence can be detected only by *detect phase*, *true seeing*, or similar spells and effects. No physical, or magical attack can affect them, unless their assailant is ethereal as well (although some monsters, such as the basilisk, have gaze weapons whose power extends into the Ethereal Plane). The spell recipients are actually in the Border Ethereal and can still perceive their physical surroundings, but the world appears gray, misty, and indistinct to them. Note that as ethereal creatures can perceive the physical world here, a PC could scout out their surroundings or make an escape from the safety of the Border Ethereal.

The caster and their companions may remain in the Border Ethereal for up to 1 hour/level; when the spell expires, they return to normal existence, although the caster can choose to end the spell before its full duration. The caster also has the option of moving himself or the group from the Border Ethereal into the Deep Ethereal, in which case they remain ethereal when the spell ends. The PC will have to use this spell again or find another way back in order to return to their home plane.

The caster can attempt to use *etherealness* to banish an unwilling subject. The PC must make a successful attack roll in order to touch them, and the subject receives a saving throw vs. spell to negate the effect. An unwilling subject automatically remains in the Border Ethereal for an amount of time specified by the caster at the time of the casting, but no more than 1 hour/caster level. When used like this, etherealness does not affect the caster, only the subject.

Fortification (War)

Rng: 180'	Comp: V, S, M
Dur: Permanent	CT: 1 round
AoE: 10' cu/2 levels	Save: None

By means of this spell, the priest prepares an area as a defensive position. *Fortification* may be used to prepare an open outdoors area such as a field, road, or grassland, or a rough or broken outdoors area such as a hillside, forest, or boulder-fall. Large rooms or chambers such as a cavern or a great hall may be *fortified* as well. The exact effects of the spell depend on the nature of the site to be *fortified*.

A. Open Outdoors Site: A rampart or dike of earth and loose stone rises from the ground along the perimeter of the site, leaving a shallow ditch on the outward face. Creatures defending the dike receive 50% cover against missile fire (+4 bonus to AC), or 25% cover (+2 bonus) if they expose themselves by engaging in melee combat or firing missiles out of the dike. Attackers cannot charge, run, or sprint over the ditch-and-dike. Large, open rooms or chambers with few features may fall into this category.

B. Rough Outdoors Site: Loose stones and boulders, deadwood, and patches of dense briars are arranged to form a defensible wall or rampart along the perimeter of the area of effect. PC's hiding behind the wall receive 75% cover (+7 bonus to AC), or 50% cover if they expose themselves by firing missiles or defending the wall. In hand-to-hand combat, the wall's defenders receive a +1 bonus to attack rolls; man-sized attackers must spend one full round in climbing over the wall in order to enter the *fortified* area. Natural caverns and large, cluttered chambers fall into this category, as well.

C. Marshy or Low-lying Site: In areas such as swamp, marsh, bog, or tundra, *fortification* cannot raise a wall or dike to cover the defenders. Instead, the spell creates a water-filled ditch around the perimeter of the area of effect. This ditch is 10' wide and 2 to 4' deep; most creatures require 1 full round to negotiate the ditch, and defenders gain a +1 bonus to attack rolls against enemies who are wading the ditch or climbing up the other side.

The fortifications are permanent, although erosion, weathering, and excavations, clearing, or filling can quickly raze the site, returning it to its original state. The material component is the shell of a snail dusted with 100 gp worth of diamond powder.

Hold Poison (Healing)

Rng: Touch	Comp: V, S, M
Dur: 1 day/level	CT: 1
AoE: Creature touched	Save: None

This spell is an improved version of *slow poison*, with a duration measured in days rather than hours. When cast upon a victim who has been poisoned by any means, *hold poison* arrests the venom and prevents it from doing any additional damage to the victim. (In most cases, the spell must be cast during the poison's onset time in order to be effective.) Damage that has already been inflicted is not restored, but as long as the *hold poison* is in effect, the victim can be cured or healed of damage caused by poison by any normal means.

This spell can be used to indefinitely postpone the onset of a poison if the caster chooses to continue to cast it on the poisoned PC before the previous *hold poison* wears off. However, each time a new *hold poison* is used to stop the venom's advance for another few days, there is a 2% cumulative chance that the spell fails and the poison runs its course. Evil priests have been known to deliberately poison a person and then use this spell to grant the victim a stay of death for a few days. This can be an extremely effective threat if the victim doesn't have access to a *neutralize poison* spell.

The material component is the priest's holy symbol and a bud of garlic, crushed and smeared on the injury (or eaten if the poison was ingested).

Repair Injury (Healing) Reversible

Rng: Touch	Comp: V, S
Dur: Instantaneous	CT: 1 turn
AoE: Creature touched	Save: None

The *repair injury* spell is an altered version of the *cure light wounds* spell intended to repair injuries caused by critical hits. It is used to knit a broken bone, alleviate the swelling and pain of a sprain or a twist, or repair soft-tissue damage such as an injured muscle or severed tendon.

Severed limbs (not heads) can be reattached (if they're recoverable and held up to the wound) as well as destroyed eyes or ears if the spell is applied within a number of rounds equal to the caster level of the spell.

Temporary ability score losses can be repaired for 1d3 points per casting. Critical hit effects that limit either actions or movement can be repaired, only one effect per casting.

Automatic kill effects (other than decapitation) can be reversed if the spell is applied in the same round as the injury, the recipient is stabilized to "Death's Door".

If used to heal normal injuries (not severed limbs, eyes, ears, ability score losses or action/movement limits) the spell only restores 2d10+1 points/level (Max 12) of damage for normal injuries.

The reversed spell, *cause injury*, causes a random critical hit to occur, the spell caster makes the critical hit roll and causes a maximum of 2d10+1 points/level (Max 12) of damage (even with double, triple and quadruple damage).

Summon Animal Spirit (Animal, Summoning)

Rng: 30'/level
Dur: 1 round/level
AoE: Special

Comp: V, S, M
CT: 6
Save: None

This spell summons a minor spirit or entity to the caster's aid. Casters usually summon minor elementals of some kind, while shamans typically conjure an animal spirit or spirit of nature. Regardless of the spirit's origin, it appears as a ghostly beast of some kind—wolves, bears, tigers, or lions are most common. The *animal spirit* obeys the mental commands of the priest, attacking their enemies or performing any other task that it could reasonably accomplish. The creature is incorporeal and cannot handle or manipulate objects of any kind, but it can see and hear as a normal animal of its archetype and could be used to scout a dangerous area or act as a distraction of some kind.

In combat, the *animal spirit* has the following statistics: MV 24; AC 16; attack bonus of 5; Dmg 2d4. It can only be injured by magical weapons and can strike monsters hit only by +1 or better weapons. The spirit has a number of HPs equal to 10 plus the caster's level, so a 6th level priest conjures a *animal spirit* with 16 HPs. The creature is not affected by *charm*, *sleep*, *hold*, or other mind-affecting spells and suffers no damage from cold-based attacks. However, it is vulnerable to *dispel magic* or turning as an undead monster of the caster's HD. If the *animal spirit* is turned, destroyed, or dispelled, the priest who summoned it must make a saving throw vs. spell or be stunned for 1d4 rounds.

Because the spirit is intelligent and free-willed under the caster's direction, the priest need not concentrate in order to direct its attacks—an *animal spirit* could be ordered to attack a spellcaster in the back of an enemy party, while the caster waded into hand-to-hand combat. The *animal spirit* makes use of flank or rear attacks when it can and gains any normal combat bonuses that a living creature in its position would be entitled to.

The priest enjoys instantaneous, silent communication with the *animal spirit* and can order it to stop attacking, to change its target, or to undertake almost any conceivable action desired. However, the spirit must remain within the spell's range; if it is ever more than 30'/caster level away from the priest, it dissipates harmlessly.

The material component is a small whistle carved from a bone taken from the appropriate type of animal.

Unfailing Premonition (Time)

Rng: 0
Dur: 1 turn+2 rounds/level
AoE: The caster

Comp: V, S
CT: 6
Save: None

By anticipating possible futures and outcomes of the caster's actions, this spell provides the PC with a temporary sixth sense or feel for danger. The spell operates on a subconscious level, and the caster receives strong intuitive impulses when they contemplate courses of action that may bring immediate physical injury or harm to them.

For example, if the priest was about to open a trapped chest, the *unfailing premonition* would create a flash of insight or a gut feeling telling them that they shouldn't do so. Similarly, opening a door that leads into the lair of a ferocious troll may also trigger the spell's warning.

Threatening a NPC who is likely to respond by drawing a weapon and attacking the PC would create a warning, but threatening a NPC who will get even with the priest in an hour or two will not trigger the *premonition*.

The *unfailing premonition* is also quite useful in combat, as long as the priest obeys their instincts and ducks, dodges, or withdraws when their subconscious tells them to. While the spell is in effect, the priest gains a +2 bonus to their AC and saving throws, but in any given round there is a 25% chance that they will have to forego their intended action in order to obey the spell's warning impulses.

The *premonition* only works on actions undertaken by the priest himself. If their companion is about to pull a mysterious lever that will drop a 10-ton block of stone on the priest, they receive no warning.

Weather Prediction (Weather)

Rng: 0
Dur: Instantaneous
AoE: The caster

Comp: V, S
CT: 1 round
Save: None

By casting this spell, the priest can predict the weather conditions at their location for a period of time equal to 1 day/level. The caster becomes aware of the prevailing conditions, trends, and weather systems that may affect their present location. Temperature, wind speed and direction, cloud cover, and precipitation can all be predicted with 95% accuracy for the next day, less 10% for each day after that. In other words, the priest's prediction is 95% accurate for the first day, 85% accurate for the second, 75% accurate for the third, and so on. In addition, magical or supernatural phenomena cannot be predicted.

Priests of powers concerned with weather may use this spell to determine the best time for certain ceremonies or observances. Other priests find *weather prediction* useful for planning journeys or selecting campsites.

Wind Servant (Air, Elemental)

Rng: 60'/level
Dur: 1 round/level
AoE: Special

Comp: V, S
CT: 6
Save: None

This spell allows the priest to exert fine control over air currents and winds, possibly extinguishing small fires or manipulating light objects as they see fit within the spell's range. Generally, the priest is limited to one discrete action/round since they must focus their wind servant tightly on any given task. The *wind servant* can affect objects or creatures weighing up to 1 lb/caster level, twice as much if the object is reasonably light or airy (a cloak, scroll, or haystack, for instance), or 10 times as much if the object is designed to be carried by the wind, such as a ship's sail or a bird in flight.

If an object is within the spell's weight limit, the caster may direct the *wind servant* to carry it along in gusts and air currents at a flying movement rate of 12 (E). If the object leaves the limits of the spell's range, the *wind servant* fails, and the object drops or falls normally from that point. Flying creatures of size M or smaller can be forced to land or be driven away by use of the spell if they fall within the weight limit, or slowed by 50% if they exceed the weight limit. Employing the *wind servant* against an arrow or light missile adds a penalty of -4 to the attack roll.

In dusty, snowy, or sandy regions, the caster can instead use *wind servant* to create a vicious zephyr of stinging dust around an enemy. This zephyr inflicts 2d6 damage minus 1 for each point of protection afforded by their armor and creates a -2 penalty to the victim's attack rolls.

For example, an enemy in leather armor +1 (AC 13 - 2 points for the armor and 1 for the magical protection) would suffer 2d6-3 damage if attacked by means of this spell. Note that any use of the *wind servant* requires the priest's undivided attention; they can take no other actions while directing the spell.



Fourth Level Priest Spells

Adamantite Mace (Earth, Elemental)

Rng: Touch
Dur: 1 round/level
AoE: Caster's weapon

Comp: V, S, M
CT: 7
Save: None

By means of this spell, the priest transmutes their own cudgel, mace, or staff into an enchanted weapon of adamantite, the most magical mineral known. The *adamantite mace* gains a +2 bonus to attack and damage rolls, but it can strike creatures normally hit only by +4 or better weapons.

As an incarnation of elemental earth, the mace inflicts up to twice the damage (roll twice the required damage dice) against creatures of elemental air or magical avians such as griffons, perytons, pegasi, and winged baatezu or tanar'ri.

The *adamantite mace* retains its special properties for 1 round/level of experience of the caster.

The material component is a special powder made from a diamond worth 500 gp, sprinkled over the weapon.

Dimensional Anchor (Astral, Guardian)

Rng: 30'/level	Comp: V, S
Dur: 1 turn+1 round/level	CT: 1
AoE: 1 creature	Save: None

When a priest casts this spell, a green ray springs from their outstretched hand and unerringly strikes a creature within line of sight and the range of the spell, covering the subject with a shimmering emerald field that completely blocks bodily extradimensional travel. Forms of movement barred by the *dimensional anchor* include *blinking*, *dimension door*, *etherdualness*, *gate*, *phasing*, *plane shift*, *maze*, *shadow walk* and *teleportation*. The field persists for 1 turn plus 1 round/caster level and has no effect other than blocking extradimensional travel. The *dimensional anchor* does not interfere with the movement of creatures in astral form, nor does it block extradimensional perception or attack forms such as a basilisk's gaze.

Entrench (War)

Rng: 180'	Comp: V, S, M
Dur: Permanent	CT: 3 rounds
AoE: 10' cu/2 levels	Save: None

An improved version of the *fortify* spell, *entrench* has much the same effect, but prepares an even more formidable set of defenses. Like *fortify*, *entrench* may be used to prepare an open outdoors area such as a field or grassland, or a rough outdoors area such as a hillside or forest. Large rooms or chambers may be *entrenched* as well. In addition to the ditches and ramparts of the *fortify* spell, *entrench* makes use of local materials to create a small palisade and an array of stakes or sharp stones to discourage attackers.

A. Open Outdoors Site: A rampart or dike of earth faced by a staked ditch rises from the ground along the perimeter of the site. Creatures defending the dike receive 75% cover against missile fire (+7 bonus to AC), or 25% cover (+2 bonus) if they expose themselves by engaging in melee combat or firing missiles out of the dike. Attackers cannot charge, run, or sprint over the rampart, and must spend one full round negotiating the defenses in order to attack. The dike's defenders receive a +1 bonus to attack rolls against any creatures trying to move through the stakes or stones.

B. Rough Outdoors Site: Loose stones, deadwood, and briars are arranged to form a defensible wall along the perimeter of the area of effect, faced by an array of sharp stakes or stones. PC's hiding behind the wall receive 90% cover (+10 bonus to AC), or 50% cover (+4 bonus) if they expose themselves by firing missiles or defending the wall. Attacking creatures cannot run, charge, or sprint through the defenses, and must spend one full round to get through the stakes plus an additional round climbing over the wall in order to enter the fortified area. The wall's defenders gain a +1 bonus to attacks against creatures negotiating the defenses.

C. Marshy or Low-lying Site: In swamps or bogs, *entrench* creates a water-filled ditch around the perimeter of the area of effect. This ditch is 15' wide and 3 to 6' deep; most creatures require two full rounds to negotiate the ditch and climb up the far side, and defenders gain a +1 bonus to attack rolls against enemies who are wading the ditch or climbing up the other side.

The fortifications created by this spell are permanent, although erosion, weathering, and clearing or filling can return the site to its original state. The material component is the shell of a giant nautilus.

Omniscient Eye (Divination)

Rng: 0	Comp: V, S, M
Dur: 1 turn+1 round/level	CT: 7
AoE: The caster	Save: None

This divination enhances the caster's vision by allowing them to see through any normal or magical darkness, fog, or mist to a range of 60'. In addition, the caster has a chance of piercing magical illusions, blending, and invisibility equal to 70% plus 1%/level of experience, less 2% per spell level. For example, a 7th level priest has a 70%+7% - 4%, or 73% chance, to spot a caster concealing himself by using the 2nd level spell *invisibility*.

Unlike the 5th level spell *true seeing*, the *omniscient eye* does not grant the caster the ability to perceive secret doors, traps, lost or misplaced objects, or creature alignments; it simply ensures that the caster can see the surroundings as they would appear without the interference of weather, lighting, or illusionary magic. Thus, the *omniscient eye* can be deceived by careful camouflage, concealment, or other purely physical precautions. Other phenomena that may bypass this spell's power include true transparency, or extradimensional objects or creatures.

The material component of this spell is a special ointment for the eyes that is composed of rare powders and herbs. The ointment costs at least 500 gp for a single application.

Recitation (Combat)

Rng: 0	Comp: V, S, M
Dur: 1 round/level	CT: 7
AoE: 60' radius	Save: None

By reciting a sacred passage or declaration, the priest invokes their deity's blessing upon themselves and their allies, while causing confusion and weakness among their enemies. All creatures within the area of effect at the instant of the spell's completion are affected. Allies of the priest gain a +2 bonus to attack rolls and saving throws, or a +3 bonus if they're of the same faith (not just alignment) as the caster. Enemies suffer a -2 penalty to attack rolls and saving throws. After the *recitation*, the priest is free to take further actions during the spell's duration as they see fit—they need not concentrate to maintain the spell. As a result, it is possible for the priest to cast a *prayer* spell, which increases the bonuses and penalties provided to +3 and -3 respectively. If another priest is using *chant* at the same time, then the bonuses and penalties given by it are also allowed to add to the total.

The material spell component is the priest's holy symbol and a copy of whatever text or scroll they hold sacred. Neither are consumed by the spell.

Suspended Animation (Necromancy, Time)

Rng: Touch	Comp: V, S, M
Dur: Special	CT: 4
AoE: Creature touched	Save: None

By using this spell, the caster can place one willing subject in a state of *suspended animation*. The victim's breathing, heartbeat, and other vital processes slow to the point of nonexistence, although they seem to be deeply asleep, not dead.

A caster of 7th to 10th level can maintain the suspended animation for up to 1 week plus 1 day/level; a caster of 11th to 15th level can maintain the state for up to 1 month plus 1 week/level; and a caster of 16th level or higher can place someone in *suspended animation* for 1 year plus 1 month/level.

This spell has many useful applications. First, all bodily or mental afflictions become quiescent during the victim's slumber. Poison, insanity, and many curses (lycanthropy, geas, and mummy rot included) can be arrested, if not cured, and have no effect on the subject while they sleep. Of course, if the spell is broken prematurely, all the conditions that were halted by the spell will start once again. Second, the subject requires no food or water, but they still need air and dies if deprived of oxygen. Third, for every month that the subject is in *suspended animation*, they recover one HP.

The caster can awaken the subject at any time within the spell's duration, although they must be in the subject's presence to do so. Optionally, the priest may pre-specify an amount of time within their normal duration or a special condition to awaken the sleeper. A condition must include a physical stimulus to the subject, such as a change in temperature, the touch of the sun, the kiss of a princess, or whatever the priest desires. If the priest maintaining the spell dies or is not able to awaken the sleeper, then the subject can be taken to another priest of the same deity to be awakened.

If the subject is attacked, they're completely helpless and can be killed by a single blow. However, if the subject is attacked without being slain for some reason, they gain a saving throw vs. spell each round to emerge from their suspended animation. The subject will be extremely groggy and disoriented if their slumber is disturbed in this fashion, suffering a -2 penalty to all die rolls for 1d6 turns, but if they awaken in the normal or prescribed fashion, they're disoriented for only 1 round.

Some of the drawbacks to this spell affect the casting priest. First of all, it takes all of the priest's concentration to cast and maintain this spell. This means that the priest cannot cast any other spell while a subject is being held under the influence of the *suspended animation*. For each week that the subject is in *suspended animation*, the priest loses one point of Constitution.

This happens each week until the priest transfers the spell to another priest of the same alignment. Transferring this spell requires a successful saving throw vs. spell. If the saving throw is successful, then the priest who transfers the spell can start recovering Constitution at a rate of one point/hour of bedrest. If the saving throw doesn't succeed, then the priest loses another point of Constitution and cannot try to transfer the spell again for 8 hours. Either way, because of the temporary lapse of the spell, the subject will automatically lose 1 HP each time a transfer is attempted.

The material component for this spell is a rare herb that must be prepared with exacting care. The treatment costs at least 500 gp and requires 1d3 days of the priest's time and attention.

Unfailing Endurance (Necromancy)

Rng: Touch
Dur: 1 day/level
AoE: 1 creature/level

Comp: V, S
CT: 1 round
Save: None

This spell enhances the natural hardiness and stamina of the affected creatures by rendering them virtually immune to fatigue or exhaustion. During the casting of the spell, the caster must touch each creature to be affected. While under the spell's influence, the subjects may force march with no penalty, engage in up to 12 hours of hard labor/day with no fatigue (or up to 16 hours with moderate fatigue), and gain a +4 bonus to Strength/Stamina or Constitution/Fitness checks. In addition, the subjects gain a +4 bonus to saving throws against spells or magical effects that cause *weakness, fatigue, or enfeeblement*.



Fifth Level Priest Spells

Animate Flame (Elemental, Fire)

Rng: 360'
Dur: 1 round/level
AoE: 1'diameter/level

Comp: V, S
CT: 8
Save: None

While using this spell, the priest can command a flame to leave its source of fuel and move at their direction. The flame is magically preserved at the intensity it possessed when animated and does not weaken or fail even if it has nothing to burn. The priest can affect any natural fire within range, but magical fires (including breath weapons) can only be animated and controlled on a roll of 11 or higher on a d20, -1/level or HD difference between the caster and the creature or spellcaster who created the flame in question. For example, a 9th level priest can animate a *flaming sphere* cast by a 4th level caster on a roll of 6 or better on 1d20. In order to animate instantaneous effects such as a red dragon's breath or a *fireball*, the priest must beat their opponent's initiative in the round they cast this spell and succeed in their attempt to take control of the flame.

Under the priest's direction, an animated flame can move at a rate of 12, although it cannot cross water or wet or muddy ground. If the priest directs the flame to leave the spell's range, the spell ends and the flame stops and burns whatever it may be resting on. *Animate flame* can be a very effective weapon; the fire attacks with an attack bonus of 10 and may be able to strike several creatures in the same round, depending on its size. It inflicts damage as shown below:

Size	Number of Diameter	Targets	Damage
Torch or lantern	less than 1'	1	1d3
Small campfire	1-2'	1	1d4
Large campfire	3-5'	2	1d6
Bonfire	6-10'	4	2d6
Conflagration	11-20'	8	3d6
Inferno	21' or more	20	5d6

Creatures actually caught within the fire's diameter are automatically hit (without an attack roll) for the listed damage. Very hot or unusually cold fires may inflict damage (at the DM's discretion) as if they were one category larger or smaller. In addition to attacking the caster's enemies, the fire will naturally cause any combustibles it comes into contact with to burn, as well; an animated fire can easily torch a small town, given a few rounds to move from building to building.

The animated flame can be dispelled normally. It can also be defeated by contact with a significant volume of water, ice, cold, or earth or dirt, just as a normal fire can be drowned or smothered.

Windborne (Air, Elemental)

Rng: 0
Dur: Special
AoE: The caster

Comp: V, S, M
CT: 7
Save: None

This spell provides a priest of elemental air with the ability to conjure a powerful column of wind that can bear their weight, permitting them to fly or glide for long distances. If used from a high place such as a mountainside or tower, the caster can glide a maximum horizontal distance of 20' per foot of initial altitude—for example, if the priest used this spell and launched himself from a hilltop 800' high, they could glide a maximum distance of 16,000', or about 3 mi.

If *windborne* is cast by a priest on level ground, the initial gust carries them aloft to a maximum altitude of 10'/caster level. From that point, they may then glide 10' per foot of initial altitude. For example, a 7th level priest would ascend to an altitude of 70' and thus be able to glide for a total horizontal distance of 700'. The PC can choose to glide for a much shorter distance, but never less than their initial altitude.

While gliding, the priest moves at a rate of 15 (or about 450') with a maneuverability class of D. Each round, they drop between 20 and 40'. The PC can choose to descend at a much more rapid pace, dropping up to 200'/round without risk of a damaging impact upon landing. The caster doesn't gain a mastery of aerial combat with this spell and suffers a -2 penalty to their attack rolls and AC if they become involved in combat while gliding.

The material component for this spell is the feather from a giant eagle .

The priest can affect a single fire of up to 1' in diameter/level of experience; if a natural fire is too large for them to animate, they can animate a smaller portion of it and command the portion they control. Magical fires cannot be divided in this way, so it requires a very high level priest to deflect the breath weapon of a red dragon!

Dimensional Translocation (Astral, Numbers, Summoning)

Rng: 180'
Dur: 1 round/level
AoE: 1 creature

Comp: S
CT: 3
Save: Special

By using this spell, the priest seals off the multidimensional existence of a magical, undead, or extraplanar creature. The affected creature can be forced entirely into its extraplanar dimension, which removes it from the physical world, or its extraplanar existence can be severed, forcing it entirely into the Prime Material Plane. If the priest's level exceeds the subject's level or HD, the subject is not allowed a saving throw, but creatures of higher level or HD than the caster are entitled to a saving throw vs. spell to negate the effect. Also note that magic resistance may apply, as well.

If used to banish an extraplanar or multidimensional creature, *dimensional translocation* prevents the creature from returning to the Prime Material Plane for the duration of the spell. The creature may be able to take other actions, such as using magical items or spell-like abilities on itself while it waits to return. If the caster instead forces an extradimensional creature into the Prime Material Plane, the following effects apply:

- The creature's AC is reduced by 1d6 points for the duration of the spell.
- The quality of a magical weapon needed to strike the creature is reduced by one "plus"; for example, a monster normally hit by +2 or better weapons becomes vulnerable to +1 weapons for the spell's duration.
- The creature suffers permanent death upon the loss of all its HPs.
- Use of 1d6 spell-like powers (such as *gating* in allies) is negated.
- Undead creatures lose the ability to drain life energy levels.

This spell does not prevent extradimensional travel on the Prime Material Plane (i.e., *dimension door, blinking, teleport*, or similar effects), but it does prevent the subject from *plane shifting* or becoming *ethereal* while in effect.

Impregnable Mind (Protection, Thought)

Rng: Touch
Dur: 1 turn+1 round/level
AoE: Creature touched

Comp: V, S
CT: 1
Save: None

This spell guards the spell recipient against magical attacks that affect the mind. This includes *beguiling*, *charm*, *domination*, *feeblemind*, *hold*, and similar effects, as well as most telepathic powers and attacks. Against magical influences, *impregnable mind* grants a +4 bonus to saving throws; if the attack normally allows no saving throw, the spell recipient may attempt one at no modifier.

Othertime (Time)

Rng: 0	Comp: V, S, M
Dur: Special	CT: 7
AoE: The caster	Save: None

When a priest enters *othertime*, they step into a different reality in which the world around them is frozen at a moment in the future. Until time catches up to them, they may move about unhindered and observe their surroundings; no force known can detect their presence or harm them in the alternate reality, although they in turn cannot affect any creature or object in the physical world. For instance, they could read a book at the page it was opened to, but they could not turn the page since that would require them to move an object that is temporarily immovable for them. To their companions or enemy in real time, the priest appears to simply vanish altogether, only to reappear at some later point.

The duration of this spell is a little odd, to say the least. The priest may choose a duration of up to 1 round at 7th to 9th level, 2 rounds at 10th to 12th level, 3 rounds at 13th to 16th, 4 rounds at 17th to 19th, up to a maximum of 5 rounds at 20th level or higher. The duration chosen by the priest governs the length of the *othertime*; if the priest decides that the spell will last 2 rounds, then they're instantly transported to that point in time, surrounded by the frozen still-life of the world as it will appear 2 rounds after the priest cast *othertime*. The caster then has 2 rounds to himself to take any actions they care to, although they cannot affect the real world by any physical, magical, or mental means.

While the caster is in the *othertime*, they're completely unaware of the intervening events. In the example above, if the caster's friends were *teleported* away 1 round after the caster left and replaced by an identical group of doppelgangers, the caster would have no chance to detect the switch; all they see are the bodies of their "friends," frozen in the positions they will occupy when they emerge from the *othertime*.

This also means that nasty things like dragon breath, *cloudkills*, or *mind blasts* that pass through the spot where the caster happens to be have no effect on them—they simply don't exist in the real world while they wait for everyone else to catch up to them.

As noted above, the caster gains an amount of subjective time equal to the duration of the spell. By leaping 3 rounds into the future, the caster gains 3 rounds of actions in the *othertime*. The PC could drink a potion, cast a spell, and then maneuver for an attack, for example, or they could gain a 3-round head start by running for their life while no one else can pursue them. If the priest uses this time to study a battle and position himself for an attack, they gain a –4 bonus to their initiative roll on the round they emerge from *othertime*, and a +4 attack bonus with their first strike.

Leaping in and out of the time stream is a dangerous activity; every time the priest employs this spell, there is a 1% noncumulative chance that they become stuck in *othertime*, doomed to death by thirst or starvation when their own rations run out. Only the most extraordinary measures (a *wish* spell, divine intervention, etc.) can save a PC in this predicament. Once a priest is in *othertime*, they cannot pray for further spells. After all, if the priest is going to attract their deity's attention by praying for spells, the deity will most likely allow them out!

The material component for this spell is an hourglass filled with rare salts, worth at least 1,000 gp.

Produce Ice (Elemental, Water)

Rng: 180'	Comp: V, S, M
Dur: 2 rounds/level	CT: 8
AoE: 1' cu/level	Save: Special

This spell creates supernatural cold in the area of effect, condensing all atmospheric and standing water into a thick rime of ice. If there is no source of water or even enough humidity to support this spell, then the DM can rule that the spell has no effect. The caster affects a cube area of 1'/level to a side, so a 12th level caster affects a 12' by 12' by 12' cu (up to a maximum of 25' to a side). This can have several effects; first of all, any creature caught in the area of effect when the temperature is lowered suffers 2d4 damage plus 1 point/level of the caster (or 2d4+12, for the 12th level caster described above), or half that damage with a successful saving throw vs. spell. Any fires in the area are suppressed and may (50% chance) be extinguished.

Creatures entering the area of effect after the initial creation of ice suffer no additional damage, although the air will be noticeably dry and cold. However, the ice formed by the spell coats all surfaces and may cause creatures to slip and fall.

Any creature moving into or out of the affected area must make a saving throw vs. spell or fall, losing their action for the round. The ice lasts at least 2 rounds/caster level, and then begins to melt at whatever rate nature decrees.

If cast on a body of water, this spell creates an iceberg of the stated dimensions. A swimmer or aquatic creature could be caught in the ice and trapped until the ice melts; most air-breathers will suffocate from this treatment, but a few aquatic creatures (fish, amphibians, etc.) may survive being frozen, at the DM's discretion.

The material component is a scale from a white dragon.

Righteous Wrath of the Faithful (Combat, War)

Rng: 0	Comp: V, S, M
Dur: 1 round/level	CT: 8
AoE: 30' radius	Save: None

When a priest casts this spell, they fire their allies and companions with a divine madness or fury that greatly enhances their combat ability. Allies who are fighting on the side of the priest are affected as if they had received an aid spell, gaining a +1 bonus to attack rolls and saving throws, plus 1d8 additional HPs for the duration of the spell.

Allies who share the same faith (not just alignment) of the caster are transported into the *righteous wrath*; they gain one additional melee attack each round and a +2 bonus to saving throws and attack and damage rolls. Creatures under the influence of the *righteous wrath* gain 1d8 additional HPs, which are the first points lost if the subject sustains any injury. PC's in a state of divine frenzy are difficult to *charm* or *hold*. Against spells or effects that target the subject's mind or emotions, the saving throw bonus increases to +3.

When the spell ends, all remaining additional HPs are lost. PC's who fought under the righteous wrath find themselves extremely fatigued and must rest for one full turn before exerting themselves again. The material component of this spell is the priest's holy symbol.



Sixth Level Priest Spells

Command Monster (Animal, Charm)

Rng: 180'	Comp: V
Dur: 1 round/2 levels	CT: 1
AoE: 1 creature	Save: Special

This spell allows the priest to issue a *command* to any 1 creature within the spell's range. The magic of the spell translates the priest's order into a language or form the subject creature can understand. The creature must have an Intelligence of at least 1 in order to be affected by this spell; nonintelligent creatures (those with a score of 0) cannot comprehend any order, no matter how the priest phrases it. Other creatures gain a saving throw vs. spell to resist *command monster*, but only if they have an Intelligence of Exceptional (15) or better, or the creature's levels or HD are equal to or greater than the caster's.

Just like the 1st level spell *command*, this spell coerces the subject into obeying the priest's one-word order to the best of its ability. The order must be absolutely clear and unequivocal; the subject will continue to obey for 1 round per two caster levels—6 rounds at 12th level, 7 at 14th, and so on. If this action places the subject in mortal peril, they may attempt a saving throw (whether they were originally entitled to one or not) in order to break free of the spell's power. Therefore, ordering a PC standing at the edge of a cliff to "jump" will create an opportunity for the subject to break free. A command to "die" or "sleep" renders the creature unconscious for the spell's duration.

Undead creatures are immune to this spell.

Entropy Shield (Chaos, Protection, Wards)

Rng: 0
Dur: 1 round/level
AoE: The caster

Comp: V, S, M
CT: 9
Save: None

This potent defense surrounds the caster in a chaotic maelstrom of energy and demimatter that blocks or deflects many attacks. The *entropy shield* extends about 2' in all directions from the caster's body. The warping effect of the field causes any melee or hand-to-hand attack to miss 50% of the time—even if the roll allows an attack, the priest still gains a +2 bonus to their AC.

Normal missiles or hurled weapons miss automatically as the *entropy shield* deflects them from the caster. Even magical missile attacks (*produce flame*, *magic missile*, or *Melf's acid arrow*, for example), siege engines, and giant-thrown boulders may be deflected as if they were hand-to-hand attacks.

Against spells or effects that produce energy, gas, or other physical attack forms (*fireball*, *lightning bolt*, *cloudkill*, and other such spells) the *entropy shield* provides a 50% chance that the attack simply does not affect the protected priest. Even if the harmful energy or matter penetrates the shield, the caster gains a +2 bonus on their saving throw. This does not cause a spell to fizzle or fail; a priest standing in the middle of a *fireball* is simply not touched by the spell, which will inflict its normal damage on anyone else in the area of effect.

Any spell or effect that does not create matter or energy to harm or hinder the victim can pass through the *entropy shield* normally, so mind-based attacks and magical effects such as *petrification*, *paralyzation*, *enfeeblement*, or *polymorph* (to name a few) can still affect the priest.

In addition to its defensive benefits, the *entropy shield* has the ability to repel normal or giant-sized animals and creatures of lawful alignment, such as extraplanar monsters from the lawful planes. Any such creature attempting to attack the shielded priest in hand-to-hand combat must roll a saving throw vs. spell at the end of the round. If the creature fails, it recoils from the priest and cannot attack them physically for the remainder of the spell's duration (although it could decide to turn on one of the priest's companions).

The material component for this spell is a gemstone worth at least 5,000 gp that has been exposed to the chaotic energies of Limbo.

Whirlwind (Air, Elemental)

Rng: 180'+30'/level
Dur: 1 round/level
AoE: Cone 10' wide at base, 30' tall

Comp: V, S, M
CT: 9
Save: Special

This spell creates a powerful cyclone of raging wind that moves as directed by the priest. The *whirlwind* can move by zigzagging along the ground or over water at a movement rate of 6. The *whirlwind* always moves after all other creatures have moved, and many creatures can avoid it simply by keeping their distance.

If the cyclone exceeds the spell's range, it moves in a random, uncontrolled fashion for 1d3 rounds—possibly endangering the caster or their allies—and then dissipates.

Any creature of size L (large) or smaller (or airborne creature) that comes in contact with the *whirlwind* must make a saving throw vs. breath weapon or suffer 2d8 damage. Size M (man-sized) or smaller creatures who fail their first saving throw must attempt a second one, or be picked up bodily by the *whirlwind* and held suspended in its powerful winds, suffering 1d8 points of damage each round with no save allowed. The caster may direct the cyclone to eject any carried creatures whenever they wish, depositing the hapless souls wherever the *whirlwind* happens to be when they're released.

Maintaining the *whirlwind* requires the caster's full attention, and they cannot cast other spells or make any attacks while directing the spell's course. If their concentration fails for some reason, they cannot simply cancel the spell. Instead, the spell becomes uncontrolled as described above and dissipates after 1d3 rounds.

In truly desperate circumstances, priests of elemental air have been known to deliberately overrun their companions in order to carry them out of the path of some certain doom. Few care to repeat the experience. The material component for this spell is a handful of dust collected from a zephyr or snow from a williwaw.



Seventh Level Priest Spells

Antimineral Shell (Earth, Elemental, Protection)

Rng: 0
Dur: 1 turn/level
AoE: 10' radius

Comp: V, S, M
CT: 1 round
Save: None

When a priest casts this spell, they create an invisible force field or barrier that blocks the entrance of animated or living mineral creatures. It is effective against elementals and creatures of elemental origin such as aerial servants, djinns, and mephits; golems and other constructs; creatures of living stone, such as galeb duhr or xorn; and objects, weapons, or armor animated by some outside force. It does not bar the passage of undead monsters, living creatures carrying inanimate material, or nonanimated minerals such as a giant-thrown boulder or a common rockslide. The *antimineral shell* moves with the caster, but if the caster tries to force it against a creature affected by this spell, the *antimineral shell* fails. The material component is a drop of some caustic solvent, such as acid from a black dragon.

Conjure Air or Water Elemental (Air, Elemental, Water) Reversible

Rng: 240'
Dur: 1 turn/level
AoE: Special

Comp: V, S
CT: 6 rounds
Save: None

Priests of elemental air or elemental water can summon elementals from their respective spheres, just as druids can conjure fire or earth elementals. The summoned elemental is 55% likely to have 8 HD, 35% likely to have 16 HD, 5% likely to have 21 HD and 5% likely to have 24 HD. Unlike the caster version of this spell, the caster does not need to concentrate to maintain control of the elemental since the creature regards the caster as a friend and obeys them implicitly. The elemental remains until destroyed, dispelled, sent away by a *dismissal* or a *holy word* spell, or the spell duration expires.

Impervious Sanctity of Mind (Protection, Thought)

Rng: 0
Dur: 1 turn/level
AoE: The caster

Comp: V, S, M
CT: 1 round
Save: None

When using this spell, the priest renders their mind completely immune to any mind-affecting spell, power, or effect. This includes *amnesia*, *awe*, *beguiling*, *charm*, *command*, *confusion*, *domination*, *emotion*, *empathy*, *ESP*, *fascination*, *fear*, *feeblemind*, *hold*, *hypnotism*, *insanity*, *magic jar*, *mind blast*, *phantasmal killer*, *possession*, *rulership*, *sleep*, *soul trapping*, *suggestion* and *telepathy*. In short, if the spell or effect coerces the priest into taking an action or forming an impression that they don't wish to, it fails while *impervious sanctity of mind* is in effect. The only mind-affecting spells or powers that can affect the protected priest are those of exceedingly powerful creatures or artifacts and relics.

Unlike the caster spell *mind blank*, the *impervious sanctity of mind* offers no protection against detection or scrying. However, it is effective against some attacks and powers that *mind blank* is powerless against. The spell requires a small ring of lead that was once breathed upon by a red dragon.

Tsunami (Elemental, Water)

Rng: 600'+150'/level
Dur: Special
AoE: Wave 2' high, 10' long/level

Comp: V, S, M
CT: 3 rounds
Save: None

This mighty spell summons a tsunami, or gigantic wave, from any major body of water. The body of water must be at least 1 mile in width, so in most circumstances the *tsunami* can only be summoned from the sea, large lakes, or extremely big rivers. The wave is 2' high and 10' long for each level of experience of the caster, so a 15th level priest would summon a *tsunami* 30' high and 150' wide.

The wave can appear anywhere within the spell's range and immediately sweeps forward in the direction specified by the caster. This may take it out of the allowed range or even back at the casting priest. The *tsunami* moves at a rate of 24 (720'/round) and lasts 1 round at 14th level, 2 rounds at 18th level, or 3 rounds at 22nd or higher level.

Ships caught by the *tsunami* must make a seaworthiness check with a penalty equal to the wave's height in feet. For example, a *tsunami* created by a 15th level caster would inflict a -30% penalty to a vessel's seaworthiness check. If the check is failed, the vessel capsizes and sinks in 1d10 rounds, with the possible loss of those aboard. Human or humanoid swimmers caught in the wave must make a saving throw vs. death magic or be drowned in the wave; any creature in the water in the wave's path will be carried along as long as it lasts.

If the priest sent the wave towards the shore, the *tsunami* loses 5' of height for every 60' it travels; a 30' wave could wash 360' inland before there was nothing left of it.

Creatures caught in the area sustain 1d4 points of damage for every 5' of height the *tsunami* currently possesses (per round) and are carried along until it ends. Air-breathing creatures must make saving throws vs. death magic or be drowned outright by this treatment.

Wooden buildings have a chance equal to 3 times the wave's current height of being destroyed by the *tsunami* (90% for a 30' wave, for example) while stone buildings have a chance equal to the wave's height (or 30% for a 30' wave). Topography may influence or channel the wave's advance, so a good-sized hill could stop a tsunami cold, although its seaward face may be denuded of creatures and vegetation by the wave.

Note that this spell in the hands of a high level PC can blanket an awesome amount of territory and literally destroy or drown anything in its path. The *tsunami* is so strenuous a spell that the priest is exhausted and helpless for 1d6 hours after summoning it.



Detect Phase (Dimension, Divination)

Rng: 0	Comp: V, S
Dur: 1 turn+2 rounds/level	CT: 2
AoE: 5'x85'	Save: None

Creatures or objects that are *phased*—that is, in the Border Ehtereal Plane—can be detected by the caster using this spell. The caster can turn, scanning a 45 degree arc/round (8 rounds to scan 360 degrees) while remaining in place, during which time the caster remains relatively motionless in concentration. 1 creature or object per round can be detected. Creatures or effects detected by this spell include: phase spiders, ghosts in their ethereal state, PC's or creatures employing *oil of etherealness* or phasing, and all other similar effects. Doorways or portals to extradimensional spaces are also detected, although anything hidden within remains unseen.

Detect phase does not reveal the location of creatures or objects concealed by magical invisibility or illusions. Note that detecting a phased monster doesn't necessarily give the caster the ability to attack it, but creatures such as phase spiders lose any special surprise bonuses they may receive if they're detected by using this spell.

Detect Secret Passages and Portals (Divination)

Rng: 0	Comp: V, S
Dur: 1 turn+2 rounds/level	CT: 2
AoE: 10x10' area/level	Save: None

This spell enables a caster to detect secret doors, compartments, caches, and similar devices. Only passages, doors, or openings that have been deliberately constructed so as to escape detection are detected by this spell—a trap door buried beneath crates in a cellar, an illusionary wall, or an amulet left in a cluttered room would not be detected. The caster can turn, scanning a 45 degree arc/round (8 rounds to scan 360 degrees) while remaining in place, during which time the caster remains relatively motionless in concentration. 1 passage or portal per round can be detected. The caster detects an area of 10' sq/level, so a 4th level caster could search 4 sections of wall, floor, or ceiling.

It's possible that a caster might not find a secret compartment in the area of effect if the compartment is behind or under another object that covers it completely. This spell only detects the doorway or opening; the caster may have to search for a mechanism or catch that opens the door.

Dictation (Geometry, Invocation/Evocation)

Rng: 10' radius	Comp: V, M
Dur: 1 turn/level	CT: 1
AoE: Special	Save: None

This spell causes any words spoken by the caster or anyone within 10' of them to appear on a piece of paper or the blank page of a book. It is useful for recording conversations, verbal agreements, interrogations, or even notes or observations if the caster doesn't want to take the time to write them down themself.

Generally, a person reading aloud takes about one to 5 minutes to read a page, depending on how many words are on a page. Foreign languages are not translated, although foreign words are given the correct alphabetic spelling in the caster's native tongue; for example, the phrase *c'est la vie* would appear as it does here, with no English translation, but a phrase or name in Arabic or Chinese would not be transcribed in those alphabets.

Magical spells and invocations are not recorded, so this spell can't be used to create a backup copy of a scroll even as it's read by the caster, but a clever caster may be able to record a magical item's command word if an enemy within range uses it while the spell is in effect.

The material component for this spell is the blank page, scroll, or paper that the dictation will appear on. This must be prepared with a special wash of vinegar, which brings the cost to 10 gp per page so readied.

Expeditious Retreat (Alteration)

Rng: 0	Comp: V, S
Dur: 3 rounds+1 round/level	CT: 1
AoE: The caster	Save: None

The caster Kerith was noted for their astounding lack of courage in the face of even the most insignificant dangers. The PC developed this spell early in their career to assist them in their frequent and precipitous withdrawals from combat. When cast, *expeditious retreat* provides the caster with an amazing fleetness of foot, enabling them to run in great leaps and bounds. The caster's movement rate is tripled for the duration of the spell, so a caster with a movement of 12 would be able to run at a rate of 36 while the spell was in effect. In addition, the caster can jump up to 5' in the air or make a 15' horizontal leap with ease. The caster does not have to move while the spell is in effect, but if they move at all, their unnatural speed and bounds prevent them from taking any other actions except for running—in other words, they can't take a half-move and throw a missile, or charge, cast a spell, or do anything else except move.

The caster cannot increase their movement further by any means, including additional movement-affecting magical spells or items. Kerith was also noted for their cynical observation to a companion: "I don't have to outrun the troll. I just have to outrun you."

Protection from Vermin (Abjuration, Alchemy, Geometry)

Rng: Touch	Comp: V, S, M
Dur: 2 rounds/level	CT: 1
AoE: Creature touched	Save: None

This spell creates a magical barrier around the recipient, preventing the attack of nonintelligent monsters of less than 1 HD. Creatures in this category include normal centipedes, spiders, bats, and rats, but any monster with an Intelligence of low or better can ignore the spell's effects.

The barrier extends about one foot from the protected PC's body and moves with them; vermin cannot tolerate the aura's touch and recoil from the PC. Any attacks that require physical contact (bites, stings, claws, etc.) automatically fail, but a creature with a ranged attack can still attack the spell's recipient.

The spell ends if the recipient attacks a creature they have been protected against, or tries to pin or trap the vermin by forcing the repelling barrier against them. The material component for this spell is a cone of pungent incense burned in a tiny bronze censer containing osquip ashes.

Ray of Fatigue (Necromancy)

Rng: 30'+15'/level
Dur: 1 round/level
AoE: 1 creature

Comp: V, S
CT: 1
Save: Negates

This nefarious spell affects the victim's life energies, increasing any fatigue or exhaustion the victim currently possesses. Alert and well-rested PC's suddenly become tired and sluggish, and PC's who are already fatigued may be reduced to near-helplessness.

In effect, the *ray* adds 1 level of fatigue or encumbrance to the victim. Moderately encumbered PC's suffer a -1 penalty to attack rolls; heavily encumbered PC's suffer a -2 penalty to attack rolls and a -1 AC penalty; and severely encumbered PC's suffer a -4 penalty to attack rolls and a -3 AC penalty. (Assume that monsters suffer a -1 penalty to their attack rolls and reduce their movement rates by 33%.) The victim is allowed a saving throw to negate the spell's effects.



Second Level Wizard Spells

Cat's Grace (Alteration)

Rng: Touch
Dur: 1 hour/level
AoE: Creature touched

Comp: V, S, M
CT: 2
Save: None

Just as a *strength* spell can increase a subject's physical power for a time, cat's grace can enhance a subject's Dexterity. All abilities and skills that are Dexterity-based may be affected by an enhanced Dexterity score, including a subject's reaction adjustment, missile attack adjustment, defensive adjustment, Dexterity-based proficiency scores, and adjustments to thief abilities. The exact amount of Dexterity gained depends on the subject's class; multi-classed PC's use the most favorable die.

Class	Dexterity Gain
Rogue	1d8 points
Warrior	1d6 points
Caster 1d6 points	
Priest	1d4 points

The spell is not cumulative with any other Dexterity-enhancing magical powers. Subjects without Dexterity scores gain a +1 bonus to AC and a +1 to attack rolls with missiles for the duration of the spell. The material component for this spell is a few whiskers from an elven cat.

Displace Self (Alteration, Dimension)

Rng: 0
Dur: 1 round/level
AoE: The caster

Comp: V, M
CT: 2
Save: None

Emulating the natural ability of the displacer beast, this spell causes the caster to appear to be about 2' away from their true location. Any creature making a melee, missile or magical (non-area effect) attack against the caster automatically misses with their first attempt and suffers a -2 penalty on all subsequent attack rolls. In addition, the caster also gains a +2 bonus on saving throws for any spell or special attack aimed directly at them, not at any other PC's or the area around them. Only true seeing reveals the caster's location.

The material component for this spell is a small strip of leather made from displacer beast hide that is twisted into a loop.

Moon Rune (Alteration, Artifice, Geometry)

Rng: 0
Dur: Permanent
AoE: Up to 1' sq

Comp: V, S, M
CT: 2
Save: None

By using this spell, the caster can create an invisible mark or rune on any surface. This mark remains invisible until conditions specified at the time of the casting are met. For example, the caster could specify that the runes are only visible by the light of the moon or by the light of a moon of a certain phase (half, full, etc.), when viewed by an elf, at sunset or sunrise, when viewed by a caster, when the caster is present, and so on.

The spell cannot be used to transcribe magical runes, signs, glyphs, or symbols, but as many as 7 letters or marks can be drawn.

Unlike a magic mouth spell, a *moon rune* is permanent and will appear any time its conditions are met.

In addition to appearing when the proper conditions are met, a *moon rune* also becomes visible if a *detect magic*, *detect invisibility*, *true seeing*, or other such spell or effect is used on it. A *read magic* spell will reveal the maker's words, if any. *Moon rune* cannot be cast on a living creature. The mark cannot be dispelled, but it can be removed by the caster or by an *erase* spell.

A *moon rune* requires a special mixture of pigment including mithral filings or powder worth at least 100 gp.

Protection from Poison (Abjuration, Alchemy, Geometry)

Rng: Touch
Dur: 1 round/level
AoE: Creature touched

Comp: V, S
CT: 2
Save: None

With this abjuration spell, the caster provides a protective barrier similar to that created by the spells *protection from evil* or *protection from vermin*, warding the recipient against creatures that possess venom or poison of some kind.

Poisonous monsters or poison-using PC's of 4 or less HD or levels are prevented from making physical contact with the spell recipient, while venomous creatures of 4+1 HD or poison-using PC's of 5 levels or more suffer a -2 penalty on their attack rolls against the protected PC. Only injected or contact poisons from natural or innate sources (such as compounds made from plants or the venom from a snake) in a position to possibly injure the PC are protected against; a thief carrying a vial of ingestive poison in their pouch is not counted as a venomous PC while a PC that is brandishing a poisoned short sword is counted as venomous. The spell recipient can still be poisoned by a spitting attack or a thrown dagger smeared with poison.

If the spell recipient attacks a creature they have been warded against or uses the resistance of the spell's aura to force their antagonist to give ground, the spell ends. Regrettably, reaching out to drink from a poisoned cup dispels the effect, so this spell offers no protection against ingested poisons. The spell functions normally if cast upon a poison-using creature or PC.

Wall of Gloom (Conjuration/Summoning, Shadow)

Rng: 90'
Dur: 2d4 rounds+1 round/level
AoE: 2 10' cubes+one 10' cu/level (max. 8 cubes)

Comp: V, S, M
CT: 2
Save: Special

This spell creates a wall or barrier of ominous shadow in any area within the spell range. The *wall of gloom* does not obscure sight completely, but objects or creatures within, or on the other side, are dim shadows that can barely be seen.

Creatures attempting missile fire through the wall suffer a -2 penalty to their attack rolls. The supernatural cold and darkness of the *wall of gloom* causes creatures moving through the wall to recoil in fear.

Creatures of 4 HD or less who enter the wall must make a save vs. spell or retreat for 1d3 rounds; creatures of 4+1 to 7 HD must save or hesitate for 1 round before entering the wall; and undead and creatures of 7+1 HD or more ignore the wall's fear effects.

The wall can take any shape the caster desires, as long as it is at least 10' high and 10' thick. The material component is a bit of fleece from a black sheep and the eyelash of a revenant.



Third Level Wizard Spells

Bands of Sirellyn (Conjuration/Summoning)

Rng: 120'
Dur: 1 turn+1 round/level
AoE: 1 creature
Comp: V, S, M
CT: 3
Save: Negates

Once employed by the mysterious ancient caster known as the Arcanamach, the caster Sirellyn rediscovered this forgotten dweomer many centuries after its last use. The spell causes a number of shining metal bands to materialize out of the air, encircling and capturing a target of the caster's choice. The victim is allowed a saving throw vs. spell to elude capture, with a -1 penalty per 3 caster levels (for example, -1 for a 4th to 6th level caster, -2 for a 7th to 9th level caster, -3 for a 10th to 12th level caster, and so on), since higher level casters tend to conjure more bands in a denser pattern. Any creature of less than size G (gargantuan) can be snared, but gargantuan monsters are simply too big to be restrained by the bands.

If the victim fails their saving throw vs. spell, they're caught and held immobile by the bands. The PC may not move their arms and legs, but they're still capable of speech and can employ worn magical items, such as rings. Subjects with a Strength rating may attempt to burst the bands and free themselves with a bend bars/lift gates roll. If the subject does not have a strength rating, it may make a saving throw vs. petrification with a -4 penalty.

The spell requires 3 miniature bands of silver that are interlocked so that all 3 are connected.

Lance of Disruption (Air, Elemental, Force, Invocation/Evocation)

Rng: 0
Dur: Instantaneous
AoE: 5'x60'
Comp: V, S
CT: 3
Save: 1/2

This spell creates a beam of concussive, disrupting force that lashes out from the caster's hand in a path 5' wide and 60' long. Any creatures caught in the beam's path suffer 5d4 points of damage, plus 2 points of damage/caster level (maximum damage is 5d4+30); for example, a 6th level caster would inflict 5d4+12 damage with the *lance of disruption*. Victims are allowed a saving throw vs. spell for 1/2 damage. The lance's energy delivers a powerful blow against inanimate objects and can easily blast light furniture, thin wooden walls, or fragile stonework to flinders. Barred wooden doors can be blasted of their hinges and even sturdy iron-bound doors or heavy stonework can be seriously damaged by the *lance of disruption*.

Creatures with amorphous or nonsolid bodies, such as fire or air elementals and some oozes and slimes, are resistant to the lance's effects and only sustain 1/2 damage, or one-quarter damage with a successful save.

Lesser Sign of Sealing (Abjuration, Geometry)

Rng: 0
Dur: Special
AoE: 1 portal
Comp: S, M
CT: 1 turn
Save: 1/2

By using this spell, the caster creates a magical ward that has two major effects; first of all, it affects a doorway or item that opens (a chest, for instance) as if it were a *hold portal* spell, keeping it securely locked and closed. Secondly, if the protected doorway is forced open by any means, magical or physical, the sign is not only destroyed, but also strikes the offending creature for 1d8 points of damage +1 point of damage/level of the caster. The duration of this spell is either 1 day/level of the caster or until discharged, whichever happens first. The exact form of energy is chosen by the caster when they create the lesser sign; acid, cold, fire, electricity, or sonic disruption are popular choices.

The sign is not hidden or concealed in any way and is usually quite prominent on the item or portal it protects. The caster cannot specify particular creatures or conditions for the lesser sign's operation; it functions against any creature that attempts to pass it (except for extraplanar creatures of 6 HD or more and casters of higher level than the caster—they can merely ignore it as if it were not there).

The sign cannot be dispelled by spells of lower spell levels such as knock, but the caster can remove it any time they choose, thus ending the spell, or it can be defeated by an erase spell cast by a caster of equal or higher level than the original caster.

The material component for a *lesser sign* can be a pinch of either powdered diamond (cold), ruby (fire), emerald (acid), pearl (sonic disruption, or sapphire (electricity), depending on the type of energy the caster wishes the sign to employ. The value of the gemstone must be at least 100 gp.

Protection from Amorphs (Abjuration, Alchemy, Geometry)

Rng: 0
Dur: 2 rounds/level
AoE: The caster
Comp: V, S, M
CT: 3
Save: None

This abjuration resembles the spells *protection from vermin* or *protection from evil*, but in this case the caster is protected from the attack of any of the various amorphous monsters, including slimes, jellies, oozes, puddings, cubes, and slithering trackers. In order to qualify as an amorphous creature, the monster must have an amorphous or fluid body, attack through acids or secretions of some kind, and be native to the Prime Material Plane (as opposed to extraplanar elementals and such creatures). The monster cannot stand the touch of the barrier surrounding the protected PC, and its natural attacks automatically fail. If the monster has an innate ranged attack of any kind, these also fail.

If the protected PC makes an attack against the monster, or if they force the barrier against the monster, the spell ends and they're no longer protected. The material component is a mixture of rare salts sprinkled in a small circle around the PC to be protected.

Solvent of Corrosion (Alchemy, Conjuration/Summoning)

Rng: 30'
Dur: 3 rounds
AoE: 1' sq/level
Comp: V, S, M
CT: 3
Save: 1/2

This spell conjures a corrosive, acidic slime of horrid strength on one surface or creature within the spell's range. Up to 1' sq of surface area/caster level can be affected, so a 5th level caster can affect 5' sq—enough to create a 2' by 3' hole in a door or wall, or thoroughly drench a man-sized creature. The acid eats through 6" of wood, leather, or bone, 4" of stone, or 1 inch of metal each round. Against monsters composed of stone, metal, or wood, the solvent inflicts 1d3 points of damage/caster level per sq ft affected in the first round, 1d2/caster level in the second round, and 1 per two caster levels in the third and final round. Therefore, a 10th level caster who strikes a treat with *solvent of corrosion* inflicts 10d3, then 10d2, and finally 5 points of damage. Each round, the victim is allowed a saving throw vs. spell for 1/2 damage.

Against flesh, the solvent is much less effective; it is caustic and burns painfully, inflicting 1 point of damage/caster level in the first round, but no further damage in the second or third round. However, the burning in the following rounds does inflict a -2 penalty to the victim's attacks while the solvent is active. The solvent is extremely likely to cause extensive damage to the victim's armor and equipment; item saving throws vs. acid may apply at the DM's discretion. If the armor or equipment is magical in nature, then the saving throw is made with the usual bonuses allowed to the magical item.

The great alchemist Vandarien developed their solvent to dissolve iron grates, stone and woodwork traps, and other such hazards. The solvent's effectiveness against mineral or wood-based creatures was a mere side effect of their research. The material component of this spell is a mixture of vinegar, water, and a drop of black dragon acid.

Wall of Water (Elemental, Invocation/Evocation, Water)

Rng: 90'
Dur: Special
AoE: Special
Comp: V, S, M
CT: 3
Save: None

This spell calls into being a curtain or field of water that remains intact and upright in defiance of gravity. The wall lasts as long as the caster chooses to concentrate on maintaining it or 1 round/level if the caster chooses not to concentrate on holding it together. The caster may shape the *wall of water* in one of 3 ways:

A. Water Curtain. In this form, the caster conjures one plane of water, 5' sq and 1' thick/experience level; for example, a 5th level caster can create 5'x5'x1' wall sections that would be enough to block an arched passageway 15' wide and 10' high with a curtain of water 1' thick. The curtain's lower edge must rest upon the ground, but it need not be anchored on either side, and it remains cohesive and upright for the duration of the spell. Once raised, the wall cannot be moved.

B. Hemisphere. In this manifestation, the *wall of water* forms a dome 1' thick over the caster, with an inner radius equal to 3' plus 1'/caster level; a 7th level caster could create a dome with a 10' radius. The wall must rest upon the ground. The dome is immobile.

C. Sphere. If cast underwater, the caster may shape the *wall of water* into a sphere 1' thick, with an inner radius equal to 3' plus 1'/caster level (no air is in the sphere). The sphere is centered on the caster and moves with them.

In any form, the wall of water has two primary effects. First of all, missile fire through the wall is next to impossible, suffering a -4 attack penalty for each foot of thickness as well as a -1 damage penalty for every 2' of thickness. Creatures gain a +1 bonus to saving throws against attack spells that must pass through the wall. If the spell allows no saving throw, none is granted by the *wall of water*. Secondly, physical passage through the wall is hindered; any creature trying to pass through must take one full round to do so and becomes soaked to the skin in the process.

The *wall of water* can be defeated or bypassed by a number of spells or effects. At the end of the spell's duration, the water loses its cohesiveness and collapses, which may surprise those sheltering under the hemisphere or standing next to the curtain. Note that the water itself may be fresh water (25% chance), salt water (50% chance), or brackish (25% chance), although the sphere will always be composed of the water type that surrounds it. The material component is a vial full of blessed spring water.



Fourth Level Wizard Spells

Conjure Elemental-Kin (Air, Conjuraction/Summoning, Elemental, Earth, Fire, Geometry, Water)

Rng: 180'
Dur: 1 turn/level
AoE: Special

Comp: V, S, M
CT: 1 turn
Save: None

Like the *conjure elemental* spell, this summoning can be used to summon a creature from one of the 4 elemental planes—a sylph from the plane of Air, a pech or sandling from the plane of Earth, a fire snake from the plane of Fire, or a nereid or water weird from the plane of Water. The caster must decide which elemental-kin they will conjure when they memorize the spell since the components and procedures are different for each. An elemental specialist can conjure only from their own element.

Elemental-kin can only be conjured if there is a good amount of their native element at hand; a good-sized fire or a body of water is required for those elemental-kin. In addition to this and either an aquamarine, amber, ruby or emerald gem worth 1,500 gp, the caster must also provide the spell's material component, which varies by element:

Air Elemental-kin: Burning incense

Earth Elemental-kin: Soft clay

Fire Elemental-kin: Sulphur and phosphorus

Water Elemental-kin: Water and sand

The elemental-kin is bound to obey the caster's commands and will not turn against them, but it is generally annoyed by its summoning and cooperates only as instructed. Given the chance, the creature will disappear and return to its home in the elemental planes; in order to prevent this, the caster must concentrate on keeping the creature from leaving. (If the caster is wounded or grappled, or casts another spell, their concentration is broken.) The elemental-kin can be controlled or maintained at a distance of 90'/caster level.

The various elemental-kin creatures are described in detail in the *Monstrous Manual* tome, under the heading *Elemental*. At the DM's option, other elemental creatures of 4 HD or less may be summoned with this spell.

Improved Strength (Alteration)

Rng: Touch
Dur: 1 round/level
AoE: Creature touched

Comp: V, S, M
CT: 4
Save: None

By casting this spell, the caster can empower a creature with superhuman strength. Unlike the 2nd level strength spell, improved strength allows the recipient of the spell to ignore race or class restrictions on their maximum Strength score, possibly reaching scores as high as 25. The exact amount of strength gained varies by the recipient's class group:

Class	Strength Gain
Warrior	1d8+4 (max 30)
Priest	1d6+4 (max 28)
Rogue	1d6+4 (max 28)
Caster	1d4+4 (max 26)

In addition to the attack and damage bonus, increased chance to open doors or bend bars, and increased carrying capacity, the spell recipient may temporarily gain the ability to throw boulders as a giant of equivalent Strength, as shown below:

Strength Score	Equivalent Giant Type	Rock Hurling Range	Damage
19	Hill giant	240'	1d6
20	Stone giant	300'	1d8
21	Frost giant	300'	1d8
22	Fire giant	360'	1d8
23	Cloud giant	420'	1d10
24	Storm giant	480'	1d12
25	Titan	600'	1d20

When the spell ends, the recipient is struck by intense exhaustion; they can do nothing except rest for 1d3 full turns to recover their strength. The material component is a strand of hair from a giant.

Lesser Geas (Enchantment/Charm, Song)

Rng: 30'
Dur: Special
AoE: 1 creature

Comp: V
CT: 2
Save: Negates

By means of this spell, the caster places a magical command upon a creature of 7 HD or less to carry out some service, undertake a task, or refrain from some action or course of activity. The caster specifies the conditions of the *lesser geas* when they cast the spell; the victim must be intelligent, conscious, able to understand the caster, and not under the influence of any spells or effects that affect or control its mind. The *lesser geas* cannot compel a creature to kill itself or perform acts that will result in certain death, although the caster can use the spell to coerce the subject into almost any other nondestructive course of action. The victim is entitled to a saving throw vs. spell to avoid the *lesser geas*, but suffers a -2 penalty on its save if the caster is of higher level or HD, or a -4 penalty if the caster is more than twice the victim's level or HD.

The caster must be careful in the wording of their *lesser geas* since the casting and fulfillment are tricky. The subject should be given a tangible, achievable goal, with clear courses of action available to them. "Climb that mountain!" or "Tear that mountain down rock by rock!" are legitimate geases, but a geas such as "Become a mountain!" is just not specific enough to work.

Similar to the 6th level spell *geas*, the *lesser geas* compels the subject to obey the caster's command. If the *geased* creature fails to follow the caster's instructions, it will grow sick—each week that passes, the creature loses one point from each ability score, 1 HP per HD, and suffers a cumulative -1 penalty to attack rolls and saving throws.

These penalties cannot reduce an ability score to less than 3, reduce a creature to less than 1 HP per HD, or reduce its attacks and saves by more than 4 points. The *lesser geas* can be countermanded by a *remove curse* spell, or a *limited wish* or *wish*. However, if the subject entertains thoughts of removing the *lesser geas*, it will protect itself by giving the subject a warning headache. If the subject persists, then the sickness will begin.

Low-Light Vision (Alteration)

Rng: Touch	Comp: V, S, M
Dur: 2 hours+1 hour/level	CT: 1 round
AoE: Creature touched	Save: None

An improved version of the *darkvision* spell, *low-lightvision* allows the spell recipient to see perfectly in normal darkness, starlight, or moonlight to the full range of their unobscured daylight vision. (In most outdoor settings, this means that the PC can spot movement at 1500') In underground settings, the spell enables the recipient to see up to 90' in nonmagical darkness. Magical darkness, fog, or smoke is less effective than normal against a PC using *low-lightvision*; the spell permits the recipient to see at least 30' in magical darkness, and at least 10' in any kind of vaporous, foggy, or smoky atmosphere. *Low-lightvision* does not permit the recipient to spot invisible creatures, and it does not function in the presence of strong light sources (lanterns, torches, and so on).

The material component for this spell is a black agate worth at least 500 gp.

Mordenkainen's Force Missiles (Force, Invocation/Evocation)

Rng: 90'+30'/level	Comp: V, S
Dur: Instantaneous	CT: 4
AoE: 1–7 targets	Save: Special

This spell creates a brilliant globe of magical energy that streaks forth from the caster's hand to unerringly strike its target, much like a *magic missile* spell. The subject must be seen or otherwise detected in order to be targeted by this spell. The caster creates one missile at 7th level and an additional missile at every third level after 7th—in other words, two missiles at 10th level, 3 at 13th, 4 at 16th, and so on, to a maximum of 7 missiles at 25th level. Each missile inflicts 2d4 points of damage to the target and then bursts in a 3' radius concussive blast that inflicts 1 point of damage/level of the caster—for example, a 12th level caster could conjure two *force missiles*, each of which strikes for 2d4+12 points of damage. The victim may attempt a saving throw vs. spell to negate the concussion damage, but the impact of the missile itself allows no saving throw.

Just like *magic missile*, the force spheres may be directed at as many or as few targets as the caster likes. The missiles can easily damage or destroy inanimate objects, especially fragile or delicate items.

Psychic Protection (Abjuration, Mentalism)

Rng: 0	Comp: V, S, M
Dur: 3 rounds/level	CT: 4
AoE: The caster	Save: None

This spell provides the caster with a +6 bonus to saving throws (or allows a saving throw in the case that one is not normally allowed) against spells or effects that control or destroy their mind, including *command*, *domination*, *feeblemind*, *hold magic jar*, *insanity*, *possession*. Any attempt to subvert or destroy the caster's mind automatically fails, but the caster is still vulnerable to spells or effects that influence their actions without taking control of their psyche. In other words, attacks that simply encourage the victim to act in a certain way or influence their perceptions do not trigger the magical warding of the spell. A partial list of spells, powers, and effects that are not defended against includes *charm*, *suggestion*, *emotion*, *confusion*, *hypnotism*, *fear*, *antipathy*, *beguiling*, *Otto's irresistible dance* and a mind flayer's mental blast.

The material component for this spell is a tiny figurine of the caster, cast in iron.

Vitriolic Sphere (Alchemy, Conjunction/Summoning, Elemental, Water)

Rng: 450'	Comp: V, S, M
Dur: Special	CT: 4
AoE: 5' radius	Save: 1/2

This spell conjures a one-foot sphere of glowing emerald acid that the caster can direct to strike any target within range. When it reaches its target, the sphere explodes and drenches the victim in potent acid. The victim suffers 1d4 points of damage/caster level (to a maximum damage of 12d4) and may attempt a saving throw vs. spell for 1/2 damage.

If the victim fails their saving throw, they continue to suffer acid damage in the following rounds, sustaining two less dice of damage each round. For example, an 8th level caster inflicts 8d4 damage with this spell on the first round, 6d4 on the second round, 4d4 on the third round, 2d4 on the 4th round, and the spell ends in the fifth round. Each round, the subject is entitled to a saving throw—the spell ends when they succeed, or when the acid damage runs its course. The acid can also be neutralized with soda, ash, lye, charcoal, or removed with a large quantity of water.

The *vitriolic sphere* also splashes acid in a 5' radius around the primary target. Any creatures within the splash radius must save vs. paralysis or suffer a splash hit that inflicts 1d4 points of damage per every 5 caster levels. Splash hits do not cause continuing damage. The material component for this spell is a drop of giant slug bile.



Fifth Level Wizard Spells

Improved Blink (Alteration, Dimension)

Rng: 0	Comp: V, S
Dur: 1 round/level	CT: 1
AoE: The caster	Save: None

Naturally, this spell is an improvement of the 3rd level alteration spell *blink*, allowing the caster to shift their body to any point within 15' of their current location. Unlike the lower level spell, *improved blink* allows the caster to choose the exact time of their jump, the exact destination, and the orientation or facing of their choosing. For example, a caster confronted by an enemy fighter could blink just before the fighter attacked, reappearing directly behind their foe for a back attack. If the caster blinks away from an attack, their enemy automatically misses—but creatures with multiple attacks may be able to reposition themselves for another swing if the caster blinks to a location within reach.

If the caster intends to take any action such as attacking, casting a spell, or using a magical item, they must decide before the round begins if they will do so before or after they blink. If they act before they blink, they may be endangered by an attack before they finish; they can choose to proceed with their action, hoping that they won't be hit, or they can abort their action by taking their blink for the round. On the other hand, if the caster begins their action after their blink, the initiative modifier of their attack or spell is added to the time of their blink to determine when they attack.

A blinking wizard dueling a fighter decides to blink first, when the fighter attacks and then lightning bolt the offensive fellow. The fighter rolls a modified 6 for initiative, so the wizard waits until 6, then blinks, making the fighter miss. At that time, they start their lightning bolt, which has a casting time of 3—the spell will go off on 9.

Because the caster can pick the location they're blinking to, they may not choose to blink into a movable object in order to force it aside—they must blink to an area clear of obstructions or obstacles. If they do attempt to blink into a movable object, they will find themselves displaced to a random location (use the blink 1d8 rules for determining where they end up).

Leomund's Hidden Lodge (Alteration, Enchantment/Charm)

Rng: 60'	Comp: V, S, M
Dur: 1d4 hours+1 hour/level	CT: 2 turns
AoE: 30' sq/level	Save: None

Similar in most regards to the 4th level spell *Leomund's Secure Shelter*, this spell offers one significant improvement: The shelter is perfectly camouflaged to blend in with whatever terrain or surroundings are appropriate. It may appear as a house-sized boulder in rocky or mountainous areas, a sand dune, a deadfall, a small grassy knoll, or even a mighty tree.

The spell also conceals all telltale signs of habitation, including any smoke, light, or sound coming from within the lodge. Creatures or PC's who are exceptionally well-tuned to their surroundings (elves, druids, rangers, and various sylvan monsters) may attempt a saving throw vs. spell to spot the hidden lodge if they pass within 30'; all other creatures cannot find the caster's refuge without the aid of *true seeing* or similar magic.

In all other respects, the *hidden lodge* resembles Leomund's secure shelter. The interior is level, clean, and dry, and the whole thing is sturdily constructed from timber, stone, or sod. It is secure against winds of up to 100 mi/hour, impervious to normal missiles, and the doors, windows, and chimney have the option to be *wizard locked* and guarded by an *alarm* spell.

Simple furnishings include up to 10 bunks, a small writing desk, a trestle table and benches, and an optional *unseen servant* to wait on the caster. (If any of the optional secondary spells are added on to this spell, then the casting time goes up to 1 hour and adds a +3 modifier to the subtlety rating.)

The material components are a sq chip of stone, crushed lime, a few grains of sand, a sprinkle of water, and a splinter of wood, plus a crushed diamond worth at least 1,000 gp. If the secondary spells are to be included, their material components are required also.

Proofing versus Combustion (Abjuration, Elemental, Fire)

Rng: Touch
Dur: Permanent
AoE: Special

Comp: V, S, M
CT: 1 turn
Save: None

The renowned fire caster Daltim developed this spell some years ago to protect important items or structures against the various incendiary spells with which they were familiar. *Proofing* renders an inanimate object nearly impervious to fire, granting the affected item a +3 bonus to saving throws vs. magical fire (including a dragon's breath), and a +6 bonus to saving throws vs. normal fire. This is cumulative with the saving throw bonus of a magical item, so a *cloak of protection* +4 could have a bonus of +7 to +10 on any item saving throws versus combustion effects. Remember that an item fails its saving throw on a natural roll of 1, regardless of any bonuses.

The item affected must be one discrete construction or object, although it can be articulated or composed of several parts (for example, a suit of armor, a catapult, a house, or a carriage).

At 9th level, the caster can proof an article of clothing or a small piece of furniture; at 12th level, a small vehicle or large piece of furniture; at 15th level, a small building or large vehicle; at 18th level, a medium building or a very large vehicle; and at 20th level or higher, a large building or small fortification. A PC dressed in a completely proofed article of clothing (a large cloak) gains a +2 bonus to saving throws vs. fire.

The material component for *proofing versus combustion* is a fire-brick made with the ashes left from a phoenix's fire. Seafaring casters often use this spell to protect their vessels from hostile *fireballs* and various fire-throwing devices.

Prying Eyes (Divination)

Rng: 1 mile
Dur: 1 hour/level
AoE: Creates 1d4+1 eyes/level

Comp: V, S, M
CT: 1 turn
Save: None

This spell conjures a small horde of semitangible magical orbs or eyes that can be used to reconnoiter an area at the caster's command. Each of the eyes is about the size of a small apple and can see 120' (normal vision only) in all directions. In order to report their findings, the eyes must return to the caster's hand to replay in the caster's mind everything they have seen during their existence. The eyes are subject to illusions, darkness, fog, and any other factors that would affect the caster's ability to receive visual information about their surroundings. The eyes only see as a normal human would—abilities and spell effects including darkvision do not alter the eyes' vision. It only takes the eye 1 round to replay 1 hour of recorded images.

The spell conjures 1d4 eyes, plus 1 eye/caster level. The eyes exist for up to 1 hour/caster level, or until they return to the caster; after relaying its findings, an eye disappears. Each eye is AC 16, flies by levitation at a rate of 12, and has only 1 HP—a single hit from any weapon or damaging spell destroys it. A successful *dispel magic* destroys all eyes caught in the area of effect. While the individual eyes are quite fragile, they're small and difficult to spot, especially in conditions of poor visibility such as darkness, fog, or rain. Of course, if the eye is being sent into darkness, then it's very possible that it could hit a wall or other similar obstacle and destroy itself.

When the caster creates the eyes, they can specify any set of instructions or orders that they wish, up to 25 words. Any knowledge the caster possesses is assumed to be known by the eyes as well, so if the caster knows what a typical Jakallian merchant looks like, the eyes do as well. Sample commands might be, "Surround me at a range of 1200' and return if you spot any dangerous creatures," or "Spread out and search the town for Arweth; follow them for 3 turns, staying out of sight, and then return." Note that in the first command, the eye only returns if it spots a creature that the caster would regard as dangerous; a seemingly innocuous peasant that is actually a *shapechanged* dragon wouldn't trigger the eye's return. In any event, if an eye is ever more than one mile distant from the caster, it instantly ceases to exist. However, the caster's link with the eye is such that they won't know if the eye was destroyed or if it just wandered out of range.

Some command words can be used to abbreviate the directions. For example, "surround me" directs the eyes to form an equally-spaced ring at whatever range is indicated, and then move with the caster. As eyes return or are destroyed, the rest automatically space themselves to compensate. "Spread out" directs the eyes to move away from the caster in all directions. Other commands that might be useful include having them form a line in a certain manner, making them move at random within a certain range, or have them follow a certain type of creature. The DM is the final judge of the suitability of the caster's directions.

The material component is a handful of crystal marbles.

Rusting Grasp (Alchemy, Alteration, Elemental, Water)

Rng: 0
Dur: 1 round/level
AoE: The caster

Comp: V, S, M
CT: 5
Save: Special

By casting this spell, the caster gains the power to corrode ferrous metals and alloys at a touch. Iron and iron-based alloys such as steel, meteoric iron, mithral, and adamantite are affected, but noble metals such as gold, silver, and copper are not subject to reduction through rusting. Any ferrous metal touched by the caster must make an item saving throw vs. disintegration (usually a 17 or better on a d20) or be destroyed. Magical arms or armor may apply their bonus to this save, so a sword +3 would gain a +3 to its roll. Other magical metal items may receive a +1 to a +6 bonus based on the DM's estimate of their power.

The caster may employ *rusting grasp* in combat by simply touching the equipment of metal-wearing PC's or creatures. If they try to touch the armor of a PC, the caster need only hit the opponents unarmored AC. If the armor fails its save, *rusting grasp* permanently destroys 2d4 points of AC through corrosion. For example, *plate mail* +3 (base AC 20) could be reduced to a base AC of 18 to 12 if it fails its item saving throw.

Weapons are more difficult to grasp; the caster must make an attack roll against AC 16 (modified by the opponent's Dexterity) in order to touch the weapon. If the weapon fails its saving throw, it is destroyed. Important note: The caster must touch the weapon and not the other way around! Unlike a rust monster, they don't corrode weapons simply by being hit.

Against metallic creatures, *rusting grasp* functions like the priest spell *cause serious wounds* in that it inflicts the same amount of damage per successful attack. The spell lasts for 1 round/level, and the caster can make one touch attack/round. The material component is an antenna from a rust monster.

Tenser's Destructive Resonance (Force, Invocation/Evocation)

Rng: 180'+30'/level
Dur: Instantaneous
AoE: 1 object

Comp: V, S, M
CT: 5
Save: Special

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

The beam has two principal effects: First of all, the object struck is *disintegrated* if it fails its item saving throw. Secondly, any creature near the destroyed item suffers damage proportional to the weight of the item detonated, plus blast damage of 1d6 points/ 2 caster levels. Creatures caught within the blast radius may attempt a saving throw vs. paralyzation for 1/2 damage (1 point/caster level), but the base damage of the explosion may not be saved against.

Weight (lb.)	Resonance Time	Base Damage	Explosive Radius
1–5 Instant	1d8	2'	
6–25	Instant	1d12	3'
26–100	1 round	1d20	5'
101–500	2 rounds	2d12	10'
501–2,000	3 rounds	3d12	15'

Objects more massive than 2,000 lb are simply too big to detonate. Living flesh and enchanted objects or items are immune to the destructive resonance, but a caster could choose to use *Tenser's destructive resonance* on an object worn or carried by another creature. However, if they do so, the victim is entitled to a saving throw vs. spell to negate the beam entirely and prevent any damage at all, and then gains a save for 1/2 damage against the blast effect even if the beam succeeds in detonating their equipment.

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

Vile Venom (Alchemy, Conjunction/Summoning, Elemental, Water)

Rng: 90'	Comp: V, S, M
Dur: 1 hour/level	CT: 5
AoE: Special	Save: Special

By casting this inherently evil spell, the caster conjures a small amount of deadly poison directly onto any weapon blades or other surface within the area of effect. The spell creates one dose/caster level; a single dose is sufficient to coat one size S weapon such as a dagger or an arrowhead, 3 doses can coat a size M weapon, and 5 doses can coat a size L weapon.

The venom remains potent for up to 1 hour/caster level, although an envenomed blade remains so for only 1d3 successful attacks before the poison has been worn off. The potency of the venom varies by the caster level, as shown below.

Level	Onset Time	Strength
9th	2–12 rounds	20/1d3
12th	2–5 rounds	25/2d4
15th	1–2 rounds	30/2d6
18th+	Immediate	death/20

If a weapon coated with *Vandarien's vile venom* successfully hits a creature, the victim must make a saving throw vs. poison or suffer the first damage figure—if the caster was a 12th level caster, this would be 25 points. (Naturally, this is damage above and beyond any caused by the weapon that injects the poison.) Even if they succeed in the save, the victim still sustains a lesser amount of damage, as shown in the second figure.

Instead of creating an insinuating poison (one that is introduced to the body through a cut), the caster can instead conjure the venom as a contact poison. A surface of about 1/2' sq/caster level can be affected. 1' sq is enough to coat a doorknob, a sword-hilt, the handle or clasp of a chest, or an object of similar size. The contact poison has the same effects as the insinuating venom, but the victim gains a +2 bonus on their saving throws. The contact poison's toxicity fades at the end of the spell's duration.

The material component is a small vial of venom from a giant snake.



Sixth Level Wizard Spells

Arrow of Bone (Alteration, Artifice, Necromancy)

Rng: 0	Comp: V, S, M
Dur: Special	CT: 6
AoE: 12+1/level missiles	Save: Special

By drawing runes of dire power upon a simple arrow, bolt, dart, or javelin, the caster alters the weapons into a sinister missiles of cold, enchanted bone. Up to 12+1/level missiles can be altered per casting. The caster may then throw or fire the weapons in the normal fashion, or they can choose to give them to a companion to use. If the caster employs the arrows of bone themselves, they strike with the attack bonus of a warrior of half their own level and a +3 bonus to their attack roll; if they give them to someone else, the bone arrows merely confer a +1 bonus to hit. A creature struck by these weapons must make a saving throw vs. death magic or die; even if successful, the victim sustains normal damage for the missile, plus an additional number of points equal to the weapon's maximum damage (for example, a 1d6 damage arrow would grant an additional +6, while a 1d3 damage dart would grant an additional +3). Unlike the *death spell* or *finger of death*, the victim can be raised or resurrected in any expedient manner.

The *arrow of bone* does not destroy undead or nonliving creatures outright. Instead, the arrow inflicts quadruple (x4) damage, or half that (x2) if the subject creature succeeds in its saving throw.

The material component is a powdered sliver of bone mixed with black dragon blood. The resulting mixture is used to paint runes on the weapons. If the splinter of bone can be taken from the remains of a close blood relative of the subject (a sibling, parent, or grandparent), the victim receives a -4 penalty on their or their saving throw if struck by the *arrow of bone*.

Dimensional Blade (Alteration, Artifice, Dimension, Invocation/Evocation)

Rng: 0	Comp: V, S
Dur: 1 round/level	CT: 3
AoE: 1 object	Save: None

This spell alters a single weapon to be incredibly sharp by reducing one of its physical dimensions to an infinitesimal measurement. The *dimensional blade* can slash through matter with as much effort as it takes to wave a stick through the air. Even stone and iron can be carved to pieces with ease. The spell can be cast on almost any hand-held slashing (type S) weapon, as well as a few thrown weapons of this type, such as the chakram, shuriken, or a hand axe.

Against creatures, the *dimensional blade* ignores any portion of AC derived from armor itself; only magical and Dexterity adjustments affect the opponent's AC. For example, a warrior in *chain mail* +2 with a Dexterity of 17 is normally AC 20, but against the dimensional blade they only apply the 3-point adjustment for Dexterity and the 2-point magical adjustment, for a total AC of 15. Creatures wearing purely magical armor (such as *bracers of defense*) may keep the full magical adjustment. Creatures with thick or toughened hides, such as dragons, lose 1/2 of their natural AC. The weapon gains a +2 bonus to attack and damage rolls in any event, but the wielder ignores any Strength-based combat adjustments—muscle power doesn't help the blade at all.

The *dimensional blade* is also quite effective against inanimate objects. Any object with a diameter or thickness smaller than the blade's length must make a saving throw vs. disintegration when struck, or be cleanly severed in twain. Larger objects can be sawed through or sliced away at the rate of about 5' cu/round. It's dangerous to attempt to disarm a *dimensional blade*; the weapon used must make an item saving throw vs. disintegration or be destroyed.

Finally, the blade is also effective against phased or ethereal creatures since part of its existence is forced into the Ethereal Plane. If the wielder has some way to detect creatures concealed in this way, the blade can strike and affect them normally, but without the power to negate AC or other combat bonuses.

The caster must touch the weapon to be affected by the spell, but afterward anyone may wield it. The material component for this spell is a razor-thin shard of glass.

Etherealness (Dimension)

Rng: Touch	Comp: V, S
Dur: 1 hour/level	CT: 1
AoE: Creature(s) touched	Save: Negates

By means of this spell, the caster and 6 other creatures or 1 creature/ 2 experience levels (which ever is greater) joined by linked hands become *ethereal* (along with their equipment). While ethereal, the group need not stay together. The group's presence can be detected only by *detect phase*, *true seeing*, or similar spells and effects. No physical, or magical attack can affect them, unless their assailant is ethereal as well (although some monsters, such as the basilisk, have gaze weapons whose power extends into the Ethereal Plane). The spell recipients are actually in the Border Ethereal and can still perceive their physical surroundings, but the world appears gray, misty, and indistinct to them. Note that as ethereal creatures can perceive the physical world here, a PC could scout out their surroundings or make good an escape from the safety of the Border Ethereal.

The caster and their companions may remain in the Border Ethereal for up to 1 hour/level; when the spell expires, they return to normal existence, although the caster can choose to end the spell before its full duration. The caster also has the option of moving themselves or the group from the Border Ethereal into the Deep Ethereal, in which case they remain ethereal when the spell ends. The PC will have to use this spell again or find another way back in order to return to their home plane.

The caster can attempt to use *etherealness* to banish an unwilling subject. The PC must make a successful attack roll in order to touch them, and the subject receives a saving throw vs. spell to negate the effect. An unwilling subject automatically remains in the Border Ethereal for an amount of time specified by the caster at the time of the casting, but no more than 1 hour/caster level. When used like this, *etherealness* does not affect the caster, only the subject.

Greater Sign of Sealing (Abjuration, Geometry)

Rng: 0
Dur: Permanent
AoE: Special

Comp: S, M
CT: 1 turn
Save: Special

A more potent form of the lesser *sign of sealing*, this spell allows the caster to guard an item or portal and prevent all other creatures from opening or passing through the sealed item or surface. The *greater sign* has several effects; first of all, it affects a doorway or item that opens (a chest, for instance) as a caster lock spell. If placed in an open corridor or archway to prevent passage, the *greater sign* creates a magical barrier that repels all who try to pass.

Second, the *greater sign* greatly strengthens the physical structure of any door or item it is placed upon, granting a +6 bonus on any item saving throws and allowing the item or door to ignore 1 point of damage/caster level from any attack. For example, a *greater sign* cast by a 12th level caster would reduce the damage of any blow or spell by 12 points, so a fighter armed with a broad sword (maximum damage of 8 points) could never hack through a door protected by the sign.

Finally, if the protected doorway or item is forced open or destroyed by any means, the sign itself is not only destroyed, but also releases a spell upon the offending creature. The spell held by the sign is cast into the ward when the greater sign is created, and any spell the caster has memorized may be used in this way, from a *fireball* or *shocking grasp* to a very nasty *wish* or *polymorph*. The range of the sign's retributive spell is 30'/caster level, so it is possible to destroy the warding from a safe distance.

The sign is displayed in plain sight, and most casters will recognize it for what it is. The caster cannot specify particular creatures or conditions for the sign's operation; it functions against any creature that attempts to pass it, although the caster can freely pass through their own sign without activating it. The *greater sign* can be removed by the caster, thus ending the spell, or it can be defeated by a *limited wish* or *wish* spell cast by a caster of equal or higher level than the original caster; it cannot be dispelled.

The material component for a greater sign is a powdered diamond worth at least 5,000 gp.

Superior Magnetism (Alteration)

Rng: 90'+15'/level
Dur: 1 round/5 levels
AoE: Special

Comp: V, S, M
CT: 6
Save: None

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

Distance to Magnetism	Movement Rate /round	Effective Strength	Missile Attack Penalty
10' or less	40'	22 (Garg.)	-40
20' or less	20'	20 (Huge)	-20
30' or less	10'	18 (Large)	-10
40' or less	5'	14 (Medium)	-5
50' or less	2'	10 (Small)	-2
60' or less	1'	4 (Tiny)	-1

The movement rate represents how fast objects are drawn to or repelled from the center of magnetism. If the creature or object in question is heavier than the magnetized item, the magnetized item does the moving instead. The effective Strength is the "pull" of the magnetism at that range; the size equivalent refers to creature sizes, not weapon sizes. (All human-sized weapons are considered small or tiny for this chart). A PC or creature carrying loose metal items or objects such as weapons, shields, helms, buttons, and so on must win an opposed Strength check (see *Player's Option: Combat & Tactics* for information on opposed ability checks) in order to keep their possessions from being wrenched out of their grasp by the magnetism.

Securing a weapon in its sheath, holding an item with both hands, and other precautions may give the PC a +2 to +4 to their base ability score, at the DM's discretion.

PC's wearing metal armor must attempt an opposed Strength check to ignore the effects of the magnetism. If the PC fails their Strength check outright, they lose their footing and flies towards or away from the object at the full rate indicated. The PC suffers full falling damage based on the speed with which they hit the item—1d6 for every 10' of the movement rate, or half that damage if they're repelled and simply thrown back onto the ground. If the PC passes their Strength check but is beaten by the magnetism roll, they're moved one foot for each point they lost by. Again, some precautions or assistance may help iron-wearing PC's in their Strength checks. For monsters, compare the creature's size to the effective size of magnetism.

An armored PC who is stuck to a surface or object loses any Dexterity adjustments to AC and cannot make any physical attacks. The PC can try to wriggle out of their armor and free themselves, employ a magical item.

If a creature wins its Strength check, it can ignore the spell's effects and move out of the zone of influence normally.

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

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

Trollish Fortitude (Necromancy)

Rng: 0
Dur: 1 round/level
AoE: The caster

Comp: V, S, M
CT: 6
Save: None

This powerful spell imbues the caster with the physical fortitude and resilience of a troll. While the spell is in effect, the caster regenerates 3 HPs/round until they reach their normal maximum. The PC also gains a troll's ability to ignore dismemberment, decapitation, and other horrible injuries that would normally incapacitate or kill them outright (although losing a limb may prevent the caster from taking certain actions, such as running, climbing, and other activities). Bleeding, wounding, being reduced to negative HPs, and other effects that cause the victim to lose HPs from round to round are ignored—the caster instead regains 3 HPs/round, up to their normal maximum.

If the caster is reduced to less than 0 HPs, they're incapacitated and must make a system shock roll or lose all of their highest level spells. The incapacitation lasts only until their regeneration restores them to 1 HP or more; they can move, fight, and cast spells again as soon as their HP total is positive.

Trollish fortitude does not provide the caster with any defenses against lethal poison, disease, and other effects that don't cause a loss of HPs. HPs lost through level draining, *vampiric touch*, or *vampiric regeneration* cannot be regenerated since this represents damage to the victim's life force, and not physical injury. In addition, fire damage and acid damage cannot be regenerated.

While the spell is in effect, the caster can rejoin severed limbs simply by holding them in place, but if the spell ends while a limb (which were already moving toward them) is still separate from their body, they immediately suffer the full effects of the injury.

The material component for this spell is a shred of dried flesh from a troll's heart that must be pulverized into dust. The dust is then sprinkled on the caster.



Seventh Level Wizard Spells

Descent into Madness (Enchantment/Charm, Mentalism)

Rng: 30'/level
Dur: Permanent
AoE: 1 creature

Comp: V, S, M
CT: 7
Save: Negates

More insidious and powerful than the *feeblemind* spell, *descent into madness* afflicts 1 creature with a random form of insanity. The spell can affect any creature with an Intelligence of low (5) or higher; however, a PC or creature protected by a *mind blank* is immune to this spell. Creatures are entitled to a normal saving throw vs. spell to withstand the spell. The form of insanity caused by the spell is determined by a roll on the chart:

d% Insanity Type

01–15	Delirium
16–22	Disorientation
23–34	Phobia
35–40	Paranoia
41–44	Alienation
45–54	Amnesia
55–64	Hallucinatory insanity
65–69	Melancholia
70–74	Dementia praecox
75–83	Mania
84–89	Hebephrenia
90–95	Catatonia
96–00	Homicidal mania

The caster has no idea what kind of madness the spell inflicts on its victim, although they may be able to form an educated guess after observing the victim for a few rounds. *Descent into madness* accelerates the process of insanity radically, producing an advanced condition almost immediately; for example, a PC rendered paranoid by this spell skips past suspicion and instantly regards their friends and allies as enemies of the worst sort. The victim has a small chance of recovering with the passage of time (as described under each type of insanity) but other than that the only way to repair the effects of this spell is *restoration* or *wish*.

The material component is a special cube of gold wire worth at least 10,000 gp shaped to represent a tesseract, or 4-dimensional figure.

Neutralize Gas (Abjuration, Air, Alchemy, Elemental)

Rng: 180'
Dur: Instantaneous
AoE: 1 10' cu/1vl.

Comp: V, S, M
CT: 1
Save: None

By using this spell, the caster renders inert and makes breathable any harmful vapors, gases, clouds, or fogs in the area of effect. This includes *stinking cloud*, *cloudkill*, *solid fog*, *death fog*, *incendiary cloud*, *acid storm*, gaseous breath weapons, spore or mold clouds, and similar spells and effects. Harmful gas or vapor is transformed into a common, harmless *fog cloud* of the same dimensions as the original effect, and then dissipates 1d3 rounds later. Creatures who were injured before *neutralize gas* is cast continue to suffer any effects from their previous exposure—the spell does not heal or counter existing damage, so a creature that is choking and gagging from a *stinking cloud* would receive no relief from this dweomer.

If cast in the same round of the effect's appearance, *neutralize gas* may be used to counter gaseous breath weapons, spores, and molds by granting any creatures affected a +4 bonus to their saving throws and reducing any damage to 1/2 or one-quarter normal, depending on whether or not the victims make their saving throws. Air-based creatures are not affected by this spell; *neutralize gas* only "clears the air" of any harmful inhalants. The material components are a bit of charcoal and some bark from a treant.

Persistence (Invocation/Evocation)

Rng: 0
Dur: 1 day/level
AoE: The caster

Comp: V, S, M
CT: 1 turn
Save: None

Related to both the *contingency* and *permanency* spells, *persistence* allows a caster to cast a spell of 6th level or lower and then hold it until it is needed. There are two general uses for *persistence*: to use a personal spell effect as needed up to the maximum duration of the *persistence* itself, or to prepare an instantaneous spell and hold it ready until the caster wishes to use it.

A. Personal effect. Any spell that augments the caster's natural abilities—*detect magic*, *protection from evil*, *jump*, *darkvision*, *fly*, *wraithform*, or other caster-affecting spells—can be made *persistent* by use of this spell. The caster casts *persistence* and then immediately follows with the desired spell. Instead of taking effect immediately, the magic of the *persistence* holds it ready for use by a simple act of will. The caster can then "turn on" or "turn off" the girded spell as often as they like over the course of the duration of the *persistence*. The duration of the girded spell only runs while the spell is active, so a 15th level caster who makes a *fly* spell *persistent* will be able to use 1d6+15 turns of flight (the normal duration of fly) over the next 15 days (the duration of the *persistence*) as they see fit.

This is especially useful because it allows the caster to cast the girded spell and the *persistence* and have the girded spell's effects available while they then memorize another spell in place of the spell made *persistent*. It is also useful because the girded spell can be activated instantly by an act of will. The main difference between this spell and *contingency* lies in the fact that a *persistent* spell may be invoked several times (up to the limit of its normal duration) while a *contingency* functions once only.

B. Held spell. Spells that have an instantaneous effect, such as most attack spells and some movement spells like *teleport* or *dimension door*, can be rendered *persistent* as well. The held spell may be activated or discharged at any time during the duration of the *persistence*, but its magic is then exhausted as if it had been cast normally. This resembles the effect of a *contingency* spell, but the effect has no predefined conditions and simply occurs when the caster wills it to.

Damaging or offensive spells that have a duration (for example, *flaming sphere* or *wall of fire*) cannot be rendered *persistent*. A caster may have no more than one *persistence* spell active at any given time; if they gird a new spell while an old one is still *persistent*, the old spell is simply replaced by the new one. The material component is a crystal chalice of exquisite workmanship worth at least 10,000 gp. The material component of a held or girded spell is expended when the spell is made *persistent*.

Seven-Eyes (Abjuration, Conjuration/Summoning)

Rng: 0
Dur: 1 round/level
AoE: Create 7 eyes

Comp: V, S, M
CT: 7
Save: Special

This spell conjures into existence 7 magical orbs that float above the caster's head in a ring about 5' in diameter. The eyes remain for 1 round/level, or until the caster chooses to either expend the orb by using it in attack or defense. In addition, as long as at least one eye is still in existence, the caster gains 360° vision and can *detect invisibility* and *detect phase* at will, with a 60' range. The powers of each eye are described below.

Eye of the Mind. This orb protects the caster against mental attack, charm, or influence, including *charm*, *beguiling*, *hold*, and *emotion* effects. The first such attack is negated by the orb and destroys it in turn. If the caster desires, the eye of the mind can instead be used to *charm person* like the 1st level caster spell, although this also expends the orb.

Eye of the Sword. This eye deflects the first physical attack that endangers the caster, including hand-held or missile attacks, and then disappears. The caster can also employ the eye of the sword to create 5 magical blades that strike as *magic missiles* for 1d4+1 points of damage each. (Knockdown d6, medium (1 hit) impact)

Eye of the Mage. One manifestation of raw energy, such as lightning, fire, force, cold, or a similar effect, is absorbed by the eye of the caster. The eye can also project a 60' long by 5' wide *lightning bolt* that inflicts 4d8 damage (saving throw vs. spell for 1/2 damage) to all in its path. Either use expends the eye's power. (Knockdown d12, large (1–3 hits) electricity)

Eye of Venom. This eye can be used to halt any one attack or effect that could poison the caster. In the case of an attacker armed with an envenomed weapon, the caster may decide to expend either the eye of venom or the eye of swords in order to block the attack. The eye can also be used to poison 1 creature within 30'; the victim must make a saving throw vs. poison or die in 1 round.

Eye of the Spirit. The first attack that affects the victim's life energy, including *energy drain*, *strength drain*, *cause wounds*, *trap the soul*, *magic jar*, or *death* is parried by the eye of the spirit. The caster may instead choose to expend the eye's power by casting *enervation* (see the 4th level caster spell) upon one target within 30'.

Eye of Artifice. This eye deflects and is destroyed by the first attack directed at the caster from a magical device. If the attack also takes a form that may be blocked by another eye (for example, the bolt from a *wand of lightning*) the caster may choose which eye is expended. If used to attack instead, the eye of artifice functions as a *dispel magic* cast at 8th level.

Eye of Stone. This eye offers protection against the first attack that could petrify the caster and then vanishes. It can also be expended to cast *hold person*.

Although any number of eyes can defend the caster in the course of a single round, only one eye may be used to attack/round. When the caster uses an eye to attack, they may not cast a spell, attack physically, or employ another magical item in the same round; willing the eye to discharge its energies requires their complete concentration. Eye attacks are considered to have an initiative modifier of 1.

The material component is 7 blessed gemstones worth at least 1,500 gp each.



Eighth Level Wizard Spells

Analyze Dweomer (Artifice, Divination)

Rng: 30'
Dur: 1 round/2 levels
AoE: 1 object or creature

Comp: V, S, M
CT: 8 hours
Save: None

This spell reveals to the caster all spells, enchantments, dweomers, and magical properties present in 1 creature or object. One property, spell, or power is revealed each round in approximate order of when the spells were cast or the properties were acquired. (If the DM doesn't know which spells were placed on the subject first, a random roll for order of discovery is fine.) The caster has a base 50% chance to discern the existence and identity of a particular spell or property, +2%/level to a maximum of 99%. The only enchantments that remain inscrutable to *analyze dweomer* are those surrounding artifacts or relics.

After the caster analyzes one object or creature, the spell ends, even if its duration has not expired yet. Casting this spell is physically taxing; the caster must pass a system shock check or be exhausted and unable to do anything but rest for the next 1d8 hours. While this spell is most frequently used in the comfort and safety of the caster's laboratory, a caster could also cast *analyze dweomer* to study the magical seals and barriers on a portal, to determine just how a companion has been cursed, or to examine a potential opponent for defensive spells.

The material component for this spell is a tiny lens of ruby or sapphire set in a small golden loop. The gemstone must be worth at least 50,000 gp.

Heart of Stone (Necromancy)

Rng: 0
Dur: 1 year
AoE: The caster

Comp: V, S, M
CT: 1 day
Save: None

This potent spell exchanges the necromancer's own living heart for a finely crafted heart of perfect, unblemished stone that alters the very nature of the caster's body. As long as the *heart of stone* remains in effect, the caster need not fear attacks that pierce, slash, or cut them; they don't bleed and can ignore the most horrible injuries of this kind. The caster can also ignore most magical effects such as spells, magical devices, and innate spell abilities of less than 8th level.

In game terms, the PC suffers only 1 point of damage from any type S or type P attack, plus any magical adjustment for the weapon. For example, if struck by a *long sword* +1, they would suffer only 2 points of damage. Strength and specialization bonuses are ignored. If the caster is dismembered, they suffer no additional damage other than the inconvenience of having their limbs removed, and they can reattach a severed limb by holding it in place for one full turn. The *heart of stone* is also partially effective against type B attacks since it prevents bruising, swelling, and crushed blood vessels.

Against bludgeoning weapons, the caster only suffers half the normal damage. *Cause wound spells* always inflict minimum damage against a caster protected by this spell. While the caster may not feel a sword in their rib cage, any damage sustained interrupts spellcasting.

In addition to resisting injury, the *heart of stone* also renders the PC immune to fatigue and exhaustion, whether normal or magical. The PC also gains a +4 bonus to saving throws vs. petrification attacks.

While the *heart of stone* is quite powerful, it has limitations. First of all, determined physical attack can eventually destroy the caster despite their unnatural resistance to injury—a mob of angry peasants with hatchets and spears can finish them off 1 point at a time if that's what it takes. Second, the *heart* confers no protection against other attack forms, such as fire, electricity, cold, acid, and so on, although any bleeding caused by a burn is ignored. *Disintegration* effects also affect the caster.

Most importantly, the caster loses the ability to naturally recover from injury and no longer regains lost HPs with the passage of time.

Healing spells, potions and items are reduced to their minimum effect, so a *cure serious wounds* (2d8+1 HPs restored) would only return 3 HPs to a caster protected by heart of stone. However, *limited wish* or *wish* can be used to restore 1 HP/level of caster or all but 1d4 HPs, respectively.

In addition to these disadvantages, *heart of stone* also renders the caster vulnerable in one other way: their own real heart can be destroyed, instantly slaying them. Naturally, the caster will want to take steps to hide and protect their true heart to prevent this from happening. The living heart continues to beat for the duration of the spell but requires no special receptacle or facilities to protect it—the caster could leave it lying on the floor, if they wished.

The *heart of stone* cannot be dispelled, although a more powerful negation magic such as *Mordenkainen's disjunction* can bring the spell to an end. *Stone to flesh* also undoes the magic of the *heart of stone*. No matter how the spell is ended, the caster's own living heart instantly returns to its proper place, and the stone heart appears wherever the living heart was kept. At this time, any injuries the caster currently has are multiplied by 1d6 as the wounds begin to bleed again. For example, a necromancer who was injured for 6 points of damage instead suffers 6d6 when the spell ends.

The material component for this spell is the stone heart itself. This must be a carved stone of quality (jade, obsidian, or gold-veined marble would be appropriate) worth not less than 50,000 gp. It must be prepared by use of the *enchant an item* spell. The stone is not consumed at the spell's end and may be used again if it is undamaged.

Iron Body (Alteration, Earth, Elemental)

Rng: 0
Dur: 1 round/level
AoE: The caster

Comp: V, S, M
CT: 8
Save: None

This spell transforms the caster's body into living iron, which grants them several powerful resistances and abilities. While the spell is in effect, the caster can only be injured by blunt weapons of +3 or better value, or monsters of 8+3 HD or more. Slashing weapons, falling, crushing, and constriction attacks of all types are completely unable to harm the caster, although an attack may knock them off-balance or pin them beneath tons of debris. Spells or attacks that affect the subject's physiology or respiration—for example, *poison*, *cloudkill*, *enfeeblement*, *contagion*, or *pain touch*—fail completely, since the caster has no physiology or respiration while the spell is in effect. Also, spells that have weight limits should be applied to the caster as if they weighed over 3,000 lb. The caster ignores electrical attacks and saves at +4 against fire attacks. If they save, they take quarter damage; if not, they take 1/2 damage. If hit with a *rod of smiting*, they take 2d8+6 points of damage unless the attacker rolls a natural 20. If this occurs, then the damage is doubled.

In addition to the natural immunities of an iron body, the caster enjoys powerful offensive abilities. The PC's Strength score is raised to 20 (+3 to attack rolls, +8 damage) for the duration of the spell, and they can punch or bludgeon their enemies 2X/round for 1d4 points of damage per blow, plus their Strength bonus. Unfortunately, their movement becomes slow and awkward, so they're reduced to a move of 3 and suffers a -2 penalty to their initiative rolls (or a reduction of their base phase by one step, in *Player's Option: Combat & Tactics*). Most importantly, the caster's clumsiness and lack of breath prevent them from casting any spells verbal components while the iron body is in effect.

Iron body may create additional hazards for the caster as the DM deems appropriate. For example, rust monsters are extremely dangerous to a caster using this spell. *Heat metal* spells inflict double damage to the caster.

Naturally, the caster sinks like a stone in water—although they could survive the crushing pressure and lack of air at the bottom of the ocean—at least until the spell expired. Some magical items, such as potions or winded instruments, may be temporarily unusable as well.

The material component for this spell is a small piece of iron that once belonged to an iron golem.



Ninth Level Wizard Spells

Programmed Amnesia (Enchantment/Charm, Mentalism)

Rng: 60'	Comp: V, S
Dur: Special	CT: Special
AoE: 1 creature	Save: Special

This particular spell was the last and most powerful spell developed by the archmentalist Rheizom. It allows the caster to selectively destroy, alter, or implant memories in the subject creature as they see fit. The PC can completely reprogram a PC, inventing a new persona, a new alignment, and assigning a new class as they see fit.

Only sentient beings can be affected; if the subject is not human, humanoid, or demihuman, they gain a +4 bonus on their saving throw.

As described above, *programmed amnesia* can be used to achieve several different effects. The caster may choose to make use of any or all of the effects listed below:

A. Memory erasure. Any or all memories possessed by the subject can be erased at the caster's will, including knowledge of specific events, people, or places.

B. Memory implant. The caster can create false memories in the subject's mind as they see fit. Imaginary friends, events that didn't really take place, betrayals by people the subject regards as their friends, or the friendship of an enemy could all be implanted in the subject's mind.

C. Skill erasure. The subject can be made to forget any or all class-based skills or proficiencies, including all or part of their attack bonus (it resets to 20), thief abilities, spellcasting, turning undead, or any other ability that stems from knowledge. About the only characteristics that can't be affected by this usage of *Rheizom's programmed amnesia* are HPs, saving throws, and ability scores. A PC's native language cannot be erased, either.

D. Persona erasure. Combining the effects of a skill erasure and a memory erasure, this leaves the subject as a clean slate. Only their ability scores, HPs, saving throws, and native language remain. The PC may assume any class or alignment available, beginning as a 1st level PC (Old & New PC levels must be tracked)

E. Persona implant. By erasing the existing personality and implanting a false set of memories, the caster can build a new persona for the mind-wiped PC. In effect, they can decide what class, alignment, and personality the subject will assume after their persona erasure.

F. Programmed erasure. The subject can be programmed to suffer a memory, skill, or persona erasure when a certain event takes place. For example, the caster could set the subject to be wiped clean as a slate when the subject receives a coded message or arrives at some destination. Optionally, the caster can decide to have an erasure partially or totally lifted when the programmed condition comes to pass.

The casting time of this spell varies according to what effects the caster wishes to impose on the subject. To cast just one of the listed effects, the caster must spend 2 days secluded away from any distractions—a personal laboratory is a good example of a secluded place. In between the intense 8-hour casting sessions, the caster can sleep and eat in the area they chose to seclude themselves in. If the caster breaks their seclusion for any reason, the spell is lost. Also, for every effect over the first, another day (with its 8-hour intense casting period) must be spent in seclusion.

The caster must be able to see the spell's subject. At the end of each day of casting, the subject makes a saving throw vs. spell to negate the effect.

Programmed amnesia is normally permanent, unless the caster cares to specify a set of conditions or parameters that will end the effect (see F, above). Its effects can only be undone by a *restoration* or *wish* spell.

A PC who picks up new skills or class abilities while amnesiac must make a saving throw vs. spell when their own real memories return; if they fail, the skills they learned as an amnesiac are gone forever, replaced by their former abilities, but if they succeed, they retain any new skills, and may even choose to continue in their new class without standard penalties. Dungeon Masters should keep in mind that an amnesiac PC should still meet the new class's full prerequisites before they can become that class.

Obviously, this is a very powerful spell, and the DM should very carefully examine a PC's use of this magic. Dungeon Masters, take note—there are dozens of excellent plot vehicles hiding here if an NPC caster uses this on a player PC! Also, be aware that destroying a creature's personality and replacing it with one more amenable to the caster's designs is never a good act.

Sphere of Ultimate Destruction (Conjuration/Summoning, Dimension)

Rng: 15'/level	Comp: V, S, M
Dur: 1 round/level	CT: 9
AoE: Creates a sphere	Save: Special

This awful spell brings into existence a short-lived *sphere of annihilation*. The sphere is a black ball of nothingness about 2' in diameter that instantly and utterly destroys any matter that comes into contact with it. The *sphere* appears anywhere in the spell's range and moves up to 15'/round as the caster directs.

If the caster attempts to bring the sphere into contact with a living creature, the potential victim gains a saving throw vs. breath weapon to dodge aside, but a victim who is unaware of the *sphere's* appearance or unable to move is destroyed without a saving throw.

Once conjured, the *sphere of ultimate destruction* may not move exactly as the caster wishes. The caster has a 75% chance to control it, plus 1%/point of Intelligence over 12 and 3% for each point over 15. In other words, a caster with an Intelligence of 18 would gain a +12% bonus to their chance to control the *sphere*.

If the caster fails to control the *sphere* in any given round, it automatically moves directly towards them at its maximum speed of 15'/round. Unlike the magical item, another caster may not contest the caster's control of a *sphere* of ultimate destruction unless the second caster possesses a *talisman of the sphere*.

Should a *gate* spell be cast upon the sphere, there is a 50% chance that the *sphere* is destroyed, a 35% chance that nothing happens, and a 15% chance that a gap is torn in the spatial fabric, catapulting everything in a 180' radius to another plane of existence. If the sphere is touched by a *rod of cancellation*, a tremendous explosion inflicts 3d4x10 points of damage to everything within 60' as the two forces negate each other. No other spell or magical item has any effect on a *sphere of ultimate destruction*.

There is a 5% chance that any particular manifestation of this spell does not cause a victim's utter destruction but instead transports them to a random plane of existence. The conjuring caster has no way of knowing whether they have destroyed their enemy or merely blasted them into some remote dimension. The material component of this spell is a dark crystal ball that has been on the Ethereal Plane and that can be comfortably held in two hands.

Advanced Dungeons & Dragons[®]

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Tome of Magic

by Cook, Findley, Herring, Kubasik, Sargent, and Swan



This supplement for the AD&D[®] 2nd Edition game details hundreds of new wizard and priest spells and scores of new magical items. *Tome of Magic* brings to light spectacular magical effects for players and Dungeon Masters alike!

Tome of Magic Priest Spells

First Level Priest Spells

Analyze Balance (Divination, Numbers)

Rng: 240'
Dur: 5 rounds+1 round/level
AoE: 1 creature, object, or 10' sq

Comp: V, S, M
CT: 1 round
Save: None

This spell allows a priest to sense how far a PC, creature, object, or area is from a condition of balance -- in other words, the degree to which its alignment is removed from true Neutral. The spell gives no indication of the "direction" in which the alignment is removed from true Neutral except under certain conditions which follow. The spell does, however, indicate along which axis or axes of alignment the variation lies.

For example, a priest uses this spell to analyze the balance of a Chaotic Neutral creature. The spell indicates that the creature is removed from Neutral by one grade, and the variation is along the Law/Chaos axis; thus, the creature must be either Chaotic Neutral or Lawful Neutral. If the creature were Chaotic Evil, the spell would indicate that it is removed from balance by two grades, one along each axis; thus, the creature must be Chaotic Evil, Chaotic Good, Lawful Evil, or Lawful Good.

A priest has a 5% chance/level of correctly determining the direction of variation along one randomly chosen axis. This means that a 10th level priest evaluating the balance of a Chaotic Neutral creature would have a 50% chance of learning that the creature is Chaotic (and hence Chaotic Neutral, since it is only one step away from balance).

Similar to spells such as *detect evil*, this spell will not yield a result on a hidden trap. If cast on a creature with an intelligence level of "animal" or "non-," it will always read true Neutral (i.e., zero steps removed from balance).

The material components are 4 iron coins which the priest tosses in their hand while concentrating on the spell. The coins are not consumed in the casting.

Antivermin Barrier (Animal, Wards)

Rng: 90'
Dur: 1 hour/level
AoE: 10' cu/level

Comp: V, S, M
CT: 1
Save: None

With this spell, the caster creates an invisible force field that repels nonmagical insects, rodents, spiders, snakes, worms, and similar vermin of less than 1 HD. The spell has no effect on giant-sized versions of these creatures unless they're less than 1 HD. The barrier affects summoned creatures, such as those called by a *summon insects* spell.

Any vermin within the area of effect when the spell is cast are not affected; however, when these creatures exit the area, they cannot return.

The spell affects a cube area whose sides are 10' times the caster's level (for instance, a 2nd level priest could affect a 20'x20'x20' cu).

The material components are the caster's holy symbol and a rodent's whisker.

Call Upon Faith (Summoning)

Rng: 0
Dur: 1 round
AoE: The caster

Comp: V, S, M
CT: 1
Save: None

Before attempting a difficult task, the priest may cast *call upon faith* to aid their performance. If the priest has been true to their faith (as determined by the DM), the priest gains a +3 (or +15%) bonus to one die roll (their choice) needed to complete the task.

The bonus may be used to affect a saving throw, attack roll, ability check, etc. For example, if a priest were about to cross a narrow log high above a chasm, they could cast this spell and gain a +3 bonus to their Dexterity ability check.

The material component is the priest's holy symbol.

Courage (War)

Rng: 720'
Dur: Special
AoE: 1 unit up to 200 individuals

Comp: V, S, M
CT: 1 turn
Save: None

This spell imbues the target unit with a temporary burst of courage. To cast this spell, the priest must have an uninterrupted line of sight to the unit.

A *courage* spell enables a unit to automatically pass its first morale check following the casting of this spell. When circumstances arise that would necessitate a morale check, no die roll is made and the unit is assumed to have passed the check. After this occurs, the spell ends and the unit must make all future morale checks normally. If a unit under the influence of a *courage* spell is not forced to make any morale checks, the spell expires at the first sunset.

When several different events simultaneously trigger morale checks, the PC commanding the unit selects one such event and its modifier is ignored.

No more than one *courage* spell can affect a unit at one time. Once the spell has expired, a priest can cast the spell again on the same unit.

If cast on an individual it allows a PC to pass their first moderate disadvantage check and grants a +1 to a severe disadvantage check.

The material component is a cube of cast iron.

Emotion Read (Thought)

Rng: 15'/level
Dur: Instantaneous
AoE: 1 creature

Comp: V, S, M
CT: 3
Save: Negates

This spell allows the priest to perform an instantaneous reading of a single subject's emotional state. It can be used on any subject possessing Intelligence of 3 or better. This reading is neither deep nor specific and cannot pick out mixed emotions or intricate details. For example, it might tell the priest that the subject is fearful, but the spell cannot reveal what the subject is afraid of or why they're afraid.

Emotion read does not reveal individual thoughts or the subject's motivation. Thus, the spell might reveal that the subject is coldly unemotional at the moment, but not the fact that the subject is contemplating the cold-blooded murder of the priest.

Note that this reading is instantaneous. It reveals only the emotion that is strongest at the instant the spell is used. While this will usually be related to the subject's overall emotional state, it is always possible that the subject might be distracted for a moment or remember and respond to past events.

The subject is allowed a normal saving throw vs. spells to resist this spell. If the saving throw is successful, the priest receives no reading at all. If the subject's roll exceeds the necessary number by 6 or more, the priest perceives an emotion diametrically opposite to the subject's true emotion.

The material component is a sq of unmarked white wax.

Know Age (Divination, Time)

Rng: 60'
Dur: Instantaneous
AoE: 1 object or creature

Comp: V, S, M
CT: 3
Save: Negates

This spell enables the caster to instantly know the age of any single person, creature, or object on which they concentrate. The selected target is allowed a saving throw; if they succeed, the spell fails.

If the saving throw fails, the caster gains a knowledge of the targets age accurate to the nearest year.

The material component is a calendar page.

Know Direction (Divination, Travelers)

Rng: 0
Dur: Instantaneous
AoE: The caster

Comp: V, S, M
CT: 3
Save: None

Know direction allows the caster to instantly know the direction of north. The spell is effective in any environment, whether underwater, underground, or in darkness (including magical darkness).

The material component is a small scrap of a parchment map that is at least 100 years old.

Know Time (Divination, Time)

Rng: 0	Comp: V, S
Dur: Instantaneous	CT: 3
AoE: The caster	Save: None

Know time is particularly useful when the caster has been unconscious. This spell enables the caster to know the precise time of day to the nearest minute, including the current hour, day, month, and year.

Log of Everburning (Elemental, Fire, Plant, Time)

Rng: Touch	Comp: V, S
Dur: 1 hour/level	CT: 1
AoE: Special	Save: None

This spell increases the amount of time that a wooden object will burn before being consumed. Wood that is enchanted in this manner burns brightly without being consumed for the duration of the spell. When the spell ends, the wooden object crumbles to ash.

This spell does not cause the wood to catch fire; it must be ignited normally. While it burns, the wood gives off twice the normal amount of heat; thus, a single log can make a cozy fire.

The affected wood radiates magic. The priest may enchant up to 1' cu of wood/level of experience. The spell is effective on torches.

Mistaken Missive (Chaos)

Rng: Touch	Comp: V, S, M
Dur: Permanent	CT: 1
AoE: 1 page/level	Save: None

This spell alters the appearance of words written in ink. When the spell is cast upon a written page, the ink imperceptibly begins to move. Over the next few days, the message becomes progressively more illegible. If the page is left undisturbed for 6 days, an entirely new message forms on the page. The new message is completely legible and is recognizable as the handwriting of the original author, but is contrary in content to the original message.

After the spell is cast, the message will appear different every day. The DM decides the message that the page will carry after the sixth day has passed. Following is a sample of the changes that could take place in a message.

Day One: The words of the letter appear faint, as if the author of the letter was running out of ink as they wrote.

Day Two: The words have moved slightly from their original positions, as if the person writing the letter were shaking or in a moving carriage when the letter was written.

Days 3 and 4: The message is gibberish. Although the ink forms groups of letters arranged in lines with punctuation, nearly all the words are meaningless. This may appear to be some sort of code, but it means nothing.

Day 5: The ink has formed real words. However, the sentence construction is still meaningless (e.g., Egg west worse green!).

Day 6 (and beyond): The message is coherent, but the opposite intent of the original message has been created. If the original letter read, "Send troops quickly," the new letter reads, "All is fine. Keep your men in reserve."

If *mistaken missive* is cast on the pages of a spellbook or a scroll, the ink on the page reforms into a new spell of the same level as the original spell. Thus, a *darkness* spell might become a *maze* spell. However, the spell formula will be wrong. Although it will look like a proper spell, it will not function when cast.

A coded message that is subjected to *mistaken missive* will appear as a coded message on the sixth day but will hold a different meaning than the original message.

A *glass of preserved words* will allow the original message to be read correctly. *Dispel magic* will restore the message to its original form.

The material component is 3 drops of ink.

Morale (War)

Rng: Special	Comp: V, S, M
Dur: Special	CT: Special
AoE: 1 unit up to 200 individuals	Save: None

This spell can be used in two distinct ways. The first is appropriate for battlefield use. The priest can cast this spell on any unit within 720' in an uninterrupted line of sight. The casting time for this use is 1 turn and the material component is a gem of at least 100 gp value which is consumed during the casting.

At the conclusion of this use of the spell, the target unit's morale is modified by 1, either positively or negatively, as the caster desires. This modification remains in effect for 1d4+2 turns.

The second and more powerful use of the spell requires lengthy preparations. Casting must take place inside or within 300' of a place of worship dedicated to the casting priest's deity. Both the priest and the unit to be affected must be present. The casting time for this use is 5 turns. The material component is the priest's holy symbol.

At the conclusion of this use of the spell, the unit's morale is raised by 3 (maximum of 19). This morale increase lasts until the next sunset. Only priests of 10th level or higher can cast this version of the spell.

Personal Reading (Numbers)

Rng: 0	Comp: V, S, M
Dur: Special	CT: 2 turns
AoE: 1 creature	Save: None

This spell allows the priest to mathematically analyze personal information about one human or demihuman PC and learn valuable facts about that PC. To cast this spell, the priest must know the subject's real name (the name the subject was given as a child) or the date and place of the PC's birth. The priest analyzes this information and is able to build a rough picture of the PC's life history and personal specifics.

The "historical" information discovered through this spell is generally vague. For example, the priest might learn that the subject was born in the woods and moved to the city only after hardship made their life untenable. Specific information is up to the DM. The DM might provide some or all of the following information.

- The subject's PC class or career
- The subject's approximate level (stated in terms such as "novice," "highly skilled," "moderately competent," etc.)
- The subject's standing in the community ("highly respected," "mistrusted," "considered an enigma," etc.)
- The subject's success or failure in their profession
- The subject's prevailing PC traits or mannerisms

If the priest casts the spell based on an alias or incorrect birth information, the reading will be inaccurate. The DM should develop a history and personality at odds with the truth. This might allow the priest to determine whether the name of the subject is correct—a reading giving information that conflicts with what the priest already knows should be a clue that the name is incorrect.

The subject need not be present during the casting. The priest can cast the spell without ever having met the subject.

The material component is a small book of numerological formulae and notes (different from the book used in *telethaumaturgy*). The book is not consumed in the casting.

A DM may rule that this spell can be cast on humanoids or monstrous creatures. The information available will be similar (considering that words like "profession" will mean something different when applied to an ogre). This spell will categorically fail on creatures that have no concept of a personal name.

Ring of Hands (Protection) Reversible

Rng: 0	Comp: V, S
Dur: 2d10 rounds	CT: 5
AoE: Special	Save: None

This is a cooperative magic spell. It requires a minimum of two priests and can accommodate a maximum of 10. Each priest must cast *ring of hands* on the same round. At the end of the casting, the priests involved join hands, thus completing the spell. If any priest breaks the circle, the spell immediately ceases. The priests may not move from their locations but are free to speak. They may not cast spells requiring a somatic or material component while the ring is formed.

The *ring of hands* forms a protective barrier around the priests and everything within their circle. For each priest, assume a 5-foot circumference of the circle; thus, 3 priests would create a circle of 15' circumference. For easy calculation, assume that for each priest, the circle can accommodate 4 persons.

The barrier functions as a *protection from evil spell*. Attacks by evil creatures suffer a -1 penalty for every priest forming the circle. Saving throws made by the priests or anyone in the circle against attacks from such creatures receive a +1 bonus for every priest in the circle.

Attempts at mental control over protected creatures are blocked. Extraplanar and conjured creatures are unable to touch the priests and those within the circle, although melee attacks against such creatures by those within the ring break the barrier.

Because the priests casting the spell cannot move and must hold hands, they don't receive any Dexterity bonuses to AC. Furthermore, opponents gain a +2 bonus on attack rolls against the priests, since there is little they can do to avoid a blow. Creatures within the ring are free to act as they wish. Melee attacks by those within the ring are limited to piercing weapons and suffer a -1 penalty to attack rolls since the priests intervene.

The reverse of this spell, *ring of woe*, functions as detailed above except the effect applies to good creatures as would a *protection from good spell*.

Sacred Guardian (Guardian)

Rng: Touch	Comp: V, S, M
Dur: 1 day/level	CT: 1
AoE: Creature touched	Save: None

By use of this spell, a priest becomes instantly aware when the recipient of the spell is in danger, regardless of the distance between the priest and the recipient. The recipient may be on a different plane of existence than the priest.

When this spell is cast by a priest of at least 3rd level, they receive a mental image of the endangered person's situation. At no time, however, does the priest know the person's location through the use of this spell.

The material component is a rose petal that has been kissed by the spell recipient.

Speak With Astral Traveler (Astral)

Rng: Touch	Comp: V, S
Dur: 1 round/level	CT: 1 round
AoE: 1 creature	Save: None

When a priest casts the 7th level *astral spell*, they leave their physical body in suspended animation while their astral body travels. By touching the comatose body and casting *Speak with Astral Traveler*, a priest can mentally communicate with the projected individual. Although communication is mental, it takes the same amount of time as a normal, verbal dialogue. The spell ends abruptly when its duration expires.

Thought Capture (Thought)

Rng: 0	Comp: V, S
Dur: Instantaneous	CT: 3
AoE: 30'	Save: None



Second Level Priest Spells

Aura of Comfort (Travelers)

Rng: Touch	Comp: V, S
Dur: 1 hour/level	CT: 2
AoE: Creature touched	Save: None

When this spell is cast, a faintly shimmering aura surrounds the recipient. The aura insulates the recipient from the effects of nonmagical heat and cold in a range of -20 to 140°. Any time a traveler encounters temperatures in this range, they maintain a comfortable temperature of 70°, regardless of prevailing weather conditions. Additionally, the spell acts as a shield against rain, snow, and hail, which are blocked by the aura.

If a recipient encounters a temperature above or below the stated range, the temperature within the aura is altered by an equal number of degrees. For example, a recipient who encounters a temperature of 150° will actually experience a temperature of 80°.

All physical objects other than rain, snow, and hail can pass through the aura. The recipient can cast spells normally while the *aura of comfort* is in effect. The spell offers no protection against magically generated weather, such as that caused by *weather summoning* and *ice storm*. It does not protect against fire, nor does it shield against fire- or cold-based attacks.

One of the more bizarre contentions held by priests of the School of Thought is generally scoffed at by outsiders. The theory states that once a thought has occurred in someone's brain, it exists as a "freestanding mental object." This "thought object" usually remains inside the brain of the creature that created it, but sometimes it escapes (this supposedly explains why people forget things).

When this happens, the thought object stays in the geographical area where it was lost. Any receptive brain (usually the brain of the creature that initially created the thought) can pick it up again simply by bumping into the invisible, free-floating thought. According to the theory, this is the reason that people can regain a lost thought by going back to the location where the thought was lost. This supposedly works because the free-floating thought is recaptured, not because the locale reminds them of the thought. Unfortunately for philosophers who disagree with this, *thought capture* seems to be extremely strong evidence for this theory.

This spell makes the priest's brain something of a magnet that attracts thought objects in close proximity. The priest can sense strong thoughts and emotions and can sometimes even see momentary visions of creatures who died or suffered some powerful emotion in the immediate vicinity. Thought objects are always attracted to the priest in the order of the strongest (those attached to powerful emotions or significant events) to the weakest. Thus, if several thought objects share the same vicinity, the priest will perceive information about the most interesting or significant event. The priest might pick up images of a battle from the point of view of a warrior who died there, or they might gain information about the victor of the battle.

The DM dictates the information provided to the priest, and thus can use this spell to provide players with important background information or can add texture to a campaign world. The information provided might be highly cryptic or symbolic, perhaps in the form of a rhyme or riddle.

The priest gains one thought object/casting of the spell. The spell may be cast a number of times in the same locale, with the priest gaining a different thought object with each casting. A locale contains a finite number of thoughts, however, and once the priest has gained all of them (per the DM), the spell will fail in that locale.

Weighty Chest (Wards)

Rng: Touch	Comp: V, S, M
Dur: 1 day/level	CT: 1
AoE: 5' cu	Save: None

This spell enables the caster to enchant a chest, book, package, or any other nonliving object no larger than a 5'x5'x5' cu. When the enchanted object is touched by anyone other than the caster, the apparent weight of the object increases, becoming 2-5 (1d4+1) times the weight of the person or persons touching it. This condition makes the object extremely difficult to move for anyone but the caster. The caster can move the object normally throughout the duration of the spell.

The material component is a lead ball.

Calm Chaos (Law)

Rng: 60'	Comp: V, S
Dur: Special	CT: 1
AoE: 1d6 creatures/level	Save: Special

This spell temporarily calms a chaotic situation involving a group of people. The situation may involve any range of emotions from violence (as in a barroom brawl) to joy and merrymaking (as in a festival or carnival).

Unlike the *emotion* spell, *calm chaos* does not cause a change in the emotions of affected creatures--anger, fear, or intense joy remain in each individual. The emotion is simply restrained rather than released. Thus, an angry PC intent on attacking someone will still feel the desire to do so, but they will withhold their action as long as the spell remains in effect.

Creatures to be affected are allowed a saving throw vs. spell at a -4 penalty to avoid the effects. If more creatures are present than can be affected, creatures nearest the caster are affected first.

After casting the spell, the priest makes a Charisma check. If successful, all PC's affected by the spell are compelled to stop what they're doing. They are filled with the sensation that something important is about to occur.

At this time, the priest or a PC of their choosing must gain the attention of the affected creatures by giving a speech, performing for the crowd, or casting spells with intriguing visual effects (such as *dancing lights*). The attention of the crowd is then held for as long as the distraction continues. A PC could filibuster and maintain control over the affected PC's for hours or days.

Two conditions will cause the group to resume its original actions. In the first, the method of entertaining the crowd ceases for 1 round--the speech ends or the spell expires. If this action is not replaced with another distraction within 1 round, the crowd is freed of the spell.

In the second condition, if an event occurs that is more immediate than the distraction, the crowd will divert its attention to that event. Thus, if the spell were used to stop a barroom brawl and the building caught fire or was attacked, the crowd's attention would be diverted and the individuals could act freely.

Creatures whose attention is held by the spell cannot be instructed to attack or perform any action. Such creatures will ignore suggestions of this nature. Depending on the nature of the request, the DM may deem that the suggestion causes a distraction that ends the spell.

Create Holy Symbol (All)

Rng: 0	Comp: V
Dur: Permanent	CT: 2
AoE: The caster	Save: None

When the words of this spell are uttered, a holy symbol appropriate to the priest's deity appears out of thin air. The item appears in the priest's hands. It may be used as a component for spells or for any other purpose for which the priest would normally use their holy symbol (such as turning undead). The PC may also opt to give it to a lower level priest of the same deity. The holy symbol is a permanent object.

Dissension's Feast (Chaos)

Rng: Touch	Comp: V, S
Dur: 5 turns+2 turns/level	CT: 2 turns
AoE: Special	Save: Negates

This spell must be cast by a priest during the preparation of food for a meal. The spell is cast on any one quantity of food; thus, the priest could cast the spell on the batter of a wedding cake, or they could cast the spell on a quantity of onions as they're diced for both a salad and a stew. The spell affects 10 lb of food/level of the caster. Anyone who eats the affected food (even a PC who eats the salad but not the stew) is subject to the effects of the spell.

The effects of the spell begin 5 rounds after the food has been eaten. At that time, creatures who have eaten the affected food are allowed a saving throw; success indicates that a creature is not affected.

Affected creatures quickly become agitated. Petty events ranging from poor table manners to loud talking bother everyone. After 5 minutes, tempers flare, PC's feel compelled to shout at and insult one another, and threats are hurled. Even normally calm PC's will feel compelled to vent their frustrations violently.

Creatures maintain no alliances while under the effect of *dissension's feast*. A king and their wife who are normally madly in love will find themselves bickering with each other in a matter of minutes. Members of a diplomatic delegation might come to blows with each other within minutes of eating the food.

At the end of the spell duration, PC's undergo the sensation of waking up. All are free to behave as they wish. PC's at the meal will still be angry, although they will have no idea why they became angry.

Draw Upon Holy Might (Summoning)

Rng: 0	Comp: V, S, M
Dur: 1 round/level	CT: 2
AoE: The caster	Save: None

When this spell is cast, the priest's body shudders and glows with a shimmering aura as it becomes a vessel for the power of their god. As a result, the caster may choose to increase one ability score (only Strength, Dexterity, Constitution, and Charisma are eligible) by +1 per 3 levels of their experience (+1 at 3rd level, +2 at 6th, etc.).

Only one attribute may be increased. The effect lasts for the duration of the spell. Attributes may be increased above the normal restrictions due to race and class, to a maximum of +6. All benefits for exceptional attributes apply; however, the divine abilities found in the *Legends & Lore* book cannot be gained by use of this spell.

For example, an 18th level priest with Strength 15 could increase their Strength to 21 for 18 rounds, granting them a +4 attack bonus, a +9 damage adjustment, etc.

When the spell ends, the energy abruptly leaves the priest's body, leaving them physically and mentally drained. The PC is nearly comatose and can do nothing but rest for the next 4d6 turns. A successful Constitution check (at the priest's normal attribute score) reduces this time by 50%.

The material components are the priest's holy symbol and a vial of holy water that has been blessed by the high priest of the PC's faith.

Emotion Perception (War)

Rng: 900'	Comp: V, S, M
Dur: Instantaneous	CT: 1 turn
AoE: 1 unit/5 levels	Save: None

This spell allows the caster to sense the emotional state and the level of determination of one or more military units. The priest must have an uninterrupted line of sight to the entire target unit. When this spell is cast, the priest instantly learns the current morale rating and morale status of the target unit. The DM describes morale using the appropriate term; for example, steady, elite, etc.

The material component is the priest's holy symbol.

Frisky Chest (Wards)

Rng: Touch	Comp: V, S, M
Dur: Permanent	CT: 2
AoE: 10' cu	Save: None

With this spell, the caster can enchant a chest, book, or any other nonliving object no larger than a 10'x10'x10' cu. When any creature other than the caster comes within 3 feet of the enchanted object, it instantly sprouts appendages and moves away from the creature as quickly as possible. The enchanted object continues to move until it is at least 10' away from the nearest creatures in the area.

After the enchanted object has moved a satisfactory distance from the nearest creature, the appendages disappear. When a creature again comes within 3 feet of the enchanted object, the enchanted object sprouts appendages and flees. This process continues until the enchantment is negated (through a *dispel magic* or similar spell) or the enchanted object is subdued or destroyed.

The enchanted object can sprout feet (MV 24), wings (Fl 24, maneuverability class B), or fins (Sw 24), whichever is most advantageous. Thus, a book on a shelf might sprout wings and fly away, while a table might gallop around a room. The enchanted object can freely and instantly trade appendages as necessary.

The enchanted object will move only through open spaces. It will not crash through windows, shatter a closed door, or dig through the earth. It cannot attack or take any actions other than movement. If surrounded or cornered, the enchanted object moves in random directions until it is restrained or destroyed.

The enchantment ends if the caster voluntarily negates it, if the enchanted object is destroyed (the object has the same vulnerabilities as it has in its normal state), or if the enchanted object is restrained for 2-5 (1d4+1) consecutive rounds. Restraint means that the object is prevented from fleeing; if a creature is able to grapple, lift, or sit on the object, it is considered restrained. A creature capable of lifting the object in its normal state is considered strong enough to restrain it (for instance, a person capable of lifting a 50-lb box is also capable of restraining such a box enchanted by *frisky chest*). The object may also be restrained by tossing a net or heavy blanket over it or by surrounding it with several PC's.

The material components are a dried frog's leg, a feather, and a fish scale.

Hesitation (Time)

Rng: 90'	Comp: V, S, M
Dur: 1 round/level	CT: 2
AoE: 20' radius circle	Save: Negates

Enemies of the priest who are affected by this spell hesitate before executing their intended actions. This causes them to modify their initiative rolls by +4. The initiative modifier occurs in the round following the round in which *hesitation* is cast.

The spell affects 2d4 HD or levels of creatures/level of the priest. All possible victims are allowed saving throws vs. spells; those failing their saving throws modify their initiative rolls by +4 for a number of rounds equal to the caster's level.

The material component is a fragment of a turtle's shell.

Idea (Thought)

Rng: 0	Comp: V, S, M
Dur: Instantaneous	CT: 4
AoE: The caster	Save: None

This spell stimulates the priest's mind to experience a flash of insight. In game terms, the DM reminds the priest's player of a fact or event that has been forgotten, overlooked, or discounted. Thus, the DM might remind the player about an important clue that the priest discovered but the player did not consider significant.

If there are no forgotten facts, the DM may, at their discretion, tell the player of new information relevant to the condition at hand.

The DM must be careful in adjudicating use of this spell. The reminder or information should always be relevant and useful but should not be unbalancing to the situation. The reminder can be cryptic, depending on the DM's campaign.

The material component is a gold coin. This spell can be cast only once in any 6 hour period.

Lighten Load (Travelers)

Rng: 90'	Comp: V, S, M
Dur: 1 hour/level	CT: 2
AoE: 10' cu	Save: None

This spell reduces the weight of equipment, supplies, and other objects by 50%. Weapons, supplies, and even disabled PC's can all be made more portable by use of a *lighten load* spell.

This spell affects one pile of objects whose volume is equivalent to a 10' cu; after the spell has been cast, the affected objects can be divided among several PC's or mounts. The spell has no effect on magical items.

An object affected by *lighten load* can be used normally; the spell has no effect on an object's mass, texture, size, strength, or other physical features.

The material components are a feather and a slip of paper moistened by a soap bubble.

Mind Read (Thought)

Rng: 15'/level	Comp: V, S
Dur: 1 round/level	CT: 2
AoE: Special	Save: None

This spell is a sensitive version of the caster spell *ESP*. In addition to detecting the surface thoughts of any creatures in range, the priest is able to probe deeper into the mind of a single creature. *Mind read* will always reveal the kind of creature being probed, although this identity may be couched in the creature's own language or in a (possibly distorted) body image. The spell has a 20% chance of revealing the PC class of an individual.

The details and the usefulness of the creature's thoughts will depend on the intelligence of the subject. While a priest could read the thoughts of an animal, they would probably receive only a confused jumble of emotions and instincts. Reading the mind of a highly intelligent caster, however, would be much more illuminating; the priest might be amazed by the crystal clarity and deep insight of the caster's mental processes.

If *mind read* is used as part of an interrogation, an intelligent and wary subject receives a saving throw at a -2 penalty. If successful, the creature resists the spell's effects and the priest learns no information. If the saving throw is failed, the priest may learn additional information according to the DM's ruling.

Moment (Numbers)

Rng: 0	Comp: V, S, M
Dur: 1 round/level	CT: 1 round
AoE: 50' radius	Save: None

Theoretically, every action has a particular moment at which it will have its greatest possible effect. Using the arcane mathematics of this spell, the priest can determine the "ideal moment" for any single action in each round that the spell is in effect. This action must be performed by a PC other than the priest.

In practice, another PC informs the priest of an action they want to undertake in a round. The priest concentrates on the action, then informs the PC when the "correct moment" has come. The PC then gains a bonus of 20% (+4 on a d20) to the success of their action. The spell can affect only a single action in a given round. When used in combat, the priest can advise the best moment to initiate an action (affecting initiative) or what moment offers the greatest success in striking (affecting the chance to hit).

If the PC seeks advice concerning initiative, they gain a -2 modifier to the initiative roll, but only at the cost of -2 on their chance to hit. PC's who seek the best attack frequently delay their actions. These PC's suffer a +1 on their initiative roll but gain a +4 on their chance to hit. The spell cannot affect the amount of damage caused, since the act (striking) has already succeeded at that point.

PC's are not obliged to wait for the moment specified by the priest. For example, a fighter might decide that striking first is more important than gaining +4 to hit. The PC can act normally, based on their or their unmodified initiative. The PC gains no bonus from the *moment* spell, and the priest can affect no other action in that round.

Noncombat actions can also benefit from the *moment* spell. For example, a thief planning to climb a wall may wait to start their climb until the priest informs them that the moment is right. If they wait, they gain a bonus of 20% to their Climb Walls roll (in this case, the bonus is subtracted from their roll).

While concentrating on this spell, the priest can take no other action. A break in the priest's concentration--taking damage in combat, for example--terminates the spell instantly.

The material component is a set of 3 silver dice, which the priest tosses in their hand while concentrating on the spell. The dice are not consumed in the casting.

Music of the Spheres (Charm, Numbers)

Rng: 150'	Comp: V, S, M
Dur: 1 turn+1 round/level	CT: 4
AoE: 20' diameter circle	Save: Negates

With this spell, the priest creates tones and harmonies of such unearthly beauty and complexity that they entrance the listener, making it difficult for the listener to attack or otherwise harm the priest. The listener receives a normal saving throw against this effect. Failure means that the listener is entranced and is unable to attack the priest for the duration of the spell.

In addition, the music makes the subject gullible and more susceptible to charm magics such as *charm person*, *suggestion*, and *hypnotism*. While the music spell is in effect, the subject saves against charm spells with a -3 penalty.

This spell does not protect other PC's in company with the priest; listeners who have fallen prey to the music are free to attack anyone else. The spell effect ends instantly if the priest takes any hostile action against a creature under the influence of the spell.

Music of the spheres can affect 1 creature per 3 levels of the priest (one subject at 3rd level, two at 6th level, etc.). Subjects must be within a 20' diameter circle.

Potential victims must have Intelligence of at least 1 (necessary to understand the concept of music) and must be able to hear the music (i.e., they cannot be deaf and there can be nothing obstructing the victim's ears). This also means that the level of background noise must be low enough for the music to be audible. The DM should assume that the music is the same volume as an average human's normal speaking voice. If the potential subject could not hear speech at the appropriate range under prevailing conditions, the spell cannot affect that subject. The spell would be virtually useless in the midst of a full-scale battle or during a hurricane.

The material component comprises a set of 3 small bows made from fine silver, each costing 100 gp. The lengths of the bows must be in the ratio of 1 to 4 to 9. The priest strokes these bows together in an intricate sequence while casting the spell. The bows are not consumed in the casting.

Mystic Transfer (All)

Rng: 0	Comp: V, S
Dur: 9 rounds	CT: 1 round
AoE: The caster	Save: None

This spell is one of the few cooperative spells that requires one priest to cast the transfer spell, but another priest to use its effect. On 1 round, a priest (or priests) casts the mystic transfer. The spell is then active for the remaining 9 rounds of the turn.

Mystic transfer allows a priest to receive spells from another priest of the same ethos. Any priest of the same religion can cast a spell and transfer it to a second priest within that spell's maximum range. The spell does not take effect; instead, it is channelled through the *mystic transfer* into the receiving priest. This priest must immediately cast the spell or pass it to another priest cloaked in a *mystic transfer* within the spell's range. Any number of transfers can be made in the same round, provided each new recipient is within spell range of the previous recipient. If the spell is not transferred, the spell takes effect.

For example, a 3rd level priest casts a *mystic transfer*. On the following round, a 10th level priest "passes" a *flame strike* to the 3rd level priest. The two priests could be 180' apart (the maximum range of the *flame strike*). The 3rd level priest could then use the *flame strike* to attack any target within 180', or could pass the spell on to another priest who has an active *mystic transfer*.

The spell passed by the *mystic transfer* has the range, area of effect, damage, and other effects equal to the level of the original caster. In the example above, the *flame strike* would function as if cast by a 10th level priest.

The *mystic transfer* does not require concentration. However, on any round in which a priest is receiving and/or transferring a spell, the caster cannot take any other significant action.

A priest can receive spells only from priests who worship the same deity and who specifically target spells to them. Area effect spells may be passed. A priest can never use *mystic transfer* to pluck an opponent's spells out of the air.

Nap (Time)

Rng: Touch	Comp: V, S, M
Dur: Special	CT: 2
AoE: 1 creature/level	Save: None

Creatures affected by this spell are put to sleep for 1 hour. Upon awakening, the creature is as refreshed as if they had slept for 8 hours. The affected person recovers lost HPs as if they rested for a full night. Casters can memorize spells as if real time had passed.

Because the rest is so complete and rejuvenating, a PC does not feel fatigued after waking. Attempts to use *nap* more than once in an 18-hour period are ineffective (the PC simply is not sleepy). Only willing subjects can be affected by *nap*.

The material components are a scrap of pillow ticking, a feather, and a pebble that the caster has kept in their pocket for 7 nights.

Rally (War)

Rng: 720'	Comp: V, S, M
Dur: Instantaneous	CT: 1 turn
AoE: 1 unit of up to 300 individuals	Save: None

This spell allows the subject unit to gain an instant +1 bonus to their initiative. It allows the bonus to affect the next initiative roll or cause an initiative roll to be made the following round with the modifier as the unit rallies against their foe.

If the priest casting the spell is of 12th level or higher, the subject unit receives an additional +1 bonus. The priest must have an uninterrupted line of sight to the unit.

The material component is a miniature duplicate of a pennant or standard that represents the cause for which the unit is fighting (such as a national flag or the blazon of the unit's liege lord). The pennant is consumed in the casting.

Sanctify (All) Reversible

Rng: 30'	Comp: V, S, M
Dur: Special	CT: 1 turn
AoE: 30'x30' sq/priest	Save: None

This cooperative spell allows the priests to create a beneficial atmosphere within a specified area. Companions of similar alignment to the casters will feel fortified and encouraged while in the sanctified area. The spell can be cast by a single priest or a group of priests.

After casting *sanctify*, the affected area is imbued with the deity's majesty. For followers of that deity, the area radiates a holy aura. These followers gain a +2 bonus to saving throws against all fear- and charm-based powers. Persons of the same alignment as the caster but of different faiths gain a +1 to saving throws. The effect applies only as long as the PC's remain in the sanctified area.

Creatures intent on harming the priest or their followers suffer a -1 on saving throws vs. fear and charm when on sanctified ground.

Undead creatures within the area are easier to turn; any priest standing on sanctified ground turns undead as if they were 1 level higher.

Although this spell can be cast by a single priest, it is most effective when cast by several priests at once. The duration of the spell is equal to 1 round/level of the caster. When several priests cast the spell, the level of the most powerful priest is used, with 2 rounds added for every contributing priest. Thus, one 8th level and 3 6th level priests would give the spell a duration of 14 rounds (8+2+2+2).

Sanctify is often used in conjunction with focus to protect the grounds of a temple or encourage men defending a castle.

The material components are the priest's holy symbol and a handful of dirt from the grounds of an existing temple of the same faith.

The reverse of this spell, *defile*, functions in an identical manner with respect to saving throws for charm and fear. However, priests standing on defiled ground who attempt to turn undead do so at 1 level lower than their current level.

The material components for the reverse are the priest's holy symbol and a handful of earth from a grave.

Zone of Truth (Wards)

Rng: 90'	Comp: V, S, M
Dur: 1 round/level	CT: 2
AoE: 5' sq/level	Save: Negates

This spell prevents creatures within the area of effect (or those who enter it) from speaking any deliberate and knowing lies. Creatures are allowed a saving throw to avoid the effects; those who fail the save are affected fully.

Affected PC's 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. When a PC leaves the area, they're free to speak as they choose.

The spell affects a sq whose sides are 5 feet long/level of the caster; thus, a 4th level priest could affect a 20' by 20' sq.

The material components are the priest's holy symbol and a phony emerald, ruby, or diamond.



Third Level Priest Spells

Accelerate Healing (Healing, Time)

Rng: Touch	Comp: V, S
Dur: 1-4 days	CT: 1 turn
AoE: 1 creature	Save: None

This spell enables the affected creature to experience natural healing at twice the normal rate for 1-4 days. In other words, a person affected by *accelerate healing* regains HPs at twice their normal rate. The spell has no effect on *potions of healing* or other magical forms of healing.

Adaptation (War)

Rng: Special	Comp: V, S, M
Dur: Special	CT: Special
AoE: 1 unit of up to 200 individuals	Save: None

This spell can be cast in two different ways. The first, appropriate for battlefield use, has a range of 540', a casting time of 1 turn, and duration of 1d4+2 turns. During this period, the affected unit can fight in one specific type of terrain (specified by the caster) as if it were the favored terrain suffering no movement or surprise penalties due to the terrain. The priest can cancel the spell before the duration expires if desired.

The material component is a pinch of clay dust.

The second effect requires preparation in advance. The priest and unit must be within 300' of a place of worship dedicated to the casting priest's deity. The casting time is 5 turns.

At the conclusion of the casting, the unit gains the benefit described above, with two main differences. First, the unit will always know the precise location of the place of worship and can not get lost while in the particular terrain while the spell is in effect. Second, the spell endures until the next sunset. Only priests of 12th level and higher can cast this variation.

The material component is the priest's holy symbol.

Astral Window (Astral)

Rng: 15'
Dur: 2 rounds/level
AoE: 10'x10' area

Comp: V, S
CT: 3
Save: None

When this spell is cast, a "window" appears in the air before the priest, through which they (and any others present) can see into the Astral plane. The astral window ranges in size from 1' sq up to a 10'x10' sq, at the caster's choosing. The window is not mobile, and if the priest moves more than 15' away from it, it immediately vanishes and the spell ends.

By stating a subject's name, the priest may view a specific creature or object in the window. More than one subject may be viewed during the spell's duration. Each time a new subject is chosen, the window becomes streaked with grey as the Astral plane flies past. This continues for 1d4 rounds, until the window finally focuses upon the chosen subject. If the person is not in the Astral plane, the window instead chooses a random location.

The window operates from both sides; creatures in the Astral plane can see the priest as easily as they can see them. Verbal communication is not possible, however.

Normally, creatures cannot pass through the window. If an attempt is made, there is a base 5% chance of success. This is modified by +1%/level or HD of the individual. In order to pass through, the creature or object must be small enough to fit through the window; otherwise, only a portion of the subject may reach through (such as a monster's arm or searching tongue).

By casting the *astral window* spell, a PC who subsequently casts the 7th level *astral* spell may choose to arrive in the Astral plane at the place shown in the window.

Caltrops (War)

Rng: 60'/level
Dur: 1 turn/level
AoE: Special

Comp: V, S, M
CT: 1 turn
Save: None

This spell allows a priest to plant a section of ground with magically created caltrops.

The spell can create two kinds of caltrops: infantry and cavalry. The first are of small size and are designed to harm foot soldiers. The latter are larger and cause serious damage to cavalry or units composed of size L or larger creatures. Cavalry caltrops are so large that size M or smaller creatures can easily step around them. This prevents damage to infantry units.

Each time a unit moves into a planted area, the unit suffers an attack of 1D4 (for infantry caltrops) or 1D6 (for cavalry caltrops). Units charging through a planted area suffer double damage. If a unit ends its movement in a caltrop-sown region, it suffers another attack when it moves out of the area.

This spell can create a rectangular field of infantry caltrops up to 480' sq in area (e.g., 12'x120', 6'x240', etc.), or a field of cavalry caltrops up to 270' sq in area (e.g., 9'x90', 6'x135', etc.).

Ordinary caltrops make no distinction between friend or foe; all creatures entering a caltrop-sown area suffer the same consequences. The same is true of magical caltrops, with one exception: the casting priest can terminate the spell at any time, causing the caltrops to vanish and leaving the terrain clear.

Unlike normal caltrops, a region sown with magical caltrops cannot be "swept" clear; the magical caltrops remain in place until the spell terminates.

The material component is a golden caltrop.

Choose Future (Time)

Rng: Touch
Dur: 1 round
AoE: 1 creature

Comp: V, S, M
CT: 3
Save: None

In the round immediately following the casting of this spell, the affected creature is allowed two rolls for any normal attack roll, initiative roll, or saving throw. The affected creature can then choose the roll they prefer. For example, a priest casts *choose future* on a warrior companion. In the next round, the warrior attacks an enemy with their sword. The warrior makes two attack rolls instead of one, then chooses which roll will determine the outcome of their attack.

The material components are two grains of sand and a rose petal.

Create Campsite (Creation, Travelers) Reversible

Rng: 0
Dur: Special
AoE: 50' radius

Comp: V, S, M
CT: 3
Save: None

With this spell, the caster generates a squadron of tiny invisible servants who create a campsite for the caster and their companions. The caster indicates the desired area for the campsite (an area of 50' radius or less) and the number of persons the campsite is to accommodate (a number of persons equal to 3 times the level of the caster).

The servants clear the area of debris, set up tents and bedrolls, start a campfire, fetch water, and prepare a bland meal. The campsite is so skillfully prepared that it blends with the surrounding terrain, reducing the chance that the camp could be noticed by 50%. Campfires, loud noises, and other activities can negate this. The entire process takes 4-16 (4d4) rounds to complete.

The servants make camp with the gear and equipment provided for them; otherwise, the servants will improvise with loose materials available in the immediate area (150' of the designated campsite). For instance, if the party has no tents or beds, the servants will construct crude but comfortable beds of weeds and grass and temporary shelters of leaves and branches. If no materials are available, such as in the desert or similarly barren terrain, the servants will do their best to make the party as comfortable as possible within the environmental limitations. The servants cannot fight for the party, deliver messages, or take any other actions other than creating the campsite.

The material components are a piece of string, a bit of wood, and a drop of water.

The reverse, break camp, causes the invisible servants to strike a campsite (an area of 50' radius or less). The servants extinguish fires, dispose of debris, and pack gear for a number of people equal to 3 times the level of the caster. The entire process takes 4-16 (4d4) rounds to complete. When completed, all traces of the campsite are eliminated. The material components are the same as those for *create campsite*.

Efficacious Monster Ward (Animal, Wards)

Rng: 90'
Dur: 1 round/level
AoE: 10' cu/level

Comp: V, S, M
CT: 3
Save: Negates

This spell prevents monsters of 2 or fewer HD from entering the area of effect. Such creatures are allowed a saving throw; success indicates that they avoid the spell's effects and are able to enter the area of effect.

The spell affects a cube area whose sides equal the caster's level times 10' (for example, a 9th level caster could affect an area equal to a 90'x90'x90' cu).

Monsters within the area of effect when the spell is cast are not affected; however, when they leave the area of effect, they cannot return. Monsters outside the area of effect can hurl rocks, spears, and other missile weapons at targets inside and can also cast spells into the warded area.

The material components are the priest's holy symbol and a pinch of salt.

Emotion Control (Charm, Thought)

Rng: 30'
Dur: 1 round/level
AoE: 1 creature/5 lvls, within a 20' cu

Comp: V, S, M
CT: 5
Save: Special

This spell can be cast in one of two ways: in a manner that affects the priest, or in a manner that affects a subject other than the priest.

The first method affects only the priest and allows them to shield their true emotions from magical examination. Thus, it can block caster spells such as *ESP* or priest spells such as *emotion read*. While *emotion control* is in effect, anyone using one of these spells will sense the emotion designated by the priest rather than their true emotions. When the priest casts *emotion control*, they designate the false emotion they wish to be revealed.

This use of *emotion control* also gives the priest a +2 bonus to saving throws against the following spells: *spook*, *taunt*, *irritation*, *know alignment*, *scare*, *emotion*, *fear*, and *phantasmal killer*. When any of these spells are cast on the priest, they're immediately aware of the attempt, although they don't learn the source of the spell.

If another PC casts *emotion read*, *ESP*, or a similar spell on the priest, the priest must make a saving throw vs. spells with a +1 bonus for each 5 levels of the priest. If the priest successfully saves, the other spellcaster reads the false emotion; if the priest fails the saving throw, the spellcaster reads the priest's true emotion.

The second use of this spell allows the priest to create a single emotional reaction in the subject(s) (similar to the caster spell *emotion*). Some typical emotions follow, but the DM may allow other similar effects.

Courage: The subject becomes berserk, gaining +1 to attack rolls and +3 to damage, and temporarily gaining 4 HPs (damage against the subject is deducted from these temporary points first). The subject need never check morale, and receives a +5 bonus to saving throws against the various forms of *fear*. Courage counters (and is countered by) *fear*.

Fear: The subject flees from the priest for the duration of the spell, even if this takes them out of spell range. Fearcounters (and is countered by) courage.

Friendship: The subject reacts positively to any encounter; in game terms, any result of a roll on the Encounter Reactions table is moved one column to the left. Thus, a threatening PC becomes cautious, an indifferent PC becomes friendly, etc. Friendship counters (and is countered by) hate.

Happiness: The subject experiences feelings of warmth, well-being, and confidence, modifying all reaction rolls by +3. The subject is unlikely to attack unless provoked. Happiness counters (and is countered by) sadness.

Hate: The subject reacts negatively to any encounter; in game terms, any result of a roll on the Encounter Reactions table is moved one column to the right (i.e., a friendly PC becomes indifferent, a cautious PC becomes threatening, etc.). Hate counters (and is countered by) friendship.

Hope: The subject's morale is improved by +2. The PC's saving throw rolls, attack, and damage rolls are all improved by +1 while this emotion is in effect. Hope counters (and is countered by) hopelessness.

Hopelessness: The subject's morale suffers a -10 penalty. In addition, in the round in which the emotion is initially established, all subjects must immediately make a morale check. Hopelessness counters (and is countered by) hope.

Sadness: The subject feels uncontrollably glum and is prone to fits of morose introspection. All attack rolls suffer a -1 penalty and initiative rolls suffer a +1 penalty. The subject's chance of being surprised is increased by -2. Sadness counters (and is countered by) happiness.

All subjects of the second version, even willing targets, must save vs. spell to resist the emotion. In addition to all other modifiers, the saving throw is modified by -1 for every 3 levels of the priest casting the spell. The material component for both versions of the spell is a small bunch of fleece or uncarded wool that is consumed in the casting.

Extradimensional Detection (Astral, Divination, Numbers)

Rng: 0	Comp: V, S
Dur: 1 turn+4 rounds/level	CT: 4
AoE: 5'x85'	Save: None

When *extradimensional detection* is cast, the priest detects the existence of any extradimensional spaces or pockets in the direction they're facing. The caster can turn, scanning a 45 degree arc/round (8 rounds to scan 360 degrees) while remaining in place, during which time the caster remains relatively motionless in concentration. 1 space or pocket per round can be detected.

Extradimensional spaces include those created by spells such as *rope trick* and those contained within such items as *bags of holding* and *portable holes*. The priest does not automatically know the size of the space or its source.

This spell detects interplanar gates and the "gate" opened by the spell *extradimensional folding*.

The spell can be blocked by a stone wall of one foot thickness or more, a one-inch thickness of solid metal, or 3' or more of solid wood.

Helping Hand (Travelers)

Rng: Special	Comp: V, S, M
Dur: 1 hour/level	CT: 1 round
AoE: Special	Save: None

When a priest is trapped or otherwise endangered, this spell can summon help. The spell creates a hovering, ghostly image of a hand about one foot high. The caster can command it to locate a PC or creature of the caster's choice based on a physical description. The caster can specify race, sex, and appearance, but not ambiguous factors such as level, alignment, or class.

After the hand receives its orders, it begins to search for the indicated creature, flying at a movement rate of 48. The hand can search within a 5-mile radius of the caster.

If the hand is unable to locate the indicated creature, it returns to the caster (provided they're still within the area of effect). The hand displays an outstretched palm, indicating that no such PC or creature could be found. The hand then disappears.

If the hand locates the indicated subject, the hand beckons the subject to follow it. If the subject follows, the hand points in the direction of the caster, leading the subject in the most direct, feasible route. The hand hovers 10' in front of the subject, moving before them. Once the hand leads the subject to the caster, it disappears.

The subject is not compelled to follow the hand or help the caster. If the subject chooses not to follow the hand, the hand continues to beckon for the duration of the spell, then disappears. If the spell expires while the subject is en route to the caster, the hand disappears; the subject will have to rely on their own devices to locate the caster.

If there is more than one subject within a 5-mile radius that meets the caster's description, the hand locates the closest creature. If that creature refuses to follow the hand, the hand will not seek out a second subject.

The ghostly hand has no physical form. The hand can be seen only by the caster and potential targets. It cannot engage in combat or execute any other task aside from locating the subject and leading them back to the caster. The hand will not pass through solid objects, but can pass through small cracks and slits.

The material component is a black silk glove.

Invisibility Purge (Wards)

Rng: 90'	Comp: V, S, M
Dur: 1 turn/level	CT: 1 turn
AoE: 10' sq/level	Save: None

All invisible creatures who enter an area enchanted with *invisibility purge* instantly become visible. *Invisibility*-related spells do not take effect within the boundaries of the enchanted area, and magical devices such as *potions of invisibility* do not function. Creatures with the natural ability to become invisible are unable to use this ability within the area of effect. Invisible objects carried into the warded area also become visible.

Invisible creatures or persons within the area of effect when *invisibility purge* is cast remain invisible; however, if such creatures exit the area of effect and later re-enter, they instantly become visible. Such creatures also lose any natural ability to turn invisible as long as they remain within the area of effect.

A creature who consumes a *potion of invisibility* outside the warded area becomes invisible normally, but becomes visible when they enter the area of effect; if the duration of the *potion of invisibility* has not yet expired when they exit the area of effect, they become invisible again outside the area.

Creatures who are invisible in their natural state or have no visible form (such as invisible stalkers) are not affected by this spell.

The material components are the priest's holy symbol and a silver mirror no more than 3" in diameter.

The *invisibility purge* can be cast as a cooperative magic spell. The potency of this spell can be increased if several priests cast it at the same time. The duration of the spell is then equal to 1 turn/level of the most powerful priest, plus 1 turn for every contributing priest. Each priest also increases the area of effect by one 10'x10' sq (these areas must be contiguous). Thus, a 9th level priest and two 5th level priests could create a 30'x10' *invisibility purge* area having a duration of 11 turns.

Know Customs (Divination, Travelers)

Rng: 120'	Comp: V, S
Dur: Instantaneous	CT: 5
AoE: 1 target	Save: Negates

This spell allows a caster to gain general knowledge of the customs, laws, and social etiquette of a tribe or village. The caster must be within 120' of a selected member of the tribe or village for the spell to have effect. The selected villager must possess the knowledge sought by the caster; for instance, they cannot be an infant, nor can they be mentally unstable or dead (although they can be asleep or unconscious).

The selected villager is allowed a saving throw; if they succeed, the spell fails. If the saving throw fails, the caster gains a general knowledge of the villager's local laws and customs, including those that apply to relevant tribal or clan types (such as customs observed by all giants).

Typical information revealed by *know customs* includes common courtesies (outsiders must avert their eyes when addressing local officials), local restrictions (no animals or unaccompanied elves within the city limits), important festivals, and common passwords that are known by the majority of citizens (such as a phrase necessary to pass the guards at the main gate).

Additionally, the spell gives the caster a +1 reaction adjustment to encounters with members of the relevant tribe or village.

Knowing the local laws and customs does not guarantee that the caster will conduct themselves properly. *Know customs* is to be used as a guide; the DM is free to adjust the quality of information provided by a villager.

Line of Protection (Protection) Reversible

Rng: 0
Dur: 1 round/level
AoE: 90' line

Comp: V, S, M
CT: 1 round
Save: Negates

This cooperative spell requires at least two priests to cast the spell simultaneously. During the casting, the priests determine whether the line will be stationary or portable.

If the spell is stationary, each priest must inscribe a magical sigil on parallel facing surfaces, such as facing walls of a gatehouse or two tree trunks. If the spell is portable, the priests must stand at each end of the line, thereby anchoring it.

After the spell is cast, a shimmering field of force appears between the two anchors (the sigils or priests). The field is 10' high and sparkles with energy. Objects on the opposite side of the translucent field, while recognizable, are hazy and indistinct.

The field causes 1d3 points of damage to all creatures passing through it; evil creatures and undead suffer 1d8 points of damage from the field. Creatures that roll a successful saving throw suffer no damage. Creatures that can fly over the field, burrow under it, or *teleport* to the other side are immune to damage.

If the spell is cast in its portable form, the priests can move at half their movement rates (limited to the rate of the slower priest). The priests can take no other action, since all their energy is spent in walking and maintaining the field.

Once created, the field cannot be increased or decreased in length and must remain straight. The priests could maneuver by pivoting, but could not walk toward each other or bend the field around a corner. If the line of sight between the two priests is blocked by any object of greater than 5' diameter, the spell immediately fails. Thus, creatures, low walls, young trees, pillars, and similar objects will not disrupt the spell.

As a cooperative spell, several priests can link together to create a longer field. Each priest (or sigil) forms the end of one field and the beginning of another, much like fenceposts. Each section of the spell must extend in a straight line, but the field can be bent at each junction. 4 priests could form a long line, a sq, or a Z pattern. The restrictions on moving the fields apply as outlined above. The DM may apply movement penalties depending on the complexity of the pattern.

The stationary form can be cast by a single priest, however it doubles the casting time.

The material components are the priests' croziers, staves, or religious standards, held aloft by each caster.

The reverse of this spell, *line of destruction*, causes 1d3 damage to all creatures passing through it. It causes 1d8 damage to paladins and creatures of good alignment who pass through it. Creatures that roll a successful saving throw suffer no damage.

Memory Read (Thought)

Rng: 15'
Dur: 1 round/level
AoE: 1 creature

Comp: V, S, M
CT: 1 round
Save: Negates

This spell allows the priest to read the memory of a single subject. The priest experiences the memory with the same intensity as the subject. The time required to view a memory is one-fiftieth of the time that the actual event lasted. Thus, a priest can view the memory of an event that lasted for 1 hour in a little more than 1 round. The subject experiences the memory at the same time the caster reads it.

The subject must have an Intelligence score of 5 or more and must remain within range of the priest throughout the time it takes to read the desired memory. Priests can cast this spell on unconscious, sleeping, *held*, or *paralyzed* creatures.

The subject receives a saving throw when the priest casts the spell (this saving throw is allowed even if the subject is asleep or otherwise unaware of the attempt). In addition, if the memory that the priest wants to view concerns something the subject wants to keep secret, or is something that the subject is trying to suppress, the subject receives a +5 bonus to the saving throw.

If the memory the priest wishes to view is more than 6 months old, the subject receives a second saving throw, with bonuses depending on the age of the memory as follows:

Age of Memory	Bonus
6-12 months	0
1 to 4 years	+1
5 years or more	+3

If the subject succeeds either of these saving throws, the spell fails.
This spell creates a mental drain on the priest, causing them to temporarily lose 1-3 points of Constitution. These can be regained only after 8 hours of rest. The spell cannot be cast again until the priest's constitution is restored.
The material component is a small piece of linen cloth with threads of gold interspersed throughout its weave. This is consumed during the casting.

Miscast Magic (Chaos)

Rng: 120'+30'/level
Dur: Special
AoE: 1 creature

Comp: V, S
CT: 2
Save: Negates

Miscast magic can be cast only on arcane spell casters. It causes the next spell cast by the affected arcane spell caster to be chosen randomly from their memorized spells of the same or lower level. Thus, if an arcane spell caster affected by *miscast magic* had 4 1st level spells memorized (*armor*, *feather fall*, *jump*, and *sleep*) and they attempted to cast the sleep spell, the DM would determine the resulting spell randomly from the arcane spell caster's 4 memorized spells. The arcane spell caster has only a 25% chance of casting the *sleep* spell.

Only spells currently memorized are eligible to be exchanged with the desired spell. If an arcane spell caster had only one spell memorized, the *miscast magic* would have no effect and the arcane spell caster's spell would be cast normally.

The miscast spell operates normally. If an arcane spell caster tried to *levitate* a companion but a *web* spell resulted, the companion would be trapped by the webs and subject to all resulting effects. If the target of the spell were in range of the *levitate* spell but not in range of the *web*, the spell would be lost in a fizzle of energy and the *web* spell would be wiped from the caster's memory.

The arcane spell caster who casts the spell performs the proper verbal and somatic components of the spell they wish to cast; they don't discover the altered results until the wrong spell takes effect. The arcane spell caster will also discover that the material component for the resulting spell has vanished (in addition to the material component for the desired spell).

Arcane spell caster who are targets of *miscast magic* are allowed a saving throw vs. spell to avoid the effect.

Moment Reading (Numbers)

Rng: 0
Dur: Instantaneous
AoE: Special

Comp: V, S, M
CT: 1 round
Save: None

This spell allows the priest to determine the "tenor of the now"--in other words, to learn the "force" that is most dominant at the time. To cast the spell, the priest generates a series of random numbers and then studies the pattern contained in that string of numbers. This pattern contains information about current conditions.

In game terms, when this spell is cast, the DM communicates to the priest's player a single word or short phrase (no more than 5 words) describing the "tone" of the situation. Examples of suitable "tones" are "imminent danger" (the DM knows a dragon is approaching the area); "peace and tranquility" (the woods in which the PCS camp may look threatening, but the area is actually free of evil influence); or "betrayal" (one of the PCS' hirelings is actually a spy of their enemy). The DM can make this comment cryptic, but it should always be accurate and contain some useful information.

This spell has no specified area of effect. The result of *moment reading* will always concern the priest and anyone else in their immediate vicinity, but the definition of "vicinity" will vary depending on the circumstances. For example, the tenor of the moment might be "severe danger" if the priest is entering the territory of a dragon who attacks interlopers on sight.

The tenor of the moment is always personally applicable to the priest. For example, even if the priest is in a nation dangerously close to war with its neighbor, this condition will not appear in the tenor of the moment unless the priest is personally involved (if they're recurrently in the direct path of an invading army, for instance).

One casting of this spell tends to "taint" subsequent castings of the same spell unless they're separated by a minimum length of time. If a priest casts this spell twice within 12 hours, the second reading gives the same result as the first, regardless of the actual situation. If a second priest casts the spell within 12 hours of another priest's use of the spell, they receive an accurate reading.

The material component is a set of 36 small disks made of polished bone engraved with runes that represent numbers. These disks are not consumed in the casting.

Random Causality (Chaos)

Rng: 30'
Dur: Special
AoE: 1 weapon

Comp: V, S, M
CT: 3 rounds+1/level
Save: Negates

This spell creates a rift in the nature of cause and effect. The spell is cast upon an opponent's weapon. When the weapon is used, it hits and causes damage normally, but the damage is not applied to the creature struck by the weapon. Instead, the person wielding the weapon or one of their companions suffers the damage. If the weapon misses its target on any round, no damage is caused in that round.

Using a die roll, the DM randomly determines the victim of the damage. The DM selects a die with a value nearest the number of eligible creatures (the wielder of the weapon and their companions). If the number of creatures does not equate to highest value of a die, the wielder of the enchanted weapon takes the extra chances to be hit. For example, if a goblin wields a sword affected by this spell, they and their 6 companions are eligible to receive the damage. The DM rolls 1d8. On a roll of 1-6, one of the goblin's companions suffers the damage; on a roll of 7 or 8, the goblin with the affected weapon suffers the damage.

The weapon is affected for 3 rounds+1 round/level of the spell caster. If the wielder of the weapon changes weapons while the spell is in effect, the discarded weapon remains enchanted.

The material component is a bronze die.

Rigid Thinking (Law)

Rng: 180'
Dur: 1 round/level
AoE: 1 creature

Comp: V, S
CT: 1 turn
Save: Negates

Rigid thinking can be cast only upon a creature with Intelligence of 3 or greater. The creature is allowed a saving throw to avoid the effects.

The creature affected by *rigid thinking* is incapable of performing any action other than the activity they're involved in when the spell takes effect. The creature's mind simply cannot decide on another course of action—it becomes frozen into a single thought and cannot change even if new circumstances would suggest otherwise. Thus, a warrior fighting a kobold will ignore the arrival of a beholder, and a thief picking a lock will pay no heed to the arrival of 3 guards.

The affected creature does not mechanically repeat the action; they're not an automaton. The PC will not continue to fire their bow at a dragon if they run out of arrows, but will choose another means of attacking the dragon to the exclusion of all other activities.

A spellcaster in the process of casting a spell when *rigid thinking* takes effect will not attempt to repeat the spell (unless the spell has been memorized more than once). The spellcaster will, however, devote their attention to the target of that spell until their goal is met (e.g., if the caster were attacking a creature, they would continue to direct attacks at that creature; if the caster were trying to open a door, they would continue to work on the door until it opens).

The spell expires when the creature accomplishes their goal (i.e., the kobold is killed or the lock is opened) or when the duration of the spell has ended.

Slow Rot (Plant)

Rng: Touch
Dur: 1 week/level
AoE: Special

Comp: V, S, M
CT: 1 round
Save: None

This spell increases the amount of time that fruits, vegetables, and grains remain wholesome and ripe. The spell will not take effect upon meat of any kind.

The caster can affect as much as 100' cu of plant material/level. Thus, even a low level priest could effectively keep a farmer's grain from rotting while in storage or keep the fruit on the trees in their orchard ripe until they're harvested. This spell does not prevent pests (such as rats) from eating the food.

The material component is a pinch of sugar.

Squeaking Floors (Wards)

Rng: 90'
Dur: 1 hour/level
AoE: 10' sq/level

Comp: V, S, M
CT: 3
Save: None

A surface affected by *squeaking floors* squeaks loudly when any creature larger than a normal rat (larger than 1/2' cu or weighing more than 3 lb) steps on it or touches it. The spell affects a sq whose sides equal the caster's level times 10' (a 9th level priest could affect a sq whose sides are 90' long).

The squeaks can be heard in a 100' radius, regardless of interposing barriers such as walls and doors. The squeaks occur regardless of the surface, whether wood, stone, dirt, or any other solid material. Listeners automatically know the direction of the sounds.

PC's who successfully move silently reduce the radius of the noise to 50'. Those able to *fly* or otherwise avoid direct contact with the affected surface will not activate the *squeaking floor*.

The material component is a rusty iron hinge that squeaks when moved.

Strength of One (Combat, Law)

Rng: 30'
Dur: 2d6 rounds
AoE: 1 creature+1creature/2 levels

Comp: V, S
CT: 3
Save: None

By casting this spell on a group of lawful creatures, the priest imbues each creature with a Strength bonus equal to that of the strongest creature in the group. To be affected by the spell, all creatures must touch the hand of the priest at the time of casting. Only human, demihuman, and humanoid creatures of man-size or smaller may be affected. The PC's can be a mixed group of Lawful Neutral, Lawful Good, or Lawful Evil alignments. The spell will not take effect if any creature of Neutral or Chaotic alignment is included in the group.

Prior to casting, 1 creature is designated the keystone. There may never be more than one keystone in a group, even if another creature has equal strength.

Upon completion of the spell, all affected PC's gain a bonus to damage equal to the keystone's bonus to damage from Strength. Any magical bonuses belonging to the keystone are not added; only the keystone's natural strength is conferred on the group.

This bonus supersedes any bonus a PC might normally receive. Thus, a warrior with 16 Strength (a +1 bonus to damage) who benefits from this spell with a keystone who has Strength 19 (a damage bonus of +3) gains a total bonus of +3 to damage (not +4 to damage). The keystone receives no bonus.

Affected creatures gain no improvements to attack bonus, bend bars/lift gates, or other functions of Strength.

The spell ends if the keystone is killed before the duration expires. The bonus and duration are not affected if a member of the group is killed within the duration of the spell.

Telepathy (Thought)

Rng: 90'
Dur: 1 turn+2 rounds/level
AoE: 1 creature

Comp: V, S
CT: 5
Save: Negates

This spell establishes direct, two-way mental contact between the priest and a single subject, known to be within range (can not be used to "detect if someone is in range). The subject must have Intelligence of at least 5 for the spell to take effect. While the spell is in effect, the two participants can communicate silently and rapidly, regardless of whether they share a common language.

Telepathy does not give either participant access to the other's thoughts, memories, or emotions. Participants can only "hear" the thoughts that the other participant actively "sends."

Mind-to-mind communication is approximately 4 times faster than verbal communication. The level of complexity that can be communicated is only that which can be expressed through language. Gestures, expressions, and body language cannot be conveyed.

A priest can establish separate "telepathic channels" to multiple individuals. Each linkage is established through a separate casting of the spell. There is no network between the channels. For example, Balfas the priest establishes *telepathy* with Alra the warrior and Zymor the thief by casting this spell twice. Balfas can communicate a single thought to both Alra and Zymor, but Alra and Zymor cannot communicate with each other. Balfas, however, can "target" a thought so that only one of the two participants receives it. All targets of the spell know who the sender is.

If the priest casts this spell on an unwilling subject (for example, if the priest wants to silently threaten or taunt the subject), the subject receives a saving throw vs. spell to resist the effect. Willing subjects need not make a saving throw.

Lead sheeting of more than 1/2" thickness will totally block *telepathy*.

Telethaumaturgy (Numbers)

Rng: 0
Dur: Special
AoE: 1 creature

Comp: V, S, M
CT: 2 rounds
Save: None

This spell requires the priest to perform a numerological analysis of a subject's correct name. The result is that the priest may cast another spell that affects the subject individual at a range much greater than normal. In other words, by gaining deep knowledge of the individual, the priest creates a "channel" to that individual that makes a subsequent spell easier to cast on that subject.

Only certain spells can benefit from *telethaumaturgy*:

*bless**
command
charm person or mammal
detect charm
hold person
know alignment
*remove curse**
probability control
quest
confusion (1 creature only)
exaction

For spells marked with an asterisk (*), *telethaumaturgy* also increases the range of the reversed spell. Unless indicated, *telethaumaturgy* does not increase the range of the reversed spells.

The increase in range depends on the level of the priest casting *telethaumaturgy*:

Level Range	Multiplier
1-6	X2
7-11	X3
12-16	X4
17+	X5

Thus, a 12th level priest who has cast *telethaumaturgy* on an individual could subsequently cast *charm person* on that individual at a range of 960', rather than the normal range of 240'.

A spell to be enhanced by *telethaumaturgy* must be cast on the round immediately following the completion of *telethaumaturgy*. Spells that normally affect more than one individual (such as *confusion*) will affect only the selected subject when cast following *telethaumaturgy*.

When *telethaumaturgy* is cast by a priest of 11th level or higher, it has an additional effect. If the target is within the normal range of the subsequent spell (e.g., 240' for *charm person*), the subject's saving throw suffers a penalty of -2.

Like the *personal reading* spell, *telethaumaturgy* functions only if the priest knows the correct name of their subject. If the priest casts the spell using an alias, they will not know that *telethaumaturgy* has not taken effect until the subsequent spell fails. The priest does not automatically know why the subsequent spell failed (the subject might simply have made a successful saving throw).

The material component is a small book of numerological formulae and notes. This book is different from the book used in *personal reading*. The book is not consumed in the casting.

Thief's Lament (Wards)

Rng: 30'/level	Comp: V, S, M
Dur: 1 hour/level	CT: 3
AoE: 5' cu/level	Save: Negates

A thief entering an area enchanted with *thief's lament* suffers a great reduction in their thieving skills. The thief is allowed a saving throw to resist the effects of the spell; failure indicates that they suffer the full effects of the lament.

All attempts to pick pockets, open locks, find/remove traps, move silently, detect noise, climb walls, and hide in shadows are reduced by 25% (although a skill cannot be reduced below 5%, presuming the PC has at least a score of 5% in any skill).

The spell affects a cube whose sides equal the caster's level times 5 feet (a 10th level caster could affect a cube whose sides equal 50').

The material components are the priest's holy symbol and a silver key.

Unearthly Choir (Combat)

Rng: 0	Comp: V
Dur: Instantaneous	CT: 5
AoE: Special	Save: 1/2

This cooperative spell normally requires at least 3 priests casting the spell simultaneously. At the time of casting, the priests must be within 10' of each other. Upon completion of the spell, the priests sing a single, dissonant chord. The result of the spell depends on the number of voices in the choir.

If cast by less than the listed amount of priests, divide the required number by the number on hand and multiply that by the casting time (single priest casting a trio would triple the casting time - 15, 2 priests casting an ensemble would triple the casting time - 15, while a single priest casting a choir would take 11 times normal casting time - 3 rounds).

Trio. In this form, the spell projects a cone of sonic force 120' long and 40' wide at the base. All creatures within the area of effect must save vs. spells or suffer 2d4 points of damage. Those who successfully save suffer only 1d4 points. Undead suffer a -2 penalty to their saving throws.

Quartet. With 4 voices, the spell has the same area of effect as described above. However, all those who fail their saving throw suffer 2d4 points of damage and are deafened for 1 round. Those who successfully save suffer 1/2 damage and are not deafened. Undead creatures are not allowed a saving throw.

Quintet. 5 singers produce a chord of major power. All within the area of effect suffer 3d4 points of damage (saving throw for 1/2 damage). Undead are not allowed a saving throw. All creatures are deafened for 1 round. Furthermore, pottery, glassware, crystal, and similar breakable goods must save vs. fall or be shattered.

Ensemble. An ensemble of singers consists of 6 to 10 priests. In this case, the area of effect increases to a cone 180' long and 60' wide at the base. All creatures within this area suffer 1d4 points of damage per priest and are deafened for 1d4 rounds. A successful saving throw vs. spell reduces the damage and duration of deafness by half. Undead creatures of 3 HD or less are immediately destroyed. All other undead suffer normal damage, but are not allowed a saving throw. Glass, pottery, crystal, bone, and all wooden items that are the strength of a door or less (chests, tables, chairs, etc.) must save vs. crushing blow or be shattered.

Choir. The most powerful group, a choir, requires 11 or more priests. In this case, the area of effect expands to a cone 300' long and 100' wide at the base. All within the area of effect suffer 1d6 points of damage per priest to a maximum of 20d6. A saving throw vs. spells reduces the damage to half. Those who fail to save are deafened for 1d10 rounds; those who succeed are deafened only 1d6 rounds. Undead creatures of 5 HD or less are immediately destroyed. Undead with more HD are not allowed a saving throw. Structures within the area of effect are damaged as if they suffered a direct hit from a catapult (one hit per 4 priests in the choir). Doors, chests, and other breakable items are instantly shattered.

Zone of Sweet Air (Air, Elemental, Wards)

Rng: 30'/level	Comp: V, S, M
Dur: 1 turn/level	CT: 3
AoE: 10' cu/level	Save: None

Zone of sweet air creates an invisible barrier around the area of effect that repels all noxious elements from poisonous vapors, including those created magically (such as a *stinking cloud*). The spell offers no protection against poisonous vapors created by a dragon's breath weapon (such as the chlorine gas of a green dragon). Noxious gases already within the area of effect when the spell is cast are not affected. Fresh air passes into the area normally.

If a poisonous vapor is expelled within the area of effect (for example, a *stinking cloud* is cast), the spell takes effect normally but dissipates in half the time normally required.

The spell affects a cube whose sides equal the caster's level times 10' (for instance, a 10th level caster could affect a cube whose sides are 100' long).

The material components are the priest's holy symbol, a silk handkerchief, and a strand of spider web.



Fourth Level Priest Spells

Addition (Creation, Numbers)

Rng: 90'	Comp: V, S, M
Dur: Special	CT: 1 round
AoE: Special	Save: None

The philosophy of the Sphere of Numbers holds that the structure of reality--the "equation of the moment"--can be analyzed and modified by someone with sufficient knowledge and power. The *addition* spell allows a priest to add a new mathematical term to the equation of the moment. This effectively allows a new object or even a living creature to be brought into existence temporarily.

The effect of this spell varies depending on the level of the caster. At 10th level or lower, *addition* can create a single, inanimate object weighing up to 10 lb. The spell gives the priest only rudimentary control over the creation process, so the object cannot be complex. The object must be described in a single word or short phrase (e.g., "a water pitcher" or "a block of stone"). The caster has no control over elements such as shape or color; thus, the water pitcher might be short, squat, and blue, or tall, slender, and red.

Objects created with this spell cannot be of any greater mechanical complexity or technological level than a crossbow. If the priest tries to create an object that breaks this prohibition, the spell fails and nothing is created. Thus, if the priest tried to create "a pistol," assuming they had heard the word somewhere, the spell would fail.

Objects cannot contain any information in an abstract form such as writing or diagrams. If the priest tries to create an object that breaks this prohibition, there are two possible results: the spell may fail, or the object may be created without the information. Thus, if the priest were to attempt to create "a spellbook," the result would be either a book similar to a spellbook with blank pages, or nothing at all.

The object appears at whatever location the caster wills, as long as it is within spell range. The object cannot appear in the same space occupied by another object or creature, or within a hollow object (for example, the priest cannot create an object blocking the trachea of an enemy).

The object created by *addition* remains in existence for 1 turn/level of the caster. During this time, it obeys all the laws of physics as if it were a "real" object. The object cannot be disbelieved and spells such as *true seeing* cannot distinguish it from a naturally-occurring object.

Priests of 11th to 15th level can create a single inanimate object of up to 20 lb in mass or two identical objects, each of up to 5 lb in mass. The object(s) so created remains in existence for 2 hours (12 turns)/level of the caster.

Priests of 16th to 19th level can create a single inanimate object of up to 50 lb in mass or up to 10 identical objects, each of up to 5 lb in mass. The object(s) is permanent unless destroyed. Since these objects are not magical constructs, but real additions to the "equation of the moment," *dispel magic* has no effect on them. Alternatively, the caster can create a single normal (nonmonstrous) living creature of up to 20 lb in weight. The creature, once created, behaves as a normal member of its species; the caster has no control over its actions. This creature remains in existence for 5 rounds/level of the caster.

Priests of 20th level and above can create a single inanimate object of up to 100 lb in mass or up to 10 identical objects, each of up to 10 lb in mass. The object(s) are permanent. Alternatively, the caster can create a single normal (nonmonstrous) living creature of up to 100 lb in weight and up to 2 HD. The creature, once created, behaves as a normal member of its species; the caster has no control over its actions. This creature remains in existence for 2 turns/level of the caster.

The material component is a small table of numerological formulae inscribed on an ivory plaque, plus a length of silken cord. During the casting, the priest ties the cord into a complex knot. As the magical energy is discharged, the cord vanishes in a flash of light. The plaque is not consumed in the casting.

Age Plant (Plant, Time)

Rng: 90'	Comp: V, S, M
Dur: Permanent	CT: 1 round
AoE: 1 plant, seed, or tree/level	Save: None

This spell enables the caster to affect the aging of any plant, seed, or tree. The process can operate either forward or backward, causing flowers to blossom, seeds to sprout and grow, and trees to bear fruit; or fruit to turn to blossoms, trees to become saplings, and new shoots to turn to seeds.

The change in age, either forward or backward, is chosen by the priest at the time of casting. The changes associated with normal or reversed growth occur instantaneously. Plants can be altered in age up to 10 years/level of the caster. The caster can stop the aging at any point within the limits imposed by their level; they could cause a tree to grow from a sapling until it withers and dies from old age or they could stop the tree's growth at a stage at which it would shelter their home.

The spell does not alter the appearance or characteristics of a plant except those that result from normal aging (or regression). *Age plant* has no effect on magically-generated plants or plant-type monsters.

The material components are the priest's holy symbol and the petal from an apple blossom.

Blessed Warmth (Sun)

Rng: Touch	Comp: V, S
Dur: 1 round/level	CT: 4
AoE: Special	Save: None

When this spell is cast, a narrow shaft of light shines down upon the priest, making them immune to the effects of natural cold (such as a blizzard) and granting them a +3 bonus to saving throws vs. magical cold (such as a white dragon's breath weapon).

For each level of the priest above 7th, an additional beam of light may be created to protect another creature, who must be standing within 3' of the priest. Thus, a 10th level priest could protect 4 other creatures in a 3' radius.

Body Clock (Time)

Rng: Touch	Comp: V, S, M
Dur: 1 hour/level	CT: 4
AoE: 1 creature	Save: None

Body clock affects a subject in the following ways.

- The subject's need for sleep is reduced. For every hour that a subject sleeps, they're as refreshed as if they slept 10 hours. For every 2 hours that a subject sleeps during the spell (20 hours of rest), they regain HPs as if they spent a day of complete rest. However, casters are not able to memorize spells; "real" time must pass for this to occur.
- The subject's need to breathe is reduced. The PC breathes only 10% as often as normal for the duration of the spell, enabling them to hold their breath 10 times longer than normal and use less air in enclosed situations.
- The subject can set an internal "alarm clock" to alert them when a specific amount of time has passed. The subject then hears a brief ringing in their ears, audible only to them. The ringing is loud enough to wake the subject. The PC can set as many internal alarm clocks as they wish, as long as they all occur within the duration of the spell.

The spell has no effect on movement, spellcasting, or any other normal activities.

The material components are a kernel of corn, a drop of water, and a stoppered glass bottle.

Chaotic Combat (Chaos, Combat)

Rng: 90'	Comp: V, S
Dur: 1 round/level	CT: 3
AoE: 1 creature	Save: None

When *chaotic combat* is cast on a warrior, they're inspired beyond their years of training and is suddenly struck with numerous insights for variations on the standard moves of attack and defense. The spell affects only warriors.

Unfortunately, these insights are helpful in only two-thirds of the warrior's attacks. In the remaining attacks, the spell actually impairs the warrior's standard performance. At the beginning of each round, after the player has declared their PC's actions, 1d6 is rolled for the affected warrior. On a roll of 1, 2, 3, or 4, the warrior gains bonuses of +1 for every 3 levels of the priest (1-3 = +1, 4-6 = +2, up to +5) to attack rolls and to AC. On a roll of 5 or 6, the warrior suffers the bonus as a negative/penalty to attack rolls and to AC. This must be determined at the beginning of the round so that both the warrior and their opponents can apply the necessary changes.

The insight imparted by this spell is lost after the spell expires. The insight is generated by chaos, which is nearly impossible to contain. After the spell expires, the warrior remembers the battle but not the specifics of their actions. The PC is unable to duplicate the maneuvers.

Chaotic Sleep (Chaos)

Rng: Touch	Comp: V, S, M
Dur: Permanent	CT: 1 turn
AoE: 1 creature	Save: Negates

After casting this spell, the priest must successfully touch their victim. The victim is then allowed a saving throw to avoid the spell's effect. If the saving throw is failed, the spell takes effect at the next sunrise or sunset (whichever comes first).

From the time the spell takes effect until the spell is negated, the sleeping pattern of the victim is randomly disrupted. At sunset and sunrise of every day, a check is made to determine the effects of *chaotic sleep*. In the 12-hour period that follows the check, there is an equal chance that the PC will be unable to sleep or unable to remain awake (roll 1d6; on a roll of 1-3, the PC is awake, on a roll of 4-6, they sleep). This condition lasts until the next sunrise (or sunset) when the check is made again.

For example, a fighter fails to save against *chaotic sleep*. For the next few hours, the spell has no effect. At sundown, the first check is made, resulting in a 2. The fighter does not notice anything until they try to sleep that night, at which time they're wide awake, fidgeting and restless. At sunrise, another die roll is made, resulting in a 6. The fighter is suddenly exhausted and sleeps until sunset.

PC's who sleep as a result of this spell can be roused only by physical stimuli—a slap or a wound, for example. Once awake, the PC remains conscious only as long as there are active stimuli around them, such as a fight. Walking through caves or riding a horse will not keep the PC awake. Unlike a *sleep* spell, PC's affected by *chaotic sleep* doze off as soon as they're left relatively undisturbed. Keeping an affected PC awake is difficult at best.

Lack of sleep will eventually take a physical toll on any PC under the influence of the spell. For every 12-hour period that a PC remains awake beyond the first, suffers a -1 penalty to attack rolls. Such PC's do not regain HPs as a result of normal healing. Spellcasters cannot memorize spells until they have had sufficient sleep.

Chaotic sleep can be removed with a remove curse.

The material components are a pinch of sand and 3 coffee beans.

Circle of Privacy (Travelers)

Rng: Special	Comp: V, S, M
Dur: 1 hour/level	CT: 4
AoE: 50' diameter circle	Save: None

This spell helps to discourage predators and trespassers from disturbing a campsite. The caster sprinkles salt in a circle enclosing an area up to 50' in diameter. For the duration of the spell, all sounds and scents generated within the circle are muted, making the area less noticeable to those outside the circle. Therefore, the group's chance of encounter is reduced by 50% for the duration of the spell. The spell provides no protection against darkvision or other forms of magical detection.

The material components are a hair from a skunk, a whisker from a mouse, and enough salt to make a 50' diameter circle.

Compulsive Order (Law)

Rng: 30'	Comp: V, S, M
Dur: Permanent	CT: 5
AoE: 1 creature	Save: Negates

The victim of *compulsive order* is compelled to place everything they encounter into perfect order. If they discover treasure, they divide it into tidy piles or containers of silver, gold, and copper. The PC is reluctant to enter a dungeon because it is a messy place, but once inside, they're obsessed with cleaning it. A PC under the power of this spell will sweep dirt from dungeon corridors into neat piles, arrange the corpses of a defeated orc band according to size, dash forward to remove a bit of lint on clothing, and insist that the party organize themselves alphabetically, then by size, and then by age. While the spell does not affect a PC's abilities, the overwhelming desire for order impairs the PC's usefulness in most adventures.

When a PC afflicted by this spell attempts to undertake a new event (begin a battle, haggle with the merchant, etc.), the player must rationalize the action on the basis of their compulsion for order. Thus, the PC cannot simply attack a goblin; they must announce a condition such as attacking the tallest goblin and fighting their way down according to size. Once stated, the PC must follow through with this plan.

If the player cannot conceive a rationale for their PC's behavior, the PC is forced to delay their actions for 1d6 rounds, with the time spent in preparation for the subsequent action. The PC spends time arranging spell components artistically, deciding how to hold their sword, cleaning their weapon, etc.

Anyone affected by *compulsive order* may become violent if they're prevented from being neat. The PC will do what they must to make the world around them more orderly. If they're allowed to organize their surroundings, they will quickly calm down again. The victim will constantly petition the people around them to be neat and organized.

The victim is allowed a saving throw to avoid the effects of the spell.

Compulsive order can be removed with a *dispel magic* spell.

The material component is a perfect cube made of metal.

Defensive Harmony (Combat, Law)

Rng: 15'	Comp: V, S
Dur: 1 round+2d4 rounds	CT: 1
AoE: 1 creature/2 levels	Save: None

This spell must be cast on at least two creatures. The priest may affect 1 creature per 2 levels of their experience, and all creatures to be affected must be within 3 feet of each other at the time of casting. After the spell is completed, affected PC's may move about freely.

Defensive harmony grants affected creatures a defensive bonus by bestowing an enhanced coordination of their attacks and defenses. The affected creatures must be involved in a single battle so that their efforts harmonize to the benefit of all involved. For example, the affected creatures can attack one dragon or a group of orcs in a single area. They can also attack additional enemy forces that arrive in the same combat. If the enemy forces divide and flee, the affected creatures can follow, continue to attack, and benefit from the spell. If the affected group is split into two smaller groups when attacked, however, it gains no benefit from *defensive harmony*.

While the spell is in effect, each affected creature gains a +1 bonus to AC for every other creature benefitting from the spell, to a maximum bonus of +5 (although more than 5PC's may be affected by the spell). Thus, if 4 creatures are affected by *defensive harmony*, each creature gains a +3 bonus to AC.

This bonus represents a mystical coordination of effort on the part of all affected creatures. A fighter will naturally wage their attack to distract the troll attacking the thief. The ranger will instinctively block the swing of an orc, thereby protecting the caster. Creatures affected by the spell are not consciously aware of these efforts, and they're unable to create specific strategies and tactics.

Dimensional Folding (Dimension Numbers, Time, Travelers)

Rng: 5'	Comp: V, S, M
Dur: 1 round	CT: 1 round
AoE: 10' circle	Save: None

This spell allows the caster to selectively warp the fabric of space, folding it into higher dimensions.

This effect can be best explained through an example. If an ant crawling along the west edge of a map decided to travel to the east edge of the map, it would have to crawl the full width of the map. But if the map were folded in two so that the east and west edges were touching, the ant would travel almost no distance at all. The ant's world (the map) would have been folded through the third dimension. The *dimensional folding* spell does something similar with the 3-dimensional world: it folds it through a higher dimension (the 4th), allowing instantaneous travel between two locales on the same plane of existence.

Although this effect may seem similar to the caster spell *teleport*, in practice, it is much different. The *dimensional folding* spell opens a gate that allows instantaneous, bidirectional access to a distant locale on the same plane. This gate is circular, of any size up to 10' in diameter, and remains in existence for up to 1 full round. The caster and any other creatures can pass through the gate in either direction while it remains open. Missile weapons and magic spells can also pass through the gate.

The gate appears as a shimmering ring, glowing with a faint light equivalent to starshine. Vision through the gate is clear and unobstructed in both directions, allowing the priest to "look before they leap." However, anyone on the other side of the gate is able to see the priest and their point of origin.

The "near side" of the gate always appears within 5' of the priest. The location of the "far side" of the gate always opens within 5' of the place the priest desires. Thus, there is no chance of arriving at the wrong destination, as with the caster spell *teleport*.

There is a risk involved in using *dimensional folding*, however. Many philosophers believe that what we know as time is simply another dimension, and the behavior of this spell seems to support this thesis. Unless the priest is extremely familiar with the destination, there is a significant chance that any creature passing through a *dimensional folding* gate will suffer instantaneous aging. Theorists believe that this is the same kind of "slippage" that can cause a *teleporting* caster to land high or low, except that in this case, the slippage is in the time dimension.

The chance of this instantaneous aging occurring depends on how familiar the priest is with the destination. The table that follows outlines the conditions and effects of aging.

Chance of Destination is:	Amount of Aging	Aging
Very familiar*	2%	1 year
Studied carefully	5%	1d2 years
Seen casually	10%	1d3 years
Viewed once	15%	1d6 years
Never seen	25%	1d10 years

* Use this row if the desired location is within view of the priest.

If the die roll indicates that aging occurs, every creature that passes through the gate in either direction suffers the aging effect. Multiple creatures passing through the gate in the same direction all age by the same amount determined by a single die roll. Although the chance of aging is low and the potential amount of aging is minimal for familiar destinations, the effects can add up and become significant over time.

Although the word "destination" is used to refer to the "far end" of the gate, the priest need not be the one doing the traveling. For example, a priest may open the gate near a distant ally so they may travel instantaneously to join the priest.

The material component is a sheet of platinum "tissue" worth at least 15 gp, which the priest folds intricately during the casting. The tissue is consumed when the gate closes.

Fire Purge (Wards)

Rng: 30'/level	Comp: V, S, M
Dur: 1 turn/level	CT: 1 turn
AoE: 30' sq/priest	Save: None

An area enchanted with *fire purge* is protected against all types of normal and magical fires. Normal fires (including camp fires, torches, and oil fires) cannot burn in the area of effect. Magical fires (including fiery dragon breath, other creature-generated fires, and spell-related fires such as *burning hands* and *fireball*) cause only 50% of their normal damage. Additionally, creatures within the area of effect receive a +4 bonus to saving throws made vs. fire attacks, regardless of whether the attack originates inside or outside the warded area.

Fire purge has no effect on fires that are within the area of effect when the spell is cast, (i.e., it does not extinguish existing fires).

The material components are the priest's holy symbol and a scorched sliver of wood.

Fire purge can be cast as cooperative magic. If a number of priests cast this spell simultaneously, its effectiveness is significantly increased. The duration of the spell is then equal to 1 turn/level of the most powerful priest plus 1 turn for every other contributing priest. The area of effect is a sq whose sides equal the number of priests times 30' (thus, 6 priests could create a 180' by 180' sq of protection).

Focus (All)

Rng: 10'	Comp: V, S, M
Dur: Special	CT: 1 day
AoE: Special	Save: None

This spell creates the necessary conditions for devotional energy to be used. For faith magic to work, the priest must create a focus to harness the necessary devotional energy. This spell creates that focus. A focus cannot function without a source of devotional energy.

The focus gathers devotional energy and reshapes it in order to amplify other spells cast by the priest (or priests). The same energy keeps the focus in existence. If the spell is cast and there is no immediate source of devotional energy within 100', the focus immediately fails.

Once created, most foci cannot be moved. This condition and the need for a constant supply of devotional energy tends to limit the use of foci to temples, churches, monasteries, shrines, and seminaries--permanent structures where followers of the religion gather on a regular basis. Sometimes a focus is created for a special gathering such as a holy day, conclave, grand wedding, or yearly festival.

Not all foci are identical. The particular form of the focus depends on the power and nature of the spell being amplified. All foci can be seen by *detect magic*. There are 3 basic types of foci: site, item, and living.

Site foci are connected to a place, whether a room, building, field, or forest. Once cast, the foci cannot be moved. It causes no disturbance in the surroundings; it is invisible and intangible.

Item foci are centered on a single object. Customarily, this object is large and immovable, such as an altar, but it is possible for the focus to be as small as is practical. The item can be as elaborate or plain as desired, but should have some significance to the religion.

Living foci are the rarest of all types. In this case, the focus is created on a living plant, animal, or person. *Detect charm* reveals the person is somehow enchanted, although not under the influence of a typical charm spell.

The type of focus created (site, item, or living) depends on the religion and nature of the spell amplified. These choices are listed below.

Casting the *focus* spell is a long and complicated process, accompanied by many ceremonies and rituals. During the day spent casting the spell, the priest will need the assistance of at least two other priests of the same faith. These aides need not memorize the spell (or even be capable of casting it). Their duty is to provide the extra hands and voices needed at specific points of the casting. A large number of worshipers must also be present since the focus requires their energy. Not surprisingly, the casting of this spell is often incorporated into important holy festivals or special occasions.

The duration of the focus is 1 year. If the devotional energy falls below a minimum level, the spell ends sooner. A focus requires the devotional energy of at least 100 devout worshipers. Specialty Priests count as 50 worshipers. Clerics, Druids and Monks count as 25 worshipers. All other divine spell casters count as 10 worshipers, non-laymen worshipers identified as part of the church/faith count as 5 worshipers. The focus must receive this energy for at least 10 hours out of every day. If these conditions are not met, the focus weakens. The area of effect of the amplified spell decreases by 20% each day until it fades away completely.

Once the focus is created, the priest or priests have 1 turn in which to cast the desired spell upon the focus. A focus can amplify only one spell, and each item, creature, or place can receive only one focus. Spells that can be cast upon a focus are listed below.

FOCUSED SPELL EFFECTS

Spell	Type
<i>Anti-animal shell</i>	S/I/L
<i>Anti-plant shell</i>	S/I/L
<i>Bless</i>	S/I
<i>Control temperature, 10' radius</i>	S*
<i>Control winds</i>	S/I*
<i>Cure disease</i>	I/L
<i>Cure blindness or deafness</i>	I/L
<i>Detect poison</i>	S/I
<i>Detect lie</i>	I
<i>Detect magic</i>	I
<i>Dispel evil</i>	S/I
<i>Endure cold/endure heat</i>	S*
<i>Know alignment</i>	I/L
<i>Negative plane protection</i>	S/I
<i>Protection from evil</i>	S/I
<i>Protection from lightning</i>	S
<i>Protections from fire</i>	S
<i>Purify food and drink</i>	I
<i>Remove fear</i>	S/I/L
<i>Remove curse</i>	I
<i>Repel insects</i>	S/I
<i>Resist fire/resist cold</i>	S
<i>Speak with animals</i>	S/I/L
<i>Tongues</i>	S/I
<i>True seeing</i>	S

* The caster must state a desired range (temperature, wind strength, etc.) within the spell's normal limitations at the time it is cast.

Once the spell is cast, the normal duration and area of effect for that spell are ignored. The focus begins to increase these factors of the spell's power. After 1 day, the amplified spell reaches its full area of effect. Thereafter, it remains over that area until the focus fails.

The area affected by the focus (and its amplified spell) depends on the level of the caster. The spell expands in a radius from the focus, 20'/level of the caster, although it can deliberately be created smaller. Within that area of effect, the amplified spell exerts its normal effect. A 13th level priest could create a focus up to 260' in diameter.

The material components are many, including special vestments, incense, oils, waters, and other equipment the DM deems appropriate. The cost of these materials is never less than 1,000 gp plus 100 gp/level of spell being amplified. These items are given up as offerings to the deity (perhaps to be distributed to the poor), and new ones must be obtained each time the spell is cast.

Fortify (Healing)

Rng: 0
Dur: Special
AoE: Creature touched

Comp: V, S, M
CT: 6
Save: None

This is a simple cooperative magic spell. Only one priest can cast the spell, but like *mystic transfer*, another priest is required for the spell to have any effect. Through this spell, the priest improves the quality of another priest's healing spells.

For the *fortify* spell to work, it must be cast simultaneously with a *cure light wounds*, *cure serious wounds*, or *cure critical wounds*. The priest casting *fortify* must lay their hand on the priest attempting the cure. When both spells are cast, additional energy flows through the second priest and into the creature being healed. *Fortify* automatically causes the cure spell to function at maximum effect. Thus, a *cure serious wounds* would automatically heal 17 points of damage and a *cure critical wounds* would heal 27 points of damage.

The material component is the priest's holy symbol.

Genius (Thought)

Rng: 0
Dur: Instantaneous
AoE: Caster

Comp: V, S, M
CT: 5
Save: None

This spell is similar to *idea*, except that the priest's player can ask the DM one question about any event occurring at the moment. The question must be somehow related to evaluation of the current situation, such as "What are these monsters?" Speculation about the future, such as "What's on the other side of the door?" is not permitted.

As with *idea*, the DM must be careful in adjudicating this spell. The answer to the question should always be relevant and correct, although not necessarily complete, and should not be unbalancing to the situation. The answer can also be cryptic, in the form of a riddle or rhyme, depending on the DM's assessment of the situation. In general, the answer will be a single word or a short phrase of no more than 5 words.

The material component is a gem of at least 500 gp value. This spell can be cast only once in any 12-hour period. Subsequent attempts to cast the spell result in no answer.

Inverted Ethics (Chaos)

Rng: 360'
Dur: 1 turn
AoE: Special

Comp: V, S, M
CT: 1
Save: Negates

This spell reverses the ethics of a person or group of people. While under the influence of this spell, a creature behaves in a manner opposite to the way they normally would behave. Thus, a shopkeeper influenced by inverted ethics will think it perfectly normal for someone to pick up an item from their shop and walk out the door without paying for it. If someone tried to pay for an item, they would be insulted. If the spell is cast on a shopper in a store, they would find it natural to steal the item, thinking that they're behaving in a proper way. If the spell is cast on a professed thief, they will no longer steal, choosing to pay for their goods instead.

Inverted ethics does not cause a creature to actively commit evil deeds (or good deeds). Thus, an affected creature will not go on a shoplifting rampage; they will steal only as the opportunity presents itself.

The spell affects one PC/level of the caster within a 20' radius. Each target of the spell is allowed a saving throw vs. spell to avoid the effect.

The material component is a miniature golden balance (i.e., similar to the scales of justice).

Join With Astral Traveler (Astral)

Rng: 0
Dur: Special
AoE: The caster

Comp: V, S
CT: 1 turn
Save: None

When a priest casts the 7th level *astral spell*, they leave their physical body in suspended animation while their astral body travels. By touching the comatose body and casting *join with astral traveler*, a priest can cause their own astral body to leave their physical body in suspended animation. The PC's astral body then travels along the silver cord of the originally projected priest.

The caster joins the projected priest as if they were part of the original casting of the *astral spell*; i.e., their own silver cord is connected to the priest's silver cord, and they're dependent upon the originally projected priest.

A priest who casts the 7th level *astral spell* can project as many as 7 other creatures along with themselves. However, priests casting *join with astral traveler* are an exception to this limit. Any number of priests may join another priest in the Astral plane by use of this spell.

Leadership (War) Reversible

Rng: Special
Dur: Special
AoE: 1 creature

Comp: V, S, M
CT: Special
Save: None

This spell can be cast in one of two variations. The first, appropriate for battlefield use, has a range of 720', duration of 1d4+6 turns, and a casting time of 1 turn. The priest can cast the spell on any single individual (a commander or hero) within their line of sight.

While under the influence of this spell, the subject's command radius is increased by 50% (round fractions up).

The reverse of this variation, *doubt*, requires the target to make a saving throw vs. spell. If failed, *doubt* halves the command radius (round fractions down) of the targeted individual for 1d3+4 turns.

The material component for this variation is a pinch of steel dust.

The second variation must take place in or within 100' of a place of worship officially dedicated to the casting priest's deity. Both the priest and the individual to be affected must be present. The casting time is 5 turns and involves an intricate ritual and many prayers. At the conclusion of the spell, the subject's command radius is doubled. This effect lasts 2d12 hours.

The priest can cast either aspect (but not both at once) on themselves. No individual can be the subject of more than one casting of this spell at one time, whether different aspects or cast by different priests. If more than one spell is attempted on the individual, only the most recent casting takes effect.

The material component for the second variation is the priest's holy symbol.

Mental Domination (Thought)

Rng: 150'
Dur: 3 rounds/level
AoE: 1 creature

Comp: V, S, M
CT: 4
Save: Negates

This spell is similar to the caster spell *domination* in that it establishes a telepathic link between the priest and the subject through which the priest can control the subject's bodily movements. There are some significant differences between the spells, however.

Elves and half-elves have no innate resistance to this spell. Priest and subject need not share a common language. The priest can force the subject into combat, but the subject's attack rolls suffer a -2 penalty. The priest cannot force the subject to cast spells or use any innate magical or magiclike abilities. The priest can force the subject to speak, although the priest cannot inject a full range of emotions into the subject's voice (everything said by the subject is in a monotone).

This spell gives the priest no access to the subject's thoughts, memory, or sensory apparatus. Thus, the priest cannot see through the subject's eyes. To control the subject, the priest must be within the range of the spell and must be able to see the subject. Breaking either of these conditions causes the spell to terminate immediately.

This spell requires a moderate level of concentration by the priest. While maintaining this spell, they can move or enter combat, but cannot cast another spell. If the priest is wounded, rendered unconscious, or killed, the spell immediately terminates.

If the priest is 10th level or lower, they cannot force the subject to perform particularly delicate actions, such as picking a lock. At 11th level or higher, however, this restriction is removed. The priest could thus force a thief to pick a lock. Any such delicate actions suffer a -15% penalty (or -3 on 1d20) to reflect the "remote control" nature of the action.

The material component is a mesh of fine threads that the priest loops around the fingertips of one hand and manipulates in the way that a puppeteer controls a puppet.

Modify Memory (Thought)

Rng: 30'
Dur: Permanent
AoE: 1 creature

Comp: V, S
CT: Special
Save: Negates

This spell enables the caster to reach into the subject's mind and modify up to 5 minutes of their 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 they actually experienced. For instance, they 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 vs. spell, the caster proceeds with the spell by spending up to 5 minutes visualizing the memory they wish to modify in the subject. If the caster's concentration is disturbed before the visualization is complete, the spell is lost.

Modified memory will not necessarily affect the subject's actions, particularly if they contradict their natural inclinations. An illogical *modified memory*, such as the subject recalling how much they enjoyed drinking poison, will be dismissed by the subject as a bad dream or a memory muddled by too much wine.

More useful applications of *modified memory* include implanting memories of friendly encounters with the caster (inclining the subject to act favorably toward the caster), changing the details of orders given to the subject by a superior, or causing the subject to forget that the caster cheated them in a card game. The DM reserves the right to decide whether a *modified memory* is too nonsensical to significantly affect the subject.

Probability Control (Numbers)

Rng: 90'	Comp: V, S, M
Dur: Special	CT: 4
AoE: 1 creature	Save: Negates

This spell allows the priest to increase or decrease by a small margin the probability of success for one action. This action can be anything that requires a die roll—an attack, a saving throw, an attempt to use thieving skills, an ability check, or even an attempt to successfully *teleport* on target. The action must be something performed by a single creature.

The basic modification is 15% (15 on 1d100 or 3 on 1d20), plus an additional 5% per 5 levels of the caster. This modification can be either positive or negative, as deemed by the spellcaster. Thus, a 10th level priest can modify a subject's saving throw or attack roll by +5 or -5, or a thief's "climb walls" roll by +25% or -25%. The priest may cast this spell on himself.

For a noncombat action such as an attempt to climb a wall, the priest simply casts the spell on the subject immediately before the action is attempted, informing the DM whether the modification is positive or negative. To use this spell in combat, the priest must specify the action to be affected (e.g., the target's next attack roll) and whether the modification will be positive or negative. The spell remains in effect until the subject attempts the specified action or until a number of rounds equal to the caster's level passes. If the latter occurs, the spell ends without effect.

Once the spell is cast, the priest does not need to maintain any level of concentration; the spell will function even if the casting priest is killed before the spell takes effect.

The subject of the spell has no way of knowing whether any modification made by this spell is positive or negative (or even whether they were the subject of the spell at all). Thus, a lying priest could claim to raise a thief's chance of climbing the wall, while actually lowering it. The thief would be none the wiser. However, an unwilling subject of this spell receives a normal saving throw to negate its effect.

The material components are a small cube of a thickened sugar-and-milk mixture and a cube die of matching size. Both are consumed in the casting.

Rapport (Thought)

Rng: 90'	Comp: V, S
Dur: 1 turn+1 round/level	CT: 1 round
AoE: 1 creature	Save: None

This spell is a deeper and more intense version of *telepathy*. It allows the priest to communicate silently and instantly with a single willing subject. Participants may share deeper thoughts than with *telepathy*, including emotions and memories. Each participant sees, hears, and otherwise senses everything experienced by the other, although such vicarious experiences feel diluted and cannot be mistaken for direct sensations.

The participants can quickly share such personal concepts as plans, hopes, and fears, but they *cannot* share skills or spells. Thus, it is impossible to communicate the procedure for casting a particular spell or for picking a lock.

Communication through *rapport* is approximately 15 times faster than verbal communication. As with *telepathy*, the priest can establish separate "channels" to multiple individuals; each such linkage costs one casting of the spell. There is no "crosstalk" between the channels, however.

Rapport cannot be used on unwilling subjects.

Solipsism (Thought)

Rng: 30'/level	Comp: V, S, M
Dur: Special	CT: 1 round
AoE: 100' sq+100' sq/level	Save: Special

This unusual spell is similar to *phantasmal force* and other illusion magic, except that the priest who casts the spell is the only creature who automatically believes the results of the spell. The spell creates the illusion of any object, creature, or force, as long as it is within the boundaries of the spell's area of effect. The illusion is visual and tactile (that is, it can be seen and felt), but no other sensory stimuli are created.

Solipsism is the opposite of normal illusions in that anyone other than the caster must make an active effort to *believe* (rather than *disbelieve*) the illusion. PC's trying to believe the reality of a solipsistic illusion must make a saving throw vs. breath weapon, modified by the magical defense adjustment for Wisdom. A successful save means that the PC believes the illusion and it is part of reality for them. A failed save means that the PC cannot convince himself of the illusion's reality, and the illusion has no effect on them. A PC can make a single attempt to believe each round.

Unlike true illusions, the image created by this spell does more than just duplicate reality. The image formed is *real* for those who believe in it. The illusion has all the normal properties that its form and function allow. Thus, a solipsistic bridge spanning a chasm could be crossed by the priest and those who believed. All others would see the priest apparently walking out onto nothingness. Likewise, a solipsistic giant would cause real damage to those who believed it.

The illusion remains in effect for as long as the priest continues to concentrate on it, until the priest is struck in combat, or until they're rendered unconscious. The level of concentration required is not extreme; the priest can move normally and may engage in combat, but is unable to cast any spell while maintaining a *solipsistic* illusion.

Solipsism can create only illusions that are external to the priest. Thus, the priest cannot create an illusion that they're the size of a giant, is unwounded, or has sprouted wings.

The material components are a lotus blossom that the priest must swallow and a bit of fleece.

Tanglefoot (War) Reversible

Rng: 720'	Comp: V, S, M
Dur: 2 turns/level	CT: 2 turns
AoE: 300' sq/level	Save: None

This spell temporarily doubles the movement cost of one region of ground. Units allied to the priest are unaffected and movement is made at normal cost; only enemy units suffer the penalty.

A variety of effects result from the spell depending on the terrain: grass twists hinderingly around troops' ankles, swamp becomes more viscous, rocks and gravel shift underfoot, etc.

The spell affects only units—that is, groups of soldiers moving in regular or irregular formation. The spell does not affect individuals (PC's) or monsters moving and operating alone.

When casting this spell, the priest must have an uninterrupted line of sight to the terrain to be affected. The priest can choose the shape of the area, up to the maximum area of effect. This spell can create only one continuous area of *tanglefoot*. There is no way of detecting that a particular area is under the influence of this spell simply by looking at the area. *Detect magic* will reveal that the area is magically affected.

The reverse of this spell, *selective passage*, cuts the movement cost of an area in half (round fractions up) for friendly units. Again, individual heroes and creatures are not affected by this spell (which means that advancing troops must be careful not to leave their leader behind!).

The material component is a drop of molasses for *tanglefoot*, and a pinch of powdered graphite for *selective passage*.

Thought Broadcast (Thought)

Rng: 90'
Dur: 1 turn+3 rounds/level
AoE: 1 creature
Comp: V, S, M
CT: 5
Save: Negates

This spell turns the subject into a "thought broadcaster." For the duration of the spell, everyone within 90' of the subject senses the subject's thoughts, making it impossible for them to lie, keep secrets, conceal motives, etc. The subject is not automatically aware that their thoughts are being sensed. Everyone who senses these thoughts, on the other hand, knows their source.

This spell causes the broadcast of only surface thoughts and motivations, not memories. There is no need for a common language between broadcaster and receivers; for this purpose, thoughts are considered to be symbolic, not dependent on language. The detail level of the thoughts is insufficient for others to learn specific skills from the subject. Thus, if the subject casts a spell, everyone within range knows what spell is being cast before it takes effect, but no one learns any knowledge about how the spell is cast.

If the broadcaster is *invisible* or hiding in shadows, the broadcast functions normally, and all receivers are aware that someone is in the vicinity whom they cannot see. While receivers cannot pinpoint the broadcaster's location, the broadcaster's thoughts will inevitably reveal their general position ("Oh no, they're looking right at me," etc.). A PC hiding in shadows will be automatically detected, while attacks against an *invisible* broadcaster suffer a -2 penalty, rather than the normal -4. This spell totally negates the chance of surprise by the broadcaster.

The subject must have an Intelligence score of 1 or more to become a broadcaster, and must have a "normal" mind as understood by PC's. Thoughts that are broadcast can be received only by individuals with Intelligence scores of 3 or better. An unwilling subject receives a normal saving throw vs. spell to avoid the effects. A willing subject can waive this saving throw.

The material component is small balloon that the priest inflates upon casting. This balloon is consumed in the casting.

Tree Steed (Plant, Travelers)

Rng: 30'
Dur: 1 hour/level
AoE: 1 log or plank
Comp: V, S, M
CT: 4
Save: None

This spell enchants a log, plank, or similar piece of wood to become a temporary steed. The log or plank must be at least one foot wide, 3" thick, and 3 to 10 feet long. Any type of wood is suitable.

When the spell is cast, the log sprouts 4 wooden, horselike legs. The *tree steed* may be ridden like a normal horse and may be used to carry equipment. The *tree steed* can carry up to 250lb or 100lb/level (which ever is greater) of riders and gear before breaking. If the *tree steed* breaks under the weight of the riders or gear, the enchantment instantly ends and the *tree steed* again becomes a normal (although broken) log or plank.

The *tree steed* obeys all of the caster's verbal commands to move, slow, speed up, stop, and turn. It has a movement rate of 12 on land. It can move in the water (Sw 6), floating on the surface and paddling with its legs. The *tree steed* must remain within 30' of the caster in order to move; if the distance between the *tree steed* and the caster exceeds 30', the *tree steed* stops until the caster is again within range.

The *tree steed* will not fight for the caster and is incapable of any action other than movement. The *tree steed* does not become fatigued and does not eat. It has all the vulnerabilities of normal wood, including fire, and can be damaged by both magical and physical attacks. It has AC 12 and 20 HPs.

The material components are a log or plank of suitable size and a horseshoe.

Uplift (All)

Rng: 0
Dur: 1 turn
AoE: 1 priest
Comp: V, M
CT: 12 hours
Save: None

Uplift bestows increased spellcasting ability on one priest, including additional spells/level and use of spells beyond the caster's normal level. This is normally a cooperative spell that normally requires two priests who must spend 12 hours casting this spell (if only a single priest is casting this spell CT is doubled). During the casting, the priests must decide which additional spells (of all levels) are desired.

Upon completion of the casting, the priests touch palms, and the priest of higher level receives a charge of magical energy. This charge temporarily boosts the level of the priest for spellcasting purposes. The amount of increase is 1 level per 5 levels of the lower level caster (1st-5th +1, 6th-10th +2...). If both priests are of equal level, the casters must decide who benefits from the spell.

The spell grants the priest the spellcasting ability of the new level. It does not improve HPs, attack rolls, or other abilities. If the increase allows more spells/level, the additional spells are instantly placed in the PC's memory. A priest is also enabled to cast spells normally beyond their level. Range, duration, area of effect, and other variables are all based on the PC's temporary level.

The increased effect lasts only 1 turn. The first spell is castable at the completion of the *Uplift*. At the end of the turn, all additional spells are lost and the PC reverts to their normal level.

As an example, consider a party with a fallen comrade. The two priests in the party are 7th and 8th level, both unable to cast *raise dead*. After a night's rest, each priest adds *uplift* to their memorized spells. After casting the spell, the 8th level priest suddenly gains the casting abilities of a 10th level priest, including the ability to cast *raise dead*. At the end of 1 turn, the priest's abilities revert to 8th level.

Casting this spell is an arduous task, causing a severe drain on the priests. When the spell expires, the uplifted PC suffers 2d6 points of damage from mental exhaustion. This damage cannot be healed by any means until the PC has had at least 8 hours of rest.

The material components are the priests' holy symbols and an offering worth at least 500 gp from each priest.

Weather Stasis (Wards, Weather)

Rng: 90'
Dur: 1 hour/level
AoE: 10' cu/level
Comp: V, S, M
CT: 1 turn
Save: None

Weather stasis maintains the weather conditions prevalent in the area of effect when the spell is cast. The spell affects a cube whose sides equal the caster's level times 10' (a 10th level caster could affect a 100'x100'x100' cu).

An area protected by *weather stasis* is unaffected by temperature variations in the surrounding environment. The spell also acts as a shield against rain, snow, and hail, which cannot enter the protected area. If conditions of precipitation existed in the area of effect when the spell was cast, the identical weather will continue for the duration of the spell.

For example, *weather stasis* is cast in an area where the temperature is 75°. and no precipitation is falling. Half an hour later, the temperature drops to 60° and rain begins to fall. The protected area remains dry and the temperature stays at 75°. If the spell had been cast while rain was falling in the area of effect, rain would continue to fall for the duration of the spell, even after it stopped raining in the surrounding area.

All physical objects other than rain, snow, and hail can pass into the protected area. All creatures and PC's can move freely into and out of the area. The spell does not prevent water-based spells or water-based creatures (such as water elementals) from operating in the area.

The spell protects against both natural and magically generated weather. Night and day pass normally in the protected area, although temperature variations associated with night and day do not occur.

The material components are the priest's holy symbol and a drop of rain.



Fifth Level Priest Spells

Age Object (Time) Reversible

Rng: 30'
Dur: Permanent
AoE: 1' cu/level
Comp: V, S, M
CT: 1 round
Save: None

With this spell, the caster can cause an amount of nonliving, nonmagical matter to age dramatically. Matter can be aged up to 20 years/level of the caster. The following table gives typical results of 100 years of aging for various objects, arranged in order of descending severity:

Object	Result of Aging
diamond	none
silver	becomes tarnished
masonry	cracks and weakens
iron	rusts and corrodes
parchment	cracks, turns brittle
wood	rots, crumbles, turns to sawdust

The caster controls the extent of the aging; thus, they could age a book so its pages become yellowed and brittle but stop short of causing the book to crumble to dust. As a guideline, each additional 100 years of aging causes an increasingly severe reaction. Thus, after 200 years, parchment might become little more than powder, while iron might begin to flake away at a touch.

Many items (especially gems) show little reaction to age. The DM must adjudicate all effects.

The material components are a flask of seawater and a piece of coal.

The reverse of this spell, *youthful object*, returns an object ravaged by the effects of time to its original condition; thus, rusty iron becomes strong and shiny, crumbled masonry becomes firm, and rotten wood becomes solid. The age of matter can be reduced by 20 years/level of the caster.

The material components for *youthful object* are a piece of eggshell and a hair from the head of a human or humanoid infant.

Barrier of Retention (Wards)

Rng: Special	Comp: V, S, M
Dur: 1 turn/level	CT: 1 turn
AoE: 10'-cu/level	Save: Negates

This spell creates a one-way invisible force field around the area of effect. The spell creates one 10'x10'x10' cu for every level of the caster. These can be arranged into any rectangular shape the caster desires.

Intruders entering the protected area suffer no ill effects, but the *barrier of retention* prevents them from leaving. The spell affects all creatures who fail a saving throw vs. spell. The caster can pass in and out of the barrier freely.

Intruders trapped by the *barrier of retention* can cast spells out of the barrier and can use spells such as *teleport* to escape the protected area. Objects cannot be hurled out of the barrier but can be carried out by an escaping creature. *Dispel magic* and similar spells negate the *barrier*.

The material component is a small cage made of silver wire. The caster must walk around the perimeter of the area of effect when casting.

Blessed Abundance (Creation)

Rng: Touch	Comp: V, S, M
Dur: Permanent	CT: 1 round
AoE: 1' cu/level	Save: None

This spell allows a priest to duplicate a specified amount of animal or vegetable matter. Magical items and minerals (including rocks, metals, and gemstones) cannot be duplicated. Although organic materials (such as food or living plants) can be duplicated, living creatures cannot be copied by this spell.

The caster can create 1' cu of material per their experience level. The material to be duplicated must be equal to or less than 1' cu in size or volume. For example, a 9th level priest can create up to 9' cu of animal or vegetable matter. Using a loaf of bread 1' cu in size, they can produce 9 such loaves; using a bucket of apples totaling 1' cu in volume, they can create 9 such buckets.

The material component is the priest's holy symbol.

Champion's Strength (Combat, Law)

Rng: 0	Comp: V, S, M
Dur: Special	CT: 2
AoE: Special	Save: None

Champion's strength bestows one member of a group with attack and damage bonuses from the rest of the group. The recipient of the spell can then fight as the group's champion.

The spell draws bonuses from one person for every 2 levels of the priest. All PC's involved must be within a 30' radius of the priest. At the time of casting, the priest designates the recipient of the spell and the contributors. All PC's who contribute to the spell must do so willingly.

When the spell is completed, the designated PC (the group's champion) gains any non-magical attack bonuses and damage bonuses possessed by the PC's who contributed to the spell. PC's without bonuses or with combat penalties could conceivably be included in the spell; such PC's count against the maximum number of creatures that can be affected. Penalties are likewise applied to the champion; contributors to this spell must be chosen carefully.

The bonuses gained through this spell are added to the PC's own bonuses (if any). The champion channels the energy of others through themselves, improving their fighting ability.

The champion must be in the line of sight and within 30' of the PC's aiding them. PC's who contribute their bonuses must concentrate on the champion for the duration of the spell. If this concentration is broken (by moving more than 10'/round, fighting, being struck, or losing sight of the champion), that PC's contribution is immediately lost.

The spell expires when the last PC contributing power to the champion ceases concentration.

A champion may benefit from only one *champion's strength* spell at one time. Contributors can aid only one champion at one time.

The material component is a chain of 5 gold links worth at least 1,000 gp.

Chaotic Commands (Chaos)

Rng: Touch	Comp: V, S, M
Dur: 1 turn/level	CT: 3
AoE: 1 creature	Save: Special

Chaotic commands renders a creature immune to magical commands. *Taunt*, *forget*, *suggestion*, *domination*, *geas*, *demand*, *succor*, *command*, *enthrall*, *quest*, *exaction*, and other spells that place a direct verbal command upon a single individual automatically fail.

In addition, anyone casting one of these spells on a creature protected by *chaotic commands* must save vs. spell. Failure means that the caster must obey their own magic; the spell's effect has backfired on the caster.

The material component is a piece of eelskin.

Clear Path (Travelers) Reversible

Rng: 0	Comp: V, S, M
Dur: 1 hour/level	CT: 5
AoE: Special	Save: None

This spell clears away weeds, stones, and other debris in a 10'-wide path extending 10' in front of the caster. The caster can create a continuous path for the duration of the spell, clearing a 10'-sq ahead of them as long as they continue to move forward. The spell affects jungles, forests, rocky ground, and snow.

The result of the cleared path is that movement costs are reduced by half. This is reflected in a reduction of the penalty against movement in rough terrain. For example, if *clear path* is used in heavy jungle, the movement cost is reduced from 8 to 4. In no case can *clear path* reduce movement cost below 1.

Clear path has no effect on rivers, lakes, or other bodies of water, nor does it affect quicksand, lava, or similar natural obstacles. It also has no effect on magically-created terrain or manmade barricades.

A priest using the *clear path* spell can be tracked easily. Tracking proficiency is not required.

The material components are a knife blade and a straw from a broom.

The reverse, *clutter path*, causes weeds, small stones, and similar debris to litter a 10' path extending 10' behind the caster. This hides a trail, making tracking more difficult. The caster can create a continuous path for the duration of the spell. The chance to successfully track on a cluttered path is reduced by 50%.

The material components are a handful of pebbles and a handful of weeds.

Cloud of Purification (Air, Elemental, Water)

Rng: 90'	Comp: V, S
Dur: 1 round/level	CT: 5
AoE: 20' cu	Save: None

This spell creates a billowy cloud of magical vapors that moves in the direction of the prevailing wind at a rate of 20'/round. A strong wind (greater than 15 mi/hour) breaks it up in 4 rounds, and a greater wind (25 MPH or more) prevents the use of the spell. Thick vegetation disperses the cloud in 2 rounds.

The *cloud of purification* transmutes organic filth, garbage, and vermin (mice, rats, rot grubs, and so on) into an equal quantity of pure water. For example, a nest of rot grubs caught in the cloud would "melt," becoming small puddles of clean water.

If the spell is cast over a body of water, the cloud merges with a portion of the water equal to its own size, transmuting any filth, microbes, small fish, or other "impurities" into clean water.

The cloud's vapors are heavier than air, so they sink to the lowest level of the land (even down holes in the ground). Thus, this spell is perfect for cleansing a sewer or well.

This spell in no way affects magical creatures or creatures larger than a normal rat.

Consequence (Divination, Numbers)

Rng: 0	Comp: V, S, M
Dur: Instantaneous	CT: 1 round
AoE: Special	Save: None

This spell allows the priest to determine how one recent event fits into the "grand scheme." By casting this spell, the priest can determine whether the sequence or situation that gave rise to the specific event is complete or whether it is ongoing; whether it was a significant or insignificant event in the larger picture; or whether it will continue to have repercussions for the participants.

Using their knowledge of circumstances, the DM communicates these facts to the caster's player. This "arcane message" is normally straightforward and easy to understand, but in the case of highly complex circumstances, the message might be cryptic. In any case, the message will always be truthful.

As an example, consider a priest and their party who are on a holy quest to retrieve an item of power. On the way to the location of this item, the party is ambushed by evil creatures from the Inner Planes but manages to defeat them. Concerned that these creatures might be outlying guards protecting the item of interest, the priest casts *consequence*, hoping for guidance. The DM knows that these creatures have nothing to do with the quest; the encounter was coincidental. However, the surviving monsters will soon be returning with reinforcements to avenge their dead. Therefore, the DM tells the priest's player, "To your goals these have no place, but still they can cause more woe."

Casting this spell "taints" subsequent castings of the same spell within a 24-hour span. A second attempt within this period always results in the same message as the first, regardless of the true situation. If a second priest casts the spell within 24 hours of another casting, they receive an accurate reading.

The material component is 3 special coins or dice made of platinum (total value of at least 1,000 gp), which the priest tosses in their hand while concentrating on the spell. The coins or dice are not consumed in the casting.

Disguise (War)

Rng: 600'	Comp: V, S, M
Dur: 1 turn/3 levels	CT: 2 turns
AoE: 1 unit up to 300 individuals	Save: None

This spell changes the appearance of a single unit so it resembles another unit. The *disguise* can cause the affected creatures to appear to be of another class, nationality, rank, race, alignment, or military affiliation (i.e., a unit from one army may appear wearing the armor and carrying the colors of another army).

Disguise cannot change the size category of the unit's members. Thus, a unit of humans may appear to be a unit of elves, but may not appear as a unit of giants or halflings. The spell does not affect the size of the overall unit; a unit of 50 creatures will still appear to be a unit of 50 creatures.

The disguised unit may appear to be carrying any melee or personal missile weapons (e.g., axes, long swords, crossbows, etc.), and may appear to be wearing any type of armor. In combat, however, the unit attacks and defends with its real weapons and armor regardless of the gear they may appear to be carrying.

Disguise is most effective at long range. If another unit moves within 60' of a disguised unit, it automatically sees through the illusion.

The caster automatically sees through the illusion. Members of the subject unit see no change in their appearance. *True seeing* or similar magic is required for other individuals to see through the disguise (unless they move within 60' of the unit).

The material components are a fine silk veil and a length of woven platinum wire. The wire is consumed during the casting.

Easy March (Travelers)

Rng: 50'	Comp: V, S, M
Dur: 1 day/level	CT: 1 turn
AoE: 1 creature/level	Save: None

This spell enables a number of creatures equal to the caster's level to force march for a number of days equal to the caster's level. Creatures affected by *easy march* can travel 2 1/2 times their normal movement rate without any risk of fatigue; thus, they're not required to make a Constitution check at the end of the day.

All creatures affected by this spell suffer a -1 penalty to their attack rolls for the duration of the spell; this modifier is not cumulative (that is, a party experiencing its second day of *easy march* suffers only a -1 penalty). The modifier cannot be negated by resting.

Easy march has no effect on modifiers to movement due to terrain, fatigue, weather, or other normal factors.

The material component is a piece of shoe leather.

Elemental Forbiddance (Air, Elemental, Earth, Fire, Wards, Water)

Rng: Special	Comp: V, S, M
Dur: 1 turn/level	CT: 1 turn
AoE: 5'-cu/level	Save: None

This spell prevents the entry of all elementals into the area of effect. Further, elementals outside the area of effect cannot make physical attacks against those inside. Spells and missile attacks can be cast into the area by elementals.

The spell affects a cube whose sides equal the caster's level times 5' (a 12th level priest could affect an area equal to a 60'x60'x60' cu).

Elemental forbiddance has no effect on elementals that are within the area of effect when the spell is cast. If such elementals leave the area of effect, they cannot reenter.

The material components are the priest's holy symbol and 4 glass beads, each of a different color (green, blue, red, and yellow). The priest must pace out the perimeter of the warded area at the time of casting.

Extradimensional Manipulation (Astral, Numbers, Travelers)

Rng: 30'	Comp: V, S, M
Dur: 2d12 turns+4 turns/level	CT: 5
AoE: 1 extradimensional space up to 20'x20'	Save: Special

This spell allows the priest to alter the characteristics of certain extradimensional spaces such as those created by rope trick and similar spells or those contained in items like *bags of holding* or *portable holes*. *Extradimensional manipulation* can increase or reduce the size of a single extradimensional space. The amount of increase or decrease depends on the level of the caster:

Level	Multiplier
Up to 10	X2
11 to 16	X3
17 or above	X4

This means that a 10th level priest can double the capacity of a *bag of holding* or decrease it to half its normal size. A 15th level priest can triple the capacity or reduce it to one-third capacity.

If the size and capacity of an extradimensional space is decreased, any contents of the space that exceed the current capacity are expelled (determined randomly). These contents are expelled from the space in the same way they originally entered it, if that path is still open. If the path is closed, as it would be if a bag of holding were tied shut or a portable hole were folded up, the "extra" contents are expelled into the Astral plane. Any items in an enlarged space when the spell duration expires suffer the same fate.

Placing an extradimensional space inside another such space, such as placing a *bag of holding* inside a *portable hole* (see the *Dungeon Master's Guide*), is a dangerous undertaking. *Extradimensional manipulation* may be cast for the purpose of removing this danger. When used in this manner, the size of the space cannot be affected. However, while this version is in effect, the affected extradimensional space can be placed within another such space (or another extradimensional space may be placed within the affected space) with no adverse consequences. If one space is within the other when the spell expires, the usual consequences ensue immediately.

If the space to be affected is being maintained by a spellcaster, as in the case of a *rope trick*, that spellcaster receives a saving throw to resist the manipulation. If the space is created by a magical item, however, no saving throw is allowed.

The material component is a strip of gold tissue worth at least 5 gp that is twisted into a Moebius strip. The strip is consumed in the casting.

Extradimensional Pocket (Astral, Numbers, Travelers)

Rng: Touch
Dur: Special
AoE: Special

Comp: V, S, M
CT: 1 round
Save: None

This spell allows the priest to create a single extradimensional space or pocket like the one inside a *bag of holding*. The spell must be cast on a container such as a backpack, bag, chest, coffer or sack. Once under the influence of the spell, the container opens into a nondimensional space and is much larger inside than its outside dimensions. The container always weighs a fixed amount, regardless of what is put inside. This weight and the capacity of the extradimensional space depend on the level of the caster:

Level	Apparent Weight	Weight Cap.	Volume Cap.
<9-13	15 lbs	250 lbs	30 cu ft
14-16	25 lbs	500 lbs	70 cu ft
17-19	35 lbs	750 lbs	100 cu ft
20+	60 lbs	1,000 lbs	150 cu ft

If the container is overloaded or if it is pierced by a sharp object (regardless of its exterior material), the container immediately ruptures and the contents are lost into the Astral plane. Any items within the container when the spell duration ends are poured forth into the prime material plane unless they would normally fit inside the container.

The duration is normally 1d12 rounds+2 turns/level, however a priest may tie a 6th level spell slot to empowering this spell to the item day to day.

The material components, in addition to the container, are 500 gp worth of powdered diamond and a sheet of platinum worth 500 gp. The platinum sheet must be inscribed with a drawing of a Klein bottle (a paradoxical figure with only one surface--the 3-dimensional analogue of the Moebius strip). The diamond dust is consumed during the casting--the platinum sheet is not.

Grounding (Wards)

Rng: 90'
Dur: 1 turn/level
AoE: 30' sq/priest

Comp: V, S, M
CT: 1 turn
Save: None

Grounding offers protection against normal and magical electrical attacks within the area of effect. The protected area and creatures within it suffer no damage from normal electrical attacks (such as those caused by lightning bolts in a thunderstorm and nonmagical creatures such as electric eels). Magical electrical attacks (including lightning bolt breath weapons) cause only 50% of their normal damage. Additionally, creatures within the area of effect receive a +2 bonus to saving throws made against electrical attacks, regardless of whether the attack originates inside or outside the warded area.

The material components are the priest's holy symbol and a coil of silver wire.

Illusory Artillery (War)

Rng: 900'
Dur: Instantaneous
AoE: 90'x90' sq

Comp: V, S, M
CT: 1 turn
Save: None

This spell creates a vivid illusion of incoming artillery fire (ballista bolts, catapult stones, etc.) at a target indicated by the caster. The illusion is complete, comprising both audial and visual elements. It is impossible for victims to determine where the missiles were fired from; creatures under attack notice the missiles only when they're about to strike.

The missiles never actually strike--they vanish inches above the victims' heads and do no damage. The illusion is so terrifying, however, that victims must immediately make a morale check. The first time a group or unit is the target of this spell, this morale check is made with no modifier. The second and subsequent times that the same unit is attacked with this spell, the unit receives a +1 bonus to its morale score (for checks against this effect only) *unless* the unit has been the target of *real* artillery fire in the interim. In this case, the bonus does not apply.

The material component is a small, empty cylinder made of brass.

Impeding Permission (Law)

Rng: 450'
Dur: 1 turn/level
AoE: 1 creature

Comp: V, S
CT: 3
Save: Negates

This spell may be cast only on creatures with Intelligence of 2 or greater and the ability to communicate with the caster. The spell interferes with the victim's ability to make decisions. It prevents the victim from performing any action without first gaining the permission of the caster or a PC designated by the caster. The victim will heed only the person designated by the caster.

Before the victim undertakes any action, they must gain permission. The PC will not follow through with an action until they gain permission. If permission is denied, the victim cannot act until they think of an alternate action and gains permission for that action.

Every round, the victim must decide their action for that round; at the victim's initiative, they must ask permission to perform their action. If permission is denied, the victim can take no other action that round.

The only actions exempt from the need for permission are involuntary actions such as breathing.

Asking and gaining permission takes only a short amount of time in most cases. A simple request, such as asking for permission to swing a sword in the middle of combat, can be accomplished quickly. Complicated requests, such as getting permission to act on a complicated plan, will naturally take more time. The DM may consider adding a modifier to the victim's initiative roll in such cases.

Meld (All)

Rng: 30'
Dur: 12 hours
AoE: 1 priest

Comp: V, S, M
CT: 1 turn
Save: Special

This cooperative spell requires only one priest to cast it, but can be cast only on another priest of the same faith. The recipient of the spell must voluntarily surrender themselves to the spell. The recipient becomes a host for the caster. While the recipient does not lose their own persona or ability to act, the host can be dominated by the caster at any time. For the most part, this domination is complete.

For the duration of the spell, the caster is essentially detached from their own body. The PC can neither move nor act on their own. The PC's mind is connected to the host's. The PC sees, hears, smells, tastes, and otherwise senses everything the host does. The PC can telepathically communicate with the host. Once the spell is completed, there is no limit to the range over which it can function. However, both the caster and host must remain on the same plane. Since the spell relies on telepathic communication, thin lead sheeting will effectively block the connection.

When desired, the caster can dominate the host. When this happens, the host's own mind is pushed to the background and the caster's personality dominates. The host's personality, memories, proficiencies, and spells are temporarily replaced by those of the caster. While occupying the host, the caster can cast any spell they have memorized, provided that the necessary components are on hand. These spells function exactly as if the priest had cast them from their own body.

The caster can return control to the host at any time, restoring the PC's abilities and personality without harm.

The spell is not without limitations and risks. The domination must be voluntary. If the host resists the casting of the spell, it automatically fails. Once the spell is in effect, the host can attempt to resist the domination. The PC is then allowed a saving throw. If successful, the spell immediately ends.

Whenever the host suffers damage, the caster must make a saving throw vs. death to maintain the spell. If the save is failed, a wave of pain is transmitted to the priest, causing 1d6 points of damage and canceling the spell. If the host should die, the caster must make a system shock roll with the risk of suffering instant death.

The material component is a chalice worth no less than 1,000 gp. This chalice must be given as a gift to the host (who cannot return it to the donor for any reason).

Memory Wrack (Thought)

Rng: 30'
Dur: 2 rounds/level
AoE: 1 creature

Comp: V, S, M
CT: 1 round
Save: Negates

This nasty spell "disconnects" the subject's short-term and long-term memory. While the spell is in effect, the subject is incapable of storing information in long-term memory. Every moment is virtually an independent event for the subject; they can remember recent events, thoughts, and sensations for no more than a few seconds (the amount of time they remain in short-term memory).

Memories of events that happened before the onset of the spell are not affected at all; these are safely stored in long-term memory. This means that the subject can cast any spells memorized before the *memory wrack* took effect, but they're likely to have difficulty casting the spell as described below.

The subject of this spell has a limited ability to act. The PC is restricted to one action at a time and must concentrate mightily to keep the situation and any planned actions in short-term memory. As long as the subject is able to maintain concentration, they may act normally within these limits.

If the subject is distracted (they're struck in combat, affected by a spell, startled, surprised, or a similar event occurs), they forget everything that occurred from the onset of the spell to the moment of distraction. The subject must re-evaluate the situation as if it had just come to pass.

Consider the following example. The subject of the spell is a soldier assigned to guard the entrance to a building. The priest arrives and casts *memory wrack* on the guard. The guard has no problem remembering their orders, since they received them before the onset of the spell. The PC also remembers the arrival of the priest. The priest now tries to convince the guard that they're authorized to enter the building. The guard refuses them entry. The priest now picks up a rock and throws it at the guard, striking them and distracting them. The guard forgets everything that happened between the onset of the spell and the moment the rock struck. The PC forgets that the priest has already tried to con them and that they threw a rock at them. The PC must reevaluate the situation as though the priest had just arrived. The priest is free to make another attempt at entering the building.

When the spell expires, the subject remembers nothing that happened while the spell was in effect, possibly leading to amusing consequences ("By the gods, how did I get here?").

The material component is a ruby of at least 1,000 gp value, which is crushed during the casting.

Mindshatter (Thought)

Rng: 9'/level	Comp: V, S, M
Dur: Special	CT: 1 round
AoE: 1 creature	Save: Negates

This spell allows the priest to create one specific form of insanity in the subject. 5 forms of insanity are possible through this spell.

Schizophrenia: This form of insanity is PCized by personality loss. The subject has no personality of their own, so they select a role model and makes every possible attempt to behave like that PC. The chosen role model will be as different from the subject as possible. (Thus, an insane caster might begin to follow the habits of a warrior.) Obviously, a warrior who believes themselves to be a caster will be unable to cast spells (they might *think* that they're casting spells, or they might construct a sophisticated series of excuses explaining why they're "not in the mood for magic" at the moment). A PC who emulates a member of another class does not gain any of the skills of that class and makes all attacks and saving throws as appropriate to their true class. Certain consequences might arise if the PC's emulation causes them to break restrictions of their class. For example, a priest emulating a warrior might break their deity's prohibition against edged weapons, or a paladin might emulate a Neutral Evil thief. Both will suffer the appropriate consequences as if they had been compelled to violate their beliefs while *charmed*. Such PC's will certainly have to atone for their actions once they return to normal.

Dementia praecox: The subject is totally uninterested in any undertaking. Nothing seems worthwhile, and the individual is lethargic and filled with tremendous feelings of boredom and dissatisfaction. No matter how important the situation, it is 50% likely that the subject will ignore it as meaningless.

Delusional insanity: The subject is convinced that they're a famous figure: a monarch, demi-god, or similar personage. PC's who fail to recognize the subject with the honor they deserve incur great hostility or disbelief. The subject acts appropriately to a station that they don't hold. The PC directs orders at real and imaginary creatures and draws upon resources that do not exist.

Paranoia: The subject is convinced that "they" (whoever they're) are spying on them and plotting against them. Everyone around the subject, even friends and allies, is part of the plot. If any other PC acts in a way that the subject can interpret as reinforcing this delusion, the subject has a 20% chance of reacting with violence.

Hallucinatory insanity: The subject sees, hears, and otherwise senses things that do not exist. The more stressful the situation is to the subject, the more likely they will hallucinate. Although most hallucinations are external to the subject (that is, they perceive creatures, objects, and conditions that do not exist), there is a 10% chance that any hallucination will involve the subject's self-perception. For example, the subject might suddenly believe and act as if they had sprouted wings, grown to giant size, etc.

When this spell is cast by a priest of 13th level or lower, the DM chooses or randomly selects one of these forms of insanity (and should feel free to invent other interesting symptoms). If the priest is 14th level or higher, they can personally select the form of insanity to afflict the subject.

While under the effect of this spell, the subject can cast spells and use innate powers; the use of these abilities will be in accordance with the symptoms of the insanity, however. Player PC's affected by this spell should be encouraged to role-play the appropriate effects to the limit.

The duration of this spell depends on the sum of the subject's Intelligence and Wisdom scores. A saving throw is allowed on a periodic basis depending on this total. The spell is broken if a successful saving throw is rolled. Refer to the table that follows.

Int+Wis	Time Between Checks
8 or less	1 month
9 to 18	3 weeks
19 to 24	2 weeks
25 to 30	1 week
31 to 35	3 days
36 or more	1 day

The effects of this spell can be removed by a *limited wish*, *wish* (or equally powerful magic), or by a *heal* spell cast for this specific purpose.

The material component is a small bust of a human head, about 3" in height, made from fine, delicate china. The priest shatters this bust during the casting.

Repeat Action (Time)

Rng: 90'	Comp: V, S
Dur: Special	CT: 5
AoE: 1 creature	Save: Negates

This spell compels its victim to repeat the action of the previous round. The result of the repetition is always identical to the original result.

For example, if a PC fired an arrow and inflicted 4 points of damage, a *repeat action* spell will cause them to fire a second arrow that will also inflict 4 points of damage. As long as the victim of the first arrow is within range, the subject affected by *repeat action* will adjust their aim and fire the second arrow at them. If the victim of the arrow moves out of range, the subject will fire their second arrow in the direction of the recipient. If the recipient is out of sight, the subject will fire in the direction of the recipient's original location.

The subject of a *repeat action* spell must be capable of performing the indicated action a second time. If a PC has no arrows in their quiver, they cannot fire an arrow. If a caster were ordered to repeat a spell, they would attempt the spell only if they had the spell memorized and had sufficient material components. If a subject discovered a gem during a given round, *repeat action* will only compel them to hunt again; they will not recover another gem unless a second gem is actually present.

An unwilling subject is allowed a saving throw vs. spell to resist the effects of *repeat action*.

The material components are two identical glass spheres, each an inch or less in diameter.

Shrieking Walls (Wards)

Rng: Touch	Comp: V, S, M
Dur: 1 day/level	CT: 1 turn
AoE: 20'-cu	Save: None

This spell enchants any single room no larger than the area of effect. When any creature larger than a normal rat (larger than 1/2' cu or weighing more than 3 lb) enters the room, shrill shrieks begin to emanate from the walls. The shrieks persist for 2-5 (1d4+1) rounds. The walls do not undergo any physical change.

The shrieks can be heard only by creatures inside the room. Creatures hearing the shrieks experience no ill effects on the first round, allowing them time to leave the room or cover their ears. *Silence, 15' radius* protects against the effects.

Creatures who remain in the room during the second or subsequent rounds of the shrieks who have not protected their hearing are penalized as follows:

- Creatures whose levels or HD are greater than the level of the caster are stunned for 2-8 (2d4) rounds.
 - Creatures whose levels or HD are less than or equal to the level of the caster become deaf for 1-4 hours, suffering a -1 penalty to surprise; deafened spellcasters have a 20% chance of miscasting any spell with a verbal component.
- The material components are a small golden bell and a bee's wing.

Thoughtwave (Divination)

Rng: 0
Dur: Instantaneous
AoE: Special

Comp: V, S
CT: 1
Save: Special

This cooperative spell can be cast by either a single priest or a group of priests. *Thoughtwave* allows the priest to send a short but powerful message to one or more specific individuals, informing them of their situation and general location. The spell instantly generates a powerful mental impulse indicative of the caster's general mental state--anger, fear, pain, despair, etc.

The caster can designate as many as 10 persons to receive this message, provided they can all be specifically named or grouped in a general category. Thus, the caster could designate a group of PC's by name or could target "fellow priests," "superiors," "adventuring companions," "knights of Lord Harcourt," or "villagers of Dopp." If more than 10 individuals are in the group, those closest to the source will receive the impulse.

There is no range limitation to the spell, although it cannot be projected outside the plane occupied by the caster.

Creatures receiving the impulse automatically know who sent it (even if they have never met the priest before) and gain a clear indication of the mood and situation of the caster. Recipients also intuitively know the general source of the spell, although they're unable to pinpoint rooms, dungeon levels, or landmarks. For example, a fighter could suddenly be struck by an image of Father Rastibon, who is injured and in great pain somewhere along the forest road. A priest might suddenly sense that their patriarch is being tortured in the dungeons of Castle Varrack.

The spell can also be cast by more than one priest, allowing them to either contact greater numbers of individuals or increase the intensity of the message. If greater numbers are desired, 10PC's are contacted per priest involved in the casting.

Increasing the intensity of the message makes it more compelling. Doubling the intensity (requiring at least 3 priests) causes the message to act as a *suggestion*. In this case, the effect is limited to a single target. Tripling the intensity (requiring at least 5 priests) gives the spell the force of a *quest*. This effect is also limited to a single target. In both cases, the target is allowed a saving throw to avoid the effect of the *suggestion* or *quest*.

Time Pool (Time)

Rng: Touch
Dur: 1 round/level
AoE: Special

Comp: V, S, M
CT: 1 round
Save: None

This spell allows the caster to cause a mirror, a pool of water, or any other reflective surface to reveal a specific event from the past. The image provides a perfectly clear picture with normal sounds, as if the caster were present at the scene. The image continues for the duration of the spell.

Time pool will not reveal images from other planes of existence.

The spell's success is not automatic. The caster must know the general nature of the event they wish to view (i.e., "Show me the murder of King Thamak"). The caster's base chance of viewing the desired scene is 50%, modified as follows, to a maximum of 90%:

- Add 5% for each point of the caster's Wisdom above 15.
- Add 20% if the caster has successfully used *time pool* to observe the same event before.

Only one of the following may apply:

- Add 20% if the event is one in which the caster participated.
- Add 10% if the caster is well informed about the event.
- Add 5% if the caster is slightly informed about the event.

The caster cannot communicate or otherwise interact with the image. Spells cannot be cast into the *time pool*.

The material components are a suitable reflective surface and a pinch of powdered quartz.

Unceasing Vigilance of the Holy Sentinel (Guardian)

Rng: 0
Dur: 1 hour/level
AoE: 5' radius sphere

Comp: V, S, M
CT: 1 turn
Save: None

This spell enhances a priest's ability to guard a person, place, or object. The spell's effect must be centered on a specific area, for it creates an invisible spherical boundary up to 10' in diameter. The effect is not mobile; it cannot move with a living creature.

While within the area of effect of this spell, the priest (and only the priest) gains several special abilities:

- The PC's sense of sight is magically enhanced. The PC can see through normal darkness and can see invisible creatures and objects. The PC cannot see through solid objects, however, and the range of their magical sight is limited to 60'.
- The priest has no need for food, water, or rest. The PC does not feel fatigue and regenerates 1 HP/hour spent within the circle. However, they don't actually rest and therefore cannot regain spells until they sleep.
- The PC is totally immune to the effects of magical and natural fear, as well as *sleep* and *charm* spells.

If the priest leaves the circle, the spell is broken. When the spell ends, the priest must rest for 1 turn/hour (or portion thereof) spent in the circle. If the priest is forced into action (by being attacked, for example), they can move at only half their normal movement rate, has an AC penalty of -2, an attack penalty of -2, and loses all Dexterity combat bonuses.

To cast this spell, the priest must trace a circle of sigils and runes 10' in diameter using a special ink containing the powder of a crushed sapphire (at least 1,000 gp value) and a drop of holy water. This procedure takes 1 turn to complete.

Undead Ward (Wards)

Rng: Special
Dur: 1 turn/level
AoE: 5' cu/level

Comp: V, S, M
CT: 2 turns
Save: None

This spell prevents most types of undead creatures from entering the area of effect (a cube whose sides equal the caster's level times 5'--a 15th level caster could affect a cube whose sides equal 75').

When an undead creature attempts to enter the protected area, the creature is affected by the ward as if it were being turned by a priest 2 levels lower than the caster. The casting priest need not have the ability to turn undead himself. Thus, an *undead ward* created by a 10th level priest would turn creatures as if by an 8th level priest.

The results of the turning attempt are calculated normally. If a large number of undead assault the warded area, not all of them are turned by the spell, since the normal limitations apply. Undead who are unaffected by the turning attempt ignore the *undead ward* for its duration. Undead within the area of effect when the spell is cast are not affected. However, when such undead leave the area of effect, they're subject to the effects of the spell if they attempt to reenter.

The material component is the priest's holy symbol, which must be carried around the perimeter of the area to be warded.



Sixth Level Priest Spells

Age Creature (Animal, Time) Reversible

Rng: Touch
Dur: Permanent
AoE: 1 creature

Comp: V, S, M
CT: 1 round
Save: Negates

This spell ages the targeted creature 1 year/level of the caster. Unwilling subjects may attempt a saving throw to resist the spell. Subjects affected by *age creature* must make a successful system shock roll to survive the change.

Subjects cannot be aged beyond their natural life spans. If the priest's level indicates that a creature would be aged beyond this level, the creature is aged to 1 year short of their maximum age. The spell cannot cause a subject to die.

Human and humanoid PC's affected by the spell experience changes in appearance associated with increased age, such as gray hair and wrinkles. More significantly, they suffer losses in Strength, Dexterity, and Constitution when they reach certain age levels.

Nonmagical monsters can be affected by *age creature*. The DM determines a monster's current age and natural life span based on its description or based on their own judgment. To determine the effects of aging on a monster, assume the following: a monster is middle-aged when it reaches half its natural life span; a monster reaches old age at two-thirds of its natural life span; a monster reaches venerable age in the last 1/6 of its years. A monster suffers the penalties which follow when it reaches these age levels. The penalties are *accumulative and permanent* (unless the affected monster becomes younger).

Age	Penalty
Middle Age	-1 to all saving throws
Old Age	-1 to all saving throws, -1 to all attack rolls
Venerable	-1 to all saving throws, -1 to all attack rolls

The material component is a pinch of powdered emerald.

The reverse of this spell, *restore youth*, permanently restores age that has been lost as a result of magic (such as an *age creature* spell). *Restore youth* reduces the age of the targeted creature by 1 year/level of the caster. The subject must make a successful system shock roll to survive the change. Subjects who become younger regain the lost ability scores described above. A subject cannot become younger than their actual age as a result of this spell.

The material component is a pinch of powdered ruby.

Crushing Walls (Earth, Elemental, Wards)

Rng: Touch	Comp: V, S, M
Dur: Permanent until activated	CT: 1 turn
AoE: Special	Save: None

This spell enables the caster to enchant a floor, ceiling, or single wall of a room to crush intruders. The enchanted surface can be no larger than a sq whose sides equal the caster's level times 2' (a 13th level priest could affect a 26'x26' surface).

The spell activates 1d4 rounds after any creature other than the caster enters the room. The intruder must be larger than a normal rat (larger than 1/2' cu or weighing more than 3 lb). When activated, the enchanted surface moves toward the opposite surface at a rate of 3'/round. Unless the spell is canceled by the caster, the enchanted surface continues to move until one of the following events occurs:

- A creature with sufficient Strength (minimum score of 24) stops the enchanted surface from moving by succeeding a Strength check. Such a creature suffers no damage from the enchanted surface. If the creature prevents the enchanted surface from moving for 3 consecutive rounds, the wall returns to its original position and the spell is negated. If multiple creatures attempt to stop the wall, the highest strength score is used as a base score; one point is added to that score for every creature assisting. Thus, a creature with 18 Strength assisted by 6 creatures could attempt to stop the wall.
- A strong or heavy object made of stone, wood, or metal is placed in the path of the wall. If the item survives a saving throw vs. crushing blow, the object successfully braces the wall. If the object holds for 3 consecutive rounds, the surface returns to its original position and the spell is negated. The DM must use discretion in determining the types of objects that will brace the wall.
- Dispel magic* or a similar spell or magical item is used to cancel the crushing wall.

Creatures can avoid being crushed by using a *potion of diminution*, *potion of gaseous form*, or other devices or spells that reduce size. The *crushing wall* almost never touches the opposite wall, usually being stopped by debris. A gap of 2" remains between the walls.

If the wall is not stopped, it causes crushing damage to everyone in the room. All creatures must make a saving throw vs. death. Those who fail are crushed to death. Those who save successfully suffer 5d10 points of damage. When the wall can move no farther, it returns to its original position and the spell is negated.

The material components are a 1" iron cube and a walnut shell.

Disbelief (Thought)

Rng: 0	Comp: V, S
Dur: 1 round/level	CT: 5
AoE: Special	Save: Special

This spell allows the caster to temporarily convince himself that certain objects or as many as 4 creatures within the area of effect do not actually exist. While *disbelief* remains in effect, these objects or creatures cannot harm or hinder the caster. The PC can pass through them as if they did not exist and takes no damage from their attacks or actions. However, since these objects or creatures temporarily do not exist for the priest, they can take no action against them. If the creatures attack, the caster receives no Dexterity bonus to AC (since this bonus represents dodging, and the priest is unable to dodge a creature that does not exist for them).

The caster can attempt to disbelieve as many as 4 creatures within 60' of their position at the time of casting. The PC disbelieves the same 4 creatures for the duration of the spell. Alternatively, the priest can disbelieve any or all inanimate objects of up to 60' cu volume (thus, they may disbelieve a 12' by 15' area of 3'-thick wall). This volume must be centered on a point no more than 60' from the caster. These two options are mutually exclusive; the priest can disbelieve only creatures or objects, not a combination of both.

Disbelieving a creature includes all gear, equipment, or treasure carried or worn by that creature; it does not include other objects that come into contact with that creature, such as walls, doors, chairs, etc.

Disbelief is not automatic; it requires an extreme effort. To successfully disbelieve, the priest must make a saving throw vs. paralyzation. A *successful* save means the priest has disbelieved; an *unsuccessful* check means that the spell has failed and the priest has not convinced himself of the creatures' or objects' non-existence.

While this spell is in effect, the DM must record any damage suffered by the priest from disbelieved creatures. When the spell ends, the caster makes a saving throw vs. spell. If the saving throw is successful, the priest suffers only 1/8 of any damage inflicted by the creatures (round all fractions down); if the priest fails the saving throw, they suffer 1/2 of any damage inflicted (round fractions down).

Dragonbane (Wards)

Rng: 30'/level	Comp: V, S, M
Dur: 1d4 rounds +1 round/2 levels	CT: 1 round
AoE: 5' cu/level	Save: Negates

This spell prevents any dragon who fails its saving throw from entering the area of effect. The spell affects a cube area whose sides equal the caster's level times 5'; thus, a 16th level caster could affect a cube whose sides each equal 80'. The dragon can cast spells, blast breath weapon, or hurl missiles (if possible) into the area of effect.

Dragons within the area of effect when the spell is cast are not affected. If such dragons leave the area of effect, they must succeed a saving throw to reenter the area.

The material components are the priest's holy symbol and a dragon scale. The spell's effectiveness can be greatly increased with the casting of a *focus* spell.

Gravity Variation (War)

Rng: 30'/level	Comp: V, S, M
Dur: 1 turn/3 levels	CT: 2 turns
AoE: 360'x360' sq	Save: None

This spell changes the characteristics of a sq region of terrain. The area can be no more than 360' on a side. The priest can effectively turn a flat plain into a slope of any direction, or may flatten an existing slope. The spell does not allow the priest to alter the pull of gravity, however.

This spell lets the priest create or negate a height differential of as much as 20' within the area of effect. This can have various consequences; the best way to discuss the effects is by example.

Example 1: 2 units face each other on a flat plain. The priest can alter the slope of the terrain so that one unit is 2" of elevation higher than the other. The unit that is upslope gains the combat benefits for higher ground, and the unit that is downslope must pay the movement cost for moving uphill if it wishes to approach the other unit.

Example 2: 1 unit is on flat terrain; another unit, 6" away, is on a hill of 2" elevation. Using this spell, the priest can effectively eliminate this difference in elevation (raising the low ground or lowering the high ground). All combat and movement involving these two units is then conducted as if there were no elevation difference (i.e., no movement penalty, no combat benefit for higher ground, etc.). Alternatively, the priest could increase the height differential by 2". Combat and movement would now be conducted as if the total difference in elevation were 4".

Example 3: A unit faces a hill of 3" elevation. The priest casts *gravity variation*, decreasing the effective elevation of the hill to 1". The unit pays a lower movement point cost to climb the hill. Alternatively, if the unit facing the hill were an enemy unit, the priest could increase the effective elevation to 5".

The priest must specify the degree and direction of change at the moment of casting. These parameters cannot be changed while the spell remains in effect.

Gravity variation can have dramatic effects on siege engines and towers. Most siege engines can be moved only on the most gentle of slopes. By raising or lowering the effective elevation of siege engines by 2", the priest can totally immobilize them by positioning them on a slope too steep to negotiate. In the case of siege towers, there is a 50% chance that the structures will topple over (totally destroying them).

The material component is a tiny plumb bob; the plumb line must be made of platinum wire while the bob itself must be a gem of at least 5,000 gp value. The device is consumed in the casting.

Group Mind (Thought)

Rng: 0	Comp: V, S
Dur: 1 turn +1 round/level	CT: 1 round
AoE: 90' diameter circle	Save: None

This spell is a deeper and more extensive version of *rapport*, in that it lets the priest communicate silently and instantly with several willing subjects. The number of subjects (in addition to the priest) depends on the caster's level:

Level	Number of participants
13 and below	2
14-16	4
17	6
18	7
19+	8

As with *rapport*, the spell lets the participants share thoughts, emotions, and memories. Each participant sees, hears, and otherwise senses everything experienced by the other, although such "vicarious" experiences feel weak and cannot be mistaken for direct sensations. Participants can shut off these experiences at will if they find them confusing or distracting.

The participants can share such personal concepts as plans, hopes, and fears, although they cannot communicate complex or detailed information. It is impossible to communicate the procedure for casting a spell or picking a lock.

Communication through *group mind* is approximately 30 times faster than verbal communication. The priest can maintain only one group mind spell at any time; thus, they cannot communicate with multiple groups.

This spell cannot be used on unwilling subjects.

Land of Stability (Wards)

Rng: 30'/level	Comp: V, S, M
Dur: 1 day/level	CT: 6
AoE: 10'-cu/level	Save: None

Land of stability protects the area of effect and all creatures and objects within it from the following natural disasters:

- Earthquakes--vibrations do not affect the warded area and fissures will not open beneath the warded area;
- Floods--the warded area remains dry, even if submerged;
- Windstorms--the warded area suffers no damage from strong winds and objects cannot be blown into the warded area;
- Lava and ash eruptions--lava and ash flow around the warded area; and
- Avalanches--stones and snow will not fall on the warded area.

Land of stability offers no protection against magically-generated disasters or spells that duplicate natural disasters. Disasters in progress in the area when the spell is cast are not affected.

This spell affects a cube area whose sides equal the caster's level times 10'; thus, a 15th level caster could affect a 150'x150'x150' cu.

The material components are the priest's holy symbol and a pinch of volcanic ash.

Legal Thoughts (Law)

Rng: 30'	Comp: V, S
Dur: Permanent	CT: 1 turn
AoE: 1 creature	Save: Negates

A priest casting this spell forces the victim of the spell to follow one specific law. The priest may choose any law prevalent in the area in which the priest and the victim currently reside. Thus, if a city has no laws about murder, the priest cannot command the person not to kill.

The victim of the spell is forced to obey the letter of the law to the best of their ability. Thus, if a victim were commanded not to commit murder, they would go to any length to avoid murdering someone.

Since the essence of this spell is tied to legal (and not moral) interpretation, PC's may find loopholes that will allow them to work around the law in specific cases or to ignore the law in light of extenuating circumstances.

When casting the spell, the priest must speak the law to the recipient in such a way that they can hear it. The victim is allowed a saving throw vs. spell to avoid the effect. If the save is failed, the victim will never willingly violate the stated law as long as the spell is in effect.

Legal thoughts can be negated by *dispel magic*. The victim of this spell never perceives anything wrong with adhering to the law, and therefore never seeks to have the spell removed.

Monster Mount (Animal, Travelers)

Rng: 90'	Comp: V, S
Dur: 1 hour/level	CT: 6
AoE: 20' radius circle	Save: Negates

This spell compels one or more living creatures to serve as mounts for the caster and their companions. The spell affects up to 10 HD or levels of creatures with Intelligence of 4 or lower. Creatures used as mounts must be of suitable size to carry at least one rider; smaller creatures can be used as pack animals.

Each intended mount receives a saving throw vs. spell. Creatures failing their rolls become docile and obedient, allowing riders to mount them, and moving at the speed and direction indicated by the caster.

To maintain the enchantment, the caster must remain within 30' of one of the affected creatures, and each affected creature must remain within 30' of another. The affected creatures will do nothing for the caster other than carrying riders and gear; they will not fight (although they will fight to defend themselves), nor will they intentionally endanger themselves. Any overtly hostile act by the caster or a rider against any mount breaks the enchantment for all the mounts.

When the enchantment ends or is broken, the creatures take no action for 1 round, then behave as their natural instincts direct.

Physical Mirror (Combat, Numbers, Time)

Rng: 90'	Comp: V, S, M
Dur: 1d4+8 rounds	CT: 6
AoE: Special	Save: None

This spell causes a localized folding of space. The folded space takes the form of an invisible disk up to 20' in diameter. Any missile weapon or spell that intersects this disk is instantaneously reversed in direction. Melee factors such as speed, range, and damage are unaffected; the direction of the object or force is simply rotated through a 180 degree arc. The sender of the spell or missile finds themselves the target of their own attack.

The *physical mirror* operates from only one direction; that is, only one side of the mirror reflects attacks. The caster of the mirror may direct spells and missile attacks normally through the space occupied by the mirror.

In the case of physical attacks, the attacker must roll to hit himself (without the AC benefits of Dexterity or shield). Spells turned back may require the caster to make a saving throw vs. their own spell. In both of these cases, range is important. If the distance between the initiator of the attack and the *physical mirror* is more than twice the range of the attack, the attacker is safe; the attack has insufficient range to travel from the attacker to the mirror and back again.

When the priest casts the spell, they must specify the location and orientation of the *physical mirror* disk. Once it is created, the disk cannot be moved.

If two *physical mirror* disks touch or intersect, they destructively interact and both immediately vanish. The resulting "ripples" in the space-time continuum are exceedingly destructive and inflict 3d10 HPs of damage on any creature within 105' (a saving throw is allowed for 1/2 damage). This always includes the casters of the *physical mirror* spells.

The material component is a tiny mirror of polished platinum, worth at least 5,000 gp.

Reverse Time (Time)

Rng: 90'	Comp: V, S, M
Dur: 1-4 rounds	CT: 6
AoE: 1 creature	Save: Negates

This spell is similar to the 9th level caster spell *time stop*. When *reverse time* is cast, time stops within a 30' diameter of the subject. All creatures and items in the area of effect stand motionless, rivers stop running, and arrows hang suspended in the air. Any creature, person, or object entering the area of effect is likewise frozen in time. The caster is affected if they're within the area of effect, unless they're the subject of the spell.

An unwilling subject is allowed a saving throw vs. spell; if successful, the spell is immediately negated. Otherwise, the victim is forced to relive all the actions taken in the previous 1-4 rounds in reverse. Beginning with the most recent round, the subject moves backward, arrows fired by the subject return to their bow, and so on. All effects of these actions are negated. At the end of the spell's duration, normal time resumes and all creatures immediately continue their activities, picking up right where they had stopped.

Consider the following example. A party is battling a spellcasting red dragon. In the first round, the dragon breathes fire, roasting the party's caster. The rest of the group attacks and injures the dragon. On the second round, the dragon bites and kills the group's thief. More damage is caused to the beast, but it is still alive in the third round, when it uses *magic missile* to kill the ranger. At this point, the priest casts reverse time on the beast. Fortunately, it fails its saving throw and is forced to reverse the last 4 rounds. While everyone else freezes, the dragon goes into reverse. The *magic missiles* zoom back to the dragon (and it regains the ability to cast that spell), it "unbites" the thief (removing that damage from the PC), and then inhales its fiery breath (leaving the roasted caster alive and uncooked). The dragon is then reversed through one more round--the round before it encountered the party. The spell then ends and actions resume.

The dragon must now roll for surprise since it is encountering the party for the first time. The party is immune to surprise, since it was fighting the beast previously. All damage suffered by the dragon remains, since these actions were caused by the group and not the beast.

The material component is an etched silver arrow bent into a circle. The arrow must be no more than 3" long and worth no less than 5,000 gp. The arrow is destroyed in the casting.

Seclusion (Numbers)

Rng: Touch	Comp: V, S, M
Dur: 3d12 rounds+4 rounds/level	CT: 6
AoE: 1 creature	Save: Negates

This spell encloses one individual in an extradimensional space. Creatures to be affected must be of size M or smaller. The space can contain only 1 creature, regardless of size. The priest may use the spell on himself or any creature they touch. Unwilling targets are allowed a saving throw vs. spell to avoid the entrapment.

While inside the space, the enclosed PC is invisible and totally undetectable by any form of scrying. Powerful magic such as *contact other plane* will indicate that the PC is "elsewhere," but will give no more information.

The creature within the extradimensional space can see and hear everything that occurs around them. However, they cannot cast spells, and no action of their can affect anyone or anything in the "real world."

While occupied, the extradimensional space is totally immobile. If the caster chooses to occupy the space, they can pass in and out of the space at will. Other creatures can leave or reenter the space only if the caster allows it. To an outside observer, an enclosed PC who exits the space simply appears from nowhere.

If the space is occupied when the spell terminates, the occupant is immediately ejected back into the real world and suffers 1d6 HPs of damage in the process.

Any time the extradimensional space is empty, or when the occupant is someone other than the priest, the space follows the priest around. Thus, the priest may *seclude* a comrade in the extradimensional space, walk past some guards into a building, then release the comrade.

If any other form of extradimensional space (such as a *bag of holding*) is taken into the space created by seclusion, both spaces are ruptured and all contents are expelled onto the Astral plane. *Extradimensional manipulation* can temporarily prevent this.

The material components are a tiny crystal box of the finest workmanship (worth at least 1,500 gp) and a gem of at least 5,000 gp value. The gem is consumed in the casting; the box is not.

Skip Day (Time)

Rng: 0	Comp: V, S
Dur: Instantaneous	CT: 1 round
AoE: 10' radius	Save: Negates

When this spell is cast, all persons and intelligent creatures within 10' of the caster are instantly transported 24 hours into the future. Creatures outside the area of effect will believe that the affected PC's have disappeared. Unwilling creatures can attempt a saving throw vs. spell to resist the effect of *skip day*.

No time passes for creatures affected by *skip day*; they're in the exact condition that they were in before the spell was cast. They are fatigued, have recovered no HPs, and carry the same spells. Casters must wait for actual time to pass before they can memorize spells.

The affected creatures remain in the same location as they were before *skip day* was cast. Their immediate environment is likely to have changed; for instance, fires have burned out, enemies who were attacking have departed, and weather has changed for better or worse.

Although *skip day* is a possible substitute for *teleporting* out of a dangerous situation, it is not without risk; PC's could reappear in a situation more threatening than the one they left behind (for instance, a forest fire may have started or a pack of hungry wolves may have arrived).

Sol's Searing Orb (Sun)

Rng: 90'	Comp: V, S, M
Dur: Instantaneous	CT: 6
AoE: 1 gem	Save: Special

This spell must be cast upon a topaz. When the spell is complete, the stone glows with an inner light. The gem must be immediately thrown at an opponent, for it quickly becomes too hot to hold (the act of casting and throwing occur in the same round). It is not possible for the priest to give the stone to another PC to throw.

The stone can be hurled up to 90'. The priest must roll normally to hit; they gain a +3 bonus to their attack roll and suffers no penalty for nonweapon proficiency. In addition, the glowing gem is considered a +3 weapon for determining whether a creature can be struck (creatures hit only by magical weapons, for example). There is no damage bonus, however.

When it hits, the gem bursts with a brilliant, searing flash that causes 6d6 points of fire damage to the target and blinds them for 1d6 rounds. The victim is allowed a saving throw vs. spell. If successful, only 1/2 damage is sustained and the target is not blinded. Undead creatures suffer 12d6 points of damage and are blinded for 2d6 rounds (if applicable) if their save is failed. They receive 6d6 points of damage and are blinded for 1d6 rounds if the save is successful.

If the gem misses its target, it explodes immediately, causing 3d6 points of damage (or 6d6 against undead) to all creatures within a 3' radius. It blinds them for 1d3 rounds (1d6 rounds vs. undead). All victims are allowed a saving throw vs. spell, with success indicating 1/2 damage and no blindness. The DM should use the rules for grenade-like missiles found in the *DMG* for determining where the stone hits.

The material component is a topaz gemstone worth at least 5,000 gp.

Spiritual Wrath (Combat)

Rng: 900'	Comp: V, S
Dur: Instantaneous	CT: 1 turn
AoE: Special	Save: 1/2

This powerful cooperative spell is rarely invoked since it requires the concerted effort of 6 or more high level priests. The casting effort severely weakens the priests, discouraging casual use of this spell.

To cast the spell, 6 or more priests must be within a 15' radius. Each priest must cast *spiritual wrath* at the same time. Before beginning the spell, the priests must decide upon the area of effect. The spell causes 10d6+1d6 points of damage per priest casting the spell. (The minimum damage, therefore, is 16d6.) Creatures within the area of effect are allowed a saving throw vs. spell to reduce the damage to half.

The spell strikes as a great wave of force that descends from the sky. Small objects must save vs. crushing blow. Structures suffer damage as if hit by a heavy catapult (2d12). The force of this spell often raises a great cloud of dirt and dust, obscuring the area for 1d4+1 rounds.

The spell's area of effect is determined by the number of casters. Each priest contributes 10' to the radius of the spell. 6 casters would create a spell with a radius of 60'. No more than twelve casters can cooperate to cast this spell (maximum of 22d6 damage and a 120' radius area of effect).

The spell is difficult to cast, physically taxing the spellcasters so much that each caster suffers 3d10 points of damage from the effort. There is no saving throw allowed to avoid this damage.

The Great Circle (Creation, Sun) *Reversible*

Rng: 0
Dur: 1 round
AoE: Special

Comp: V, S
CT: 6 turns
Save: Special

The *great circle* is a powerful cooperative spell that can be used only by 4 or more priests, each casting the spell simultaneously. Because of the nature of this spell and its casting time, it is often used to cleanse grounds in preparation for the construction of a temple or sanctuary.

When casting the *great circle*, the priests stand in a circle of no more than 20' diameter. Each faces inward; when the spell is completed, each priest faces outward, directing the energy of the spell.

When the casting is complete, the spell takes the form of a radiant halo of golden light 20' above the ground. This halo quickly expands in a shimmering wave. It can pass through objects, with small arcs of the halo disappearing momentarily and reappearing on the far side. As the halo moves, it generates a high-pitched hum that varies in pitch, almost like a chorus. The halo moves slowly at first, but builds speed, reaching its maximum range at the end of 1 round.



Seventh Level Priest Spells

Age Dragon (Animal, Time)

Rng: 90'
Dur: 1 round/level
AoE: 1 dragon

Comp: V, S, M
CT: 1 round
Save: Negates

This spell allows the caster to cause any dragon to temporarily gain or lose one age level per 5 levels of the caster. For instance, a 14th level caster could cause a dragon to gain or lose two age levels; a mature adult dragon could be temporarily transformed into a young adult dragon or into a very old dragon. A dragon's age cannot be reduced below hatchling or increased beyond great wyrm.

Unwilling dragons are allowed a saving throw vs. spells with a -4 penalty to avoid the effect.

A dragon affected by *age dragon* temporarily acquires the AC, HPs, spell abilities, combat modifiers, size, and other attributes of their new age level. The dragon retains their memories and personality. At the end of the spell's duration, the dragon returns to their normal age level.

If the dragon suffered damage while experiencing their modified age, these HPs remain lost when they resume their normal age. If the dragon loses more HPs at their modified age than they have at their actual age, they die when the spell expires. For example, a young adult bronze dragon with 110 HPs is aged to a mature adult with 120 HPs. The dragon suffers 115 HPs in combat. Unless the dragon is healed of 6 points of damage before the spell expires, the dragon dies at the end of the spell since their damage is greater than their actual HPs.

If a dragon is killed while under the effect of *age dragon*, they're dead at the end of the spell's duration.

The material component is a handful of dirt taken from a dragon's footprint.

Breath of Life (Healing, Necromancy) *Reversible*

Rng: 0
Dur: 1 hour/level
AoE: Special

Comp: V, S, M
CT: 1 turn
Save: None

This powerful spell enables the caster to cure many persons (even an entire community) who are afflicted with a nonmagical disease. The priest need not touch or even see the diseased people for the spell to be effective, although recipients must be within the area of effect.

This spell does not cure all diseases in the community at one time; the caster must specifically state which disease is to be eliminated (black plague or yellow fever, for example) with each casting of the spell.

When the spell is cast, the priest exhales a sweet-smelling breath. This forms into a breeze that radiates outward, forming a circle that expands in a 150' radius/hour. During this time, the caster must remain at the center of the area of effect.

For example, after 12 hours, the *breath of life* would cover a circle 3600' in diameter (1800' radius). The breath is of a magical nature rather than a physical nature; therefore, it is unaffected by prevailing winds.

The radius of the golden halo is dependent on the number of priests casting the spell. Each priest adds 60' to the radius. Thus, 4 priests could generate a halo that extends 240' in all directions from the circle of priests. Theoretically, there is no limit to the number of priests who may contribute to this spell, but the need for the priests to be within a 20' diameter circle sets a practical limit of 20 casters.

The halo is pure energy tapped from the Positive Material plane. It causes harm to undead and evil beings within the area of effect. Undead creatures of 8 or fewer HD are instantly destroyed and are not allowed a saving throw to avoid the effect. More powerful undead suffer 1d8 points of damage/caster. A successful saving throw vs. death magic reduces this damage to half. Creatures of evil alignment suffer 1d6 points of damage/caster (a saving throw is allowed for 1/2 damage).

The reverse of this spell, the *black circle*, creates a ring of shimmering black energy. Paladins and priests of good alignment suffer 1d10 points of damage per priest in the circle. All other good creatures suffer 1d4 points of damage/caster. Affected creatures are allowed a saving throw vs. death magic to reduce the damage to 1/2.

The breeze blows through the community, instantly eliminating the specified disease from all afflicted citizens. The *breath of life* spell does not destroy parasitic monsters (such as green slime, rot grubs, and others), nor does it cure lycanthropy or other magical afflictions. The spell does not prevent recurrence of a disease if the recipients are again exposed.

The material components are the priest's holy symbol and a cone of incense that has been blessed by the highest priest of the PC's religion.

The *breath of death*, which produces a foul-smelling wind, is the reverse of this spell. Victims who fail a saving throw vs. death magic are afflicted with a nonmagical, fatal disease. To determine the results of this spell, the DM should roll saving throws for major NPCs in the area of effect. The effect on the rest of the community can be calculated as a percentage, based on the saving throw.

Infected creatures do not heal HPs until the disease is cured. The disease is fatal within 1d6 weeks (the duration varies from person to person).

The material components are the priest's holy symbol and a handful of dust taken from a mummy's corpse.

Divine Inspiration (Divination, Thought)

Rng: 0
Dur: Instantaneous
AoE: The caster

Comp: V, S, M
CT: 5
Save: None

This spell is a more powerful version of the *genius* spell. The priest's player may ask the DM one question about the current situation or about events that will occur within the next 5 rounds. Questions about the future must relate to external events, such as "Will the guards respond to the sentry's yell?" Questions cannot refer to the outcome of combat, such as "Will we win the battle?" The priest's player is allowed to use this spell to ask the DM for advice. In this case, the spell is the equivalent of asking the gods, "Okay, how do we get out of this one?"

Like the *genius* spell, the DM must be careful in adjudicating this spell. The answer to the question is always relevant and correct, although not necessarily complete. The answer can also be cryptic, in the form of a riddle or rhyme, depending on the DM's assessment of the situation and how potentially unbalancing the answer might be. In general, the answer will be a short phrase of no more than 8 to 10 words.

The material component is a gem of at least 10,000 gp value. This spell can be cast only once in any 24-hour period.

Hovering Road (Travelers)

Rng: 0
Dur: 1 turn/level
AoE: Special

Comp: V, S, M
CT: 1 round
Save: None

This spell enables the caster to create a magical 10'-wide road extending 10' in front of them. The caster can create an unbroken road for the duration of the spell, creating a 10' area ahead of them as long as they continue to move forward.

The road is approximately one foot thick and hovers in the air. It has the texture and color of black granite. PC's and creatures can move on the *hovering road* at their normal movement rate, ignoring the effects of surrounding terrain.

The *hovering road* must originate from a solid surface. Once anchored, the caster controls the contour of the road, causing it to rise and fall as they wish. The road can thus be used to traverse rivers (if the road is anchored on the shore), swamps, and similarly hostile terrain. The caster can cause the *hovering road* to rise over a jungle or cross a chasm.

The road has AC 20. It is impervious to non-magical weapons. If the road suffers 100 points of damage (from magical weapons or other magical forces), it dissipates in a black mist; all those on the road fall to the ground below.

Unless the road is destroyed, the entire *hovering road* remains intact from beginning to end for the duration of the spell, even if the caster is killed or incapacitated. At the end of the spell's duration, the entire road dissipates.

The material components are a chunk of black marble and a loop of gold wire.

Illusory Fortification (War)

Rng: 720'
Dur: Special
AoE: Special

Comp: V, S, M
CT: 10 turns
Save: None

The ritual required to cast this spell is time-consuming and extremely complex. As its name implies, *illusory fortification* creates an illusion of a wall of heavy stonework up to 30' tall and 1180' long, topped with crenellations. The illusory wall can be of any color and apparent age, potentially allowing the caster to match the false wall with the real walls of an existing castle. The illusory wall must be continuous (it cannot form two or more shorter walls), but it can follow any corners or bends that the caster desires.

In addition to the wall, the spell creates the illusion of constant movement among the crenellations, as if defending troops were moving atop the wall. The formation of the crenellations makes it impossible for a distant observer to determine exactly how many and what types of defenders are present on the *illusory fortification*.

The illusory wall remains in existence for 2d12 hours unless the spell is terminated earlier.

The spell has one very significant limitation: it is strictly two-dimensional and is visible from only one side (the side that the caster deems to be the "outside"). When viewed from the outside, the wall appears real; when viewed from the end, from above, or from the "inside," the wall is totally invisible except for a faint outline of the shape of the wall. This means that friendly troops, concealed from enemy view by the illusory wall, can see their opponents clearly. The wall is most effective if friendly troops are informed of the wall's presence and are careful not to walk through the illusion. Such an occurrence does not end the spell, but it will probably advise the enemy of the nature of the wall.

Spells cast at the wall and shots fired at the *illusory fortification* by siege engines appear to strike the wall and inflict normal damage. In reality, the missiles or spells pass through the illusion, possibly striking troops or real fortifications beyond. Such "hits" do not disturb the illusion.

As soon as an enemy unit moves within 30' of the *illusory fortification*, the spell terminates and the wall vanishes.

There are two ways in which the spell can be terminated before it expires. First, the priest can terminate the spell at any time. Second, if a friendly unit makes an attack, whether melee or missile combat, through the illusory wall from the "inside" to the "outside," the spell terminates instantly.

Once the *illusory fortification* has been created, the priest does not need to concentrate on the wall. The spell remains in effect even if the casting priest is killed in the interim.

The material components are the priest's holy symbol, a handful of stones, powdered mortar, and a gem worth at least 10,000 gp. All components except the holy symbol are consumed in the casting.

Mind Tracker (Summoning, Thought)

Rng: Special
Dur: Special
AoE: 1 creature

Comp: V, S, M
CT: 1 turn/3
Save: Special

The mind tracker is a magically-created creature which exists only on the Ethereal plane. It is called into existence when the first portion of this spell is cast.

When seen (which is seldom), the mind tracker has an indistinct body. It seems to be a near-solid coalescence of the vaporous atmosphere of the Ethereal plane itself. It is a roughly elliptical body with 3 or more limbs protruding at seemingly random locations. The number and size of these appendages shifts slowly, however, as new ones appear from the mist and old ones disappear. The body of the creature averages 2' across and 3' long, though this, too, tends to vary from minute to minute.

The mind tracker has no discernible eyes, ears, nose, or other organs. It cannot be engaged in combat; if attacked, it simply disappears, to reappear after the danger has passed, or somewhere else entirely if its quarry has moved on.

The ceremony which creates the mind tracker takes 1 turn to perform. Its material components are a whiff of the Ethereal plane's atmosphere and the brain of a lizard.

Once the tracker is manifested, it must be assigned a quarry within 1 hour. If no quarry is designated, the tracker dissipates and the spell is wasted.

To assign a quarry to the tracker, the priest must have the quarry within their sight. This includes magical sight such as true seeing, but not remote sighting devices such as crystal balls. With the quarry in sight, the priest mouths the final phrases of the spell. From that point on, the mind tracker is mentally tethered to the victim. It follows its quarry (staying always in the Ethereal plane) wherever it goes. It constantly relays information about the subject to the priest: what it is doing, where it is. The priest does not actually see an image of the quarry, they receive "reports" from the mind tracker. These reports contain only such information as the tracker can gather by looking. It cannot identify people the quarry is talking to, but can describe them in great detail. Nor can it hear anything the quarry or anyone else says, or read writing, but it recognizes and can report the fact that speaking or reading is happening.

While the tracker is dogging its quarry, its presence can be felt as an eerie, creepy sensation of being watched. If the victim makes an initial save vs. paralyzation, each of the following stages lasts 3 hours instead of two. For the first 2 hours, the quarry has a general feeling of ill ease. In the third and 4th hours, the victim is distracted and nervous, and suffers a -1 penalty on all saving throws. In the fifth and sixth hours, the victim is convinced someone or something is following them and suffers a -3 penalty on saving throws and a -2 (or -10%) penalty on all other dice rolls. After 6 hours the victim is near their breaking point. The PC is unable to concentrate to cast spells or use any of their class's special abilities. All die rolls have a -5 (or -25%) penalty. After 8 hours, they must make a saving throw vs. paralyzation. If they fail, they collapse, fevered and delirious. This state persists until the tracker ceases to exist.

The mind tracker continues to exist for as long as the priest remains conscious of its input. If the priest is knocked out or falls asleep, or simply dismisses their creation, the tracker dissipates.

Shadow Engines (War)

Rng: 720'
Dur: 8 turns
AoE: 540'x540' sq

Comp: V, S, M
CT: 3 turns
Save: None

This spell creates the illusion of as many as 4 siege engines. The casting priest may choose from ballistae, siege towers, catapults, rams, or any combination thereof. Like the creatures created by the spell *shadow monsters*, these illusory engines have at least a tenuous reality and can inflict damage on enemies.

Shadow engines are accompanied by illusory crews of the appropriate number and race. The engines can move at a rate of 60'/turn and are unaffected by terrain considerations. (The caster can choose to slow them when passing through rough terrain to aid the illusion of reality.)

Shadow engines cannot carry real troops. They can be fired at the same rate as real engines of the appropriate type, but a hit causes only 1/2 the damage normal for that type of engine (round fractions down).

A *shadow engine* remains in existence until the spell duration expires, until an enemy unit approaches within 30', or until it suffers damage from an enemy missile attack. When any of these conditions occur, the engine vanishes. If a single spell has created multiple engines, only the engine struck vanishes; the others remain.

The crew associated with a *shadow engine* must remain with that engine; it cannot move more than 15' away from the engine itself.

Shadow engines can move independently of other engines created by the spell as long as they remain within the area of effect and remain within 720' of the caster. The caster must maintain concentration to control the *shadow engines*. The PC cannot cast any other spells, and they're limited to a movement rate of 6. If the caster is struck for damage, the *shadow engines* vanish.

The material component is a finely detailed miniature model of a siege engine (of any type), which is consumed during the casting.

Spacewarp (Numbers)

Rng: 150'
Dur: 1 round/level
AoE: 50' diameter sphere

Comp: V, S, M
CT: 7
Save: None

According to one view of the universe, what we perceive as gravity is actually a localized warping of the fabric of space-time. The *spacewarp* spell creates a temporary but very intense warping in a limited area.

When the priest casts this spell, they select a specific point to be the center of effect. This point may be anywhere within 150' of the caster, including in midair.

When the spell is completed, this center of effect gains a gravity field equal to the force felt at the surface of the earth. In other words, gravity is centered at this point; everything within 50' of this center that is not attached to something immovable will fall toward the selected point.

This localized gravity affects only loose objects and creatures capable of movement (i.e., not trees, whose roots are buried in the ground). It does not affect the ground itself--soil, plants, desert sand, lake water, etc. are immune to the effect.

An object falling toward the center of gravity gains speed exactly as it would if it were falling toward the ground. When the object reaches the center, it instantly ceases its movement. If objects are already at the center, newly arriving objects will slam into them, causing normal falling damage (1d6 per 10') to the newly arriving objects. Objects previously at the center must save vs. paralyzation or suffer half that amount of damage.

Consider the following example. An orc is 10' away from the center of effect when the spell is cast. The PC falls 10' to the center and stops. The PC's companion, a bandit, is 30' from the center. It takes them longer to fall to the center, so the orc is already there when they arrive, and the two PC's collide forcefully. The bandit suffers 3d6 HPs of damage--the falling damage associated with a 30' fall. The orc must save vs. paralyzation or suffer half that amount.

Other things are caught in the effect as well. The bandit's horse was 50' away from the center of effect, so it arrives at the center after the orc and the bandit. It falls 50', suffering 5d6 points of damage, and potentially inflicting half that amount on both the orc and the bandit.

The center of effect can be anywhere within 150' of the priest. Possibly one of the most destructive uses of this spell is to cast it directly on an enemy creature. Everyone and everything within 50' of that creature falls toward them and strikes them, inflicting damage.

When the spell terminates, gravity returns to normal. If the spell has lifted any PC's or objects off the ground, they immediately fall back to the ground, suffering the appropriate amount of falling damage.

The material components are a lodestone and a sphere of obsidian, both of which are consumed in the casting.

Spirit of Power (Summoning)

Rng: 0	Comp: V, S, M
Dur: 1 hour	CT: 3 turns
AoE: The casters	Save: None

This cooperative spell is rarely used or spoken of, since its requirements are strict and the outcome is uncertain. The spell must be cast by 6 priests of the same faith. All 6 must touch hands at the time of casting. At the completion of the spell, the priests fall into a trance. The life essences of the priests leave their bodies and merge at a point within 10' of the casters. The spirits of the priests meld together to form the avatar of the priests' deity.

In this manner, the 6PC's become a single being with all the powers and abilities allowed to that avatar. The only stipulation is that the priests' deity cannot have created all avatars allowed to it at that moment. If this has happened, the spell fails and the priests are drained as described below.

If the spell succeeds, the priests have completely given their wills over to their deity, essentially forming the vessel into which it funnels power. In becoming the avatar, the priests retain the ability to make most of their own decisions. (The 6 must work in harmony or allow one of their number to decide all actions.) However, the deity can assume direct control of the avatar at any time it desires--the avatar is, after all, an earthly manifestation of the deity.

Although the spell has a duration of 1 hour, the deity is not obliged to release the priests at that time. If the priests are not released at the end of the spell's duration, they instantly die. A deity can choose to sacrifice its priests in order to maintain its avatar on the Prime Material plane. Such a cruel and unjust action is almost never undertaken by good deities or those that have any respect for life, free will, or mercy. For dark and sinister gods, the question is much more uncertain. If a deity chooses to maintain the avatar longer than 1 hour, control of the avatar instantly and permanently passes to the DM. (Clearly, a DM should seldom if ever exercise this power.)

While the priests are formed into the avatar, their bodies remain in a death like trance. The priests have no idea what might be happening to their real bodies (unless the avatar can observe them). Any damage to a priest's body requires an instant system shock roll. If successful, the damage is recorded normally, but the damage does not take effect until the spell ends (at which point the priest will almost certainly die).

If the system shock roll is failed, the PC instantly dies and the spell ends. PC's who die in this manner cannot be raised, resurrected, or reincarnated. They have been taken to the ultimate reward (or punishment) for the service they have rendered. If the bodies are moved from their positions, the spell ends.

Even if the deity releases the priests, they're left severely drained. All spells memorized are lost until the priest can rest and perform their prayers once again. The physical drain leaves each priest with only 1 HP upon awakening, regardless of the number of HPs the PC had when the spell was cast. Since damage suffered during the spell takes effect instantly, any priest who is hurt dies immediately (although quick action by others might save them).

Each priest who survives the spell will be bound by a quest (a duty that must be completed in exchange for calling upon their god).

The material component is an offering appropriate to the deity. The DM determines the exact nature of this offering.

Tentacle Walls (Wards)

Rng: Touch	Comp: V, S, M
Dur: Special	CT: 1 round
AoE: 50' cu	Save: None

Tentacle walls enables the caster to enchant a single room whose volume is less than or equal to the area of effect. The spell activates 1d4 rounds after any creature other than the caster enters the room. The intruder must be larger than a normal rat; that is, it must be larger than 1/2' cu or weigh more than 3 lb.

When the spell is activated, 6 black, leathery tentacles sprout inside the room; the tentacles are evenly divided among the room's surfaces (for instance, if the room is a cube, one tentacle sprouts from the floor, one sprouts from the ceiling, and one sprouts from each of the 4 walls).

The whip-like tentacles grow to the length of the room and swing wildly. Each round, a tentacle has a 30% chance of striking a random creature in the room, inflicting 1d6 points of damage (save vs. spell for 1/2 damage). Each tentacle has AC 20 and 25 HPs. When a tentacle is reduced to 0 HPs, it disappears in a puff of black smoke.

If all creatures are killed or withdraw from the room, the surviving tentacles withdraw, disappearing into the walls. If the spell is activated again, 6 tentacles reappear; new tentacles are created to replace any destroyed previously. As long as one tentacle survives an encounter, the tentacles will continue to be replaced. Only when all 6 tentacles are destroyed is the spell permanently negated.

The material component is the dried tentacle of an octopus.

Timelessness (Numbers, Time)

Rng: Touch	Comp: V, S, M
Dur: 1 day/level	CT: 7
AoE: 1 creature	Save: Negates

This spell totally stops the flow of time for a single individual. All signs of life stop and the subject is incapable of any movement or thought. While the spell is in effect, the subject is totally immovable and cannot be affected by any physical or magical forces.

Weapons simply bounce off the subject as they would bounce off the hardest stone. Spells, including *dispel magic*, are totally incapable of affecting the subject in any way. The subject does not age.

Aside from the fact that the subject remains visible, frozen in place like a statue, they're effectively no longer part of the universe. (DMs may rule that the most powerful of magics, such as *wishes*, and creatures of demigod or higher status can affect the subject.)

When the priest casts the spell, they states the duration for which the spell will remain in effect (the maximum is one full day/level of the caster). Once the spell is cast, this duration cannot be changed; the priest cannot terminate the spell before the stated time has elapsed.

If the subject is unwilling to be affected by the spell, the priest must touch the victim for the spell to take effect; the subject receives a normal saving throw to resist the effects. A willing subject need not make a saving throw.

The priest may cast this spell on himself if desired. This spell can provide a powerful defensive maneuver; while the spell is in effect, the subject is totally invulnerable. *Timelessness* is also an effective form of long-term imprisonment, as long as the priest is around to cast the spell again at the appropriate time.

This is an exceptionally powerful spell. Casting it puts a significant strain on the priest. Each time they cast *timelessness*, the priest must make a system shock roll. If the priest fails this throw, they permanently loses 1 point of Constitution. The material components are a gem worth at least 10,000 gp and a small cylinder of obsidian. Both are crushed during the casting.

Uncontrolled Weather (Air, Chaos, Elemental, Weather)

Rng: 0	Comp: V, S
Dur: 1 turn/level	CT: 1 turn
AoE: 4d4 sq Mi	Save: None

This spell allows the caster to summon weather that is either appropriate or inappropriate to the climate and season of the region. The summoned effects are always dramatic--cool breezes or light fog will not appear. Instead, torrential floods will assault a desert, a heat wave will rage in polar wastelands, and tornadoes and hurricanes will rip across gentle landscapes. A blizzard might spring up in summer or a tornado might materialize in the winter.

The spellcaster has no influence over the weather pattern that emerges. The PC cannot control the area of effect or the duration of the weather.

4 turns after the spell is cast, the trend of the weather will become apparent--a sudden chill, gust of wind, overcast sky, etc. The uncontrolled weather arrives on the fifth turn. Once the weather has arrived, it cannot be dispelled. If the spell is canceled by the caster before the beginning of the fifth turn, the weather slowly reverts to its original condition.

The effects of the spell are the decision of the DM. The effects should be grand and impressive. Following are suggested effects of the weather.

Torrential Rain/Blizzard: Visibility is reduced to 300' or less; travel is nearly impossible due to water or heavy snow on the ground.

Storm/Hurricanes: All flying creatures are driven from the skies; trees are uprooted; roofs are torn off; ships are endangered.

Heat Wave: Intense heat immediately causes ice bridges to melt; avalanches of snow and ice roll down mountains.

The DM determines the area of effect randomly. The maximum duration of the spell is 1 turn/level of the caster; however, the DM may cancel the effect after a shorter time.



Conjure Spell Component (Conjuration/Summoning)

Rng: 1 mile/level	Comp: V, S
Dur: 1 round	CT: 1
AoE: 3 components/level	Save: None

When this spell is cast, the caster teleports desired items directly to their hand. The objects must be naturally occurring components for spells the caster knows and they must be within spell range. The components must be items commonly found in the area, such as a twig, feather, firefly, or bit of beeswax in a forest.

If the components lie underground or underwater at a depth greater than 10', they cannot be conjured, even if the caster is at a similar depth (such as in a cavern or at the bottom of a lake).

The spell will not cause the appearance of components whose value exceeds 1 gp. Thus, it is impossible to summon gemstones, crystals, metals, pearls, etc. Additionally, components cannot be manmade or altered from their natural state (coins, jewelry, cut or crushed gems, mirrors, etc.), nor can they be taken from someone else's possession.

A single *conjure spell component* spell will summon 3 components/level of the caster. They may be 3 different components or multiples of a single component.

Attempts to conjure an animal's body parts (such as bat fur) produce unpredictable results. The DM should roll on the table below.

D4	Result
1	Desired component appears.
2	Component does not appear.
3	Creature is teleported to the caster.
4	Caster is teleported to the creature.

Only animals with Intelligence scores of 1-4 can be affected by this spell. Humanoids and fantastic animals (dragons, bugbears, unicorns, etc.) cannot be affected.

In all cases, the DM must use common sense to determine the likelihood of the component being located within spell range.

Fire Burst (Alteration, Elemental, Evocation, Fire)

Rng: 15'/level	Comp: V, S
Dur: Instantaneous	CT: 1
AoE: 1 10' radius circle	Save: Negates

When this spell is cast upon a nonmagical fire (such as a campfire, lantern, or candle), it causes the fire to flash and shoot arrows of flame. All creatures within 10' of the fire source suffer 1 point of damage/level of the caster (maximum of 10 points). Victims who roll a saving throw successfully suffer no damage.

Fist of Stone (Alteration, Earth, Elemental)

Rng: 0	Comp: V, S
Dur: 1 round/level	CT: 1
AoE: The caster's hand	Save: None

Upon completion of this spell, one of the caster's hands (their choice) turns to stone. It is flexible and can be used to punch, smash, or crush objects and opponents as if the caster had Strength of 23. Combat bonuses for Strength do not apply if the caster uses any weapon other than their fist.

While the spell is in effect, the caster cannot cast spells requiring somatic components.

Hornung's Guess (Divination, Wild Magic)

Rng: 900'	Comp: V
Dur: Instantaneous	CT: 2
AoE: Special	Save: None

Hornung, one of the leading casters in the field of wild magic (before their untimely disappearance while experimenting with *wildwind*), developed this spell to improve the accuracy of their estimates. The spell provides a caster with an instant and highly accurate estimate of the number of persons or objects in a group.

The spell's area of effect is one group of a general class of objects. All objects of the group must be within spell range and the group as a whole must be visible to the caster. The caster need not see every individual in the group, merely the general limits of the group's size and area. For example, a caster on a hill could look down on a forest and estimate the number of trees in all or part of it. The PC could not get an estimate of the number of goblins within the forest, however, since the group as a whole (the goblins) is concealed from sight.

The estimate generated is accurate to the largest factor of 10 (rounded up). For example, if *Hornung's guess* were cast on a group of 439 horsemen, the estimate would be 400. If there were 2,670 horsemen, the spell would estimate 3,000. If there were 37 horsemen, the answer would be 40. Clearly, using the spell on small groups (especially those with fewer than 10 members) is pointless.

Hornung's guess can be used to quickly estimate the size of treasure hoards and army units. It is particularly popular with moneylenders and generals.

Lasting Breath (Air, Alteration, Elemental)

Rng: 15'/level	Comp: V, S
Dur: 1d4 rounds +1 round/level	CT: 1
AoE: 1 creature/level	Save: None

This spell increases the amount of time a PC can hold their breath. A PC can hold their breath for a number of rounds equal to one-third their Constitution score. The effect of this spell is added to that figure.

The duration of the spell is always unknown to the recipient; the DM secretly rolls 1d4 to determine the exact duration. At the end of this time, the PC must succeed a Constitution check or be forced to take a breath as per the rules.

Metamorphose Liquids (Alchemy, Alteration, Elemental, Water)

Rng: Touch	Comp: V, S, M
Dur: Permanent	CT: 1 round
AoE: 1'-cu/level	Save: Special

This spell transmutes one type of liquid into an equal amount of a different, nonmagical fluid (water, wine, blood, oil, apple cider, etc.,...not alchemical mixtures). The caster must touch the fluid itself (not simply its container) for the spell to take effect.

Magical liquids (such as potions) receive a saving throw vs. disintegration with a +3 bonus to avoid the spell's effect. Fluids can be transmuted only into nonmagical liquids; it is not possible to change a magical liquid into another type of magical liquid. Poisons may be rendered harmless through use of this spell, but the spell has no effect on poisons already consumed.

Living creatures are unaffected by the spell, excluding those from the elemental plane of water. Such creatures are allowed a saving throw vs. spell. Failure results in 1d4 points of damage/level of the caster, while success indicates 1/2 damage. Only 1 creature can be affected by a single casting of this spell, regardless of the creature's size.

The material component is a drop of the liquid that the caster intends to create, which must be placed on the caster's tongue and consumed. Creating poisons through use of this spell is especially dangerous.

Murdock's Feathery Flyer (Alteration)

Rng: 0	Comp: V, S, M
Dur: 1 round/level	CT: 1
AoE: The caster	Save: None

Upon casting this spell, a feathery membrane grows under the caster's arms, extending along their sides all the way to their feet. The membrane appears to merge with the caster's skin and clothing.

If the caster spreads their arms and jumps from a height, they may glide through the air. For each foot of elevation, the caster can glide 5 feet horizontally. Thus, a caster jumping from a 10' wall could glide up to 50'. Gliding PC's have a movement rate of 12 and Maneuverability Class E. A caster attempting to carry more than their normal weight allowance plummets to the earth upon takeoff.

When the spell expires, the feathers instantly disappear. If the caster is airborne, they immediately plummet toward the ground.

The material component is an eagle's feather.

Nahal's Reckless Dweomer (Invocation/Evocation, Wild Magic)

Rng: Special	Comp: V, S
Dur: Special	CT: 5
AoE: Special	Save: Special



Second Level Wizard Spells

Chaos Shield (Abjuration, Wild Magic)

Rng: 0	Comp: V, S
Dur: 1d10 rounds+2 rounds/level	CT: 2
AoE: The caster	Save: Special

Following the discovery of wild magic came the discovery of wild surges and the personal danger such surges create. After several wild casters destroyed themselves by rather spectacular means (or suffered very odd side effects), the *chaos shield* was created as protection from these surges.

This spell imbues the wild caster with special protection against the effects of wild surges. It protects only against wild surges caused by the caster's own spells, not from the effects of another caster's wild surges.

When a wild surge affects a caster protected by *chaos shield*, they're allowed a saving throw vs. magic. If the saving throw is successful, the effect of the surge on the caster is negated. If the saving throw is failed, the caster is affected normally by the surge. The spell does not protect against wild surges that might be caused by its own casting.

This spell is the wild caster's ultimate last-resort spell. When cast, the caster releases a sudden flood of wild magical energy in the hope of seizing and shaping that energy into a desired spell effect of 3rd level or less. The attempt usually fails, but something almost always occurs in the process.

Before casting the spell, the caster announces the spell effect they're trying to create. The caster must be able to cast the spell (i.e., have it in their spell books and can normally cast the spell), but need not have it memorized. After announcing the spell (along with the target and any other conditions required by the spell), the wild caster casts *Nahal's reckless dweomer*. A burst of magical energy is released, which the wild caster tries to manipulate into the desired form. The actual effect of the spell is rolled randomly on the Wild Surge Results.

Because the release of energy is planned by the caster, their level is added to the dice roll. If the result indicates success, the caster has shaped the magical energy into the desired effect. More often than not, the effect is completely unexpected. The result may be beneficial to the caster or it may be completely disastrous; this is the risk the caster takes in casting *Nahal's reckless dweomer*.

Patternweave (Alchemy, Divination, Wild Magic)

Rng: 30'	Comp: V, S, M
Dur: 1 round	CT: 3
AoE: 10' sq	Save: Special

Patternweave allows the caster to make sense of apparent chaos. The caster can see such things as pottery shards reformed into a whole pot, shreds of paper formed into a page, scattered parts as a working machine, or specific trails appearing out of overlapping footprints.

After casting the spell, the caster studies seemingly random elements--broken bits of glass, shreds of paper, intermingled trails, etc. The items to be studied must be tangible--coded flashing lights, garbled speech, or thoughts of any kind cannot be studied.

The caster must study the random elements for 1 round, after which the DM secretly makes a saving throw vs. spell for the caster. If the saving throw is failed, the spell fails. However, if the saving throw is successful, the caster sees in their mind the pattern these objects form. If the items studied are truly random, no information is gained.

After the caster has visualized the pattern, they can attempt to reassemble the parts into their original form. This requires another saving throw vs. spell to determine whether the caster remembers sufficient details to accomplish the task. The amount of time required and the quality of restoration vary according to the complexity of the pattern.

Reassembling a shredded map may be easy; reassembling a broken clock is significantly more difficult; rebuilding a shattered mosaic is extremely difficult.

In any case, the caster can make only a reasonable copy of the item. The PC can use this spell to restore works of art, but they will be worth only a small percentage of their original value.

The material component is a small hand lens through which the caster studies the objects. The lens is not consumed in the casting.

The *chaos shield* protects only the caster and does not negate the effects of a wild surge for other PC's who might be in the area of effect. The caster cannot voluntarily cancel the protection once they have learned the nature of a wild surge; the *chaos shield* protects from both good and harmful effects. Thus, if a wild surge resulted in a *heal* spell for all PC's within 10' of the caster, the protected caster might not benefit, while all others in the radius would be *healed*.

The spell remains in effect until it negates a wild surge or the spell duration expires.

Hornung's Baneful Deflector (Evocation, Geometry, Wild Magic)

Rng: Touch	Comp: V, S, M
Dur: 2 rounds/level	CT: 2
AoE: 1 creature	Save: None

This spell partially surrounds the recipient in a shimmering, hemispherical field of force. The field is transparent and moves with the subject, forming a shell about one foot away from their body.

The shell serves as a shield against all forms of individually targeted missile attacks (including magic missiles and other spells). The caster designates the position of the shell (protecting the front, rear, side, or top of the recipient). The spell does not protect against area effect spells or other attacks that strike several creatures at once.

Whenever an individual missile attack is directed at a protected creature, the baneful deflector activates. Instead of striking the target creature, the missile's target is determined randomly among all creatures within a 15' hemisphere of the protected creature, including the protected creature. The missile then changes course toward its new target with normal chances to hit. If the new target is beyond the range of the missile, no target is hit. If the protected creature is struck, the spell immediately fails. If several people are protected by *baneful deflector*, a missile will change course several times before reaching its target.

The material component is a small prism that shatters when the spell is cast.

Insatiable Thirst (Elemental, Enchantment/Charm, Water)

Rng: 15'/level	Comp: V, S
Dur: 1 round/level	CT: 2
AoE: 1 creature	Save: Negates

This spell instills in the victim an uncontrollable desire to drink. The victim is allowed a saving throw to avoid the effect. If the roll is failed, the creature must consume any potable liquids it can find (including magical potions, which might result in strange effects if potions are mixed). Although poisons are not considered potable, a victim may not realize that a liquid is poisonous. The victim will not consume a liquid they know to be poisonous.

No matter how much the creature drinks, its magical thirst is not quenched until the spell ends. During this time, the creature can do nothing but drink or look for liquids to drink. Victims of this spell believe they're dying of thirst and (depending upon their nature) may be willing to kill for drinkable fluids.

Maximilian's Earthen Grasp (Earth, Elemental, Evocation)

Rng: 30'+30'/level	Comp: V, S, M
Dur: 3 rounds+1 round/level	CT: 2
AoE: 1 creature	Save: Special

This spell causes an arm made of compacted soil to rise from the ground. The spell must be cast on open turf, such as a grassy field or a dirt floor.

The earthen arm and hand (which are about the same size as a normal human limb) arise from the ground beneath 1 creature targeted by the caster. The hand attempts to grasp the creature's leg. The victim must attempt a saving throw; if successful, the hand sinks into the ground. Each round thereafter (until the spell ends or the target moves out of spell range), the hand has a 5% chance/level of the caster of reappearing beneath the targeted creature, at which time another saving throw is required.

If a saving throw is missed, the earthen limb firmly grasps and holds the creature in place. An individual held by the hand suffers a movement rate of 0, AC penalty of -2, and attack penalty of -2. All Dexterity combat bonuses are negated. The hand causes no physical damage to the victim.

The arm may be attacked by any creature, including the arm's victim. The arm has AC 15 and HPs equal to double the caster's maximum HPs. For example, a caster who normally has 15 HPs can create an earthen hand with 30 HPs. The maximum number of HPs that an earthen hand may have is 40. When the arm's HPs are reduced to zero or when the spell duration ends, the hand crumbles.

The material component is a miniature hand sculpted from clay, which crumbles to dust when the spell is cast.

Nahal's Nonsensical Nullifier (Abjuration, Wild Magic)

Rng: Touch	Comp: V, S, M
Dur: 1d6 rounds+1 round/level	CT: 2
AoE: Creature touched	Save: None

This spell scrambles the aura of the affected creature, giving random results to *know alignment*, *detect evil*, and *detect lie* spells cast on that creature.

When a protected creature is the focus of one of these divinations, the information gained is randomly determined. Thus, if *know alignment* is used against a chaotic evil creature protected by the *nonsensical nullifier*, the response could be any alignment combination. If two PC's both use the same divination on the same target, two random results are generated.

A new random result is generated each round; thus, continued observation of a protected creature usually results in different answers. The table below should be used to determine the random alignment.

D10

Roll	Alignment
1	Lawful Good
2	Lawful Neutral
3	Lawful Evil
4	Neutral Good
5	Neutral
6	Neutral Evil
7	Chaotic Good
8	Chaotic Evil
9	Chaotic Neutral
10	No alignment

The material component is a small amount of egg yolk smeared into the hair of the recipient.

Past Life (Divination)

Rng: Touch	Comp: V, S
Dur: Special	CT: 1 round
AoE: 1 creature	Save: None

By touching the remains of a dead creature, this spell allows a caster to gain a mental image of the deceased's former appearance. They remain can be of any age and only a tiny fragment is required, such as a bone splinter or a strand of hair.

When cast by a caster of at least 7th level, they're able to view the final minute of the subject's life from the subject's point of view.

When cast by a caster of at least 9th level, a personal possession (a ring, a favorite walking stick, etc.) may be substituted for bodily remains.

Protection From Paralysis (Abjuration, Alchemy, Geometry)

Rng: Touch	Comp: V, S, M
Dur: 1 turn/level	CT: 2
AoE: 1 creature	Save: None

The recipient of this spell receives total immunity to magical paralysis. Spells such as *hold person* and *slow* have no effect on the individual. This spell also provides protection against the paralysis attacks of monsters (a ghou's touch, for example). This spell offers no protection against physical damage.

The material component is a bit of cloth taken from a priest's robes.

Ride the Wind (Air, Alteration, Elemental)

Rng: 15'/level	Comp: V, S, M
Dur: 1 turn/level	CT: 2
AoE: 1 creature/level	Save: Negates

This spell allows creatures targeted by the caster to become virtually weightless and be lifted upon the wind. Affected creatures can control their altitude by rising or descending at a movement rate of 12, but are at the mercy of the wind for speed and direction. Recipients can stop forward movement only by grasping something to anchor them in place. If no wind is present, this spell has no effect.

Unwilling targets are allowed a saving throw to resist the effect.

Each subject and their equipment must weigh less than 100 lb/level of the caster. Thus, a 6th level caster could affect 6 creatures each weighing 600lbs. or less. This spell may be cast only on living creatures.

The material components are a small handful of straw and a dry leaf.

Sense Shifting (Alchemy, Alteration)

Rng: 0	Comp: V, S, M
Dur: 3 turns	CT: 2
AoE: The caster	Save: None

Sense shifting allows the caster to affect all spells of levels 1 through 3 that they cast within the duration of the spell. For each spell, they can modify one of 3 sensory features pertaining to the spell: color, sound, or patterned visual appearance of the spell effect. The changes produced by this spell do not affect the functions of the affected spell nor any saving throws that apply against their effects.

Sense shifting might be used to produce green *fireballs*, *magic missiles* that streak through the air with a scream, colored *continual light* globes, customized designs for a *hypnotic pattern*, or a *spectral hand* that makes scrabbling sounds as it attempts to grasp a target.

Sense shifting cannot create any form of invisibility. It cannot completely silence a spell effect (thus, a *fireball*'s blast might be muted, but not wholly eliminated).

The material component is a twist of multi-colored ribbon with a small silver bell fastened to its end.



Third Level Wizard Spells

Alacrity (Alteration)

Rng: 0
Dur: 1 turn+1 round/level
AoE: The caster
Comp: V, S, M
CT: 1
Save: None

The use of an *alacrity* spell allows the caster to speed up the casting of spells of 5th level and lower. Only spells that are cast within the *alacrity* spell's duration are affected.

Casting times of 2-5 are reduced by 1; casting times of 6-9 are reduced by 2; and a casting time of 1 round is reduced to a casting time of 8. Casting times for spells which require more than 1 round are reduced by 20% (e.g., an *animate dead* spell affected by *alacrity* could be cast in only 4 rounds). Spells which have a casting time of 1 are not affected by this spell.

The material component is a miniature hourglass which is destroyed when the spell is cast.

Alamir's Fundamental Breakdown (Air, Alchemy, Divination, Elemental, Earth, Fire, Water)

Rng: Touch
Dur: Special
AoE: 1 item
Comp: V, S, M
CT: 1 round
Save: Special

By casting this spell, the caster learns what ingredients and formulas were used to create a chemical mixture or magical item.

The information instantly appears in the caster's mind but may be lost if the caster cannot comprehend it. The caster must roll an Intelligence check; if successful, the caster understands the formula and retains it in their memory. If the roll is missed, the caster cannot comprehend what they have learned and the information is immediately forgotten. If the spell is cast a second time on the same substance, the spell automatically fails unless the caster has advanced to the next experience level.

The caster's level determines the type of information gleaned:

5th Level: The type and quantity of ingredients and the preparation process required to produce a non-magical mixture are learned. For example, the caster could learn how to produce Greek fire or gunpowder, or could learn the recipe for something simple, like chocolate cake.

9th Level: The caster may learn the proper ingredients and formula for making a magical liquid (potion, scroll ink, etc.).

14th Level: The caster may learn the formula for creating any type of magical object, excluding unique items and objects of extreme power (artifacts and relics).

In all cases, simply knowing the proper formula does not mean the caster can successfully create the item or material. The construction of alchemical mixtures and magical items is a time-consuming and expensive undertaking.

This spell has detrimental effects on the magical item analyzed. Single-use items (potions, oils, etc.) are automatically destroyed; the spell consumes the item in the process of analyzing it. Reusable magical items must make a saving throw vs. disintegration. If the saving throw is failed, *Alamir's fundamental breakdown* releases the magic of the item in an explosive blast, rendering it permanently nonmagical. The caster suffers 4d8 points of damage from the explosion.

The material component is a wand cut from a 100-year-old oak tree. The wand is used to touch the item in question, and vanishes in a puff of smoke when the spell is complete.

Alternate Reality (Alteration, Wild Magic)

Rng: 0
Dur: Instantaneous
AoE: Creature touched
Comp: V, S, M
CT: 3
Save: None

With this spell, the caster creates a small variation in probabilities. This variation lasts only a moment, but creates alternate results for one recent event. When the spell is cast, any one event attempted by the recipient during the previous round is recalculated, essentially allowing (or forcing) the creature to make new die rolls.

Only events that begin and end in a single round can be affected. Only one die roll can be rerolled. If the creature touched is a willing recipient, the player can choose which roll (the original or the new roll) affects them, more than likely picking the most successful. If the creature is unwilling, they must redo the action. The second result, whatever its outcome, cannot be changed.

Typical uses of this spell include allowing a fighter to reroll an attack, forcing an opponent to reroll a saving throw, or allowing a caster to reroll the damage caused by a fireball.

The material component is a small, unmarked die.

Augmentation I (Invocation/Evocation)

Rng: 0
Dur: Special
AoE: Special
Comp: V, S, M
CT: 2
Save: None

This spell augments the damage inflicted by any spell of levels 1-3. For each die of damage rolled, the caster adds one point to the damage total.

The *augmentation I* spell affects only one spell cast on the round immediately following the *augmentation*. If an entire round or more elapses, the *augmentation* is wasted.

Only spells which cause direct physical damage are affected by *augmentation*; for example, monsters gained through *monster summoning I* gain no bonuses to their damage.

The material component is a pair of concentric circles of bronze or silver.

Far Reaching I (Alteration)

Rng: 0
Dur: Special
AoE: Special
Comp: V
CT: 2
Save: None

This spell allows the caster to extend the range of any one 1st or 2nd level spell by 50% or any one 3rd level spell by 25%. The spell to be affected must be cast on the round immediately following the *far reaching I* spell. If a complete round or more elapses, the *far reaching I* is wasted.

Far reaching I affects only a spell cast by the same caster. *Far reaching I* does not affect spells that have range of 0 or touch.

Fireflow (Alteration, Song, Wild Magic)

Rng: 90'
Dur: 1 round/level
AoE: 1 fire source
Comp: V, S, M
CT: 3
Save: None

This spell allows a caster to control natural fires by manipulating randomness and adjusting probabilities to cause them to spread and take shape in any direction they desire. Once cast, the caster points at any fire within range. The PC can then cause that fire to move in any direction desired within spell range, as long as the flames contact a solid surface (the fire may not be raised in the air).

The caster must maintain concentration or the spell fails. The flames can be spread at the rate of 50' sq/turn. Thus, if a caster affects a campfire, they could create a flaming line 1' wide and 50' long or fill a 5' 0 10' sq in a single round.

The flames are not limited by a lack of burnable material and can be directed to spread over water, snow, ice, and other nonflammable surfaces. The surface is not harmed, but objects and creatures caught in the flames suffer damage as if they had stepped into the original fire source. Thus, a PC caught in flames created from a candle will suffer only minor damage, while a PC caught in a blaze that originated from a huge bonfire will be severely burned.

The material components are a small paintbrush and a pot of pitch.

Fool's Speech (Alteration, Wild Magic)

Rng: Touch
Dur: 1 hour/level
AoE: Caster +1 creature/level
Comp: V, S, M
CT: 1 turn
Save: None

With this spell, the caster empowers himself and others of their choosing with the ability to speak a secret language incomprehensible to others. Creatures designated to speak the language must be touching each other when the spell is cast.

Once cast, the PC's can choose to speak normally or in their secret tongue. They can speak and understand this mysterious language fluently.

Fool's speech is not recognizable as any known language, nor does it remotely sound like any language. A *comprehend languages* or *tongues* spell will not translate it. It can be understood by a PC wearing a *helm of comprehending languages and reading magic*, although the normal percentage chances apply.

The material component is a small whistle made of bone.

Lorloveim's Creeping Shadow (Illusion, Shadow)

Rng: 0	Comp: V, S, M
Dur: 1 round/level	CT: 7
AoE: The caster's shadow	Save: None

This spell causes the caster's shadow to elongate, stretching away from their body at a rate of 45'/round. It can elongate a maximum distance of 30'/level of the caster.

The shadow moves as an ordinary shadow, along floors and up walls. The caster may maneuver in any manner feasible to place the shadow where they desire. A caster might position their shadow over a high window in a tower in order to spy on the tower's occupants. The shadow makes no sound and is 90% undetectable in all but the brightest surroundings.

While the spell lasts, the illusionist can see, hear, and speak through their shadow. The shadow cannot physically touch, pick up, or attack creatures or objects. It can be struck only by spells, magical weapons of +1 or better, or other special attacks (such as a dragon's breath). The shadow has the same AC as the caster. HPs lost by the shadow are suffered by the caster.

To cast the spell, a light source of at least the brightness of a candle must be present.

The material component is a small statuette of the caster sculpted from a piece of obsidian worth at least 1,000 gp.

Maximilian's Stony Grasp (Earth, Elemental, Evocation)

Rng: 60'+30'/level	Comp: V, S, M
Dur: 5 rounds+1 round/level	CT: 3
AoE: 1 creature	Save: Special

This spell must be cast on stony ground, such as a manmade stone floor, a natural cavern floor, or a boulder-strewn field. It is not possible to cast the spell on a stone wall or ceiling. The spell causes an arm made of stone (about the same size as a normal human limb) to rise from the ground beneath any creature targeted by the caster. The stony hand attempts to grasp the leg of the targeted creature, who is allowed a saving throw to avoid the effect; if the save is successful, the hand disappears. Each round thereafter, the hand has a 5% chance/level of the caster of reappearing and attacking.

Creatures grasped by the hand suffer a movement rate of 0, AC penalty of -2, and attack penalty of -2. Grasped PC's lose any Dexterity bonuses. The hand causes no damage to its victim.

The stony limb has AC 18 and HPs equal to triple the caster's maximum HPs. The maximum number of HPs a stony hand may have is 60.

The material component is a miniature hand sculpted from stone, which crumbles to dust when the conjured hand is destroyed or the spell expires.

Minor Malison (Enchantment/Charm)

Rng: 60'	Comp: V
Dur: 2 rounds/level	CT: 2
AoE: 30' radius sphere	Save: None

This spell allows a caster to adversely affect all the saving throws of their enemies. Opponents under the influence of this spell make all saving throws at a penalty of -1.

Alternatively, the caster may select any one school of magic and cause their enemies to make all saving throws against magic from that school at -2. This penalty is not cumulative with a saving throw penalty derived from the caster being a specialist; the penalty is not increased to -3.

Spirit Armor (Necromancy, Shadow)

Rng: 0	Comp: V, S
Dur: 2 rounds/level	CT: 3
AoE: The caster	Save: Special

This spell allows the caster to surround themselves with a portion of their own life essence, which takes the form of a shimmering aura. The *spirit armor* offers protection equivalent to splint mail (AC 16) and grants the caster a +3 bonus to saving throws vs. magical attacks. The *spirit armor's* effects are not cumulative with other types of armor or magical protection, but Dexterity bonuses apply.

The *spirit armor* is effective against magical and nonmagical weapons and attacks. It does not hinder movement or add weight or encumbrance. It does not interfere with spellcasting.

When the spell ends, the aura dissipates and the caster temporarily loses a bit of their life essence, suffering 2d3 points of damage unless they succeed at a saving throw vs. spell. No damage is sustained if the save is successful. The HPs lost can be regained only through magical healing.

Squaring the Circle (Alteration)

Rng: 0	Comp: V, S, M
Dur: 1 round/level	CT: 2
AoE: Special	Save: None

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

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

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

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

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

Watery Double (Conjuration/Summoning, Elemental, Enchantment, Water)

Rng: Touch	Comp: V, S
Dur: Special; max. 10 rounds	CT: 3
AoE: 1 body of liquid	Save: Negates

This spell may be cast on any body of liquid as large as an ocean or as small as a glass of wine. The first creature whose reflection is cast on the surface of the liquid releases the spell. When the spell is triggered, the liquid immediately forms an exact 3-dimensional image of the reflected creature. If more than 1 creature casts a reflection simultaneously, only one watery double forms. Each creature has an equal chance of being the victim of the spell (roll randomly).

The size of the *watery double* is restricted by the volume of fluid available. If the spell were cast on a full mug of ale, the double would form from the ale, becoming a mug-sized duplicate of the victim. The *watery double* will never exceed the actual size of the victim regardless of the size of the body of liquid.

When the spell is cast on the liquid, its duration is considered permanent until the power is released by a creature's reflection. The liquid will not evaporate until the spell is triggered. When the *watery double* forms, it remains animated for 1 round/experience level of the caster, to a maximum of 10 rounds.

The *watery double* attempts to touch the creature it has duplicated. It can affect only the creature that it resembles. It has the same attack bonuses and current HPs as the creature it duplicates, but cannot cast spells or use any of the creature's magical items or special abilities. The *watery double* is AC 14 and its movement rate is double that of the victim. It may seep under doors and through cracks.

If the *watery double* succeeds in touching the creature, it merges with the individual, covering their entire body in a skin of liquid. The victim must attempt a saving throw. If successful, the creature has resisted the spell's effect and the *watery double* "dies," becoming normal fluid (and soaking the creature in the process). If the saving throw is failed, the *watery double* begins forcing its way into the victim's body, inflicting 1d8 points of damage/round until it is destroyed.

The *watery double* dissipates if reduced to zero HPs or when the spell's duration expires. Striking the watery double while it is wrapped around its victim causes an equal amount of damage to the victim. *Part water, lower water*, and *transmute water to dust* spells instantly destroy a *watery double*.

Wizard Sight (Divination)

Rng: 0
Dur: 1 round/level
AoE: The caster

Comp: V, S
CT: 3
Save: None

Upon completion of this spell, the caster's eyes glow blue and they're able to see the magical auras of spellcasters and enchanted objects. Only the auras of those things normally visible to the caster are seen; this spell does not grant the caster the ability to see invisible objects, nor does it give them X-ray vision. This spell does not reveal the presence of good or evil or reveal alignment.

While *wizard sight* is in effect, a caster is able to see whether someone is a spellcaster and whether that person is a priest or a caster (and what type of specialist, if any). The PC can sense if a nonspellcaster has the potential to learn and cast caster spells (e.g., whether a fighter will someday gain the ability to cast a spell).

Although a spellcaster's level cannot be discerned, the caster can see the intensity of a spellcaster's aura and guess at the individual's magical power (dim, faint, moderate, strong, overwhelming).

This can be extremely ambiguous even when a caster has some method of comparison; the DM might announce that a subject's intensity is roughly equivalent to that of a companion, or they might announce that a subject's aura is the strongest the caster has ever encountered.

An object's magical abilities cannot be discerned. The fact that it is magical and the type of magic (abjuration, alteration, etc.) are obvious. The caster can see the intensity of an item's magical aura and guess at its power, but cannot tell whether a magical item is cursed.



Fourth Level Wizard Spells

Dilation I (Alteration)

Rng: 0
Dur: Special
AoE: Special

Comp: V
CT: 4
Save: None

Dilation I allows a caster to increase the area of effect of any one spell of levels 1-3. The area of effect is increased by 25%; thus, a *stinking cloud* would fill a 25' cu, while a slow spell would affect creatures in a 50' cu. Fractions of feet are dropped.

Dilation I must be cast immediately prior to the spell to be dilated; if a complete round or more elapses, the dilation is wasted. The dilation spell affects only spells which have areas of effect defined in feet (numbers of creatures cannot be increased). The dilation affects only spells cast by the same caster.

Divination Enhancement (Evocation)

Rng: 0
Dur: 2 turns +2 rounds/level
AoE: The caster

Comp: V
CT: 4
Save: None

This spell allows a caster to extend both the duration and range of the *wizard eye* spell and any divination spells of levels 1-4. Duration and range are both increased by 50% for the length of the *divination enhancement*.

All divination spells cast within the duration of the enhancement are increased. The expiration of the enhancement cancels all divination spells in effect.

Far Reaching II (Alteration)

Rng: 0
Dur: Special
AoE: Special

Comp: V
CT: 4
Save: None

This spell's function is identical to the 3rd level *far reaching I* spell, except that a spell of 1st or 2nd level has its range doubled and a spell of 3rd level has its range increased by 50%. In addition, any spell of 4th level has its range extended by 25%.

Greater Malison (Enchantment/Charm)

Rng: 60'
Dur: 2 rounds/level
AoE: 30' radius sphere

Comp: V
CT: 4
Save: None

This spell operates exactly like the 3rd level *minor malison* spell except that the caster places a -2 penalty on all saving throws of all hostile creatures within the area of effect. Optionally, the caster may create a -3 penalty to saving throws against spells from one school of magic. This penalty is not cumulative with a saving throw penalty which derived from the caster being a specialist; the penalty is not increased to -4.

Locate Creature (Divination)

Rng: 120'/level
Dur: 4 hours
AoE: 1 creature

Comp: V, S, M
CT: 6
Save: None

This spell is similar to the 2nd level *locate object* spell. Instead of finding an inanimate object, however, it allows the caster to find a creature. The caster casts the spell, slowly turns scanning a 45 degree arc/round (8 rounds to scan 360 degrees) while remaining in place, during which time the caster remains relatively motionless in concentration, and is able to sense the direction of the person or creature, provided the subject is within range. The caster learns how far away the creature is and in what direction it is moving (if at all).

This spell can locate a general species of creature (a horse or umber hulk, for instance) or can be used to find a specific individual. The caster must have physically seen the individual or the type of creature at least once from a distance of no more than 30'.

Unlike *locate object*, this spell is not blocked by lead. It is blocked, however, by running water (such as a river or stream). It cannot find creatures that are on the ethereal or astral plane. Objects cannot be found through use of this spell, however living constructs and undead can be.

The material component is a bit of a bloodhound's fur.

Mask of Death (Necromancy)

Rng: Touch
Dur: 1 hour/level
AoE: 1 creature

Comp: V, S, M
CT: 1 round
Save: None

By casting this spell, a caster can change a corpse's features to make it appear to be someone else. The caster must possess an accurate portrait of the individual to be duplicated, or must have a clear mental image of the person based on personal experience.

If *animate dead* is cast on the body, it can be animated to become a zombie that looks exactly like the copied person. The double is a mindless automaton, however, having all the characteristics of a normal zombie.

This spell may be cast on a creature that has already become a zombie. The caster must successfully touch the zombie in combat, unless the zombie is controlled by the caster.

The material component of this spell is a drop of doppleganger's blood.

Minor Spell Turning (Abjuration)

Rng: 0
Dur: 3 rounds/level
AoE: The caster

Comp: V, S, M
CT: 4
Save: None

This spell is similar to the 7th level *spell turning*, which causes spells cast against the caster to rebound on the original caster. This includes spells cast from scrolls and innate spell-like abilities, but excludes the following: area effects that are not centered directly upon the protected caster, spell effects delivered by touch, and spell effects from devices such as wands, staves, and so forth. Thus, a *light* spell cast to blind the protected caster could be turned back upon and possibly blind the caster, while the same spell would be unaffected if cast to light an area in which the protected caster were standing.

One to 4 (1d4) spell levels may be turned. The exact number is secretly rolled by the DM; the player never knows how effective the spell is.

Unlike the 7th level version of this spell, *minor spell turning* is not capable of partially turning a spell. For example, if a caster has 3 levels of spell turning, they can turn 3 1st level spells, one 1st and one 2nd, or one 3rd level spell. The PC can in no way turn spells of 4th level or above.

If the caster is the target of a spell of a higher level than they're capable of turning, the caster receives the full brunt of the spell.

If the protected caster and a spellcasting attacker both have spell turning effects operating, a resonating field is created that has the following effects:

D100

Roll	Effect
01-70	Spell drains away without effect
71-80	Spell affects both equally at full damage
81-97	Both turning effects are rendered non-functional for 1d4 turns
98-00	Both casters are sucked through a rift into the Positive Material plane

The material component of this spell is a smoothly polished silver coin.

Mordenkainen's Celerity (Alteration, Invocation)

Rng: 0	Comp: V, S, M
Dur: 1 turn	CT: 4
AoE: Special	Save: None

Mordenkainen's celerity affects spells of levels 1-3 which alter the movement of the caster such as *feather fall*, *jump*, *spider climb*, *levitate*, *fly*, and *haste*. Spells to be affected must be cast within 1 turn of the casting of the celerity. Spells do not expire when the celerity expires.

Spells cast following the celerity receive a 25% bonus to duration. This effect may not be gained in conjunction with other means of magically extending a spell's duration. In addition, the caster's movement rate is increased by 25%. *Feather fall* is an exception; the rate of descent may be reduced by 25% at the caster's option.

The area of effect is always the caster, except in the case of the *levitate* spell, for which the effects of the celerity will operate on 1d4 creatures in addition to the caster. The celerity will not affect the other creatures in any other manner.

The celerity gives the caster a +2 bonus to their saving throws against spells of levels 1-3 which directly affect their movement. This includes *web*, *hold person*, and *slow*. The caster also gains a +2 bonus on all saving throws against magical paralysis attacks.

The material component is a small pouch or vessel containing centipede or millipede legs.

Summon Lycanthrope (Conjuration/Summoning, Song)

Rng: Special	Comp: V, S, M
Dur: Special	CT: 1 turn
AoE: 1 creature	Save: Negates

This spell is effective only on the night of a full moon and one night immediately preceding and following it.

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

Upon arrival, the creature can freely attack the caster unless the caster has created a warding circle. If a circle is present, the lycanthrope appears in the circle; otherwise, it appears 1d10' away from the caster in a random direction.

A warding circle is a temporary prison drawn with specially prepared pigments laced with silver filings. These pigments cost 500 gp for each foot of diameter of the circle (thus, a circle 10' across costs 5,000 gp). A warding circle must be at least 5' in diameter; if smaller, the lycanthrope is automatically freed. Preparing the circle takes 1 turn per foot of diameter.

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

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

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

The material components are a drop of blood from any animal, a human hair, and a moonstone worth at least 500 gp. If the caster elects to create the warding circle, the components described above are also required.

There/Not There (Evocation, Geometry, Wild Magic)

Rng: 90'	Comp: V, S, M
Dur: 1-6 turns	CT: 1 round
AoE: 10' cu	Save: None

This peculiar wild magic creates a random fluctuation in the probabilities of existence. The spell can be cast only upon nonliving objects and can affect only materials within a 10'x10'x10' cu.

Objects in the area of effect either remain normal and visible or they disappear (50% chance). The state of existence for any object is determined randomly and changes with each viewing and viewer. Thus, a single object could appear and disappear several times during the course of the spell. Furthermore, it might be "there" for one onlooker, but "not there" for another.

For example, a wild caster casts this spell on a doorway. The DM rolls percentile dice and determines the door is "there" for the caster. The caster's companion also looks at the door. The DM rolls and determines that the door is "not there" for the companion. The pair studies the door for several minutes, during which time the door does not change (this counts as a single viewing for each PC).

The caster and their companion then close their eyes. When they look at the door again, new checks for each PC reveal the door is "not there" for both PC's. The pair steps through the open archway and turns around to look at the door once again. This time it is "not there" for the caster, but "there" for their companion. This random changing continues throughout the duration of the spell.

Objects that are "there" are normal in all respects. Doors can be opened, chests can be picked up and carried, and rocks can be used as barricades. Objects that are "not there" are gone, although their absence does not cause ceilings to collapse or other damage. A caster could walk through a "not there" wall without difficulty.

When two parties perceive a *there/not there* object differently, the object functions for each party according to its own perceptions. For example, a caster hides behind a rock that they see as "there." The casters enemy, a fighter, perceives the rock as "not there" and fires arrows at the caster. The caster would perceive the arrows as bouncing off the rock, while the fighter would perceive the arrows as missing their target or falling short. The fighter would be subject to a check before firing each arrow to determine whether their perception changes (assume that the fighter must look away from the rock every time they nock an arrow; each time they take aim, this counts as a new viewing).

After the spell is cast, any objects removed from the area of effect retain their uncertain existence for the duration of the spell. Thus, a pair of heroes could pick up a treasure chest, carry it down the hall, set it down, and discover it had vanished while their backs were turned. Worse still, one might see the chest and the other not!

The material component is a small piece of cat fur sealed inside a small box.

Thunder Staff (Artifice, Geometry, Invocation/Evocation)

Rng: 0	Comp: V, S, M
Dur: Instantaneous	CT: 4
AoE: 20'x40' cone	Save: 1/2

Upon completion of this spell, the caster raps their staff on the ground and produces a thundering cone of force 5' wide at the apex, 20' wide at the base, and 40' long. All creatures wholly or partially within this cone must roll a successful saving throw or be stunned for 1d3 rounds. Stunned creatures are unable to think coherently or act during this time and are deafened for 1d3+1 rounds.

Additionally, those who fail the save are hurled 4d4+4' by the wave of force, suffering 1 point of damage per 2' thrown. Intervening surfaces (walls, doors, etc.) may restrict this distance, but damage remains the same (4d4+4).

If the save is successful, the victim is not stunned, but is deafened for 1d3+1 rounds and is hurled only half the distance.

Giant-sized or larger creatures who succeed at their saving throws are deafened but are not thrown, suffer no loss of HPs, and are not stunned. If the saving throw is failed, such creatures are hurled 2d4+2', suffer one point of damage per two feet thrown, and are deafened and stunned.

The cone of force is considered to have a Strength of 19 for purposes of opening locked, barred, or magically held doors. This spell can move objects weighing up to 640 lb a maximum distance of 4d4+4'. Fragile items must make a saving throw vs. crushing blow or be destroyed.

The material components are a vial of rain gathered during a thunderstorm and the caster's staff, which must be made of oak. The staff is not destroyed during casting.

Turn Pebble to Boulder (Alteration, Earth, Elemental) Reversible

Rng: Touch	Comp: V, S, M
Dur: Special	CT: 4
AoE: Special	Save: None

At the culmination of this spell, the caster hurls a pebble which grows and increases in speed, becoming a deadly boulder that inflicts 3d6+8 points of damage if it strikes the target. The caster's attack bonus is used to determine success, and the caster is considered to be proficient with the thrown pebble and receives no penalty for range. The maximum range of attack is equal to 50' plus 10'/level of the caster. Only the caster may throw the pebble.

The caster can enchant one stone at 7th level and gains one stone per 3 levels of experience thereafter (two stones at 10th level, 3 at 13th level, etc.). Only one pebble may be thrown/round, and pebbles must be hurled in consecutive rounds. The spell has a duration in rounds equal to the number of pebbles enchanted. Each pebble requires a separate attack roll. Pebbles may be thrown at different targets within range.

The material components are pebbles, which revert to normal size when the spell expires.

The reverse of this spell, *turn boulder to pebble*, shrinks a boulder to the size of a pebble. It affects only naturally occurring rocks and can not be used to shrink a statue or acut gemstone. The number of rocks that may be affected is equal to the number of experience levels of the caster. Boulders must not exceed 1' cu/level of the caster. Thus, a 10th level caster could shrink 10 rocks, each of which is equal to or less than 10' cu in size. All rocks are affected in the same round the spell is cast. Though they need not be touched, the boulders must be within 50' of the caster. Boulders that have been shrunk remain so until dispelled.

Unluck (Evocation, Wild Magic)

Rng: 30'	Comp: V, S, M
Dur: 2d10 rounds	CT: 4
AoE: 1 creature	Save: Negates

With this spell, the wild caster creates a negative pattern in the random forces surrounding 1 creature. The creature is allowed a saving throw; if successful, the spell fails. If the saving throw is failed, random chance falls into an unlucky pattern. Any action involving random chance (i.e., any time a die roll affects the PC) performed by the victim during the next 2-20 rounds requires two separate attempts; the worse result is always applied. (The victim rolls twice for attacks, damages, saving throws, etc., always using the worse die roll.)

A *luckstone* or similar magical device will negate *unluck*. Doing so, however, prevents the magical item from functioning for 2d10 rounds.

The material component is a piece of a broken mirror.



Fifth Level Wizard Spells

Far Reaching III (Alteration)

Rng: 0	Comp: V
Dur: Special	CT: 5
AoE: Special	Save: None

This spell operates exactly like the 3rd level *far reaching I* spell except that the range of any spell of levels 1-3 is increased by 150% and the range of any 4th or 5th level spell is increased by 50%.

Khazid's Procurement (Divination, Geometry, Summoning)

Rng: Special	Comp: V, S, M
Dur: 1 round/level	CT: 1 turn
AoE: Special	Save: None

This spell allows the caster to more easily access rare or dangerous spell components.

The caster casts this spell upon a silver mirror while concentrating on a mental image of the material they desire. The base chance of success is 50%, modified by the following factors:

- +1%/level of the caster
- +10% if the caster has seen the same type of substance or object before; this bonus is not cumulative with the following bonus
- +20% if the caster has a sample of the material or the same type of object in their possession; this bonus is not cumulative with the bonus above
- +30% if the caster knows the location of the desired object
- -5% per 1,000 gp of value of the item, greater than the opal used in the spell
- -30% if the item is a precious metal or gem
- -40% if the item is enchanted
- -50% if the caster has never seen the same type of material or item before

If the percentile roll indicates failure, the caster is unable to locate the desired ingredient and the spell ends. If the roll indicates success, the caster has located the object or substance and the mirror becomes a magical gate through which the caster can see the target. The size of the gate is determined by the size of the mirror, to a maximum size of 3' by 2'.

The gate always appears within arm's length of the target, allowing the caster to reach through the mirror, grasp the object of their desire, and draw it back through the gate. The caster must risk their own safety--the gate does not allow the use of probes, long-handled ladles, tongs, or other equipment to gather the material. The caster cannot move completely through the gate.

The gate vanishes when the spell's duration expires or when the target or the caster moves more than 10' away from it.

The gate is visible from both sides, and other creatures can reach through the gate. Breath weapons, gaze attacks, missiles, spells, and similar attacks cannot be cast through the gate. Because creatures can pass their limbs through the gate, physical attacks and touch spells can be used.

The only limit to the range of this spell is that the caster and the target must be on the same plane of existence. Elemental forces (not creatures) will not pass through the gate. Thus, the caster does not run the risk of flooding their laboratory by opening a gate beneath the sea, for example. However, the spell does not provide any sort of protection against a hostile environment.

The material components are an exquisite silver mirror of no less than 10,000 gp value and a black opal worth at least 1,000 gp which must be powdered and sprinkled on the mirror. The mirror is not lost after casting and may be used again, but the powdered opal is consumed in the casting.

Lower Resistance (Abjuration, Alteration)

Rng: 180'	Comp: V, S, M
Dur: 1 turn+1 round/level	CT: 5
AoE: 1 creature	Save: None

Using this spell, a caster may attempt to reduce the magic resistance of a target creature. The magic resistance of the victim works against the *lower resistance* spell itself, but at only half its normal value. No saving throw is permitted in addition to magic resistance.

If the victim does not resist the effects of this spell, their magic resistance is reduced by a base 30% plus 1%/experience level of the caster casting the spell.

This spell has no effect on creatures that have no magic resistance.

The material component is a broken iron rod.

Magic Staff (Artifice, Enchantment/Charm)

Rng: Touch	Comp: V, S, M
Dur: Special	CT: Special
AoE: The caster's staff	Save: None

This spell allows a caster's staff to store one spell level for every 3 levels of the caster. Thus, a 9th level caster can store 3 spell levels (3 1st level spells, one 1st and one 2nd, or one 3rd level spell).

Spells that are to be stored in the staff must be memorized normally by the caster. The spells are then cast as normal when charging the staff; casting requires the spell's normal casting time plus 1 round. The spell is wiped from memory and material components are consumed.

All spells to be stored must be cast into the staff within 1 turn. All stored spells have a casting time of 1.

Spells remain in the staff until cast or dispelled, or up to 1 hour/level of the caster. After this time, all stored spells fade away.

Only casters who know the *magic staff* spell can cast spells from another caster's staff. This applies to casters who have never learned or could not normally cast the spells stored in a staff.

It is common, however, for the staff's owner to implement a command word which must be known by anyone wishing to use the staff.

The material component for this spell is a staff cut from an ash tree. For each spell level the caster intends to imbue into the staff, it must be inlaid with rubies worth at least 1,000 gp.

Mind Fog (Enchantment/Charm)

Rng: 240'	Comp: V, S
Dur: 3 turns	CT: 3
AoE: 20' cu	Save: Negates

A *mind fog* is a physical block of fog that enables the caster to weaken the mental resistance of their victims. Victims are allowed a saving throw at a -2 penalty to avoid the effects.

A creature who falls victim to the *mind fog* suffers -2 penalties to all saving throws against two categories of magic: all spells of the illusion/phantasm and enchantment/charm schools that affect the mind directly; and spells of 1st through 5th level which affect the mind directly. For example, *phantasmal force* is a mind-affecting spell; *phantom steed* is not.

The penalty to saving throws operates cumulatively with any penalties that operate for other reasons. Affected creatures suffer the penalty as long as they remain in the fog and for 2d6 rounds thereafter.

Safeguarding (Abjuration)

Rng: 0	Comp: V, S, M
Dur: 1 turn+1 turn/level	CT: 5
AoE: 15' radius sphere	Save: None

Use of this spell protects the caster and anyone in the area of effect from damage caused by the rebounding of the caster's spells. This includes damage from a *fireball* cast in an area too small for its effects, a reflected *lightning bolt*, or any other offensive area spell that overlaps the *safeguarding's* area of effect. The protection is effective against spells of 7th level and lower. The protection does not apply to damage from spells rebounded by any form of magical spell turning. This spell does not protect the caster against damage from spells or attacks cast by enemies or other party members.

A caster who has cast *safeguarding* is free to move and act normally. The spell's effect is always centered on them, regardless of their actions. Other creatures are free to enter and exit the area of effect.

An area spell cast by the caster will take effect normally, but its effects will be negated within the area of the *safeguarding* spell. This applies *only* to area spells centered outside the radius of the *safeguarding* spell. If the caster casts an offensive area spell within the area of the *safeguarding*, the *safeguarding* is immediately negated and those within the area suffer full damage from the spell. The caster is free to cast non-offensive area spells and individually targeted spells within the area of the *safeguarding*.

The material component is a piece of preserved skin from any creature that possesses natural magic resistance.

Von Gasik's Refusal (Abjuration, Geometry)

Rng: 30'/level	Comp: V, S, M
Dur: 1 hour/level	CT: 5
AoE: 20' -sq/level	Save: None

This powerful spell is designed to prevent unauthorized spellcasters from entering a hallway, doorway, window, or other point of entry.

The spell creates an invisible barrier that blocks the targeted area. Any nonspellcasters and those spellcasters specifically named by the caster may pass freely. All other spellcasters collide with the invisible barrier. Members of classes with lesser spellcasting abilities (paladins, rangers, and bards) are blocked only if the PC is of sufficient level to cast spells.

The caster is able to ward one area up to 20'-sq for each level of their experience. Thus, a 12th level caster may protect a sq area 240' on a side. The area of effect may be divided among several smaller portals as long as the total area does not exceed the caster's limit. Each portal must be in range and sight of the caster at the time the spell is cast.

The barriers exist for 1 hour/level of the caster unless they're dismissed by the caster or dispelled by a *dispel magic* spell. A *disintegrate* spell immediately destroys a barrier, as does a *rod of cancellation* or a *sphere of annihilation*.

The invisible walls are not affected by physical blows, cold, heat, or electricity. Thrown and projected weapons (both magical and mundane) are not repelled by the barrier and may pass through the area normally. Spells can be cast through the barrier.

Dimension door, *teleport*, and similar effects can bypass the barriers.

The material component is a pinch of dust from any caster's tomb.

Vortex (Evocation, Wild Magic)

Rng: 90'	Comp: V, S, M
Dur: 1d4 rounds+1 round/level	CT: 5
AoE: 5' diameter circle	Save: 1/2

A *vortex* is a swirling mass of magical energy, barely controllable by the caster. On the round of casting, a small sparkle of lights fills the air at the desired position. On the second round, a 7'-tall, multicolored tornado appears. From this moment on, the caster must maintain concentration in order for the *vortex* to remain.

Each round, the caster can move the *vortex* 60'. However, control of direction is not perfect. The caster has complete control over distance, but can only suggest the desired direction. The caster has a 50% chance of moving the *vortex* in the direction they desire; if the die roll indicates failure, the *vortex* moves according to the scatter diagram for grenade-like missiles. Thus, the *vortex* usually moves in the general direction desired, but on occasion, it may move to either side or directly toward the caster.

The *vortex* cannot pass through objects larger than its area of effect (it could move through a sapling but not an ancient oak tree) and will be redirected by these, rebounding along the general line of movement. For example, if cast in a narrow hallway, the *vortex* might ricochet down the hall, bouncing from side to side.

The *vortex* is composed of raw magical energy. Nonmagical creatures struck by the *vortex* suffer 1d4 points of damage/level of the caster. Magical creatures and spellcasters suffer 1d6 points of damage/level of the caster. Creatures struck are allowed a saving throw vs. magic to suffer only 1/2 damage.

Each time a creature is struck, there is a 5% chance that the *vortex* will explode in a wild surge. If the *vortex* causes a wild surge, the spell ends immediately.

The material components are a silk streamer and a handful of straw.

Waveform (Alteration, Wild Magic)

Rng: 120'	Comp: S, M
Dur: 1d10 rounds	CT: 5
AoE: 10'-cu/level	Save: 1/2

By means of this spell, the wild caster is able to shape and direct the patterns of water currents, allowing them to mold liquids into a variety of forms. The spell affects a quantity of liquid no larger than the area of effect. If cast onto a larger body, such as an ocean or large lake, the spell affects only the water within the area of effect.

After casting *waveform*, the caster can form the water into any desired shape. The spell does not bind the liquid together in any fashion; it is still limited by its fluid properties and gravity. Thus, a caster could not use *waveform* to create a humanoid creature with arms and legs and direct it to walk across land. The PC could, however, create a roughly human shape with flowing arms that rises out of the water, crashes forward in a huge splash, then rises and repeats the process. Other possible shapes include gigantic waves, geysers, whirlpools, and troughs.

The shape takes 1 round to form, after which it can be maintained by concentration. The shape can be directed to move in any direction at the rate of 90'/round. If the *waveform* moves into or through a body of water, the form loses no intensity. However, if the wave is moved over dry ground, it loses one die of damage for every 10' crossed.

If propelled against a target, the *waveform* causes 1d4 points of damage/level of the caster to creatures in its path. The *waveform* can be directed against creatures on the surface or underwater. Those struck are allowed a saving throw; success indicates 1/2 damage.

If the victims are in or on a body of water, the shape will sweep them along. Creatures of small size are carried with the form, moving at its speed. Medium and large size creatures are swept along at half the water's speed. Creatures larger than this resist the movement. Those caught in the current can make a Strength check each round to swim free of the current.

Boats and ships are particularly vulnerable to the *waveform*. If the *waveform* is twice the size of the vessel or more, the ship must make a seaworthiness check. Vessels passing the check suffer damage as described above, reducing seaworthiness ratings for future checks by 2d6 points until repairs are made.

Alternatively, this spell can be cast directly at a single water-based creature—a water weird, water elemental, or other creature from the elemental plane of water. In this case, the spell causes 1d6 points of damage/level of the caster. The effect is instantaneous and the spell ends immediately after the attack is made.

The material component is a small, carved oar decorated with aquamarines worth at least 1,000 gp. The oar disintegrates when the spell is cast.



Sixth Level Wizard Spells

Augmentation II (Evocation)

Rng: 0
Dur: 3 turns
AoE: Special

Comp: V, S, M
CT: 6
Save: None

This spell functions exactly like the 3rd level *augmentation I* spell except that 5 spells of levels 1-3 may be affected. For each die of damage caused by augmented spells, one HP is added to the damage total.

Augmentation II affects the first 5 spells which cause direct damage that are cast within the duration of the *augmentation II* spell. Only spells that cause direct physical damage are affected by this spell.

The material component is a pair of concentric circles of gold or platinum.

Bloodstone's Spectral Steed (Necromancy, Shadow)

Rng: 30'
Dur: 1 hour/level
AoE: Special

Comp: V, S, M
CT: 1 round
Save: None

This spell allows a caster to create a quasi-real, vulturelike creature. The flying steed can carry the caster and one other person per 3 levels of the caster's experience (4 at 12th level, 5 at 15th, etc.). All passengers must be specifically named during the casting.

The spectral steed looks like a huge, skeletal vulture with tattered wings. As it flies, it utters hideous screeches that echo through the sky. The spectral steed flies at a movement rate of 4/level of the caster, to a maximum movement rate of 48. It appears with a bit and bridle, plus one saddle per passenger.

All normal animals shun the spectral steed and only monsters will attack it. The mount has AC 18 and 10 HPs plus 1 HP/level of the caster. If it loses all of its HPs, the spectral steed disappears. It has no attack mode.

The material component is a hollow bone from a vulture's wing, which must be carved into a whistle and blown when the spell is cast.

Claws of the Umber Hulk (Alteration)

Rng: Touch
Dur: 1 turn/level
AoE: 1 creature

Comp: V, S, M
CT: 1 round
Save: None

When this spell is cast, the subject's hands widen and their fingernails thicken and grow, becoming equivalent in size and power to the iron-like claws of an umber hulk. The transformation takes one full round and is excruciatingly painful, requiring a system shock roll. A failed roll causes the subject to suffer 3d4 points of damage.

The subject can burrow as an umber hulk, cutting through 10' of solid stone or 60' of soil/turn. The only limitation to this is the subject's stamina; at the end of each turn of burrowing, the subject must succeed a Constitution check or be forced to rest for 1 turn.

Burrowing through soil does not necessarily create a passable tunnel. If the subject wishes to make a passage in which others can travel or that they can exit when the spell ends, they must dig at a rate of 30'/turn. Cutting a tunnel through solid rock does not require extra care or time.

The recipient of this spell can make two claw attacks/round, each inflicting 2d6 points of damage plus any Strength bonuses. Each attack is made with a -2 penalty to hit. This penalty applies until the subject has made two successful consecutive attacks (not necessarily in the same round), at which time they're accustomed to the claws. The penalty is dropped for the remainder of the spell.

The material component is an umber hulk's claw.

Dilation II (Alteration)

Rng: 0
Dur: Special
AoE: Special

Comp: V
CT: 5
Save: None

This spell functions exactly like the 4th level *dilation I* spell, except that the area of effect of a 1st, 2nd, or 3rd level spell is extended by 50%. Alternatively, the caster may extend the area of effect of one 4th or 5th level spell by 25%.

Forest's Fiery Constrictor (Conjuration/Summoning, Elemental, Fire)

Rng: 30'/level
Dur: 1 round/level
AoE: 1 source of fire

Comp: V, S, M
CT: 6
Save: Special

This spell causes a tentacle of magical flame to snake forth from any existing source of natural or magical fire. The flaming tendril is 10' long, has AC 13, can be hit only by magical weapons of +2 or better, and has HPs equal to double the caster's level.

Any creature within 20' of the tentacle is subject to attack as directed by the caster. The victim must attempt a saving throw; if successful, the subject has avoided entanglement, but suffers 1d6 points of fire damage from contact with the tendril. If the saving throw is failed, the victim is entangled by the flaming serpent and suffers 3d6 points of fire damage each round until the tendril is destroyed or the spell expires.

If the fire source from which the tentacle emanates is extinguished, the remaining time that the fiery constrictor may exist is cut in half.

The material component is a red dragon's scale.

Lorloveim's Shadowy Transformation (Illusion, Shadow)

Rng: Touch
Dur: 1d4 rounds+1 round/level
AoE: Special

Comp: V, S
CT: 6
Save: Negates

When this spell is cast, the illusionist transforms 1 creature or a specified amount of non-living material into shadow, making it insubstantial. Thus, a door could be turned to shadow and entered. The maximum amount of inanimate material that may be transformed is 1' cu/level of the caster.

Unwilling creatures are allowed a saving throw to resist the *shadowy transformation*. Magical items and the magical effects of spells (such as *Bigby's forceful hand* or a *wall of stone*) cannot be affected.

A transformed creature and all its gear become insubstantial. The creature can pass through small holes, narrow openings, and the smallest cracks. The creature cannot fly without additional magic.

No form of attack is possible when in shadow form except against creatures that exist on the Ethereal plane. In this case, all attacks are normal; however, the shadowy creature may be harmed only by magical weapons of +1 or greater or by creatures able to affect those struck only by magical weapons. Spells and special attacks have normal effects.

Most undead creatures will ignore a creature in shadow form, believing it to be a wraith or spectre; however, lichs and powerful undead may save vs. spell with a -4 penalty to recognize the spell. A successful *dispel magic* spell forces the creature in shadow form back to normal form.

Wildshield (Alteration, Wild Magic)

Rng: 0
Dur: Special
AoE: The caster

Comp: V, S, M
CT: 1 round
Save: None

This spell cloaks the caster in a whirling band of scintillating colors, concealing them. The caster is able to see normally in and outside the shield.

The *wildshield* protects the caster from the effects of spells and magical items. The shield can completely absorb 2d6 spell levels (i.e., if the roll of 2d6 results in 10, the shield could absorb 10 1st level spells, two 5th level spells, or any similar combination), thereby negating their effects on the caster. Both area effect spells and those individually targeted at the wild caster can be absorbed. In the case of area spells, the *wildshield* protects only the caster. All others in the area of effect suffer normal effects from the spell.

Wildshield also protects against wild surges, whether caused by the caster's magic or by an outside source. Each wild surge is equal to 1d6 spell levels.

The spell remains in effect until it is either canceled by the caster or it reaches its spell level capacity. If the capacity is met exactly, the *wildshield* simply ceases to function. However, if the *wildshield* is struck by more spell levels than it can absorb, it explodes in a wild surge.

The spell that triggered the surge is completely negated, its energy instead transformed into a wild surge. Since the shield no longer functions, the formerly protected caster is subject to full effects of this wild surge.

The material component is a small sponge.

Wildstrike (Conjuration/Summoning, Wild Magic)

Rng: 90'
Dur: 2d4 rounds
AoE: 1 creature

Comp: V, S, M
CT: 6
Save: Negates

This spell is used primarily against hostile spellcasters. It distorts all attempts at spellcasting, converting spell energy into wild surges.

The victim of a *wildstrike* is allowed a saving throw (base class/race, no magical bonuses); if successful, the spell has no effect. If the saving throw is failed, the target is enclosed within a field of wild magic. If the victim casts spells or uses a charge from a magical item, a wild surge is automatically created. When determining the effects of this surge, the level of the wild caster who cast the *wildstrike* is subtracted from the die roll, making the effects of the wild surge more likely to affect the victim.

The material component is a small glass tube that is shattered in the casting.



Seventh Level Wizard Spells

Acid Storm (Alchemy, Elemental, Evocation, Water)

Rng: 30'/level
Dur: 1 round/level
AoE: 40' diameter circle

Comp: V, S, M
CT: 7
Save: 1/2

This deadly spell unleashes a downpour of magical, gelatinous acid droplets. All creatures within the area of effect are coated by globs of gooey acid. The acid can be washed off only with wine, vinegar, or by a successful *dispel magic* or similar spell. The acid remains present for 1 round/level of the caster, then vanishes.

Creatures coated by the acid suffer 1d4 HPs of damage each round during rounds 1-3, 1d6 points in each of rounds 4-6, and 1d8 points on each round thereafter. PC's who successfully save vs. spells during the first round suffer only 1/2 damage from the acid for the remaining rounds. When the spell expires, no further damage is inflicted.

Acid damage can be healed through any means except regeneration. The material component is a drop of acid.

Bloodstone's Frightful Joining (Necromancy)

Rng: Touch
Dur: 1 turn/level
AoE: 1 undead creature

Comp: V, S
CT: 7
Save: Special

When this powerful spell is employed, the caster transfers their spirit to the body of an undead creature, totally dominating it. If the undead creature has intelligence, it is allowed a saving throw vs. spell to resist the joining. If the save is successful, the caster's spirit is forced back into their own body. The caster must make a system shock roll; if the roll fails, the caster suffers 5d6 points of damage. If the roll succeeds, the caster suffers half this damage.

If the creature's save fails, the necromancer joins their life essence with that of the undead. While in the creature's body, the caster can use all of its special attacks and innate abilities, excluding spells memorized by the creature.

The caster's body remains comatose, is subject to all regular attacks, and suffers damage normally. The caster's spirit can travel an unlimited distance from their physical body as long as they remain on the same plane of existence.

If intelligent, the possessed undead continually tries to purge the caster with mental threats that can be heard only by the caster. The thoughts of the undead are ghastly. During the first minute of each hour of possession, the caster must succeed an Intelligence check in order to retain their sanity. The roll is modified by the difference between the creature's Intelligence and that of the spellcaster. If the undead has a higher score, the difference is added to the die roll. If the necromancer has a higher Intelligence, the difference is subtracted from the roll.

If the roll is successful, nothing happens and the caster may continue to possess the undead. If the Intelligence roll fails, the caster's intellect degenerates, making them a raving, homicidal maniac. The caster's spirit is immediately forced to return to their body, and they must attempt a system shock roll with damage occurring as outlined above. The caster remains dangerously insane until a *heal* or *wish* spell is used to restore their intellect.

This spell can be very useful when combined with the *mask of death* spell. When the spell's duration expires, the necromancer's spirit immediately returns to their body.

Hatch the Stone from the Egg (Alchemy, Alteration, Earth, Elemental, Enchantment, Evocation)

Rng: Touch
Dur: Special
AoE: 1 alchemical mixture

Comp: V, S, M
CT: 1d4+4 hours
Save: None

When a caster wishes to create the magical item known as the *philosopher's stone*, they must first discover its alchemical formula, which tells them the necessary ingredients and the method of preparing them. This information is not provided by this spell, and this spell is useless without the formula. (The exact ingredients and formula are decided by the Dungeon Master and must be discovered by the caster by adventuring.)

When the formula has been discovered and the ingredients prepared, the caster enchants the alchemical mixture with the *enchant an item* spell. *Hatch the stone from the egg* is then cast upon the mixture. This spell slowly transmutes the mixture into its final form as the philosopher's stone. The process is completed with a *permanency* spell.

The material component for this spell is a magical item known as the *philosopher's egg*, which is an enchanted retort used to hold the alchemical mixture. The egg is not destroyed upon completion of the spell and may be used again.

Hornung's Surge Selector (Alteration, Wild Magic)

Rng: 0
Dur: Special
AoE: The caster

Comp: V, S, M
CT: 1 round
Save: None

The great Hornung, having been blasted more than once by their own wild surges, devised a method of improving the results of wild magic and, not incidentally, their own chances of survival. The result was *Hornung's surge selector*.

By casting this spell, the wild caster gains greater control over wild surges. When the caster's spell creates a wild surge, two separate results are determined. The caster can then choose which of the two results will take effect. This spell can be used in conjunction with *Nahal's reckless dweomer*.

The spell's duration is a fixed number of surges or 12 hours, whichever comes first. The wild caster is able to shape one wild surge per 5 levels of their experience; thus, a 15th level caster could shape 3 wild surges within a 12-hour period. At the end of 12 hours, the spell expires, regardless of the number of surges remaining.

The material component is a brass spinner.

Intensify Summoning (Conjuration/Summoning, Necromancy)

Rng: Special	Comp: V, S, M
Dur: 1 turn	CT: 6
AoE: Special	Save: None

This spell enhances the strength of creatures summoned by the caster via 1st through 6th level conjuration/summoning spells. Only spells which bring summoned creatures to the caster are affected.

The first two conjuration/summoning spells cast by the caster within 1 turn following the intensify summoning spell are affected. Summoned creatures gain 2 HPs per HD. The affected creatures retain their bonus HPs until the normal expiration of the spell that summoned them.

The material components are a small leather pouch and a miniature silver candelabra.

Malec-Keth's Flame Fist (Elemental, Evocation, Fire)

Rng: 0	Comp: V, S
Dur: 1 round/level	CT: 1
AoE: 1 creature or object	Save: Special

When this spell is completed, one of the caster's hands (their choice) bursts into light and is surrounded by an aura of flame. The caster suffers no damage from this effect. Illumination is equal to that of a torch.

If the caster successfully touches an opponent, the subject must attempt a saving throw. If the roll is successful, the flame remains on the caster's hand (and they may use it to make further attacks until the spell's duration expires) and the touched creature suffers 1d4+2 points of fire damage. If the save is failed, the flame leaves the caster's hand to surround the victim's body in an aura of searing fire. The superheated aura burns for 1 round, inflicting 1d4 points of damage/level of the caster.

Instead of attacking a creature, the caster may choose to touch any single object, which is automatically surrounded by the searing aura for 1 round and must succeed at an item saving throw vs. magical fire or be destroyed. The aura can surround an object up to 5' cu in volume/level of the caster.

Shadowcat (Illusion, Shadow)

Rng: 30'/level	Comp: V, S, M
Dur: 1 turn/level	CT: 3
AoE: Special	Save: None

When this spell is cast, the caster brings into being a cat made of shadow. The *shadowcat* is the size of a normal cat and may be either grey or black at the caster's option. The caster has complete telepathic control of the feline; they can see, hear, and even speak through it as long as it remains within range. At the moment it moves out of range, the *shadowcat* vanishes. The caster does not need to concentrate on the *shadowcat*.

The shadowy feline is insubstantial, making subject only to magical or special attacks, including those by weapons of +1 or better. It has AC 15, a movement rate of 18, and saving throws equal to those of the caster. The cat dissipates if it loses HPs equal to 1/2 the caster's total HPs. The *shadowcat* has no attacks of its own and cannot touch or carry objects. A successful *dispel magic* spell causes the cat to vanish.

A *shadowcat* makes no sound as it moves. It is 90% undetectable in all but the brightest conditions. It can pass through small holes or narrow openings.

The material components of this spell are a black pearl of at least 10,000 gp value and a claw from a grey or black cat.

Spell Shape (Alteration, Song, Wild Magic)

Rng: 0	Comp: V, S, M
Dur: 1d4+1 rounds	CT: 1 round
AoE: The caster	Save: Special

This spell gives the wild caster the ability to seize magical energy directed at them and reshape it as they desire. While it is in effect, the spell gives no visible sign of its existence. It offers no protection against area effect spells.

If a wild caster is the target of a spell or magical item spell effect, this spell automatically allows them a saving throw. If the saving throw is failed, the opponent's spell has normal effects. If the saving throw is successful, the *spell shape* absorbs the magical energy of the opponent's spell. The wild caster can then choose to let the energy dissipate or they can instantly use it to cast a spell back at the opposing caster. The return spell must be of an equal or lesser spell level than the original one and must be currently memorized by the caster.

The act of returning the spell does not cost the wild caster any of their memorized spells. Spell energy cannot be saved; if not used immediately, it dissipates.

For example, Hamos, a wild caster, is protected by a *spell shape* and is struck by a *finger of death* (a 7th level spell). The PC succeeds at their saving throw and is now able to cast a spell of 7th level or lower. Hamos currently has *feeblemind* memorized. Since it is only a 5th level spell, they choose to cast it back at their enemy. The PC makes their level variation check (and doesn't get a wild surge) and the *feeblemind* is sent hurtling back at their foe. Hamos still has their original *feeblemind* memorized. The remaining two spell levels are lost, since they were not used in the same round.

If a wild caster is struck by two spells at once, they may choose which spell to shape. The PC suffers all effects of the remaining spell.

The material component is a diamond worth no less than 10,000 gp. When the spell is cast, the diamond is transformed into a lump of coal.

Steal Enchantment (Artifice, Enchantment)

Rng: Touch	Comp: V, S, M
Dur: Permanent	CT: 1 hour
AoE: 1 item	Save: Negates

This spell "steals" the enchantment from a magical item and places it within another, non-magical item (the material component). Both objects must be touched by the caster during casting. The two items must be of the same category (blunt weapon, edged weapon, ring, amulet, shield, armor, wand, etc.).

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

At the culmination of the spell, the original magical object is allowed an item saving throw vs. disintegration with all modifiers it is allowed as a magical item. Exceptionally powerful objects (such as artifacts) may be considered to automatically succeed the saving throw at the DM's discretion.

If the saving throw is successful, the magical object resists the effect and the spell ends in failure. If the roll is failed, the magical item loses all of its powers, which are transferred to the previously nonmagical object.

Even if the magical item fails its saving throw, the spell's success is not guaranteed. There is a chance that the enchantment might be lost. The base chance of this occurring is 100%, modified by -5%/level of the caster. Thus, a 20th level caster has no chance of losing the magic. If the enchantment is lost, both items become nonmagical.

The material component is the nonmagical item which is to receive the enchantment. It must be of equal or greater value than the object to be drained.

Suffocate (Air, Alteration, Elemental, Necromancy)

Rng: 90'	Comp: V, S, M
Dur: 1 round/level	CT: 7
AoE: 10' radius circle	Save: Negates

This spell draws the breath out of all creatures within the area of effect who fail a saving throw. Their breath is placed within a small silk bag held by the caster.

Each round, a victim of this spell must attempt a Constitution check. If failed, the creature suffers 2d4 points of damage. If successful, the subject has taken in enough air to reduce the damage to 1d4.

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

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

The material component is a small silk bag studded with black opals worth a total of no less than 10,000 gp. The bag is not destroyed during casting, but becomes useless for future castings if a successful dispel magic spell is used on it.



Eighth Level Wizard Spells

Abi-Dalzim's Horrid Wilting (Alteration, Elemental, Necromancy, Water)

Rng: 60'/level
Dur: Instantaneous
AoE: 30' cu

Comp: V, S, M
CT: 8
Save: 1/2

This spell evaporates moisture from the bodies of every living creature within the area of effect, inflicting 1d8 points of damage/level of the caster. Affected creatures are allowed a saving throw, with success indicating 1/2 damage.

This spell is especially devastating to water elementals and plant creatures, who receive a penalty of -2 to their saving throws.

The material component is a bit of sponge.

Airboat (Air, Alteration, Elemental, Enchantment)

Rng: 1 mile
Dur: 1 hour/level
AoE: Special

Comp: V, S
CT: 1 round
Save: None

This spell must be cast under a cloudy sky. The caster points at a cloud, which immediately descends toward them. As it comes closer, the cloud changes shape, becoming any sort of vessel imagined by the caster (a dragon-shaped galley, a one-man dinghy, etc.).

Although the airboat is made of cloud, it feels solid and can support the weight of the caster plus one passenger/level of the caster. It can fly at any speed up to 5 mi/hour/level of the caster (to a maximum of 90 mi/hour).

The caster maintains total telepathic control over the airboat's speed and direction. While controlling the vessel, the caster is able to perform other actions but may not cast other spells.

Gunter's Kaleidoscopic Strike (Invocation/Evocation)

Rng: 15'/level
Dur: Instantaneous
AoE: 1 creature

Comp: V, S
CT: 8
Save: Negates

When this spell is cast, a thin beam of shimmering, kaleidoscopic light shoots from the caster's fingertips toward their target. The victim is allowed a saving throw to resist the beam.

This spell has no effect on nonspellcasters, causing them no harm whatsoever. Creatures with innate spell-like abilities are also unaffected. Against casters and priests, this spell can be devastating. It "short-circuits" the arcane energy stored in a spellcaster's mind, wiping away a number of memorized spells.

Lost spells must be rememorized.

The number of spells drained is equal to the caster's level minus 1d20. Thus, a 16th level caster drains a maximum of 15 spells, but could drain no spells depending on the die roll. After subtracting the die roll from the caster's level, any result of zero or a negative number indicates that the victim loses no spells.

Spells are drained from the caster's memorized spells beginning with 1st level spells and working up to higher level spells. Any decision regarding which spell should be drained from a specific level should be determined randomly.

Homunculus Shield (Evocation, Necromancy)

Rng: 0
Dur: 1 round/level
AoE: The caster

Comp: V, S, M
CT: 3
Save: None

By creating a *homunculus shield*, the caster separates a portion of their mind in the form of an exteriorized magical homunculus. This creature is invisible to all but the caster and appears as a miniature version of the caster perched atop the caster's head.

The caster may move and act normally while this spell is in effect. The magical homunculus operates as an independent spellcaster. It may cast only *teleport*, *contingency*, and protective spells of 4th level and lower. It casts only spells from the caster's memorized store of spells, but any spells cast by the homunculus are done so with a casting time of 1. The caster selects which spells are cast by their homunculus; after they're cast, they're wiped from the caster's memory.

The homunculus has 1 HP per 2 levels of the caster. These points are "borrowed" from the caster; while the homunculus is present, the caster's HPs are reduced by this amount.

The homunculus cannot be struck by melee or missile weapons separately from the caster. It can be damaged separately from the caster (e.g., by a *magic missile* targeted at the homunculus or by area effect spells). The homunculus has the attributes and saving throws of the caster.

At the end of the spell's duration, the homunculus disappears and any HPs it had are restored to the caster. HPs lost by the homunculus can be regained only by magical healing.

If the caster's HPs are reduced to zero at any time during the spell, the caster is dead even if the homunculus had HPs remaining.

A caster with an active *homunculus shield* suffers a -4 saving throw penalty against magic jar spells cast upon them due to the division of their mental energy.

The material component is a miniature sculpted bust of the spellcaster.

Hornung's Random Dispatcher (Abjuration, Wild Magic)

Rng: 90'
Dur: Instantaneous
AoE: 1 creature

Comp: V
CT: 2
Save: Negates

With the utterance of a few words, this spell can hurl a creature to a random plane and leave them there. The target, if unwilling, is allowed a saving throw. If successful, the spell fails. If unsuccessful, the victim and all items carried by them are sent to a random plane. To determine the plane, roll on the table below.

D100

Roll	Plane
01-03	Abyss
04-06	Acheron
07-12	Alternate Prime Material Plane
13-17	Arcadia
18-23	Astral Plane
24-27	Beastlands (Happy Hunting Grounds)
28-30	Concordant Opposition
31-35	Elemental Plane (Air, Fire, Earth, or Water)
36-38	Elysium
39-44	Ethereal Plane
45-47	Gehenna
48-50	Gladstheim
51-53	Hades
54-58	Limbo
59-61	Negative Material Plane
62-64	Negative Quasi-Plane (Vacuum, Ash, Dust, or Salt)
65-67	9 Hells
68-70	Nirvana
71-73	Olympus
74-76	Pandemonium
77-79	Para-Elemental Plane (Smoke, Magma, Ooze, or Ice)
80-82	Positive Material Plane
83-85	Positive Quasi-Plane (Lightning, Radiance, Minerals, or Steam)
86-91	Prime Material Plane*
92-94	7 Heavens
95-97	Tarterus
98-100	Twin Paradises

* PC's sent to the Prime Material plane are teleported elsewhere in the same world.

The caster has no control over the destination of the target. The conditions at the destination may kill the target (for example, arriving in the elemental plane of fire) or merely make life difficult. This determination is left to the DM.

Wildzone (Conjuration/Summoning, Wild Magic)

Rng: 0
Dur: 2d6 turns
AoE: 300'x300' sq

Comp: V, S, M
CT: 1d6 rounds
Save: None

This powerful spell creates a disruption in magical forces similar to the conditions found in wild magic regions (areas where the effects of magic have been permanently altered). This spell has only a temporary effect, although the effects of *wildzone* could possibly be rendered permanent.

The spell creates a wild magic region centered on the caster. The area of effect cannot be shaped in any way; it is *always* a sq 300' long on each side (90,000' sq).

Within the *wildzone*, wild magic reigns. Any spell cast in the area of effect is automatically treated as a wild surge. Effects from magical items that expend charges are also treated as wild surges when used in the area. Other magical items function normally.

Spells cast into the *wildzone* from outside the area of effect function normally, but spells cannot be cast out of the area of effect without triggering a wild surge.

The material components are several pots of paint which must be spilled across a sheet of hammered silver worth no less than 50,000 gp.



Ninth Level Wizard Spells

Chain Contingency (Evocation)

Rng: 0
Dur: 1 day/level
AoE: The caster
Comp: V, S, M
CT: 2 turns
Save: None

This powerful spell is similar to the 6th level *contingency* spell.

Chain contingency allows the caster to designate either two or 3 spells that will take effect automatically under a specific set of conditions. In other words, when a set of conditions is met, the designated spells are "cast" immediately without the caster's intervention.

Chain contingency must be cast together with the spells it is to trigger. The caster may choose either two spells to occur simultaneously or 3 spells to occur consecutively, 1/round. Spells must be of 8th level or lower. Only the 6th level *contingency* spell may not be included. The casting time of 2 turns includes the casting of the spells to be triggered.

Unlike the *contingency* spell, spells "stored" in *chain contingency* can affect creatures other than the caster. These instructions must be carefully worded; the spell obeys the letter of its instructions and not the caster's intentions.

In casting *chain contingency*, the caster defines the conditions that will trigger the "stored" spells. This definition must be carefully worded, but may be as limiting or general as the caster desires. The caster also states the exact order, target, range, and manner in which the stored spells are to be cast.

The spell has several limitations in triggering its spells. It does not have any powers of discernment; thus, an instruction to "target the highest level enemy" is not possible. Furthermore, the conditions cannot involve a delay; a spell cannot be ordered to trigger "3 turns after I sneeze."

When the named conditions are met, the *chain contingency* is automatically triggered. If all specifics of casting a spell are not specified (e.g., target or area of effect), the effect is automatically centered on the caster.

Possible triggers might include a fall from a distance greater than the caster's height, the appearance of the first beholder within 30' of the caster, or the caster pointing their finger and pronouncing a specified word.

Only one *chain contingency* can be placed on the spellcaster at any one time. If a second is cast, the first *chain contingency* is cancelled. It is possible to have both a *contingency* and a *chain contingency* operating at the same time, provided that there is no overlap in the conditions specified for triggering the two spells.

Spells triggered by the *chain contingency* have a casting time of 1. If the spell is triggered under conditions that are impossible to fulfill, it fails. If one of the spells in a series cannot be fulfilled, the remaining spells in the series are lost. Normal conditions, including line of sight to the target, must be fulfilled. All spells originate from the caster; thus, it is not possible for a caster to *teleport* and leave behind a series of *fireballs* to blast their enemies. In this case, the *fireballs* would either fail or destroy something at the caster's destination.

The material components are (in addition to those of the companion spells) 50,000 gp worth of quicksilver; a gem of at least 50,000 gp value; an eyelash from an ogre caster, ki-rin, or similar spell-using creature; and an ivory statuette of the caster (which is not destroyed in the casting of the spell) which must be carried by the spellcaster in order for the *chain contingency* to perform its function when triggered.

Elemental Aura (Abjuration, Air, Elemental, Earth, Evocation, Fire, Water)

Rng: 0
Dur: 1 hour/level
AoE: The caster
Comp: V
CT: 1 round
Save: None

This spell has 4 very different effects depending on the type (air, earth, fire, water) of *elemental aura* cast. Only the caster may receive an elemental aura, and it is not possible to benefit from more than one aura at one time.

Each aura is 3" thick and covers the caster's entire body. An aura of air is hazy white in color, an aura of earth is dull grey, an aura of fire is flickering red, and an aura of water is shimmering blue. The auras have these effects:

Air

- Immunity to gas and air-based attacks
- Total protection from physical attacks by creatures of the elemental plane of air
- Ability to cast *fly* and *protection from normal missiles* once each

Earth

- Immunity to attacks from nonmagical weapons made of stone or metal
- Immunity to physical attacks by creatures of the elemental plane of earth
- Ability to breathe and move at full movement rate within the element of earth
- Ability to cast *wall of stone* once

Fire

- Immunity to normal and magical fire
- Total protection from physical attacks by creatures of the elemental plane of fire
- Ability to breathe and move at full movement rate within the element of fire
- Total protection from hostile environmental effects while traveling plane of fire
- Ability to cast *wall of fire* once

Water

- Immunity to water- and cold-based attacks
- Total protection from physical attacks by creatures of the plane of water
- Ability to breathe and move at full movement rate within the element of water
- Ability to cast *wall of ice* once

The auras do not restrict the caster in any way. The PC is free to move and act normally while under the influence of an aura.

Estate Transference (Alteration)

Rng: 0
Dur: Permanent
AoE: 1,000' sq/level
Comp: V, S, M
CT: 10 turns
Save: None

This powerful spell allows a caster to transfer a large area of land in the Prime Material plane to any of the elemental planes. All buildings, people, and wildlife within the area of effect are also transported. The land forms a pocket of the Prime Material plane within the elemental plane.

The pocket is a sphere with a diameter equal to the diameter of the land. The surface of the pocket allows creatures to enter or exit the pocket, but prevents the elements from entering the pocket.

Inside the pocket, the land is surrounded by air of a temperature matching that of the Prime Material plane at the moment the land was moved. In addition, a source of water is created within the pocket.

Before the spell is cast, the area to be moved must be surrounded by solid markers of material from the destination plane. Thus, if a caster wants to move their castle to the Elemental Plane of Fire, they must first surround the area with solid blocks of matter from the Elemental Plane of Fire, such as hardened magma or magically-crystallized fire. The blocks must be spaced no more than 5 feet apart and may be placed above ground or under the surface (at a depth of no more than 3 feet).

The caster must be within the area to be moved when they cast the spell. When the land moves, a hemispherical crater is left behind in the Prime Material plane. Inside its pocket on the desired plane, the land continues its existence as if nothing changed, with the exception of occasional visits from planar creatures.

Any land that is moved in this manner can never again be moved with this spell.

The material component (in addition to the markers) is the appropriate magical device to control elementals of the desired plane (*bowl commanding water elementals, brazier commanding fire elementals, censer controlling air elementals, or stone controlling earth elementals*). The item must be permanently placed at the heart of the area of effect and cannot be used for any other purpose. If the device is disturbed in any way, the spell immediately fails, allowing the energies of the elemental plane to flood into the protected area.

Glorious Transmutation (Alchemy, Alteration)

Rng: Touch	Comp: V, S, M
Dur: Permanent	CT: 1 turn
AoE: Special	Save: None

This spell turns iron into silver or lead into gold at the caster's option. The prime ingredient for this spell is a magical item called the *philosopher's stone*, which must be touched by the caster and alchemically combined with the metal during casting. The formula for mixing the stone and the metal must be known by the caster; this information is not provided by this spell and the spell is useless without it. (The exact ingredients and formula are decided by the Dungeon Master and must be discovered by the caster in the course of adventuring.)

Philosopher's stones vary in quality so much that each is capable of transmuting either 1d10x50 lb of iron into an equal quantity of silver or 1d10x10 lb of lead into the same amount of gold. It is not possible to know how much metal can be transmuted until the process is complete. If the caster has more iron or lead prepared than the spell is capable of changing, any excess is unchanged.

The entire transmutation must be made at one time. Only one stone may be used per casting of the spell. The entire *philosopher's stone* is consumed in the process.

Stabilize (Abjuration, Wild Magic)

Rng: 0	Comp: V, S
Dur: 1d4+1 turns	CT: 1 turn
AoE: 30' radius circle	Save: None

This spell requires immense magical effort to cast, relegating it to the highest spell level. *Stabilize* negates the effects of wild magic regions, allowing the caster and all creatures in a 30' radius to cast spells and use magical items normally. The spell is centered on the caster and follows their movements.

The caster's own spells never cause wild surges when cast within the duration of a *stabilize* spell, nor do the effects of wild surges extend into the protected area. Furthermore, the wild caster's spells function at their true level with *no* level variation. The spell affects *wildstrike*, *wildzone*, and *wildwind*.

Wail of the Banshee (Necromancy, Song)

Rng: 0	Comp: V, S, M
Dur: Instantaneous	CT: 9
AoE: 30' radius sphere	Save: Negates

At the culmination of this dreadful spell, the caster screams like a banshee (a groaning spirit). For each level of the caster, one listener within 30' hears the wail. Those who fail a saving throw vs. death magic die instantly.

The caster cannot be the victim of their own spell, nor can they choose who will be affected. If there are more potential victims than the level of the caster, the DM must randomly determine which creatures are affected. Creatures who cannot hear (due to ear plugs, deafness, etc.) can be targets, but cannot be affected and are considered to automatically make their saving throws.

The material component is a lock of hair from an evil female elf.

Wildfire (Invocation/Evocation, Wild Magic)

Rng: 0	Comp: V
Dur: Variable	CT: 1
AoE: Variable	Save: Variable

By means of this spell, the wild caster is able to channel raw magical energy through themselves, shaping it into any form or effect they desire. The energy is similar in many ways to a *wish* spell, but has unique differences.

Wildfire allows the caster to create the effect of any caster spell of 8th level or lower. The PC need only have general knowledge of the spell and its effects; the spell does not need to be in their own spellbooks.

Any normal saving throws vs. the spell effects are made at a -2 penalty.

Wildfire can also be used in the creation of magical items. The energy created by the spell may be used to generate effects that are not created by known spells.

Wildfire can also be used to create items out of nothing. The magical energy can be shaped and hardened to form solid objects. These objects have a greenish, glowing tinge and radiate magic. These objects are stronger than steel yet possess almost no weight. They are immune to fire, cold, electricity, and all forms of magical attack except *dispel magic* and *wish* spells. Even if they're subjected to these spells, a saving throw is allowed (equal to the creator's saving throw vs. spell).

When creating objects, the caster is limited only by their own skill and the dimensions of the object. Items larger than a 10' radius sphere cannot be fashioned. Creating the object requires only 1 round, regardless of size. Thus, a caster could make an impenetrable dome or a small boat with this spell.

Objects made of *wildfire* are neither stable nor permanent. Since the object is made of magic separated from the magical continuum, the material gradually deteriorates until the magical bonds become too weak to hold the *wildfire* in the chosen form. This decay takes 1d6+4 hours.

Wildwind (Conjuration/Summoning, Wild Magic)

Rng: 300'	Comp: V, S
Dur: 1d3 turns	CT: 8
AoE: Special	Save: None

This spell is similar in effect to *wildstrike* and *wildzone*. When cast, a wall of faint, multi-colored lights springs into existence at the point indicated by the caster. These lights form a line 150' long. After the first round of the spell, the caster can move the wall of lights. Each round, the caster can move the wall in the same direction or as much as 45 degrees to either side. Once the wall is set in motion, it cannot be stopped unless the spell is cancelled or dispelled. The lights can move 60'/round.

The *wildwind* has two significant effects. First, all creatures struck by the magical lights suffer 2d6 points of damage. Second, any spellcaster struck while attempting to cast a spell automatically triggers a wild surge. Magical items that expend charges that touch the wall of lights automatically release one charge, also resulting in a wild surge.

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Forgotten Realms Adventures Wizard Spells

First Level Wizard Spells

Catapult (Alteration, Force)

Rng: 150'
Dur: 1 round
AoE: 1 object

Comp: V, S
CT: 1
Save: None

By means of this spell, the caster may cause any single item weighing 3 lbs. or less to move in a straight line in the direction pointed by the caster. The item will head off in that direction until it reaches the limit of the spell and then fall to the ground. The item must be loose or freestanding or not held by someone, and light enough to move (otherwise the item will quiver in place and the spell will be wasted).

This spell can be used offensively to hurl an item into an enemy. The item hits the individual in its path with the caster's attack bonus, with a +3 to the die. It is considered a +3 magical weapon when rolling to hit but not when rolling damage. The damage caused depends on the item, but use the following guidelines:

Weapon	As weapon +1
Small item	2-3 points
Large item (2-3 lbs.)	2-4 points

Corpselight (Alteration, Necromancy)

Rng: 30'/level
Dur: 1 turn/level
AoE: 1 body/level

Comp: V, S, M
CT: 1
Save: None

This spell causes a dead or undead body to glow with a pale radiance. The glow may be white, yellow, green, amber, or red according to the desire of the caster.

The caster may alter the glow at will, provided they're within 30' of the glowing body. The light may vary from the barest outline to the brightness of a torch, suitable for reading or detailed work.

The glow is diffuse and constant, and does not penalize the undead figure in combat. The caster can affect one medium-sized body/level, twice as many small-sized bodies, half as many large-sized bodies, and one-4th that many huge creatures. Nothing that is larger than huge can be affected by this spell. The glow does not harm undead creatures in any way. It can be cast on undead which have material form, even if that form is gaseous (such as wraiths, but excluding ghosts, which exist primarily on other planes).

The material components of the corpselight spell are the carrion to be affected, a pinch of saltpeter, and a bit of phosphorous or glowworm. This spell can be used by necromancers (specialist casters in necromancy) but not by transmuters (specialist casters in alteration magic).

Know School (Divination)

Rng: 60'
Dur: 2 rounds/level
AoE: 1 target per round

Comp: V, S, M
CT: 3
Save: Negates

By means of this spell the caster may determine the school of another spellcaster (if any). This spell will only function on other casters who are specialist casters in a particular area (abjurers, conjurers, necromancers, etc.). A successful saving throw from the target spellcaster negates the casting of the spell for the target spellcaster only. The spell produces no result on priests, spellcasters without schools, or creatures without spell ability.

This spell is used primarily to vouch for the statements of one particular caster as a spellcaster of one particular type or another.

The target is unaware of being divined upon, but as with all such divination spells, probably would take umbrage if they found out. Let the caster beware. The material component of this spell is a small tube of paper or vellum.

Scatterspray (Alteration, Force, Geometry)

Rng: 30'/level
Dur: 1 round
AoE: 10' radius

Comp: V, S, M
CT: 1
Save: Negates

Upon casting this spell, the caster can point to any collection of small, unsecured items grouped together within the spell's range and cause them to fly off in all directions simultaneously. The items will fly 10' in random directions, rebound against the limits of the spell and bounce around inside the area of effect for 1 round, damaging those caught in the area.

No less than 6 items or more than 14 can be affected. The items can be no larger than chicken eggs and are typically such things as coins, marbles, gems, dice, or sling bullets. Items which are in pouches or otherwise restrained are not affected, though those in an open pouch could be enchanted by this spell.

Creatures of size S generally take 1-6 points of damage from the shrapnel while those of size M take 1-4 and those of size L and larger are unharmed. A successful save vs. spells negates the damage. Small creatures flying into a scatterspray must save vs. spells or be grounded, unable to fly, for 1-4 turns. Size M or larger flying creatures are unharmed. Magical protection such as shield, wall of force, bigby's hands, and protection from normal missiles will protect those within from the effects of the scatterspray. The caster is always unharmed by the scatterspray, even if within its area of effect.

The damage from scatterspray assumes hard objects are used for missiles. Eggs, fruit, and other soft objects can be used, but this reduces damage by 2 points in all cases (down to a minimum of 0). Spellcasting is not possible from inside a scatterspray if the spell-casting opponent fails a saving throw vs. spells.

The material components of this spell are the items themselves and a flint and steel or tinderbox.

Snillloc's Snowball (Elemental, Evocation, Water)

Rng: 60'/level
Dur: Instantaneous
AoE: 1 target or creature

Comp: V, S, M
CT: 1
Save: None

This spell creates a mystical snowball in the hand of the caster which can then be thrown immediately against any target within range. The snowball hits automatically for 1-3 points of damage, 1-6 points if used against a fire-using or fire-dwelling opponent. The snowball strikes like a magic missile and can be affected and repelled in the same way (a brooch of shielding or thunderlance, for example, give the same protection against both spells).

Snillloc's snowball is considered by most casters to be a lesser form of magic missile, though it has the advantage in range at higher levels (as opposed to multiple strikes) and can be directed against an object as well as a creature. It is also more effective against firey creatures.

The material component of this spell is a chunk of ice or a small bit of ivory.

There are reports of a 2nd level variant of this spell with identical effects called Snillloc's cream pie. These reports are unconfirmed.

Second Level Spells

Agannazar's Scorcher (Elemental, Evocation, Fire)

Rng: 60'
Dur: 2 rounds
AoE: 2' by 60' jet.

Comp: V, S
CT: 3
Save: None/1/2 (see below)

Upon casting this spell a jet of flame appears at the caster's fingertips and bursts out toward one target of the caster's choice. That target will be hit by this flame for 3d6 points of damage in the first round and 3d6 points the following round, if they remain within the spell's range.

There is no saving throw against this spell, though anti-fire capabilities such as fire resistance will apply and may reduce or eliminate the damage. If the target moves more than 60' away from the caster or takes shelter behind some large, fireproof object the next round, the flame jet will remain directed toward its original target, even though no further damage can be caused.

Other figures in the path of the flame jet can make a saving throw vs. spells to avoid 2-16 points of fire damage. A successful saving reduces this to 1-8.

The casting caster cannot perform other actions the during the second round of the spell or discontinue the spell until it has run its course. Similar to the burning hands spell, this spell will ignite readily flammable material in its path.

Bladethirst (Alteration, Artifice)

Rng: Touch	Comp: V, S, M
Dur: 1 round	CT: 2
AoE: Blade of one slashing weapon	Save: None

For the round following the casting of this spell, any single-edged, slashing weapon is granted a +3 bonus to hit (but not to damage). The blade ignites with a fiery blue-white glow visible to all, which fades once the weapon has struck an opponent or at the end of the next round, whichever comes first. This bonus is in addition to any Strength bonus or inherent magical bonus of the item. A sword +1 provided with this spell will strike with a +4 bonus the next round, then return to being a +1 blade.

The material component of bladethirst is a drop of blood and a pinch of powdered silver. Only one bladethirst spell can be placed on an item at one time. A bladethirst cannot be made permanent.

Cloak From Undead (Alteration)

Rng: Touch	Comp: V, S, M
Dur: 1 round/level	CT: 2
AoE: 1 creature	Save: None

By means of this spell, the caster or a single creature touched by the spellcaster is cloaked from undead in a similar manner to the priest spell invisibility to undead. The protected creature can take any non-hostile action and any undead nearby will ignore them. If the cloaked individual attacks an undead creature, only the undead that are actually attacked notice the protected individual and are allowed to attack back. A priest or paladin who is cloaked cannot turn undead.

This spell is automatically effective against skeletons, zombies, ghouls, shadows, wights, ghosts, and other undead with 5 or fewer HD. Wraiths, mummies, spectres, and more powerful undead are allowed to make a saving throw vs. spells to see the cloaked individual. Vampires and undead creatures with 9 or more HD make this saving throw automatically. Creatures from other planes and creatures which are not undead are not affected by this spell.

The material components of the spell are a piece of bone and a pinch of powdered silver.

Cloak Undead (Necromancy)

Rng: 10'/level	Comp: V, S
Dur: 1 round/level	CT: 2
AoE: 1 or more creatures in 15' radius	Save: Negates

This spell renders undead creatures within its radius invisible both to the naked eye and to the detect undead spell. The undead remain invisible as long as they remain within 15' of the spell's center. If they move beyond that radius or attack in any fashion, they immediately become visible. The detect invisible spell will reveal their presence, as will true seeing and similar devices. The spell can be cast on the caster, on an object, or on a willing subject.

Cloaked undead cannot normally be turned, though if the priest can detect them, as above, they may turn them in the normal fashion. Cloaked undead cannot enter areas normally protected from undead, nor gain any other advantages.

Decastave (Artifice, Evocation, Force)

Rng: 0	Comp: V, S, M
Dur: 1 round plus 1 round/level	CT: 2
AoE: Caster	Save: None

The material component of this spell is a small piece of wood. Upon casting the spell the wood vanishes and is replaced by a 10'-long pole of magical force, 2" in diameter. The pole can only be wielded by the caster and will cease to exist if they're no longer in contact with it. The pole will also cease to exist if cut by metal (treat as AC 20).

The pole cannot be shortened from its 10' length, or bent. Other creatures may grasp the pole but only if their total Strength exceeds 18 can they hamper its movement or rip it out of the caster's hands (causing it to dissolve).

The decastave can be wielded as a weapon, inflicting 1-6 points of damage. The caster suffers normal nonproficiency penalties if they don't have weapons proficiency in staves. The decastave is treated as a magic weapon with no pluses for striking creatures which are immune to normal weapons.

Once per use of the spell the decastave can be used to drain a target of 1-4 HPs. This is done in addition to the decastave's normal damage. The caster must determine before rolling to hit whether they will use this power. The drained HPs are channeled into the decastave's wielder to heal damage. If the caster is uninjured, then the drained HPs are lost.

Flying Fist (Evocation, Force)

Rng: 30'/level	Comp: V, S
Dur: 1 round/level	CT: 2
AoE: Special	Save: None

This spell creates a small, utilitarian hand, normally in the shape of a gloved fist of magical force, which is visible only to the caster (though detect invisible or similar spells will allow others to see it).

The hand has a movement rate of 12 but it must remain within the range of the spell. It can hover, swoop, and dive at the mental command of the caster. No concentration is required to maintain the fist and it can follow a caster as they move and fights. If the caster casts another spell or is knocked unconscious, the fist is dispelled.

The fist can perform any one of 3 tasks:

- It can grab small falling or floating objects weighing no more than 1 lb., and carry such objects for up to 2 rounds. The fist does not have the strength or the dexterity to remove items which are tethered, secured, or sheathed, or take items from a PC's grasp.
- The fist can push or slap an opponent, causing that figure's next attack to have a -1 penalty to hit.
- The fist can physically attack an opponent, causing 1-2 points of damage. The fist hits with the attack bonus of the caster, +2. It is not considered a missile (magical or otherwise).

The fist cannot penetrate solid objects or pass through walls of force or antimagic barriers. It can be destroyed physically by 5 points of damage. Its AC is 16 if invisible, 13 if the attacker can see it. Destroying the fist does not affect the caster.

The flying fist is recorded in more ancient tomes as Alcimer's flying fist. Alcimer was extremely proud of the spell and disseminated its secret widely. Soon, so many casters were using it that they dropped Alcimer's name from the title. Such is the nature of magical altruism.

Ghost Pipes (Air, Alteration, Elemental, Song)

Rng: Touch	Comp: V, S
Dur: Special	CT: 1 round
AoE: 1 instrument	Save: None

When this spell is cast, the caster can cause any one nonmagical musical instrument to play itself. The instrument must be whole and in playing condition. It need not be an instrument that the caster themselves can play, but they must be able to softly whistle or hum the desired tune. This tune can be no more than one minute long.

Upon releasing the instrument, it glows as if limned with faerie fire and levitates at the level it was released. The various parts of the instrument (keys, valves, strings, etc) move under the control of the magic. Upon reaching the end of the song, the instrument will repeat the tune over and over until stopped. The ghost pipes stop playing when any living creature touches the instrument. The radiance fades and the instrument slowly settles to the ground.

This spell was originally created by Vangerdahast of Suzail, currently royal magician to King Azoun IV. It was made available through the Council of Casters. Royal scuttlebutt claims firmly that the august and puissant Vangerdahast is deeply embarrassed by this early attempt at spell research and would have banned it completely except that His Majesty enjoys the spell as a novelty. The throne room is often filled with an orchestra of levitating, glowing instruments.

Quimby's Enchanting Gourmet (Conjuration/Summoning, Force)

Rng: 0
Dur: 1 hour plus 1 turn/level
AoE: 40' radius
Comp: V, S, M
CT: 2
Save: None

This specialized version of the unseen servant was developed with one particular task in mind - cooking and cleaning in the kitchen while its creator is otherwise occupied.

The enchanting gourmet is a magical force under the control of the caster. It can perform simple kitchen actions like stirring, carrying, measuring, cutting, and minding the fire. It is no stronger than an unseen servant and no more dextrous than its creator.

The enchanting gourmet can be left to cook on its own, provided that it is cooking a meal that the caster themselves has prepared at some point in their life. If something disrupts the smooth flow of the meal (such as the arrival of a dragon or an explosion in the kitchen), the enchanting gourmet will seek the advice of its creator.

The enchanting gourmet can be dispelled by the caster at will, by a dispel magic spell, or by taking 6 points of damage from area effect attacks such as breath weapons, explosions, and the like.

The enchanting gourmet cannot be used to brew potions and other magical drinks, but has been used to generate simple poisons and in one case to serve as a bartender. The creator of this spell, Quimby of Procampur, was an impatient cook but a lover of fine food in quantity. The spell is not one normally studied by adventuring casters but is often used by retired sages and other sedentary types.

The material components of this spell are a block of wood and some string.

Snilloc's Snowball Swarm (Elemental, Evocation, Water)

Rng: 30'/level
Dur: Instantaneous
AoE: 30' radius
Comp: V, S, M
CT: 2
Save: 1/2

By means of this spell the caster causes a flurry of magical snowballs to erupt from a point within their range. The snowballs fly in all directions, hitting everything in the area of effect (including the caster) and causing 1-3 points of damage/level of the caster (to a maximum of 8d3). Against fire-using and fire-dwelling creatures, the spell inflicts 1-6 points of damage/level of the caster (again to a maximum of 8 dice of damage).

Unlike the higher level fireball, the snowball swarm is completely contained within its area of effect. Obstructions and low ceilings do not cause the cloud of snowballs to deform—they just hit the walls and splatter. These snowballs are considered normal missiles when determining the effects of protection spells. However, all targets are considered AC 10 against the snowballs; only Dexterity modifiers apply.

This spell is much less powerful than the fireball spell, but useful where the dimensions of the area of effect are unknown or against fire - using or fire-dwelling creatures. The material component of this spell is a chunk of ice or a single pearl.

Undead Mount (Necromancy)

Rng: 30'
Dur: 2 hours plus 1 hour/level
AoE: 1 mount
Comp: V, S, M
CT: 2
Save: None

By means of this spell, a caster can animate a dead horse or similar creature or assemble a magical mount from the bones of such creatures. The mount created by this spell is under the control of the caster. It can carry up to 300 lbs. of riders and equipment. Exceeding the 300 lb. limit destroys the spell and reduces the mount to its original (dead) form.

An undead mount is usually a horse (dead horses are easy to come by), but can also be a griffon, camel, hippogriff, or as zombies otherwise. Flying creatures which turned into undead mounts cannot fly, but they can move along the ground. Creatures that had some special ability while alive do not regain that ability in their undead state.

The undead mount is unintelligent and cannot fight. It responds only to simple verbal commands. It cannot be affected by enchantment/charm magic. The undead mount has a movement rate of 18 and moves silently. It has 1-4 HPs plus one additional HP/level of the caster. Undead mounts can be turned as skeletons if they're primarily bones, or as zombies otherwise. Undead mounts ridden by more powerful undead cannot be turned separately, but if the rider is turned, so is the mount.

The caster can choose when creating the undead mount to make it glow very faintly with a yellow, green, or red hue.

The material components of this spell are a drop of water, a human hair, a pinch of powdered hoof, and the corpse or body of the animal that will serve as the mount.



Third Level Spells

Blacklight (Alteration, Shadow)

Rng: 30'/level
Dur: 1 round/level
AoE: 20' radius globe
Comp: V, S, M
CT: 3
Save: Negates

Upon casting this spell, the caster creates a stationary, temporary area of total darkness. The darkness is impenetrable to normal vision and darkvision, but the caster can see and move normally within the blacklit area. The caster can attack and cast spells normally within the limits of their blacklight. Each round, those within the blacklit area are allowed a saving throw vs. spells at -3. Those who succeed can see as the caster does for that round, while those who fail are wrapped in total darkness. PC's outside the sphere cannot see into it.

Normal and magical lights are doused by the blacklight. The casting of light, continual light, or dispel magic spell will destroy the blacklit area. Creatures within the blacklight area have a -4 penalty to attack rolls and saving throws and have their AC reduced by 4. PC's with blindfighting proficiency are only penalized by -2 to hit and save and have no penalty to armor class.

The caster of blacklight can end the spell at will, though continual concentration is not necessary to maintain it. Spells which depend on visual effects (such as illusions) do not function if the victim cannot see them.

The material components of this spell are a piece of coal and the dried eyeball of any creature.

Dire Charm (Enchantment/Charm, Mentalism)

Rng: 360'
Dur: 1-4 rounds+1 round/level
AoE: 1 individual
Comp: V, S, M
CT: 3
Save: Negates

By means of this spell, the caster ensorcells one person in such a fashion that the person truly enjoys killing and will immediately go berserk, attacking to kill friend and foe alike for the duration of the spell, unless a saving throw vs. spells is made. The definition of person is the same as for charm person, and the same restrictions apply, save that the charmed PC has no qualms about slaying others.

The charmed individual will not attack the caster of this spell unless the caster attacks or harms the charmed individual first. If this happens, the charmed individual will only attack the caster.

If there is no one for the charmed individual to attack, they act normally. As soon as someone other than the caster comes within sight (within the duration of the spell, of course), the dire charm takes hold and the charmed individual rushes to the attack.

The berserk attacks of the charmed individual do not grant any additional powers or abilities. If given a choice between two different ways to attack, the charmed PC always chooses the most deadly (they will cast a fireball spell before drawing their dagger, for instance). If the charmed PC is forced to attack something that is much more powerful, the DM can permit a second saving throw vs. spells to break the charm.

Dispel Silence (Abjuration, Alteration, Song)

Rng: 0
Dur: 1 round/level
AoE: 10' radius sphere/level
Comp: S, M
CT: 3
Save: None

This spell negates the effect of magical silence within the area of the dispel silence spell for the duration of the spell. Following the casting of the dispel silence, all spell-casting, speaking, and actions can proceed normally. For the duration of the spell, the area protected by the dispel silence is proof against silence spells—they will not function within the area of the dispel silence. The area is immovable, however, and does not follow the caster around.

The material component of this spell is a pinch of powdered diamond worth at least 100 gp, flung into the air.

Ghost Armor (Conjuration, Force)

Rng: Touch
Dur: 1 round/level
AoE: 1 creature, size H or smaller

Comp: V, S, M
CT: 1
Save: None

An improved version of the armor spell, ghost armor provides the recipient with a suit of ghostly, translucent plate armor. The plate armor provides an AC of 17 to the user, which combines with Dexterity and other magical bonuses. If the recipient is already AC 17 or better, the spell has no effect. Magical bonuses from existing armor (leather armor +2, for example) are not added to the ghost armor. Ghost armor has no weight and does not restrict the wearer in normal movement, spell-casting, or thieving. The armor is magical force, not metal, and so is not vulnerable to attack from rust monsters or the heat metal spell.

The material component of this spell is a fragment of real armor which has been worn in battle.

Hold Vapor (Abjuration, Air, Elemental)

Rng: 30'/level
Dur: Special
AoE: 20' radius globe plus 10'/level

Comp: V, S, M
CT: 3
Save: Special

This spell allows a caster to halt and prevent the further movement of any visible cloud or vapor within the spell's range and area. Such clouds include gaseous breath weapons, fog cloud, cloudkill, and incendiary cloud, as well as the effects of pyrotechnics. Other objects can pass freely through this barrier so individuals can pass in and out of the gas-filled area (a volatile gas could be contained by the spell and then safely incinerated by tossing a torch through the barrier).

The spell lasts for as long as the caster continues chanting, to a maximum of 1 hour, at which time the spell fades and the cloud (if it is still there) settles or drifts naturally. The caster can move normally during this period, though if silenced or interrupted from chanting for a full round, the spell will fade and the cloud will be freed.

The hold vapor spell will restrain gas clouds even against magical and natural winds. A creature in gaseous or airlike form (air elementals, djinns, and vampires, for example) can also be contained by this spell. In these cases, the creature being contained is permitted a saving throw each round vs. spells to break through the barrier. Gaseous creatures cannot transform back to their natural states when being contained by this spell.

This spell does not control a cloud of gas, it only contains it and halts its movement. The material component of the spell is a small balloon or bladder.

Icelance (Alteration, Elemental, Water)

Rng: 30'/level
Dur: Special
AoE: Special

Comp: V, S, M
CT: 3
Save: None

This spell will function if there is sufficient ice present, usually no less than 10 lbs., though the remnants of an ice storm spell will suffice. The spell causes the shards of ice to reform into a long, magical lance of ice, which then spirits off in the direction dictated by the caster against a particular target chosen by the spellcaster.

The lance strikes with the caster's attack bonus +4 and inflicts 5d6 points of damage. In addition, the target must save vs. spells or be stunned for 1-4 rounds. The icelance travels in a straight line. It will crumble to its component shards if it misses its target or if it strikes some other target before hitting the intended one. The spell creates only a single icelance.

Laeral's Dancing Dweomer (Illusion/Phantasm)

Rng: 60'+30'/level
Dur: 1 turn/level
AoE: 40' diameter sphere

Comp: V, S, M
CT: 3
Save: Negates

This spell is used to confuse spells and abilities which detect magic by creating a score of false images which flit from one item to another within the area of effect, alternately creating and masking magical auras on the items within.

A detect magic spell used within the area of the dancing zweomer reveals nothing, as all items in the area flicker with magical radiance. The flickering is not visible to the naked eye; it is detectable only by those PC's who are actively detecting magic.

The material component is a pinch of dust tossed into the air.

Mummy Touch (Necromancy)

Rng: Touch
Dur: 1 round/level
AoE: Creature touched

Comp: V, S, M
CT: 3
Save: Negates

Upon casting this spell, the caster gains two abilities. First, they're immune to the rotting disease carried by mummies for the duration of the spell. The PC also is empowered with the ability to inflict this rotting disease on others by touch for the duration of the spell.

Mummy rot causes the flesh of the victim to putrify and decay. This causes a loss of 2 points of Charisma/month and is fatal in 1-6 months if untreated. Mummy rot can be cured by cure disease and more powerful magics which duplicate cure disease. While under the effects of mummy rot, the victim cannot be healed using cure light wounds, cure serious wounds, or heal spells and normal healing takes place at 10% of the regular rate.

The caster's appearance does not change as a result of this new ability and no other abilities are altered or improved other than the two noted above. The mummy touch affects everyone the caster touches during the duration of the spell. The caster can choose to end the spell prematurely, but once ended, the abilities are lost.

Undead are immune to the effects of mummy touch, as are other creatures who would not normally be affected by the attack of a mummy (such as iron golems or xorn). Mummy touch cannot be granted to another individual. The disease

functions only by direct touch-it cannot be used to "poison" food or drink. The caster can be damaged normally by mummies, but if slain will not rot. Those slain by the caster using mummy touch will not rot as well.

The material components of this spell are a pinch of mummy dust and drop of blood.

Nchaser's Glowing Globe (Alteration, Artifice)

Rng: Touch
Dur: Permanent
AoE: 1 globe

Comp: V, S, M
CT: 3
Save: None

This spell requires a globe of blown glass of the finest quality and a small spark as its material components. The spell places a form of continual light within the globe, but the caster can control the brightness of the globe mentally. The light within the globe functions as a form of continual light, illuminating an area of up to 60' in radius. By mental control, the caster can reduce this illumination to a dull, luminous glow similar to faerie fire. The caster does not need to concentrate on the spell to maintain it, only to change the level of illumination. The caster can control this illumination at a distance of 30'/level of the caster.

The caster can maintain any number of glowing globes simultaneously and may change their illuminations independently or simultaneously. The globes can be moved or carried, but if destroyed (saving as glass objects), their magic is lost. If the caster dies, the globes continue to function, but can be switched to a new owner if that new owner can cast caster spells of the 4th level and touches the globe.

Nightscar (Geometry, Illusion/Phantasm)

Rng: 90'
Dur: 1 day/level
AoE: 1 creature or object

Comp: S, M
CT: 3
Save: Negates

This spell allows the caster to place a magical mark upon another object or individual. The mark can be seen only by the caster and up to 7 other chosen individuals. It will remain for the duration of the spell regardless of the individual or object changing its shape or using illusion to mask its presence, or becoming invisible. The caster will see the new form (or not see the invisible individual), but will still see the mark.

The mark can be placed from a distance on any visible surface of the flesh or the object. It emits a glow visible to the caster (and their servants) in the dark. The recipient can be unaware that the caster has placed the mark, but is allowed a saving throw. A successful save indicates that the individual is not marked by the nightscar.

In addition to the caster, up to 7 others can see the nightscar on its target. These individuals are usually in contact with the caster at the time of the casting. Alternately, the caster can hold up to 7 gems, stones, or seeds in their hand. Each of these seeds, given to an individual, allows that individual to see the nightscar on the target.

Once placed, the scar cannot be detected by magic but it can be seen by a detect invisible spell. A true seeing or similar magic would miss the scar as it is not really there. The mark will fade upon the duration of the spell elapsing, and a dispel magic or remove curse will destroy the nightscar as well.

This spell is often used in cities to keep track of thieves and other individuals for later contact and/or arrest. It is particularly useful in trailing individuals who can change their shape or appearance. The nightscar is believed to have been originally developed to track lycanthropes in their human form.

Paralyze (Necromancy)

Rng: Touch	Comp: V, S, M
Dur: 1 round/level	CT: 3
AoE: Caster	Save: None

Upon casting this spell, a caster gains the ability to paralyze those they touch for 2-8 rounds. Those touched must make a saving throw vs. spells to avoid the effect. If the saving throw is made, they suffer no ill effects from the paralyze spell.

Creatures which are immune to paralysis, as well as undead and unliving creatures such as golems, cannot be affected by this spell. The caster must roll a successful attack roll in order to strike an opponent with the paralysis. The material component of this spell is a piece of ghoulish flesh.

Proof from Teleportation (Abjuration, Dimension)

Rng: 0	Comp: V, S, M
Dur: 2 hours/level	CT: 2 turns
AoE: 30' radius/level	Save: None

By means of this spell the caster can secure an area from magical intrusion by means of teleportation, gates, or dimension doors. The area extends out from the caster 30'/level in all 3 dimensions and is not impeded by walls, doors, or other surfaces.

When in operation, the spell prohibits the use of teleport spells (including teleport without error and teleport dead) into the region. Dimension doors will also not function within the proscribed region. Attempts to use these spells to enter or leave the affected area will fail.

In order to use gate spells or similar magics which open portals into other planes, the caster of the gate must make a saving throw vs. spells to succeed. Failure indicates that the spell fails and is expended. Success allows the use of that gate. Any future use requires another saving throw.

Spells which tap the Ethereal plane (such as vanish) and items such as armor of ethereality can function normally within the secured area, as can creatures who exist in the Ethereal plane. Creatures with strong extraplanar ties function normally while in the secured area, though they may not gate or teleport.

The proof against teleportation spell can be discontinued at any time by its caster. It can also be brought down by a dispel magic spell in the standard fashion. A limited wish or wish spell will allow a teleport to function within the secured area.

The material component of this spell is 10 lbs. of sugar, salt, or other granular material stuffed into a 5lb. sack and dropped at the location of the center of the spell.

Revenance (Necromancy)

Rng: Touch	Comp: V, S, M
Dur: Special	CT: 1 turn
AoE: Undead within 15' of the caster	Save: None

By means of this spell the necromancer can enhance the internal willpower of undead creatures, making them temporarily immune to turning attempts and disruption by priests, paladins, and others capable of turning undead. The spell does not provide immunity to magical items such as the mace of disruption nor to magical spells such as protection from evil.

The caster can affect one undead/level of experience with this spell. The spell lasts until a turning attempt is made which would otherwise turn or destroy the undead. An undead cannot receive another revenance spell if one is currently operating. The affected undead will radiate a faint aura of magic. Once a successful turning attempt is blunted by this spell, the spell is no longer in effect for that particular undead and it can be turned normally.

The material components of this spell are a flake of ash, a pinch of dust, and a drop of blood.

Skull Watch (Artifice, Necromancy)

Rng: Touch	Comp: V, S, M
Dur: 1 turn plus 1 turn/level	CT: 2
AoE: 20' by 90' area.	Save: None

This spell requires as its material component the complete skull (including jaw) of an intelligent humanoid creature. Once the spell is cast, the skull is set in midair facing a particular direction. The skull will then hang there in midair. The eye sockets of the skull define a path 20' wide by 90' long. Physical boundaries such as walls do limit that path.

Any living creature which enters the area of this path within the limitations of the spell activates the skull watch. The skull emits a piercing shriek that can be heard up to a quarter-mile away. In addition, the caster who cast the skull watch is immediately aware that something has tripped their spell. Silence spells and similar magics can stop the audible shriek, but the caster becomes aware of the event regardless of location, as long as the caster is alive, conscious, and on the same plane.

The skull can be moved from its position without activating it, as long as the individual does not step within the path. The skull can also be destroyed. The skull watch has 1 HP/level of the caster and an AC of 13. The skull makes no other attacks. The caster is not made aware if the skull is destroyed without the spell being triggered.

If a caster has multiple skull watches operating, they will be unable to discern which has been tripped, as the "scream" and "mental awareness" are similar for all skulls created by this spell.

After being triggered, the floating skull sinks slowly to the ground and can be reused at a later time.

Ward Against Undead (Abjuration)

Rng: 0	Comp: V, S
Dur: 1 round+1 round/level	CT: 3
AoE: 10' radius/level	Save: Negates

This spell allows the caster to prevent undead creatures from moving into the area of effect. Upon casting this spell the affected area radiates a faint blue, flickering radiance, visible to all.

Undead must save vs. breath weapon in order to enter the warded area.

Those that fail the saving throw cannot enter the area. Those who can enter the area do so without penalty. Undead can attempt to enter the area once/turn and gain a new saving throw with each attempt.

Undead already in the area of effect must make a saving throw vs. breath weapons or be slowed (as the spell) for the duration of the spell.

The ward against undead is stationary and has no additional effect on combat or turning. Once a particular undead makes a saving throw versus the ward it does not need to make that saving throw again. Multiple wards can be cast in the same area, requiring multiple saving throws to cross or avoid their affects, though no undead can suffer the effects of more than one slow spell in any event. A dispel magic will destroy the ward, but otherwise the spell will run to the end of its duration.

Waves of Weariness (Enchantment/Charm, Mentalism)

Rng: 120'	Comp: V, S, M
Dur: 1 round	CT: 3
AoE: 1 creature	Save: Negates

Upon casting this spell on a creature, that creature is suddenly overcome with dizziness and exhaustion. A successful saving throw vs. spells negates this effect. Creatures of less than 12 Intelligence or Wisdom that fail this saving throw will immediately collapse for that round. They can get up again next round with no further ill effects.

Creatures of 12 or greater Intelligence or Wisdom who fail the saving throw vs. spells are delayed in their actions. They automatically attack last in the next round they have an action or attack.

This spell has no effect against creatures who do not sleep, such as undead and elementals. The material component is a small book of poetry, which is read aloud.



Fourth Level Spells

Belty'n's Burning Blood (Elemental, Fire, Necromancy, Water)

Rng: 30'/level
Dur: 3 rounds
AoE: 1 creature

Comp: V, S, M
CT: 4
Save: Negates

By means of this spell, a caster can cause the open, bleeding wounds of any creature to burst into flame, converting the blood into a corrosive mix which inflicts 3-12 additional points of damage/round. "Open wounds" is defined as those wounds created by an edged weapon and which have not been dressed or healed.

Obviously, the creature must have blood in the first place in order to be affected by this spell. This excludes undead and extraplanar creatures who do not have obvious blood (like elementals). Similarly, creatures who are resistant to fire are immune to the effects of this spell.

Each of the 3 rounds the spell is in effect, the target can make a saving throw vs. spells with a ñ3 penalty. If the save is made, no additional damage is inflicted by the spell.

The caster does not need to touch or even see the target, as long as the individual meets the requirements above and is in the range of the spell. Individuals in the Ethereal plane are immune to attacks from the Prime Material, but not from attackers on their own plane. Targets which have changed shape or passed into other objects (such as a tree or rock) are still vulnerable to the spell. Creatures and PC's with regenerative abilities or spells can save at the normal chances to prevent further damage.

The material components of this spell are the presence of exposed blood and a pinch of saltpeter.

Caligarde's Claw (Conjuration/Summoning, Force)

Rng: 180'
Dur: 1 round/level
AoE: Special

Comp: V, S, M
CT: 4
Save: Negates

By means of this spell, the caster calls into being an invisible claw of force, similar in many ways to the numerous Bigby's hands spells. This claw can be set in an area to attack everyone within 10', or be sent against one particular target.

If sent against a particular target, that target must make a saving throw vs. spells or be immediately clawed by the invisible force for that round and every round thereafter for the duration of the spell. If the saving throw is made, the claw lands in a random direction 10' away. It is then treated as if it had been cast on that location.

A claw cast on a location will attack the closest target within 10' of its location, attacking with the same attack bonus as the caster. If it strikes any target (friend or foe, or even the caster themselves) the claw hits automatically every round thereafter.

The claw inflicts 1-4 points of damage/round. It never misses once it hits, but it can be foiled by any type of magical barrier, including shield, anti-magic shell, or Bigby's Interposing Hand. Such spells will not negate its attacks, but the attack will be directed against the spell instead of the target. Dispel magic will destroy the claw. Physical attacks inflict no damage on the claw. The caster can dispel the claw at will.

Once the claw hits, it remains with the target regardless of the target's actions or movement, even if it moves beyond the spell's original 10' radius. The claw does not interfere with movement or attacks, but its continual damage does prevent spell-casting (though not the use of devices or activation words).

The material component of this spell is a dried foot or claw.

Encrypt (Geometry, Illusion/Phantasm)

Rng: 10' plus 10'/level
Dur: Permanent
AoE: Special

Comp: V, S, M
CT: 4
Save: None

By means of this spell the caster causes a message of no more than 66 PC's or letters in length to be made unreadable by anyone save the spellcaster, one other specific figure named by the spellcaster, and those entities referred to specifically by name in that message. To all others, the message appears as an illegible, smudged scrawl.

The magic of the spell will defeat spells such as comprehend languages and read magic, but not true seeing. The message can be on any medium (paper, stone, wood, even soot or snow), but if the medium is destroyed the encrypted message is destroyed as well. Otherwise the encrypted message can only be fully destroyed by a dispel magic or erase spell or by the will of the original caster.

The encrypted region radiates an aura of magic, but otherwise does not call attention to its presence. Magic spells cannot be encrypted, but any nonmagical language can be. An individual mentioned in the encrypted message will see the message normally, but if unable to understand the writing, still does not know what it says.

Encrypt can be used to conceal the messages of the caster or of others, within the limitations of the spell. Longer messages can be encrypted by multiple castings of the spell.

The material components of this spell are a pinch of dust or fluff and a feather.

Fire Gate (Alteration, Elemental, Fire)

Rng: 0
Dur: Instantaneous
AoE: Caster

Comp: V, M
CT: 3
Save: None

Upon casting this spell the caster may step into a large fire (with at least a 2' radius) and immediately reappear in another similar-sized fire up to 150'/level away. If no such fires exist within that range, the spell does not function and the caster remains in the initial fire. If multiple large fires are available, the caster can choose from them.

If there is a large, solid object blocking the fire gate, then the caster is mired in the plane of Elemental Fire, and will remain so until they either find another way out or they're rescued.

This spell has made its way out of the savage and brutal lands of the Red Casters of Thay. It is recommended that the spellcaster have some form of protection against fire before attempting it. Most reports of the power and the magic of the red casters have been exaggerated to make them seem more powerful than they're. While many unique magics exist in the lands of Thay, they're often merely variants of spells found elsewhere, and usually function at several levels higher than is mentioned in bar talk and local legends.

Illykur's Mantle (Abjuration)

Rng: 0
Dur: 1 round/level of caster
AoE: Caster

Comp: V, S, M
CT: 4
Save: None

When Illykur's mantle is called into being, the caster is surrounded by a luminous aura which completely covers them, conforming to the contours of the body. This mantle does not affect any physical or magical abilities of the caster, but does affect spells which are cast against the wearer of the mantle. The effects are:

- +3 on all saving throws vs. enchantment/charm spells which allow a saving throw. The mantle does not grant a saving throw against spells that do not normally allow one, but if one is permitted, then the +3 modifier applies;
- +1 on all other saving throws vs. spells, again provided that one is allowed under the spell description
- All damage from electrical attacks, including shocking grasp and lightning bolt, is halved (saving throws can negate or halve the damage again).

The mantle protects only the caster and the caster's familiar, provided that the creature is relatively small (size S) and remains in contact with the caster. The material component of this spell is a natural (not cut or finished) gem.

Missile Mastery (Alteration)

Rng: 30'/level
Dur: 4 rounds
AoE: 1 missile

Comp: V, S
CT: 4
Save: None

While this spell is in effect, the caster can alter the flight of a single missile that passes within the range of the spell, stopping it or causing it to be hurled back toward its original sender. Missiles returned to sender strike with the sender's attack bonus with a +4 to hit, and inflict normal damage.

The caster can affect only a single missile/round. The missile can weigh no more than the caster's experience level in lb.

Enchanted items (such as an arrow +1) are granted a saving throw using the caster's chance, with any "pluses" on the weapon being used as beneficial modifiers. Magic missiles are negated entirely, but only one particular missile is dispelled in a single round.

The caster does not need to concentrate to maintain the missile mastery and can move and fight when it is in operation. Casting any other spell will negate the remainder of the missile mastery spell.

Phase Trap (Alteration, Dimension)

Rng: 60'	Comp: V, S, M
Dur: 1 round/level of caster	CT: 4
AoE: 1 creature	Save: Negates

Upon casting this spell, the caster deprives a creature with the ability to exist in multiple planes from that ability for the duration of the spell, in effect "locking" the creature in the Prime Material plane. The caster must have the creature in sight at the time of casting.

When subject to this spell, phase spiders and similar creatures are immediately put "in phase" and can be attacked normally. Blink dogs cannot blink and displacer beasts cannot use their displacement power. Xorn lose their invulnerable walk through solid objects and, if in a solid object, take 2-20 points of damage/round until they can free themselves.

Magical items that put individuals into the Ethereal plane or open holes into pocket dimensions (such as the portable hole) will not function while this spell is in operation. Magic spells of 4th level or lower (such as rope trick or blink) will not function and if already functioning, will cease to exist, bringing the individual back into the Prime Material plane immediately. Spells of 5th level or higher that access other dimensions (such as phase door) function normally and are unaffected.

The creature or individual this spell is cast upon gains a saving throw vs. spells to avoid its effect. Creatures which phase through solid matter save at a -2, while those on the Astral plane save at +1. The material components of this spell are a clear gem worth at least 500 gp-the gem is lost in casting.

Plague (Illusion/Phantasm)

Rng: Touch	Comp: V, S, M
Dur: 7 days/level	CT: 4
AoE: Creature touched	Save: Negates

When cast, this spell causes the recipient to suffer from a powerful illusion spell which causes them to appear to be suffering from some loathsome (and likely contagious) disease. The illusion is very good, covering appearance, smell, and tactile manifestations of the disease. The recipient is unaware of their own illusory appearance, but others will react as if the individual is a plague-carrier.

For maximum effect, the disease should be one that the caster is familiar with (mummy rot is an old favorite). If the disease is well known to the caster, then the chance of detecting it as an illusion on reasonable examination is 6%. If the caster is creating a new disease or trying to duplicate a disease they have heard of (say, for example, the copper rot of Shar), the chance of detection are raised to 30%.

Cure disease has no effect on this illusory plague, but a dispel magic will bring it down with the standard chances. The caster can also lift the plague at will, though they might also make some other demand of service or item for their healing. Note that it is against the law in Cormyr and Sembia to accept money or reward to remove the effect of a spell that one cast themselves.

The material component of this spell is a pinch of soot or fungus.

Spectral Wings (Evocation, Force)

Rng: Touch	Comp: V, S, M
Dur: 1 turn/level	CT: 4
AoE: Special	Save: None

This spell creates a misty, gray, largely intangible flying steed. The spectral wings appear as a set of gray, ghostly wings, 12' long, with a wingspan of 26'. The mount is visible to others, but seems foglike and insubstantial. Those who are riding on the spectral wings feel it as a solid object.

The spectral wings are a magical force under the mental control of the caster. It is not a living thing and cannot be slain or affected by normal weapons. It can be dispelled normally. The caster must remain in contact with the wings in order to control them. If the caster is taken out of contact with the wings or is slain or rendered unconscious, the wings will perform the last order they received.

The spectral wings are utterly silent and have maneuverability class B and a speed of 16. They may pass through solid objects, but that ability is not passed along to the individuals and equipment that wings carry. The wings can carry up to 100 lbs./level of the caster. If overloaded, the additional weight falls through the wings. The wings provide a solid base for spellcasting and missile fire. The caster can engage in other actions while riding the spectral wings, but the wings will continue to move according to their last orders if this is the case.

The material component of this spell is a wing bone from any type of flying creature. The wings resemble the wings of that particular creature.

Spendelardis Chaser (Necromancy)

Rng: Touch	Comp: V, S, M
Dur: 1 turn/level	CT: 8
AoE: 1 creature, size L or smaller	Save: None

This spell was originally created in order to facilitate mental recovery from brewery research expeditions (in other words, as a hangover cure). However, it was discovered to have a beneficial side effect in regard to protection against injected, ingested, and contact poisons.

Cast upon an individual, it negates the adverse affect of drugs (including alcohol) on the system, restoring the individual to mental coherence and relieving hangovers or other ill effects. Real damage (to body or to mind) is not healed by this spell-it only aids the body in purging the chemicals within it. The chaser will not affect insanity or magically-induced effects.

If the individual was poisoned, the spell allows a second saving throw vs. poison, even if one was not allowed initially. If the individual is poisoned while under the effect of the chaser, the individual is permitted a +4 modifier to the saving throw vs. poison (or a straight saving throw if one is not normally allowed).

The material component of this spell is a drop of holy water.

Thunderlance (Evocation, Force)

Rng: Caster	Comp: V, S, M
Dur: 1 round/level or until discharged	CT: 4
AoE: Caster	Save: None

Upon casting this spell, a faint, gray, shimmering force comes into being in the general shape of a staff or spear. The force can extend up to 20' from the caster's pointed finger and retract or grow to the desired size, but it always remains a straight lance of force. Any creature which touches or is touched by the thunderlance takes 4-24 points of damage.

Once discharged, the thunderlance fades out of existence. The thunderlance can also be willed out of existence by the caster at any time without hitting anyone. The thunderlance will disappear without inflicting any damage if the caster dies, loses consciousness, or casts any other spells. Full conscious control is not necessary to command the thunderlance, allowing the caster to move and fight normally while carrying the lance.

The lance can be used as a barrier or a trap against attacking creatures, but is most often used as a weapon. The lance attacks creatures at their lowest unarmored AC (a dragon would still be AC 18 but a mounted knight would be AC 10). Any non-innate armor is ignored, but Dexterity and magical bonuses do apply to the target's AC.

The touch of a thunderlance will destroy a shield spell, a wall of force, a minor globe of invulnerability, and similar, minor abjuration magics of 5th level or less. Higher level abjuration spells are unaffected by the thunderlance. In either case, the thunderlance is discharged and fades upon striking such a magical barrier. It can pass through fire and water (including ice) unharmed, even if the fire, water, or ice is the result of magic spells.

As a bonus, the thunderlance absorbs magic missiles directed at the wielder and for every magic missile so absorbed, the lance will inflict 2-5 additional points of damage when discharged. The thunderlance can absorb and then discharge one magic missile for every 3 levels of the caster. Additional magic missiles are absorbed but do not increase its discharge. "Magic missiles" include other spells with similar properties, such as major missile and Snillloc's snowball. Each of these spells, if absorbed in the thunderlance, inflicts 2-5 more points of damage, regardless of the typical damage of the spell.

The material component of this spell is a small, silver spear.

Wall of Sand (Earth, Elemental, Evocation)

Rng: 15'/level	Comp: V, S, M
Dur: 1 round/level	CT: 4
AoE: Special	Save: None

This spell creates a wall of swirling, opaque sand 1' thick/level of the caster, 12' high, and 4' long/level of the caster. The wall must be cast so that it rests upon a hard surface and once cast it is immobile.

The sand is thick and viscous. While movement is possible through the sand (at half speed), all creatures who rely on normal sight or darkvision to see are blinded while they're within the wall, and in addition they suffer a ñ3 penalty to their AC the round after they leave the wall of sand. Creatures needing to breathe air suffer one point of damage/round spent in the wall.

Open flames and fires are extinguished once thrust into the wall of sand. Speech and spellcasting are impossible while within the wall. The wall blocks all sight through the sand to areas beyond. Magic can pass through the sand normally, though spells which require a visible target will not pass through the wall of sand.

The caster can create a wall of sand of smaller dimensions than those listed, but once cast, its dimensions cannot be changed. The wall of sand maintains itself with no concentration, but the caster can dispel it at will.

The material component of this spell is a handful of sand.

Watchware (Evocation)

Rng: Touch	Comp: V, S, M
Dur: Special	CT: 1 round
AoE: 1 item	Save: None

The caster can place a watchware on any single, nonliving, inanimate object, usually a book, staff, door, or item of treasure. If that item is disturbed or moved at any later time, the caster will be alerted. This alert occurs even if the caster is asleep or unconscious, but not if the caster is turned to stone or otherwise unable to think.

The original caster will receive a mental image when the watchware is activated. This mental image is of the item and all items and creatures within 10' of it at the time of activation. The mental image generated by the watchware lasts only a single round and does not include any sound. The image interrupts concentration and disrupts spellcasting in progress, but does not disturb the caster in any other way.

The watchware is activated when the item is disturbed for any reason, whether someone touches it, pokes it with a pole, a cat walks on it, or an earthquake knocks it over. The item protected by the watchware radiates a faint aura of magic. If a dispel magic is cast upon the watchware, it will activate. The watchware will function only once, then the spell is spent. A caster can have as many active watchwares as they have levels, but in practice most casters keep only one or two to avoid the chance of accidental activation.

The material component of this spell is a spiderweb, a small brass or silver bell, and a shard of glass.



Fifth Level Spells

Bowgentle's Fleeting Journey (Alteration)

Rng: Touch	Comp: V, S, M
Dur: Special	CT: 5
AoE: 1 creature	Save: Negates

By casting this spell and touching the target individual, the caster teleports that individual to another location within sight. The individual remains at that location for one full round, at the end of which time they're teleported back to their initial location.

This teleportation must be to an area viewed and pointed at by the spellcaster when casting the spell. The range is up to 60'/level of the caster horizontally and 30'/level vertically. Teleportation operates the same as the spell of the same name, but the location can never be less familiar than "seen casually." The individual may teleport high or low as listed, but if they teleport into a solid object, they're not slain but rather pushed into the Astral plane. A PC pushed into the Astral plane must get back to the Realms under their own initiative, as the spell will not return them.

Should teleportation be successful, the PC can immediately act in the next round, performing any one-round action (most spell-casting, moving, attacking, picking up an item, etc.). A maximum of 500 lbs. of PC and equipment can be teleported in this fashion. If the PC is overloaded (or secured by chains, ropes, webs, or other ties), the teleportation fails.

At 15th level, the caster can send the recipient of the spell to a location for two full rounds instead of one. Regardless of level, the caster cannot send themselves anywhere with this spell or send dead bodies or inanimate objects alone.

The material component of this spell is a small ball of uncured rubber.

Disguise Undead (Illusion/Phantasm, Necromancy)

Rng: 30'/level	Comp: V, S, M
Dur: 1 Turn/level	CT: 1 Turn
AoE: 1 Undead/level	Save: None

By means of this spell the caster can alter the appearance of undead creatures so that they appear as they did in life. They appear to be healthy and normal (unless that's not how they were in life) and have no charnel odor or other tell-tale clue that they're actually dead.

The disguised undead are still undead in all other ways and forms. They can be revealed by a detect undead spell or similar divination spells. Those abilities which depend on the appearance of the undead (a rotting visage that inspires fear, for example) cannot be used in the disguise. The disguise does not allow the undead to perform tasks beyond their normal limitations or allow them to speak if they lacked that ability in their undead state. Disguised undead retain the alignment they had previous to the illusion. Disguised undead can be turned if recognized as undead and their disguised forms can be affected by all things in the normal fashion.

This spell combines illusion/phantasm magic and necromancy, and as a result cannot be used by necromancers and illusionists, whose specialty craft prevents studying the other's complementing areas of this spell. As a result it is most often used by "regular" casters to hide skeleton and zombie servitors in social situations.

The material components of this spell are an insect's cocoon.

Improved Skull Watch (Artifice, Necromancy)

Rng: Touch	Comp: V, S, M
Dur: Until activated	CT: 6
AoE: 20' by 90' path	Save: None

This spell is an improved version of skull watch used by necromancers with large, permanent bases. Like skull watch, improved skull watch sets an enchanted skull either on a surface or hanging in midair. Living, intelligent creatures which enter an area 20' wide by 90' long in front of the skull cause the skull watch to activate.

The activated skull will scream, which can be heard up to a quarter-mile away. The activation also mentally communicates the presence of intelligent, living creatures to the caster, if the caster is on the same plane as the skull. The skull will communicate general visible data about those who have activated the warning device (race, appearance, visible weapons, and so forth, but not alignment, level, or magical abilities).

The caster can create as many improved skull watches as they have levels. Each one sounds alike in its scream, but the caster will know the location of the activated skull. Once activated, the skull disintegrates and a new skull must be used to protect the same area.

Once the skull is in place it cannot be turned or moved. A dispel magic will deactivate the skull, as will destroying the skull itself. The skull has AC 15 and 2 HPs for every level of the caster. Destroying or dispelling the skull will cause the caster to be aware of its destruction, but not reveal the attacker's nature.

The material components of this spell are the complete skull of a humanoid, intelligent creature and a bit of earwax.

Should a caster die before their skull watch areas are activated, they will still be in operation, even if they become undead.

Ironguard (Abjuration, Alteration, Earth, Elemental)

Rng: Touch	Comp: V, S, M
Dur: 1 round/level	CT: 5
AoE: 1 creature	Save: None

By means of this spell, the caster confers upon themselves or another creature immunity to metal, including normal metal weapons. Such weapons will pass harmlessly through the individual as if they were a phantasm, not solid flesh. The individual can pass through iron bars, gates, and other metallic objects. Nonmetallic objects will still affect the individual and can harm them. Ironguard applies only to the individual's body, not anything they're carrying or that is attached to them.

The ironguarded individual is still subject to other types of attack such as heat, cold, and poison, even if these attacks are delivered by weapons that will normally pass through them. A sharpened stick becomes more dangerous than a sword. The individual retains their AC. Magical weapons can strike them, but only inflict damage equal to their magical bonus (a long sword +2 inflicts 2 points of damage per strike as it passes through the individual). Enchanted metal is an impassible barrier to the ironguarded individual. Spells using metal in their material components (such as blade barrier) can affect the individual normally.

The ironguarded individual can attack armored opponents as if they were unarmored, but only with bare-handed or natural weapons. Such opponents would be AC 10 if they were wearing all metal armor.

If, for some reason, the ironguarded individual has their body in the same space as metal when the spell duration elapses (if they collapse while passing through an iron grate, for example), they're immediately killed.

The ironguard spell was developed by main-stream casters and cannot be used by transmuters and abjurers, as it uses opposition school enchantments.

Nulathoe's Ninemen (Necromancy)

Rng: Touch	Comp: V, S, M
Dur: Permanent as long as dead	CT: 5
AoE: 1 dead body of size L or smaller	Save: None

This spell protects a dead body against normal decay, magically strengthening the joints and repelling disease and rot. The spell does not heal wounds or reverse damage inflicted on the body (in its living or dead state). If the body is later brought back from the dead (with raise dead, resurrection, or a similar spell), only the time elapsed between the death and casting of the ninemen (pronounced nin-em-en) counts for determining success.

Also, while under the effects of the ninemen, the body cannot become undead or be animated using the animate dead spell. This spell can only be cast on bodies that were once alive and now are dead. It has no effect on undead.

The material component of this spell is a small amount of blood and a moonstone worth at least 1,000 gp. The moonstone is crushed and sprinkled over the body.

Presper's Moonbow (Elemental, Evocation, Fire)

Rng: 30'/level	Comp: V, S, M
Dur: 1-4 rounds	CT: 5
AoE: Special	Save: None

This spell can only be cast at night when the moon is visible in the sky. Creating the moonbow causes 1-4 small glowing motes of light to collect and spin around the caster, resembling dancing lights in appearance. The number of moon motes which appear is random.

On each of the following rounds, the caster can direct any or all of the motes to attack a specific target within range. The motes pursue the target at a movement rate of 26 and will follow around corners and obstacles. The motes are not confused by illusions or invisibility. They strike as the caster with +3 to hit.

Should they hit, they discharge an electrical bolt. Should they miss, they flicker out without inflicting further damage.

The damage inflicted by a moon mote is determined by the number of other motes that were created at the same time:

- 1 Mote - 4-24 points damage
- 2 Motes - 3-18 points each
- 3 Motes - 2-12 points each
- 4 Motes - 2-8 points each.

There is no saving throw vs. the electrical damage; the motes must hit in order to harm the target.

No more than all motes and no less than one mote can attack/round. The remaining motes hang spinning around the spellcaster until they're sent off. The spellcaster can move or cast other spells in addition to firing off a moon mote in the same turn. The casting time of all spells, and the weapon speeds of any attacks made by the caster, are increased by 2 because of sending off the moon mote for that round. It is possible for a caster to summon, through several moonbow spells, a constellation of moon motes orbiting about them.

If a round passes where no moon motes are shot off at targets (living or not), all moon motes (in orbit around the caster or in flight) wink out, even if they have been created by different spells. Similarly, if the caster is slain, rendered unconscious, or unable to mentally direct the moon motes, the moon motes wink out of existence.

The moon motes can be physically attacked. They have an AC of 26. If struck they immediately discharge and inflict the listed damage to all targets within 10'. If the moon motes are struck by a lightning bolt, they will discharge as well, inflicting their damage to all within 10'. A caster with a herd of moon motes around them could meet a quick end in this fashion, as unused moon motes will always be within 10' of the caster.

The material components for this spell are a wisp of cobweb, an amber rod, and a scrap of fur.

Secure (Alteration)

Rng: Touch	Comp: V, S, M
Dur: Permanent	CT: 5
AoE: 10 sq feet/level	Save: None

By casting this spell, the caster may make a door, chest, or portal proof against being opened or passed through by any means short of physical destruction of the door or chest. The portal, door, or chest cannot be opened by anyone, including the caster himself. A dispel magic spell can bring the secure spell to an end and a limited wish will end it, but otherwise the door or chest cannot be opened normally again.

The door or chest is protected from all physical attack for a number of rounds equal to the caster's experience level. After that, the door or chest can be broken physically but retains a number of other protections: It cannot be damaged by fire, cold, or electricity, nor can the area be affected by spells which would change the nature of the area of the spell effect: vanish, reduce, dig, or transmute rock to mud. Such spells will not have any effect on the door or chest.

A knock spell will not open a secured area, though chimes of opening will. Glyphs, explosive runes, and symbols cannot be cast upon an area protected by a secure spell and they will immediately detonate or take effect if the attempt is made. A portal protected by this spell can be bypassed by dimension-breaching magic such as dimension door or by entering the Ethereal plane-such movement does not alter the security of the portal. The area protected by this spell will radiate a strong aura of alteration magic.

The material components of this spell are a small piece of iron and a semiprecious gemstone of any type.

Shroud of Flame (Elemental, Evocation, Fire)

Rng: 30'	Comp: V, S, M
Dur: 1 round/level	CT: 5
AoE: 1 creature, size L or smaller	Save: Negates

Also called the "trollkiller" spell, casting this spell causes a single creature to burst into flames. A successful saving throw vs. spells negates the spell's effect entirely. If the initial saving throw is missed, however, the target takes 2-12 points of damage/round from the fire. Each round thereafter the target can make another saving throw vs. spells. As soon as one of these saves succeeds, the flames die out.

While immolated, all flammable objects on the target are burned (magical items are granted saving throws vs. fire). If flammable oil is on the PC, that is ignited by the flames and inflicts additional damage.

The shroud of flame shoots off goutts of fire as it burns. All those within 10' of the burning target take 1-4 points of damage from the flame. Flammable objects near the flame will ignite and burn as well. Items such as rings of fire resistance and spells such as the priest's protection from fire will protect both the target and those around it from the fire damage of the shroud of flame. They will not negate the immolation and possible burning of flammable items, however.

The material component of this spell is a pinch of saltpeter, a small piece of phosphorus, and a small scrap of lace cloth or spider web.

Snilloc's Major Missile (Evocation, Force)

Rng: 180'+30'/level	Comp: V, S
Dur: Instantaneous	CT: 5
AoE: 1 creature	Save: None

This spell is the result of intensive research following the Avatar crisis, after which it was discovered that the common magic missile was no longer as nastily effective at high level. Major missile inflicts 1d4+1 points of damage to a single target, much as a magic missile. In addition, the caster gains an additional 1d4+1 for every two levels thereafter, to a maximum of 15d4+15 at 29th level.

The major missile functions in all other fashions as the magic missile, save for the increased damage and limitation to a single creature target. The major missile cannot be split up between multiple targets and will be affected by all spells which negate or affect magic missile.



Sixth Level Spells

Blade of Doom (Evocation, Force)

Rng: 60'
Dur: Special - 1 year maximum
AoE: 1 creature

Comp: V, S, M
CT: 6
Save: None/Neg.

Blade of doom, recorded elsewhere as Shaeroon's scimitar, is a specialized type of curse. When cast upon the target, a large blade of magical force appears above the target. This blade is visible only to the caster, those who can see invisible items, and those who cast a detect magic spell on the target. The blade is poised to drop on the target's head when a particular action occurs, such as the speaking of a particular word, beginning to cast a spell, or drawing a weapon. If the condition is met, the blade immediately drops upon the target (and the target only), inflicting one point of damage/level of the caster. A successful saving throw vs. spells negates this damage.

The caster of the spell can dispel it at will, as can such magic as a limited wish or wish. A simple dispel magic has no effect on the blade of doom. Only one blade of doom can be cast on a particular individual at a time. Blade of doom is a very long-lasting spell. Unless dispelled by the caster, it can last up to a year before its energies run out. It is used usually as a method of vouchsafing an individual's good conduct in negotiations and occasionally as a form of wizardly punishment to those who offend a caster or are seeking their favors.

The material component of this spell is a small scimitar carved of rock crystal, diamond, or clear sapphire (value 5,000 gp).

Grimwald's Greymantle (Necromancy)

Rng: 15'/level
Dur: 1 round/level of the caster
AoE: 1 creature

Comp: V, S, M
CT: 6
Save: Negates

The material component of this spell is a small skull or bone. On the round of casting, the skull is imbued with a silverygray radiance. The skull or bone can then (in the next round) be touched to an opponent or thrown to the limit of the spell's range against a target. In cases of touching the skull to an opponent, the attack is +2 to hit. Otherwise the chances of hitting are normal, according to the caster's normal attack bonus.

If the skull or bone hits the target, the gray radiance is transferred from the skull to the target, covering them entirely. For the duration of the spell, the target cannot regain HPs by any means. 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 which return lost HPs (cure light wounds, heal) will not work on that individual. Other necromantic spells will function normally, including those which cure other afflictions (disease, blindness) and those which remove HPs (cause light wounds) are unaffected by the spell.

Should the gray-wrapped skull or bone miss the target or the target make a saving throw vs. spells (at -2 for those administered by touch) the graymantle fades and the spell has no effect.

Upon the expiration of the spell, automatic healing abilities and items such as the ring of regeneration or the troll's regenerative ability are restored and will regenerate HPs normally. Any healing attempted during the period is lost.

The material component of this spell is the skull of bone used.

Imbue Undead with Spell Ability (Necromancy)

Rng: Touch
Dur: Special
AoE: 1 undead creature

Comp: V, S, M
CT: 1 turn
Save: None

The caster using this spell can grant an undead creature the use of a particular spell that the caster has learned. That spell is then left with the undead creature and can be used by the creature. A ghoul can be invested with a lightning bolt or a skeleton guard with a dimension door and the location of their master's throne room.

Once this spell has been given to a creature, it will remain with the creature until it discharges the spell or is destroyed. The caster who provides the spell loses use of one spell of that particular level until the spell is discharged or the undead creature is destroyed. (If a fireball is imbued into a skeleton, for example, then the caster has one less 3rd level spell available to them until the spell is discharged or the skeleton is slain.) A caster can imbue as many different undead as they have imbue spells or spells to give away.

No spells above 5th level can be imbued to an undead creature. No more than a single spell can be imbued to a single undead creature at any time.

Once discharged, the spell takes effect as if it was cast by the initial spellcaster - no material, verbal, or somatic components are required, and the "casting time" of the released spell is 1.

The material component of this spell is a small scroll of paper upon which is written the name of the imbued spell in squid ink.

Lich Touch (Necromancy)

Rng: Touch
Dur: 1 round/level
AoE: The caster

Comp: V, S, M
CT: 6
Save: None

By means of this spell, the necromancer gains both the chilling touch of the lich and invulnerability to several lich-like attacks and effects. The caster is immune to all forms of paralysis and fear, including those generated by liches, for the duration of the spell.

The caster casting this spell can touch individuals and affect them as a lich would, inflicting 1-10 points of damage and paralyzing the target. The touched creature receives a saving throw vs. spells to avoid the paralysis, though the victim still takes damage even if not paralyzed. Undead and creatures not affected by paralysis are not affected by the touch and do not take 1-10 points of damage. Individuals who are paralyzed by this spell remain so for 2-8 hours or until the paralysis is dispelled by a dispel magic, remove paralysis, or similar spell. The spell cannot be ended before its duration expires and the caster will affect everyone they touch with the lich touch.

The material components of this spell are a drop of the caster's blood and a scrap of rotting meat or fish. When the lich touch is in operation, the hands of the caster glow with an unearthly greenish brilliance.

Power Word: Silence (Alteration, Song)

Rng: 360'
Dur: Special
AoE: 1 creature

Comp: V
CT: 1
Save: None

In using this spell the caster points at an individual and utters the power word. For the rest of that round and the full next round that creature and everything within 1' of the creature cannot make any sound.

The silence foils spellcasting as well as voice activation of magical items and normal speech. The silence also negates sound-based attacks both by the target and on the target (a silenced individual cannot hear a power word-kill that followed, for example, but by the same token could not use a chime of opening or horn of blasting).

The power word-silence can only be dispelled by a limited wish or more powerful magic. A vocalized spell will function under the limits of a power word - silence, but must be cast before the power word is used.

Reconstruction (Alteration)

Rng: Touch
Dur: 1 round+1 round/level
AoE: 1' cu/level

Comp: V, S, M
CT: 1 round
Save: None

By means of this spell a caster may temporarily restore or make whole a broken physical object, even if badly shattered and with portions or parts missing. The item is fully restored and can function normally for the duration of the spell. The reconstructed item will stand up to almost every test as identical to the original object-smell, touch, and physical properties. A detect magic spell will reveal the spell's dweomer, and a true seeing spell or equivalent will show the item as truly being broken.

A fragmented gold coin can be restored to its full size by this spell, as would a crushed gem. A magical item restored would still radiate magic, but not regain its lost magical properties. Attempts to render the repair permanent with permanency or enchant weapon spells will cause the reconstruction to end. A reconstructed item can be broken again, which breaks the spell. At the duration of the spell, the item falls apart again.

The material components of this spell are a pinch of fine sand and a dollop of sticky sap or gum.

Teleport Dead (Alteration, Dimension, Necromancy)

Rng: Touch
Dur: Instantaneous
AoE: 1 undead creature

Comp: V, S
CT: 4
Save: Negates

By means of this magic the caster can instantly teleport a single dead or undead creature to any location desired on the same plane as the caster. Weight is not a factor, but only 1 creature and its immediate belongings can be teleported by use of the spell.

Success in teleportation depends on how familiar the destination is to the caster of the spell (not the undead being sent). Undead with spell abilities and access to this spell can use the spell to teleport themselves. Teleporting chances are:

Probability of Teleporting

Destination is	On		
	High	Target	Low
Very Familiar	01-02	03-99	00
Studied Carefully	01-04	05-98	99-00
Seen Casually	01-08	09-96	97-00
Viewed Once	01-16	17-92	93-00
Never Seen	01-32	33-84	85-00

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

The caster must touch the undead to be teleported, and if the teleportation is involuntary, the undead gains a saving throw vs. spells to resist the effect. Undead that can use spells (such as lichs) gain a +3 to these saving throws to avoid teleportation.

This spell is used primarily to send the recently-deceased back to a safe haven or friendly church for care and eventual resurrection. It can also be used to send particularly nasty single undead away, with the chance that they will not return. Teleporting undead into the houses and castles of enemies is considered to be an evil act in most of the Realms, and those who are affected (if they survive) will take steps to track down the individuals responsible.

Turnshadow (Abjuration, Shadow)

Rng: 180'
Dur: 1 round/level
AoE: 40' by 40' sq or 1 creature

Comp: V, S
CT: 1
Save: None/Neg.

This spell empowers the caster to turn creatures created by the shadow monsters, demi-shadow monsters, or shades spells, causing them to flee in panic for the duration of the spell (they can return later if they're able). The affected creatures will flee at maximum possible speed. The spell has no effect on truly undead creatures, including the monstrous shadows.

Alternately, this spell can be targeted at a single shadow-monster (created by one of the above spells) to wrest control from its original caster and cause it to attack the creature of the controller's choice. The attack will continue until the spell's duration has elapsed, at which point the shadowmonster will return to its plane of origin.

The turnshadow spell was developed by specialist abjuration casters (abjurers) to deal with shadow creatures brought about by illusionist spells, which abjurers cannot use.



Seventh Level Spells

Gemjump (Alteration, Artifice, Dimension, Earth, Elemental)

Rng: 0
Dur: Instantaneous
AoE: The caster

Comp: V, S, M
CT: 2 rounds
Save: None

This spell is initially cast upon a special gem known as a roguestone. The roguestone is enchanted in the process of the spell and is not destroyed in the initial casting or subsequent activation of the spell. At any time afterward, by uttering a command word, the caster can immediately teleport to the location of the gem. The teleport will always be on target (never high or low).

If the area the gem is in is too confined, the caster will appear in the next sufficiently large space. This transport is one-way, the spellcaster cannot jump back to their initial location by use of this spell. The caster can use the roguestone to gemjump any time after the initial casting.

There is no time limit, and the caster can be slain, resurrected, reincarnated, shapechanged, or become undead and still be able to use the roguestone to gemjump. Gemjumping requires only the uttering of a word, whether the caster is in chains or otherwise bound, or within a magical entrapment such as a force cage. The caster can be on a different plane or planet than the stone and still have it function correctly. The caster cannot use the command word if feeble-minded, asleep, unconscious, petrified, paralyzed, or insane, nor will the gemjump operate if the caster or the roguestone is within an anti-magic shell. Only the caster and their normal clothing will be so transported, any chains, equipment, and allies will be left behind.

The roguestone itself radiates a very small residual like trace amount of magical energy unless it is in the process of gemjumping. Multiple gemjumps can be cast on a single roguestone by separate casters. These additional spells do not negate the previous gemjumps on the roguestone. A limited wish will reveal the number (though not the identity) of gemjumps cast on a roguestone. Only a full wish will dispel those magics on a roguestone. Physical destruction of the roguestone will also destroy the magic, though spellcasters who have links with a roguestone will be aware of its destruction. The roguestone saves as rock crystal.

Khelben's Warding Whip (Abjuration, Force)

Rng: Within 30' of the caster
Dur: 1 round/level
AoE: Special

Comp: V, S, M
CT: 7
Save: None

This specialized and rare spell creates a whiplike lash of mystical force controlled by the caster. This magical whip is particularly effective against those spells which take the form of pushing, striking, or crushing forces, in particular the popular spells created by Bigby.

The caster need not concentrate to maintain the warding whip, but cannot cast other spells while using it or wield other weapons. When using the whip, it strikes or parries automatically under the direction of its wielder. The effects of the whip are as follows:

- The whip confers to the user immunity to the push spell.
- The whip will immediately dissipate a shield spell without effect to itself.
- The whip has a 40% chance of destroying a Tenser's floating disk per attack. The whip is not affected.
- The whip affects any of Bigby's hand spells as follows:
 - Interposing Hand - Destroyed, with a 20% chance of the whip being destroyed as well.
 - Forceful Hand - 90% chance destroyed per attack, with a 30% chance of the whip being destroyed per attack.
 - Grasping Hand - 80% chance destroyed per attack, with a 40% chance of the whip being destroyed per attack.
 - Clenched Fist - 70% chance destroyed per attack, with a 50% chance of the whip being destroyed per attack.
 - Crushing Hand - 65% chance of being destroyed per attack, with a 60% chance of the whip being destroyed per attack.
 - Lesser Bigby spells (strangling grip, battering gauntlet, fantastic fencers, etc.) are destroyed upon contact with the whip, as a shield spell would.
- The whip has no effect on nonmoving magical barriers such as the wall of force or prismatic sphere.
- The whip has no effect on spells which do not use magical force as a solid entity holds, slow, reverse gravity, etc.
- The whip cannot harm living objects, and so cannot be used as a weapon.
- The whip can be used to parry physical attacks, including those from magical weapons and weapons made of magical force (decastave, spiritual hammer, etc. . .) This parrying has a base 60% chance of success plus 2%/level of the whip's caster. An attack parried this way does no damage, but the caster using the whip must have initiative over their attacker in order to parry.

As noted, this spell was developed by Khelben Arunsun, the Blackstaff of Waterdeep, as a specific counter to the various Bigby spells which have appeared in the Realms. Whether the mythical Bigby of Greyhawk visited the Realms or Khelben or some other Realmsmage visited Oerth to bring these spells from one world to another is not known.

The Blackstaff has apparently met the great Bigby at some time in the past, though the meeting was apparently not on the best of terms. As the caster of Waterdeep once noted to their apprentice Illistar, “The old goat comes up with one good gimmick, and beats it to death with a rock.” Bigby’s response, if any, has never been recorded. The material component of this spell is a piece of wire and a pinch of powdered electrum.

Ruby Ray of Reversal (Alteration, Earth, Elemental)

Rng: 30’/level	Comp: V, S, M
Dur: Instantaneous	CT: 7
AoE: Special	Save: None

The ruby ray of reversal is a powerful spell developed by Neznam the Transmuter to reverse the effects of other spells and situations. It harnesses the magical energy naturally occurring within the ruby and creating a beam that lances out in a straight line in the caster’s chosen direction. The ruby (which much be worth at least 10,000 gp) is destroyed in the process.

Upon contact with any of the following situations or spells, the ruby ray will correct the situation as listed, then wink out of existence. The ruby ray can only affect one such item, PC, or situation per casting. Situations and spells affected by the ruby ray include:

- Webs (natural and mystical) and viscous globs will immediately melt away, one patch of webbing or globs totally vanishing.
- Mechanical and magical traps will be automatically sprung. If there are targets these traps can affect, they will be affected normally.
- Knots will be untied by the ruby ray and chains, straps, and other restrictive devices will fall loose.
- Entangling devices and situations brought about by spells will be negated and the targets will be freed.
- Locked and barred doors will be opened upon the ruby ray striking them.
- Caster locked and held portals will be opened.
- A 1’-wide hole will be opened in a wall of force or force cage. The force structure is not destroyed by the spell, but the hole can allow escape for those within or for spells to pass through it.
- Any illusion struck by the ruby ray is dispelled immediately.
- Any transformed individual, whether turned to stone or polymorphed, is returned to their original state. A system shock roll is still required where normally necessary.
- The ruby ray reverses the effect of a magic jar spell.

The ruby ray cannot pass through solid objects, or effect creatures or items in other dimensions. It cannot pierce an anti-magic shell or prismatic sphere or affect any other magics and situations than those listed here.

Spectral Guard (Artifice, Evocation, Force)

Rng: 180’	Comp: V, S, M
Dur: Special	CT: 7
AoE: 20’ radius sphere.	Save: None

This spell creates an invisible guardian which will stand watch at a specific location no larger than a 20’ radius sphere. The guard waits, undetectable by normal, nonmagical means, though it will radiate a strong magical aura and be completely visible to true sight and similar magic.

When the spectral guard is created, it is done so with specific activation conditions, such as the opening of a particular chest or door, or a specific creature (or creature who is not the caster) touching a particular object. When this condition is fulfilled, the spectral guard appears.

The spectral guard appears as a wraithlike creature with a tapering, legless form and powerful limbs. One of these limbs will wield a melee weapon chosen by the caster at the time of the creation of spectral guard. The spectral guard is noncorporeal and able to pass through solid barriers. It can attack gaseous creatures and creatures in the Ethereal plane, as well as those normally only struck by +2 weapons or better.

The strike of a spectral guardian inflicts damage according to the weapon it carries. Victims feel a chill as the spectral blade passes through them. This chill has no game effect. The guard strikes 2X/round with the same attack bonus as the caster at the time the guard was created. The spectral guard has the same number of HPs as the caster at the time the guard was created. The creature is AC 20 and flies silently with a movement rate of 24, maneuverability class B. It can move beyond the radius of its initial watch in pursuit of its victims.

The spectral guard cannot be charmed, turned, repelled, blinded, confused, or tricked with illusion/phantasm magic. It can automatically detect living creatures within 50’ of its position. It will ignore undead, and undead creatures will not activate the spell.

No more than one spectral guard can be placed within a 20’ radius- attempting to place a spectral guard in an area already under the influence of another spectral guard will cause the second spell to fail. The spectral guard will fight until destroyed or it discharges its duty. The original caster can also dispel the spectral guard at will after it has been activated. The spectral guard can be dispelled with standard chances against the caster’s level.

The material components of the spectral guard are a human bone, the dried eye of a beholder, and a nonmagical version of the weapon to be used by the spectral guard. All are destroyed in the creation of the spectral guard. In creating the guard, the caster can fashion the face and form to resemble a real person the caster is familiar with, or just of a typical face, race, age, and build.

Spelltrap (Abjuration, Alteration)

Rng: Caster	Comp: V, S, M
Dur: 1 round/level	CT: 1 turn
AoE: Special	Save: None

Casting this spell creates a visible silvery oval which hangs over the head of the caster. This oval can absorb spell attacks cast directly on the caster and discharge them randomly at a later time, within the duration of the spell. Any spell cast directly on the spellcaster is automatically sucked into the spelltrap. This includes spells that never miss (such as magic missiles) and those requiring the caster’s touch, but not area affect spells (such as fireball). The caster using the spelltrap does not know what spells have been absorbed by the spelltrap, other than obvious clues (again such as magic missiles slicing toward them or an enemy caster shouting power word Kill!).

Spell-like abilities are absorbed by the spelltrap, provided that they can be rated against existing caster or priest spells. If they cannot be rated against a caster spell of a particular level, then the spell-like effects takes effect on the caster using the spelltrap as if the spelltrap did not exist. If in doubt, such spells can be absorbed, but count as 9th level spells for purposes of overloading. Spells cast by the caster on themselves are not sucked up by the spelltrap.

The spelltrap can absorb a number of spell levels equal to twice the caster’s experience level. A level 17 caster can have 34 spell levels absorbed by their spelltrap, with a 1st level spell counting as one spell level and a 3rd level spell counting as 3 spell levels. If the spelltrap is overloaded, it explodes immediately, inflicting 6d4 points of damage to everyone within 20’ and stunning the survivors for 2 rounds (a saving throw vs. spells does not negate the blast damage, but does negate the stun).

As long as a spell is within the spelltrap, the caster can fire off a random spell lodged within it by pointing at a target and summoning the magical energy. The caster cannot know which spells are within the spelltrap, or if multiple spells are currently trapped, which spell will be fired.

When a spell is released from the trap, roll randomly among the spells currently trapped to determine which one is released. The spell then takes effect as if cast by its original caster, but against the target selected by the spelltrap’s caster. If the spell is inapplicable or the target is beyond the range of the spell, the spell is wasted. The target must be within 30’/level of the caster in any event for the spelltrapped spell to fire. Spells which require *itouchi* to be effective can be fired up to a range of 30’/level in this fashion.

The spelltrap can be fired in this fashion once/round. It can also fire if physically attacked (with hand-held weapons) immediately against the attacker. Finally, the spelltrap will fire if a dispel magic is cast upon it. These other firings can take place in addition to the one discharge/round permitted to the caster of the spelltrap, and if attacked from multiple directions, will respond multiple times in the same round. The spelltrap is itself immune to handheld weapons and missile weapons. It will not respond if hit with missile weapons.

The spelltrap will wink out of existence without discharging remaining spell energies) at the end of the spell’s duration. It will also cease to exist if the caster is feeble-minded, slain, or rendered unconscious. The spelltrap will remain with the caster even if they should use magic to change location or even move to another plane.

This spell, it has been suggested, was created by a caster who disliked other casters, since the common tactic for battling it (once it is recognized) is to overload the spelltrap with beneficial spells. The material components of this spell are a diamond fragment and a moonstone worth 10,000 gp, both of which are lost in the casting. Transmuters and abjurers cannot use the spelltrap.

The Simbul's Synostodweomer (Alteration, Necromancy)

Rng: 0
Dur: 1 round
AoE: Caster

Comp: V, S
CT: 7
Save: None

This powerful spell allows the caster to transform magical energy from a learned spell into healing magic. The synostodweomer is cast first, then the spell to be transformed. This second spell will not function in its normal manner, though any material components for it will still be expended. Instead, the individual touched by the caster will recover two HPs for every level of the transformed spell (a 9th level spell would therefore convert to 18 HPs healed). The second spell is then forgotten as if it had been cast normally.

The healing must be used immediately or be lost, along with the supplemental spell. Healing is by touch. Only spells memorized by the caster can be transformed in this manner. Spells from scrolls or spell-like magical items or abilities cannot be transformed into healing energy. The material component of this spell is the material component (if any) of the spell that is broken down and converted to healing energy.



Eighth Level Spells

Death Link (Necromancy)

Rng: 720'
Dur: 1 turn/level
AoE: 1 target creature

Comp: V, S
CT: 8
Save: Negates

Also called the body sympathy spell, this spell puts the caster and their target in a two-way, sympathetic link. Any damage inflicted on the caster is automatically inflicted on the victim as well. Should the caster die, so too will the victim. Conversely, if the victim is damaged or hurt, the caster will be hurt as well.

Saving throws, ability checks, and ACs are considered those of the individual who is attacked-only the effect is carried over to the partner in the death link. The only exception is that if the victim dies, the caster is unaffected, though the victim can take sufficient damage on their own to kill the caster while leaving the victim wounded but unharmed. Both curative and destructive spells cross the link-healing one heals the other.

Once cast, the spell cannot be ended by either party until its duration runs out or one or the other party physically leaves the plane of existence the other is occupying. Distance between the parties (except at the initial casting of the spell) has no effect on this spell.

The death link is occasionally used as a tool of revenge by powerful casters against individuals weaker than themselves, but is more often used as a vouchsafe to protect one side or the other in negotiations-if both sides can be hurt by a single act of treachery, then both sides tend to negotiate in better faith.

Gateway (Alteration, Dimension)

Rng: 30'
Dur: 1 round plus 1 round/level
AoE: 10' diameter disk

Comp: V, S, M
CT: 8
Save: None

By means of this spell, the caster creates a magical portal to another location on the same plane which the caster has previously visited. The caster and other individuals can cross freely between one side of the portal and the other for the duration of the spell.

The gateway appears as a vertical disk 10' in diameter. Through the portal on one side the terrain beyond can be clearly seen. The other side of the disk is a smooth gray surface. The portal cannot be called into being in the same space as another object, but can be placed against a wall or other flat surface.

Creatures can pass through freely from one side of the portal to the other, but nonliving material cannot unless brought by living creatures. Each side of the gateway maintains its own environment, so that opening a portal into a live volcano or at the bottom of the ocean poses no danger to someone on the other side unless they choose to cross into such a deadly area.

The gateway can only be cast into areas that the caster has themselves visited. In addition, there is a success rate dependent on distance from the source.

Within 100 mi of the area	100% success
Within 500 mi of area	50%
On different planet	10%
In different solar system	5%

Failure indicates that no such portal can be opened. Gateway portals cannot open into other planes of existence or be cast while on any plane other than the Prime Material.

A gateway can be dispelled by the caster at will, a successful dispel magic, or by the spell duration elapsing. Any living thing caught in the portal as it collapses must make a Dexterity check or be sliced between two different locations, presumably killed instantly.

The material component of this spell is a handful of earth from the caster's location.

Great Shout (Evocation, Song)

Rng: 0
Dur: Instantaneous
AoE: 90'-long by 20'-wide cone

Comp: V, M
CT: 1
Save: Special

Upon uttering the great shout, the caster releases a stunning force akin to a horn of blasting from their mouth in the area indicated, with additional damage inflicted along a narrow path in the center of the cone, 1' wide by 8' long. The great shout is extremely taxing and dangerous to the user. The shout drains 2-8 HPs from the caster, and in addition the caster must make a system shock roll or die from the exertion.

All creatures within the general area of effect must save vs. spells. Those which do not save are stunned for 2 rounds, deafened for 4 rounds, and suffer 1-10 points of damage. Those which do save are stunned for only a single round and deafened for 2 rounds.

Damage is much greater in the heart of the cone, along the narrow path at the heart of the great shout. Boulders can be split, cottages leveled, and powerful gates breached by this part of the shout. It inflicts structural damage as if the shout were a missile flung by a large catapult with a -2 modifier to the saving throw. All items, magical and nonmagical, within the narrow path of the shout must make a saving throw vs. crushing blow or be destroyed. Creatures within the narrow path take 2-20 points of damage if they fail their saving throw and 1-10 points of damage if they make their saving throw. Deafness and stunning effects apply as described above.

The material component of this spell is any item which radiates a magical aura, including those temporarily invested with Nystul's magic aura as well as magical items. Powerful items such as artifacts and unique weapons cannot be used to power the great shout. The item is destroyed in the process.

Spell Engine (Abjuration, Alteration, Artifice)

Rng: 0
Dur: Permanent until dispelled or destroyed
AoE: 10' radius/level

Comp: V, S, M
CT: 1 turn
Save: None

In casting this spell, the caster calls into being the spell engine, a great wheel that absorbs magical energy, in particular cast spells. When initially cast, the engine is unactivated and remains invisible in the location where the caster cast it. Once a spell is cast in the area of effect around the engine, the spell engine activates. A great intangible wheel 12' in diameter and 2' thick shimmers into existence. Magical energies used in the area will cause the great wheel to turn, shining with a glowing white light from the energy present. Once activated, the spell engine will not deactivate; rather, it will eventually slow down from lack of spell energy and become ghostly and translucent.

When activated, the spell engine absorbs all spell energy cast in the area of effect, reaching through solid objects to do so. Caster and priest spells, spell-like abilities of monsters and individuals, and magical items with castable charges will not function in this area. Their energy is sucked into the wheel, which glows brighter and spins faster with every addition. Unlike the spelltrap, the spell engine cannot be overloaded.

A spell engine can be destroyed by direct contact with a magical item (excluding potions and scrolls but including artifacts and unique magical items). The engine will explode on contact with such an item, inflicting 1-20 points of damage to everyone within 10' and 1-8 to everyone between 10 and 20' away from the wheel itself. The magical item is destroyed as well in the explosion.

Artifacts and unique items (such as special purpose swords) are not destroyed, but they (and their wielder) are bodily moved to another plane or dimension. Getting home from there is the PC's problem.

A dispel magic spell will not destroy the spell engine, as its energy will be sucked up in the process. Symbols, glyphs, and abjuration magics already in place at the time the spell engine is activated are not absorbed, though new spells of that variety cast in the area are. A disintegrate spell will cause the engine to explode the same as if it contacted a magical item.

A detect magic spell will reveal the presence of an unactivated spell engine, as will the ability to detect invisibility, though neither will activate the engine if cast before entering the area of effect or if they're natural abilities.

An operating spell engine has one beneficial sidelight-if a spellcaster studies or prays in its light, the amount of time required to learn or receive spells is halved. This does not reduce the time required for rest, only to memorize spells.

Other than the powers listed above, the spell engine does not affect living beings. Individuals with magical items will not affect an unactivated spell engine. Only the casting of a spell in the area of effect will call the spell engine into being.

The material components of this spell are a disc of polished marble, shell, or bone, a tear from the caster, and a gem worth at least 50,000 gp.

Sunburst (Elemental, Evocation, Fire)

Rng: 0	Comp: V, S, M
Dur: Instantaneous	CT: 4
AoE: 10' radius/level	Save: Special

The sunburst spell causes a globe of radiance to explode silently from the caster's form, reaching its limit of 10'/level of the caster instantaneously. The sunburst has the following effects:

- All creatures looking at the caster and within this area of effect must save vs. spells or be blinded for 1-3 rounds.
- All creatures looking at the caster and within the area of effect and who use darkvision are blinded for 2-8 rounds if they fail to save vs. spells.
- All creatures within the area of effect to whom sunlight is harmful must make a saving throw vs. spells. If they make their saving throw, they're blinded for 2-12 rounds-otherwise they're blinded for 1-100 days.
- All undead within the radius, including vampires, suffer 8d6 points of damage. They take half that damage if they make a saving throw vs. spells.
- All fungoid life within the radius takes 8d6 points of damage from the light with no saving throw.

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



Ninth Level Spells

Dismind (Enchantment/Charm, Force, Mentalism) (Reversible)

Rng: Touch	Comp: V
Dur: Special	CT: 5
AoE: 1 creature	Save: Negates

This spell separates an individual's mind from its body while cloaking the body in invulnerable armor of magical force. The body does not die, rather it is placed in a state of suspended animation. It cannot be harmed by magic or by physical force, or even be moved. The body does not age, breathe, or eat and is not subject to disease, rot, infection, or poison, even if these states existed in it before it was disminded.

The mind itself is cast loose invisibly across the Prime Material plane, where it drifts serenely, undetectable by any means. Like the body, the mind cannot be harmed by any known process. It cannot control its movement or what it sees, and its memory is erratic. The DM should feel free to provide one to 6 small scenes, phrases, or situations for the disminded mind to witness in its flight, as seeds for future adventures. While in its disminded state, the mind cannot think, pray, study or research spells, or even choose to observe any particular person or locale.

Mind and body can be linked together by a limited or full wish or by the reverse of this spell, restore mind. The restore mind is cast on the body and the mind is immediately brought back. Mind and body must be on the same plane in order for this spell to function.

Restore mind has a number of other functions as well: it can cure insanity (both magical and otherwise), remove feeble-mindedness, and break all mental or magical controls, including geas, quests, and charms. A saving throw applies to the restore mind and if failed, body and mind are still separate.

The dismind spell in its original form is often used by high level casters in life-or death situations to preserve themselves for future recovery and restoration.

Elminster's Effulgent Epuration (Abjuration)

Rng: 10'/level	Comp: V, S
Dur: 1 turn/level	CT: 1
AoE: Special	Save: None

This powerful spell calls into being a number of floating, silver spheres, up to as many spheres as the caster has levels. Each of these spheres has the ability to absorb a single spell, spell-like ability, or magical effect of any offensive type. After absorbing the spell the sphere fades out, taking the spell energy with it. Offensive spells can generally be considered to be those which inflict damage on the target or place the target under a baneful or harmful influence.

Passive spells (such as walls) can sometimes be used in situations with harmful intent. Intent and situation are as important as spell effect for determining whether a spell is offensive or not for purposes of the epuration working. Various walls, spheres, some of Bigby's spells, and most abjurations will not affect the epuration spell.

Those spells which have area effects in which a silver sphere exists (such as a fireball) will simply not function-the magical energy will be sucked into the sphere before the damage is inflicted.

Spells which are already in effect when the silver spheres enter them are not affected by this spell, but they're automatically negated if cast within 10' of a silver sphere. Items with charges of offensive spells (such as wands) can be negated if the sphere is placed on or in front of the wand. Otherwise, the spheres do not affect magical items or weapons, or potentially lethal items that are not activated, such as symbols.

The caster can direct the spheres to drift at a maximum movement rate of 60'/round, up to the limit of the spell range. The spheres created from a single epuration must move as a group, the caster cannot move them individually or split them up. The caster creating them may cast other spells, but cannot move the spheres in the same round.

The caster can move and fight and move the spheres at the same time. If the caster leaves the area without the spheres, they remain until they absorb an offensive spell. Similarly, if the caster is slain, the silver spheres remain in the area, not moving, but not inflicting any damage.

The silvery spheres of epuration cannot be physically moved or attacked. They have no solid, physical presence and can pass through magical and physical barriers alike without harm.

Neither the caster nor anyone else can harness the spell energy dissipated by the spheres. Even the spell-like abilities of powers and creatures from other planes can be affected by the silvery spheres of an epuration, though the beings themselves may not be.

Elminster's Evasion (Evocation)

Rng: 0	Comp: V, S, M
Dur: Instantaneous	CT: 1 turn plus the casting time of all associated spells
AoE: Caster	Save: None

A customized version of the contingency spell slanted toward the preservation of the caster, this spell will cause, under certain specific conditions, the caster's body, mind, and spirit to travel to another location. The transfer is automatic and transfers only the body and those items physically attached to it, but leaving behind any attached items weighing more than 50 lbs. individually. The spell brings together body, spirit, and mind, even if in different locations.

When casting this spell, the caster must detail 6 specific conditions that the evasion will function under. When any of these situations occurs, the caster's form is whisked away to the location. This location can be on the same plane or on any other known plane of existence or demiplane that the caster has visited.

Also when casting the spell, the caster indicates two other spells (cast immediately after the evasion by the caster) that will be cast once the caster arrives at the location.

The material components of this spell are a pint of the caster's blood and a gem worth at least 100,000 gp. Both are consumed in the casting of the spell. The caster also immediately loses 1-4 HPs which remain lost until the evasion spell is triggered, at which point they're immediately recovered.

This spell was developed by Elminster of Shadowdale, with the intention of taking their form to a dimensional location they call “Safehold” for cures and resurrection (if needed). As an example, the 6 clauses they say they use are:

1. Upon their own death;
2. Upon loss of their mental faculties;
3. Upon loss of their physical faculties;
4. Upon destruction of both upper limbs;
5. Upon destruction of total body volume;
6. Upon their utterance of the word “Thaele.”

Supposedly Safehold contains enough contingencies, spells, and magical items to effect a safe rescue of the sage of Shadowdale, should it be necessary.

Master Undead (Necromancy)

Rng: 30'/level	Comp: V, S, M
Dur: 2 rounds/level	CT: 5
AoE: Special	Save: Negates

This powerful spell allows the caster to control the actions of any type of undead as if they were intelligent creatures under the effect of a charm person spell. Undead so controlled can perform precise tasks for the caster.

The caster can affect as many undead as they have experience levels. In cases of mixed undead, the weakest will be affected first, then those with more HD. All undead affected must be within a cube area 50' on a side.

Undead are permitted a saving throw vs. spells to avoid this spell. Liches and undead with 10 or more HD have a bonus of +4 to the saving throw to avoid the effects of the spell.

Controlled undead are not the same as creatures under the effect of this enchantment/charm magic. The control will last until the spell duration ceases, then the undead are restored to their own (often nominal) control. Further, the caster does not need to know any common language with the undead to effect the control. And last, the undead can be ordered to perform actions which are self destructive and the caster can attack them without the spell being broken.

The material component of this spell is a crushed diamond worth at least 100,000 gp, which is consumed in casting.

Spellstrike (Alteration)

Rng: 30'/level	Comp: V, S
Dur: Instantaneous	CT: 1
AoE: Special	Save: None

This extremely powerful spell represents the height of the transmuters' craft - it permits the caster to negate the effect of a spell cast in either the previous round or the round that the spellstrike is cast.

The caster of the spellstrike does not need to know the type of spell or magic cast the previous round, only some part of its effect. The spellstrike can only be used against one particular spell per casting.

Spellstrike does not cause a spell to be reflected, volleyed, trapped, or sent elsewhere. The spell merely ceases to exist, retroactively, though it is still lost to the original caster. Even spell-like abilities are affected by this spell, though magical items and artifacts are not. Permanency is affected by spellstrike, though contingency, wish, and limited wish are not.

Spell Invulnerability (Abjuration)

Rng: Touch	Comp: V, S
Dur: 1 round/level	CT: 1 turn
AoE: 1 person	Save: None

The recipient of this spell is rendered completely immune to one spell, spell-like effect, or magical item. The spell, spell effect, or item is listed at the time of the spell.

When describing a particular spell or spell effect, a full description should be necessary. Invulnerability to a light spell, for example, is not sufficient, since the spell can be either a caster spell or a priest's spell. The correct casting would be to ward against the “1st level caster spell, Light.”

Such protection is complete for the recipient of the spell, and it is as if the spell or item does not exist for the protected individual. A PC could be rendered invulnerable to a wall of iron and walk through such a wall, if it was created by the spell. Invulnerability to a particular spell provides complete protection from that particular spell only. Related or lesser versions of that spell, nonmagical equivalents of that spell, and spell-like abilities which duplicate the spell can still affect the protected PC.

When dealing with spell-like abilities, spell invulnerability provides complete protection from one spell-like ability used by one type or species of creature. An invulnerability to a beholder's disintegration eye does not provide protection from the beholder's other eyes, or from any other form of disintegration.

When cast to protect against a magical item, this spell protects against all attacks from that item and all identical magical items. Invulnerability to a sword +1 makes the PC invulnerable to all such swords (they will pass through them harmlessly, since they don't exist). A (sword +1, +2 vs. people named Fred will affect the spell's recipient normally.

Invulnerability against a particular magical item has no effect against another PC who has been affected by that magical item (invulnerability to a potion of berserker rage protects the PC if they drink it, but does nothing to protect the PC from someone else who drank it).

Scroll spells are considered magic spells rather than items and must be protected against individually. Artifacts, relics, and unique magical items (the Blade of Inverness, for example, only one of which exists) cannot be affected by this spell. Living things, magical creatures (such as golems), extra-dimensional and extraplanar beings, and nonmagical items cannot be affected by this spell. Only one invulnerability to spells can be cast on an individual at one time. It cannot be cast on the dead, on an item, or a location.

The invulnerability to spells spell is considered by abjurers to be one of their masterpieces. It is believed that the spell was developed as a reply to the transmuters' spellstrike spell.

Virus Charm (Enchantment/Charm, Mentalism)

Rng: Touch/Special	Comp: V, S, M
Dur: Special	CT: 1 round
AoE: Special	Save: Negates

Virus charm is a particularly nasty version of mass charm which has a specialized means of spreading. The initial virus charm is cast on a single individual, who must make a saving throw at -2 to avoid being charmed. The charmed individual (monster or person) must have fewer HPs than the caster who cast the spell for this spell to operate. If the charmed individual has greater or equal HPs, the spell functions as a simple charm person or monster.

Once charmed, the target individual can now charm others (person or monster) by touch. These individuals are considered charmed as if by the original spellcaster. Each new target must make a saving throw vs. spells. Individuals with more HPs than the original caster save at +2 to their die roll. These charmed individuals can then in turn charm others in the same manner.

The virus charm can affect up to 3 times the caster's experience level in individuals, not levels or HD. Individuals under the effect of the virus charm behave the same as someone who was charmed normally, with all of the charm spell's limitations and requirements. A PC's Intelligence determines how long the charm will last before a second saving throw is permitted. If the caster attacks an individual under a virus charm, all individuals under the virus charm are permitted saving throws. Similarly, a dispel magic cast successfully on a target of the virus charm affects all individuals under that virus charm.

Virus charms are commonly used by casters to rouse up a crowd quickly to follow them or to send an unknown, charmed agent in to meet with an otherwise reclusive foe.

The material component of the spell is a thin web of finely-spun copper wire, worth about 100,000gp. The verbal, somatic, and material components are used only for the initial spell-after the initial charm, the spell is passed on by touch. Creatures which are immune to enchantment/charm spells are unaffected by the virus charm.

Worldwalk (Alteration, Dimension)

Rng: 90'	Comp: V, S (M)
Dur: 1 turn/level	CT: 9
AoE: 20' maximum	Save: None

By means of this powerful magic, the spellcaster can open a portal to another dimension or plane. The portal appears as a disk up to 10' in radius, on the far side of which is the other dimension or plane.

The worldwalk portal can be cast up to 90' away, and can be oriented either vertically or horizontally. One side shows the opening into the other plane, while the other is a smooth, gray disk. A portal cannot be cast into an area already occupied by something else, though it can be cast against a wall or other hard surface.

The portal can open either into a plane known and visited by the caster, or a previously unknown plane. In the latter case, the caster needs some material object from that plane in order to effect the casting. The object serves as the material component of the spell but is not consumed in the process of casting. Worldwalk portals cannot be opened into random planes-either the caster must visualize the area they're going to or the caster must have some object from that plane.

Both connected planes are visible through the portal from the other side and creatures can pass through easily from one side to the other. Nonliving objects cannot pass through the portal unless they're carried by a living being.

Hostile environments cannot effect those on the other side of the portal (a portal opened into the plane of Elemental Fire would not harm anyone on the Prime Material plane unless they stepped through the portal).

Up to 10 creatures can pass through the Worldwalk portal/turn. Creatures which cannot fit through the portal cannot make the transfer unless reduced in size by some means.

Once cast, the portal is in place for the duration of the spell or until it is dispelled either by the caster's will or a successful dispel magic spell. If a creature is in the portal when the portal is dispelled, the creature is immediately sent to the plane of Concordant Opposition. The status of the caster who cast the spell does not affect the portal.

There is a 70% chance, plus 1%/level of the spellcaster, that the worldwalk connects with the desired plane. If the portal does not reach its intended target, it instead reaches one of the DM's choosing, including alternate Prime Material planes, other worlds, and pocket dimensions. Once cast, the portal links the two worlds and cannot be changed.



DM Approved Priest Spells

Second Level Priest Spells

Cauterize (Elemental, Fire, Necromancy)

Rng: Touch
Dur: Permanent
AoE: 1 Creature

Comp: V
CT: 1
Save: N/A

This spell will cauterize a wound without causing pain. Cauterizing stops bleeding, heals 1HP, and prevents infection of any kind. Having a wound cauterized will leave a small scar, as would a burn.

Cremate (Elemental, Fire, Necromancy)

Rng: 3'/lvl
Dur: Permanent
AoE: 50' cu

Comp: V, M
CT: 4
Save: Special

This spell cremates dead bodies, and only dead bodies. If cast on Undead, there is only a 25% chance that this spell will destroy it. The intensely hot flames will ignite all flammable objects w/in one foot of the body. The material component is a pinch of ash from a cremation.

Detect Life (Divination, Necromancy) *Reversible*

Rng: 10'/lvl
Dur: 5 Rounds
AoE: 1 Creature

Comp: V, S, M
CT: 1 Round
Save: None

By the use of this spell, a caster can tell if a creature is alive. The magic detects life in the subject of a feign death spell, or someone in a coma, deathlike trance, or state of suspended animation.

If cast upon the body of a creature that is engaged in astral travel, it reveals that the creature is alive.

The spell works on plants and plant creatures as well as animals. The spell's range is diminished if more than a one-inch thickness of cut wood or stone lies between the priest and the subject. Each inch of thickness of a cut wood or stone barrier is treated as 10 feet of open space. A barrier of metal (not armor) of any thickness causes the spell to fail and be ruined.

The caster can turn, scanning a 45 degree arc/round (8 rounds to scan 360 degrees) while remaining in place, during which time the caster remains relatively motionless in concentration.

The reverse detects undead.



Third Level Priest Spells

Whip of Alashar (Necromancy)

Rng: 0
Dur: 1 round/level
AoE: 5' long, flexible beam of force

Comp: V, S, M
CT: 6
Save: Special

This spell brings into being flickering black tendrils of force that radiate from the priest's hair that can extend up to 10' in length. They are wielded by the caster, whom they cannot harm under any circumstances.

If the caster successfully strikes with the whip in combat; the struck creature suffers 2d4 points of damage. Undead are affected as if by a turning attempt by a priest of 3 levels higher than the whip-caster

Living creatures struck by a whip of Alashar must make a successful saving throw vs. spells or be unable to attack on the following round, writhing in pain and unable to control their actions (no AC penalties, -but make Dexterity checks to avoid dropping all held and wielded items). The whip seems to have a numbing effect: hits in successive rounds cause the second saving throw to be at a+1 bonus, the third saving throw to be at a+2 bonus, and so on.

A whip of Alashar has no effect on even the most fragile of nonliving objects, and cannot be used to bind, constrict, or entangle.

The material components of this spell are 3 sharp-edged pieces of black obsidian or glass, and a long black hair from any evil creature.

Its use is not a good act, and to date, no priest outside the faith of Alashar has been reported to use it. Elminster suspects priests of Shadow can employ it if they gain access to the right prayer wording, and ask it of their deity.



DM Approved Priest Spells From Various Sources*

All divine spells from Forgotten Realms 1E-2E & "Option Rules" products as well as those published in Dragon or Dungeon Magazine are authorized for PC use.

* Spells listed under or defined by a Divine Portfolio are useable by followers (divine spellcasters) of the faith unless the spell specifically states Specialty Priest



DM Approved Wizard Spells**

All arcane spells from Forgotten Realms 1E-2E & "Option Rules" products as well as those published in Dragon or Dungeon Magazine are authorized for PC use.

** Spells listed under or defined by a region or a secret/select organization or listed for use only by a particular NPC (Spells that carry an NPC name do not count) are not useable by PC's unless approved by the DM. Exception: If in the preface or in the spell it states the spell is known, published, released, or it states something similar to; "assorted mages", "DM choice" or if the spell is known by others, they are usable by the PC.

(The Spell Listed On The Following Pages Can't Be Used By Arcane Spellcasters Until Introduced By The DM)



Wizard Cantrips

(Cantrips Are from the Universal School of Magic And Are Authorized For Use)

Belch

Rng: 5' Dur: Instant

When this cantrip is cast, the subject will involuntarily belch. The PC chooses how loud the belch is (very loud to relatively low & muffled) prior to releasing the spell. Requires a piece of sassafras.

Bell

Rng: 10' Dur: Instant

This cantrip creates the audible illusion of a small bell (like a brass door bell) coming from some location no more than 10' from the PC. Those creatures within hearing distance are allowed a saving throw vs. spell, and if it succeeds the individual will hear no such noise. A container, chest or door will hamper the range, so that a bell sound can't be made to seem to come from behind them.

Boil Water

Rng: 1' Dur: Instant

With this cantrip, the PC can heat the water (or water-based liquid) in a container of up to a quart to boiling. The PC must concentrate on the container during the entire casting. The cantrip is used mainly by herbalists, who use it to create poultices and draughts quickly.

Chill (Reversible)

Rng: 1' Dur: Instant

This cantrip allows the PC to cause non-living liquid or solid material to become about 40 degrees F cooler than it was, subject to a minimum temperature of freezing. The chilling effect lasts for an instant, after which the subject warms slowly back to normal temperature. The reverse warms a material in the same way to a maximum temperature of 100 degrees F.

Clean (Reversible)

Rng: Self/one person and worn clothes Dur: Instant
up to 10' away, or two people by touch

This simple spell is designed to remove dirt and grime from the body of a living being and the clothes they wear. The spell removes dirt, grime, stains and just about anything that the PC considers "unclean." The recipient of this magic instantly becomes spotless, from head to toe. The hair and body look as if right out of the shower (only dry) and the clothes as if freshly washed and dried. The spell cannot be used on armor, barding, weapons, buildings, vehicles, streets, or anything else, only living creatures and clothes/fabric. One pile of clothes, weighing no more than 25lb can also be washed in place of a person with clothes. Note: This spell only cleans off the surface of the target and does not affect diseases or poison.

The reverse enables the PC to soil, spot, and sully people or clothes.

Colored Light

Rng: 5' Dur: Special

This cantrip enables the PC to conjure a small sphere of glowing pastel radiance. The light has an eerie effect when seen from a distance, but the 3" sphere only illuminates an area of 5' around itself. Furthermore, the bluelight does not cast reflections beyond this radius. The light does not affect either darkvision or low-lightvision.

The reverse affects only vegetable material—whether growing or picked. Thus, a plant can be made to wilt (or possibly wither if it is not very healthy,) or a bunch of cut flowers sag or droop.

Gas

Rng: 5' Dur: Instant

When this cantrip is cast, the subject will involuntarily become flatulent. The PC chooses how loud the flatulence is (very loud to relatively low & muffled) prior to releasing the spell. Requires a baked bean.

Gather

Rng: 5' Dur: Instant

This cantrip enables the PC to neatly gather numerous small objects into a stack or pile within a 5' x 5' x 5'. For instance, if nails, nuts, coins, papers, or like objects were spilled, the magic would bring them together. It can be used selectively, for instance to separate one type of material from another; but only the selected type would be gathered neatly.

Giggle

Rng: 5' Dur: 1d3 segments

By means of this cantrip, the PC causes the subject individual to involuntarily giggle. The loudness and length of this reaction depend on the PC, from a chuckle or giggle. A successful save negates. Requires a feather.

Groan

Rng: 10' Dur: Instant

By means of this cantrip, the PC causes the audible illusion of a wracking cry. Its direction and distance is the same as for a *bell* cantrip.

Hairy (*Reversible*)

Rng: 5' Dur: Permanent

While this cantrip is not actually one of the standard 'useful' ones which apprentices reverse for mischievousness, it is one which is generally used for no good purpose. It causes hair, fur, or hair like growth to thicken and lengthen while the caster wiggles their fingers pointing upwards. Thus, a head of hair, a peach, a beard, a cat, or whatever could be affected. The growth will cause the subject material to increase from 2-12" in length. The subject material must be trimmed or cut to remove the cantrip's effect. The reverse will shorten growth or effectively shave, but the effect on short material (growth under 1" in length) is complete absence of growth. This form requires the caster to make a scissors cutting motion with their index and middle finger. In either case the hair resumes normal growth immediately after the spell effect occurs. A successful save, in either use, negates.

Haze

Rng: 5' Dur: 5 segments

When a haze cantrip is cast, the atmosphere in the desired area of effect (5' x 5' x 5') becomes cloudy, as if layered by smoke or filled with floating dust. Any creature attempting to discharge missiles or cast spells at a target screened by such a haze will be affected. The target is 5% harder to hit, so missile discharge is at -1 to hit and saving throws are at +1 (if a 'to hit' roll is required.) Hiding in shadows is 5% more effective when screened by a haze cantrip. The hazy effect lasts but 5 segments. It must be cast over an area within 5' of the PC. Atmospheric conditions will destroy the haze if applicable—a good breeze, rain, etc. A gust of wind spell will immediately disperse the haze.

Hide

Rng: Touch Dur: 2 rounds

This cantrip allows the PC to magically hide an object that is smaller than the PC's palm for a short period of time. The cantrip casts a *dweomer* over the desired object so that it becomes invisible to all who are in front of the PC and the object.

The *dweomer* will not work if viewers are beside or behind the PC and the object. The cantrip lasts for 30 segments on an object that weighs up to 5 lb.. Note: The magic does not affect sound, so that if a sleigh bell was made to seemingly disappear, the noise of it being carried would still be heard.

Horn

Rng: 10' Dur: Special

A horn cantrip causes the haunting sound of a non-existent horn or trumpet being winded to be heard within 10'. The pitch, volume, apparent distance (echo and muffling), and length of note (only a single call is permitted) are all controllable by the PC. The PC faintly or inaudibly hums a tone to set the pitch, and then opens his or her mouth into an "O"-shape while cupping the fingers of one hand over it. The trumpet call will last as long as the mouth is open in an "O". The volume and steadiness of the note are controlled by the fingers (which flare open to increase volume, and pinch shut to mute it) and can be shaken to give a tremulous note. A PC practiced in the use of this cantrip can imitate horn blasts perfectly.

Listen

Rng: 30' Dur: Permanent

The listen cantrip enables the PC to attract the attention of a target creature within 30'. The cantrip is activated by the PC's pointing at the target and then at himself, while simultaneously saying, "Ahem." The target will then be alerted to the message subsequently (beginning within one segment of the casting and lasting no more than 30 words) spoken by the PC—i.e., across a wide street or crowded room, etc. The cantrip does not act as a message spell; there must be no barriers to sound between PC and target, and the cantrip does not improve the target's hearing or the volume of the PC's voice—nor does it capture the target's full concentration, so it will not ruin or delay spellcasting. If the message is spoken in a language not understood by the target, the cantrip does not translate it. The cantrip is ideal for alerting a friend to the presence of the PC. A listen cantrip will never be cast upon the wrong target due to movement during the PC's pointing; the PC's view of the target determines the target.

Luminous Eyes

Rng: 0 Dur: 1 round

This cantrip causes the PC's eyes to become luminous (not a light source). The spell may be maintained until concentration is broken.

Magic Feather

Rng: 10' Dur: Concentration

This spell simply allows the PC to control a feather whilst pointing at it. This is very useful for jokes, pranks, tricks or for tickling someone. It is related to the unseen servant spell. It lasts as long as the spell cast concentrates n it.

Mask

Rng: 5' Dur: 1 round

A mask cantrip enables the PC to alter their visage, or the visage of whatever subject individual s/he chooses, by means of a minor illusion. Ears, hair, head shape, facial features, and all such aspects of appearance are affected. This spell alters details of only the PC's/subjects face. It does not affect height, weight, voice nor apparel. If the subject saves vs sell the illusion fails. Anyone paying attention to the PC/subject is entitled to a save vs spell to see through it or discern something amiss with height, weight, voice or apparel. The mask will only be detectable otherwise if a viewer can detect or is immune to illusion.

Mirth

Rng: 20' Dur: Instant

This cantrip causes a high-pitched, girlish giggle to come into existence somewhere in the same area/room within 20' of the PC. The PC controls where it will sound and places their hand oer their mouth while doing so. It only lasts for a segment or two, and requires the PC to point at the location at the same time with their other hand.

Moan

Rng: 10'

Dur: Instant

This cantrip is the same as a groan cantrip, except that the sound involved is either a pitiful moaning or else an eerie one. The desired sound is either a low-pitched one for the haunting effect or a high pitched one for the pitiful effect.

Nod

Rng: 5'

Dur: Instant

This cantrip causes the subject to give an involuntary nod of the head due to muscle contraction. The effect is as if the subject were nodding in agreement or as a greeting. The PC points at the subject while moving a finger in the manner of the nod. A successful saving throw negates the effect.

Pitch

Rng: 0

Dur: 2 rounds

This cantrip sounds a perfectly-tuned note from out of nowhere. The note is centred on the PC, and can be heard from a distance of 20'. Things that block normal noise (walls, curtains, *silence 15-foot radius*, etc.) block this as well. This spell is useful for tuning instruments "by ear", or with the help of a tune cantrip. It is also slightly disturbing to those around the PC, as any single note would be if held out for two rounds. To cast this cantrip, the PC must speak out loud the name of the note he wishes to hear, such as "middle C", "B flat", or "quarter-step above the first F", "sharp above high C".

Polish

Rng: 5'

Dur: Instant

When this cantrip is used, the PC magically smoothes and brings a luster to materials such as wood, metal, stone, leather, or ceramic. Naturally, the desired object must be relatively clean in order for the cantrip to be effective. The object affected must be of reasonable size—a floor up to 100 sq' (10' x 10'), an armoire, etc. It works better on smaller objects, of course, such as boots, mirrors, crystal containers, etc.

Present

Rng: 2'

Dur: Special

A present cantrip enables the PC to bring a single small object in view from within 2' of the PC's person to their hand by pointing at the object and then to their hand. The object then appears magically in the PC's hand. The object must be .5 lb or less in weight. If the object is on the person of another individual, a save vs. spell applies.

Quick Makeover (Reversible)

Rng: 5'

Dur: Instant

This spell arranges the target's hair, cleans the face and skin, applies some minimal amounts of make-up, sprays the target with any desired perfumes, fixes the target's clothing or minor bits of apparel, etc. The spell cannot dress the target. The PC must have all the objects needed to perform these operations on hand. Upon casting the spell, the desired objects begin flying around the target and fixing them up. This spell applies equally well to males as to females, and can be reversed to muss the target up.

Rainbow

Rng: 1'

Dur: 1d4 rounds

By means of this cantrip, the PC brings into being a plane of pastel colours, which exactly duplicates a rainbow. The PC can cause this 30' long, 1' wide band of colour to arch into a bowed shape, remain a ribbon, twist and turn, etc. In any event, one end of the rainbow must be within 1' of the PC when the cantrip is cast. The colours will glow softly and be visible even in total darkness. If no motion is desired, the PC may leave the vicinity of the rainbow; however if motion is desired, the PC must control it, and remain within 1' of one end of it. The rainbow will last for 1d4 rounds and then fades away.

Rattle

Rng: 10'

Dur: 2 segments

By means of this cantrip, the PC causes the audible illusion of a rattling sound associated with chains. Its direction and distance is the same as for a *bell* cantrip.

Restore

Rng: 0

Dur: Instant

This spell regenerates 1 piece of worn out cloth, returning it to its original strength and texture. Faded britches, a tunic, for example, would unfade. Any holes in the cloth must be fixed first, however, for it will not fix anything worse than wear and rubbing. Requires a handkerchief.

Scorch

Rng: 15'

Dur: Instant

This cantrip, despite its name, creates neither flame nor heat. Instead, by magically exciting the molecules of any non-living object (of up to 2 lb), it causes the object to char without noise, smell, or smoke. The PC must touch the object (hit roll required if another creature is attempting to protect the object or keep the PC from it), and the object is allowed a saving throw vs. magical fire. If the save fails, the object is consumed. This cantrip will readily destroy writings such as maps, letters and parchment.

Requires the caster to make a hissing noise while touching the object with a piece of charred coal.

Scratch

Rng: 5'

Dur: Instant

A scratch cantrip causes the subject creature to experience an annoying itch on some portion of the body. Unless a saving throw is successful, the subject will involuntarily scratch at this itch. This will take but 1 segment, and will immediately cause the itch to cease. Requires a briar, fly or ant.

Smokepuff

Rng: 1'

Dur: Instant

When this cantrip is employed, a puff of actual smoke appears in the desired location, up to 1' distant from the PC (obscuring vision for 2 segments), and will ascend as would a normal cloud of smoke, or be dissipated, depending on the prevailing conditions. The PC can cause the smoke to be white, gray, black, brown, yellow, or green.

Sneeze

Rng: 5'

Dur: Instant

A cantrip of this nature causes an irritation in the nasal passages of the subject. Unless the subject makes a successful saving throw vs. spell, a sneeze will occur. This single sneeze will relieve the irritation. The PC places their finger horizontally under their nose while facing the subject. Requires a pinch of pepper.

Sort

Rng: 5'

Dur: Permanent

This cantrip separates the specified amount of any mixture of dry materials: salt, pepper, gold, platinum, bronze, etc. (5' x 5' x 5' pile touched). The cantrip does not affect living things, and cannot be used to separate materials bound together, i.e., mortar, plaster or stone.

Spark

Rng: 5'

Dur: Instant

This personal cantrip is enacted by the PC snapping his or her fingers and making a popping verbal noise simultaneously; this causes a large, powerful blue spark to come into being at any precise location within 5'. The energy of the spark will be transmitted by any conducting materials it contacts, and it is not affected by dampness or other atmospheric conditions.

If the PC is of 6th level or higher, the cantrip will produce 2-5 (1d4+1) sparks in the same spot, in rapid (successive segments) succession. The spark can be used to ignite volatile flammable//combustible materials (flammable oil, web spell...).

Spill

Rng: 5' Dur: Instant

The opposite of a gather cantrip, this enables the PC to cause the contents of a container to spill out. The object container is actually tipped by the cantrip, and since the magic is not powerful, containers of more than about 1 gallon in size will not be affected by the cantrip. Solids and/or liquids within the object container will spill out, if the container is not securely closed or capped.

Sprout

Rng: 5' Dur: Instant

By means of this cantrip, the PC causes acceleration in the growth of plants, particularly with respect to the germination of plant seeds. Upon its casting, the cantrip will cause seeds to shoot forth tiny sprouts, newly sprouted plants to grow an inch or so, buds to flower etc. Fruits and vegetables can be caused to ripen by this cantrip.

Sting

Rng: 5' Dur: 2 segments

This cantrip enables the PC to affect a single creature up to 5' distant in a minor way: by making a buzzing noise and pointing an extended finger at an area of his or her own anatomy, the PC causes a brief (2 segment) but semi-intense pain in the corresponding area of the target creature (unless the latter saves vs. spell). This pain causes no permanent damage (i.e., loss of hit points). The cantrip is a once-only magic, causing but one sting of pain if successful. It is often used to warn or cow ignorant creatures who threaten the PC. Requires a thorn.

Stitch (Reversible)

Rng: Special Dur: None

This cantrip magically sews seams in cloth or leather. It will make new ones, or repair old work. 1 garment/item can be thus stitched. The seam thus created is neither stronger nor weaker than a seam done without magic. The reverse, ravel, will work only if there is a loose or broken thread in the seam or fabric to be affected. Items on others grant the weilder a saving throw to negate the effect.

Stone

Rng: 20' Dur: Instant

This cantrip conjures up a small pebble in any desired location within 20' of the PC. If the pebble is to affect another creature in any way, a saving throw is permitted to resist the spell. It can not cause damage. Requires a small pebble.

Tap

Rng: 10' Dur: Instant

By means of this cantrip, the PC is able to evoke an invisible force which will tap or rap against some solid object—a door, lid, floor, table, wall, pane, or whatever. The sound will occur one, two or three times.

Thump

Rng: 10' Dur: Instant

An audible illusion, the thump cantrip causes all creatures within a 10' radius of the effect to hear a loud but muffled thumping sound, as if something large just fell from a height of a foot or so. A successful save vs. spell nullifies the effect.

Tie (Reversible)

Rng: 10' Dur: Instant

By means of this cantrip, the PC can magically cause a object—thread, sting, cord, rope, or even cable—to tightly knot itself to either its other end or an end of a similar object within 1' of it. It does not work on ropes or objects being held onto by a PC or creature, or taut lines such as a bowstring. The resulting knot will be a normal one such as a square knot, half-hitch, running bowline, or whatever other sort is desired. The knot requires 1d4 rounds to untie. The reverse unties an object.

Tweak

Rng: 5' Dur: Instant

By means of this cantrip, the PC causes an unseen thumb and forefinger to harmlessly, but annoyingly, tweak some portion of a chosen subject within 5' of the PC. Portions subject to the cantrip are: cheek, nose, ear, beard, moustache, whiskers, or tail. The cantrip's effects do not disturb spell casting, although the tweaking might distract any creature by causing it to turn to discover the source of the annoyance. A successful save vs spell negates the effect. Requires the caster to make the tweaking motion with their hand pointing towards the subject.

Umbrella

Rng: 0 Dur: 1 turn/level

As with all cantrips, this one can be very useful, but not very powerful. It manifests itself as a field of force that resembles an umbrella. It lasts for up to 1 turn/level of the PC at most, but if the concentration of the PC is broken (including spell casting), it will fade away.

Unfasten (Reversible)

Rng: 10' Dur: Instant

By means of this cantrip, the PC can magically cause one object to unfasten/unbutton/unclasp itself. The reverse, button, buttons an object. It can not affect objects on another being.

Wash

Rng: 10' Dur: Instant

This spell removes dirt from all smooth surfaces in one 10'x10'x10' cube. This includes dishes, and stone walls or floor, windows, mirrors, but not wood (unless highly polished), a dirt floor, etc.

Whistle

Rng: 10' Dur: Instant

When this cantrip is cast, the dweomer causes a faint or loud whistling sound. A faint whistling can be heard within 10', a loud one within 30'. The sound can be sharp and normal seeming or echoing hollow and eerie. Requires a blade of grass.

Wink

Rng: 5' Dur: Instant

This cantrip enables the PC to cause the subject individual to wink one eye. A saving throw indicates that the winking is rapid and not greatly noticeable, while failure to save indicates a greatly exaggerated, noticeable and prolonged wink. Requires a pinch of sand or salt.

Yawn

Rng: 5' Dur: Instant

A yawn cantrip makes the subject creature feel a brief wave of drowsiness, which in turn evokes a yawn reaction. If a saving throw succeeds, the subject is totally unaffected by the cantrip. Failure, however, not only forces a yawn to immediately occur, but the subject is then more susceptible to a sleep spell. During the current and following round in which the yawn cantrip was cast, the subject will automatically fall into comatose slumber from a sleep spell or similar like spell effect or poison. Requires a lilac petal.



First Level Wizard Spells

Arcane Bolt (Evocation)

Rng: 100'+10'/level
Dur: Instantaneous
AoE: Up to 5 creatures, w/in 15' radius

Comp: V, S
CT: 1 round
Save: 1/2

A bolt of magical energy shoots forth from your fingertips at its target, dealing 1d6+1 points of damage. For every 2 levels of experience past 1st, you gain an additional bolt, which you fire at the same time. You have two at 3rd level, 3 at 5th level, 4 at 7th level, and the maximum of 5 bolts at 9th level or higher.

If you shoot multiple bolts, you can have them strike a single creature or several creatures. A single bolt can strike only 1 creature. You must designate targets before you roll for damage.

This spell counts as magic missile for spell, items, or special qualities that protect a target from magic missile, such as a brooch of shielding and shield.

Bending (Illusion)

Rng: 100'
Dur: 3 rounds/level
AoE: 1 object or creature

Comp: V, M
CT: 3
Save: None

This spell makes an object or person appear 10' away from its actual location. If the object or person attacks, the illusion is broken (as invisibility). The material component is a piece of a mirror.

Bleeding Touch (Necromancy)

Rng: 30'
Dur: Instantaneous
AoE: 1 creature

Comp: V, S, M
CT: 1
Save: Negates

This spell causes a bleeding wound to appear on the victim. Wizards do not have to attack their chosen victim to hit. The victim must save versus death magic or suffer 1d6 points of damage for every 2 levels of the caster. The material component of this spell is a needle.

Cahal's Reckless Demeanor I (Wild Magic)

Rng: 5'/level
Dur: Special
AoE: Special

Comp: V, S, M
CT: 1
Save: Special

This spell is the first randomization of the wild mage Cahal to harness wild magic in the most chaotic form with random effects. The spell creates a single wild effect on a target determined by the caster within range (may be the caster, ally or enemy).

The spell effect may be a good result or bad result, but it is always a minor effect (Blue chart for DM use). All other spell determinations (Duration, AoE & Saves) are factored by the result.

The spell requires a gem of the required value for the level of this spell.

Distort (Alteration)

Rng: 0
Dur: 1 hour/level
AoE: 1 source within 5'

Comp: V, S
CT: 1
Save: None

The caster can alter the nature of any sound, provided its source is within 5'. Although the volume of the sound remains the same, its resonance, timbre, pitch, or tone can be changed. For example, the sound may be given a buzzing quality, an echo effect, or an underwater tonation, and its pitch may be raised or lowered. By mental command the caster sets the type and amount of distortion, which remains constant until they actively change it again. Any distortion that the caster can mentally hear can be imposed on the sound. This spell may, at the DM's option, adjust the saving throw of a sound-based attack.

Fellstar's Flame Finger (Evocation)

Rng: 75'
Dur: Instantaneous
AoE: 1 creature

Comp: V, S
CT: 1
Save: 1/2

When this spell is cast, a thin bolt of searing magical flame unearingly shoots forth from the caster's index finger to a seen, chosen target within range. This bolt will automatically hit the target inflicting 1d10 points of damage, plus 1 point/level of the caster, up to a maximum of 1d10+10. A successful saving throw versus spell reduces this damage by half. If a saving throw is failed, the targets possessions do not have to make a saving throw, unless they were targeted specifically by the spell, in which case the owner suffers no damage, but the object must save versus magical fire (at +2) or be destroyed (only one object may be targeted per casting). Any saving throw bonuses that the owner would have against this spell also apply to any items on their person, if the items are targeted.

Korel's Last Word (Alteration)

Rng: 10'/level
Dur: 1 round/level
AoE: 60' radius sphere

Comp: V, S
CT: 1
Save: Negates

Korel the necromancer created this spell as a way to deal with insults in taverns. Being Suloise, dressed in black, and not at all personable tended to draw the hecklers. Unfortunately, there was little for them to do short of killing the person, which would be too much of a nuisance.

Thus they made this spell, which is essentially a "silence, 2-inch radius" spell. Typical use is to cast it on someone's tongue, rendering all articulated speech impossible (spellcasting too), although deep-throat moans might still be possible. The victim can still hear, though, a necessity in getting in your last word. The sphere is mobile with the object it was cast upon.

The somatic component is a wave of dismissal in the subject's direction, and the verbal component is some phrase like "be quiet", "shut up", or some more colourful version. A successful saving throw against spells completely negates the effect, but the victim will not know that a spell was even cast, due to the innocuous nature of the components. This was specifically designed to prevent secondary insults regarding the failure of the spell ("Hah! Your feeble magics cannot touch me!").

Magic using thieves can also use this spell by casting it on a lock to cover up lock picking noises, while still keeping an ear out for guards' footsteps. Creaking hinges are another good use. It's also a good way to shut up the stupid Intelligence 8 dwarven battlerager in the party, although this may result in a two-handed battle-axe between the eyes.

Lesser Invisible Object (Illusion/Phantasm)

Rng: 3'
Dur: 2 hours/level
AoE: 1 object or no larger than 3' cu/level

Comp: V, S
CT: 1
Save: None

This spell causes a non-magical object/s to vanish from sight, much like the 2nd level wizard spell invisibility (which affects only creatures). The spell lasts only 2 hours/level of the wizard or until the wizard wills it to end. For example, a quiver of arrows and a bow could be made invisible and carried, and when desired, a moment's thought could make them appear. Note that not even the wizard can see the invisible object, so if they're to use it most effectively, it may be necessary to make it visible.

Metal Arm (Abjuration)

Rng: 0
Dur: 1 round/level
AoE: The caster's arm

Comp: V, S, M
CT: 2
Save: None

The spell causes the caster's arm to become equivalent to a medium shield, +5. This spell can not be used with any other form of protection. The material components are 5 platinum pieces that must be balanced on the wizard's forearm. These vanish into the caster's arm upon the beginning of the spell's effect.

Quick Slivers (Alteration, Evocation)

Rng: 75'
Dur: Instantaneous
AoE: 1 object

Comp: V, S, M
CT: 1
Save: None

A cross variant of Burning Hands and Catapult spells, when cast, it causes a piece of metal between 1-3 lb to splinter and shoot forth from the caster's hands to a specified target within a 120 degree arc in front of the caster. Up to 1d3 slivers/level to a maximum of 20d3 for a 20th level caster. Each sliver gains a +3 to hit due to the speed at which it is launched and causes 1 point of damage if it successfully hits its target (partially embedding itself). The slivers themselves are not magical.

The material component is a piece of metal between 1-3 lb and a shard of broken glass, which are thrown into the air and becomes the thin slivers of metal.

Shrapnel Shot (Alteration, Evocation)

Rng: 360'+30'/level
Dur: Instantaneous
AoE: 1 creature

Comp: V, S, M
CT: 1
Save: 1/2

This spell fires a burst of shrapnel at the target. The shrapnel travels in a straight line towards the target. Any intervening creatures must save versus dragon breath or be the spell's new target.

The target is hit by 1d8 pieces of shrapnel, plus one piece of shrapnel/level of the caster. Each piece causes 1 HP of damage and counts as a separate attack (great for reducing spells such as stoneskin). A saving throw versus spell reduces the number of hits by half. The maximum number of hits is 1d8+8 at 8th level.

The hit from the rocks themselves cannot be countered by magic resistance, as they're natural rocks. However, the enhancement that allows the rocks to damage magical creatures is affected by magic resistance.

The material component of this spell is a stone the weight of at least one lb.

Silver Slivers (Alteration, Evocation)*

Rng: 0
Dur: Instantaneous
AoE: The caster

Comp: V, S, M
CT: 1
Save: 1/2

This is essentially a variant of the burning hands spell. When cast, it causes a piece of silver to splinter into 100's of little pieces and shoot forth from the caster's hands to a distance of 5' in a 120 degree arc in front of the wizard. Any creature in this area suffers 1d3 HPs of damage, plus 2 points for each level of the caster, to a maximum of 1d3+20 points for a 10th level caster.

Those who make a successful saving throw vs. spell receive 1/2 damage. Fragile items (pottery, glass, crystal...) struck by the slivers will be destroyed unless a saving throw vs. Crushing Blow is made.

The material component for Slivers is a piece of silver, which is thrown into the air and becomes the thin slivers of metal.

Slivers of Stone (Invocation/Evocation)

Rng: 90'+30'/level
Dur: Instantaneous
AoE: 1 creature

Comp: V, S, M
CT: 1
Save: None

This spell creates a stream of sharp stone shards that unerringly hit their target. The stones inflict 1d4+1 points of damage. For every 3 levels gained, the wizard inflicts another 1d4+1 points of damage. This spell is the earth elemental version of the magic missile spell, and protections against that spell are also useful against slivers of stone.

Slivers of stone has the same limitations as magic missile. The material component of this spell is a handful of stones, which must be thrown at the target.

Whisper's Icicle Assault (Conjuration/Summoning)

Rng: 60'+15'/level
Dur: Instantaneous
AoE: Special

Comp: V
CT: 1
Save: None

This is a different form of magic missile. Instead of firing magic missiles, the spell conjures up non-magical icicles, which are then directed to fly at the targeted opponents. The amount of missiles summoned is the same as per magic missile. The missiles can be targeted at multiple opponents (if the wizard has two missiles, they can shoot at two opponents, one missile at each).

The icicles themselves are non-magical, thus magic resistance and other protections against magical effects or missiles are ineffective, though protection from normal missiles will protect the shielded target. The icicles do damage for 1d4 per missile against normal opponents, but 1d6 per missile on targets especially vulnerable to cold based attacks, such as fire elementals etc.

Whisper's Rune of Armoring (Alteration)

Rng: 0
Dur: 1 week/level
AoE: Garment touched

Comp: V, S
CT: 1 turn
Save: None

This spell is cast on a cloak or similar garment which is embroidered with the personal rune of the wizard. This spell transmutes the rune and garment in such a way as to bestow upon the garment an AC increase of one, provided the garment was non-magical before.

Thus a simple cloak would now provide an AC 11. This is compatible with other magic items, provided it is not the garment itself, nor may more than one of the same garment be worn at the same time: wearing a cloak of protection, and adding a cloak with the rune will not help, but a rune-enslaved cloak would help if the wearer also wore rings of protection and bracers of protection.

This spell can be cast on most cloth worn items, such as sashes, robes, vests, tunics, pants, cloaks, mantles etc. It will not work on shoes, boots, belts, gloves etc., even if made from cloth.

Furthermore, the magic is such that using the spell in conjunction with more than 3 items at the same time does not further increase the Armour Class of the wizard.



Second Level Wizard Spells

Bands of Mist (Abjuration)

Rng: 20'
Dur: 1 turn
AoE: 1 creature

Comp: V, S, M
CT: 2
Save: Negates

This spell calls into existence misty rings around a single target of size M or smaller. These rings exert 640 lb of force to keep the target still, including short range movements such as swinging a sword. Every time the target attempts to do something not requiring moving from their original position (walking is out) they must make a Dexterity check (roll under Dexterity on 1d20) in order to have a chance of success. In order to move from their original position, the target will have a harder time of it. If their Strength totals higher than 23, they can do it easily. Otherwise they must make a Strength check against opening magical doors in order to break out of the bonds. The caster tosses a looped copper wire at the victim while muttering the appropriate verbal components.

This is a weakened version of hold person, which exerts physical force to hold the target rather than paralysing their.

Blood Burn (Alteration)

Rng: 120'
Dur: 4 rounds
AoE: 1 creature

Comp: V, M
CT: 2
Save: Negates

By means of a blood burn spell the caster is able to make a creature's blood boil. Creatures without blood are immune to this effect. On the first round of the spell, the blood becomes warm and the creature feels uncomfortable and feverish. During the second through 4th rounds, the blood increases temperature until it is burning internal organs. Note this is treated as fire for resistance and regeneration purposes. Damage is as follows:

Round 1: no damage;
Round 2: 1d4 HP damage;
Round 3: 2d4 HP damage;
Round 4: 4d4 HP damage.

The material components for this spell are a drop of blood and a pinch of sulphur.

Cahal's Reckless Demeanor II (Wild Magic)

Rng: 10'/level	Comp: V, S, M
Dur: Special	CT: 2
AoE: Special	Save: Special

This spell is the second randomization of the wild mage Cahal to harness wild magic in the most chaotic form with random effects. The spell creates two wild effects on a target determined by the caster within range (may be the caster, ally or enemy).

The spell effect may be a good result or bad result, but it is always a minor effect (Blue chart for DM use). All other spell determinations (Duration, AoE & Saves) are factored by the result.

The spell requires a gem of the required value for the level of this spell.

Death Star (Necromancy)

Rng: 180'	Comp: V, S, M
Dur: 3 rounds+1 round/level	CT: 2
AoE: 10' radius	Save: Negates

This spell creates a pulsating ball of light floating 5' off the ground that slowly drains the life from all within 10'. Those in the area of effect take 1d4 points of damage a round. The star will drain life from anything within its area of effect including plants, animals, even the spellcaster. This spell cannot damage creatures without life such as undead and automatons.

The star cannot be damaged. It will only leave if dismissed by the caster or dispelled. Note it does not move.

The material components are a drop of swamp water and a pinch of dirt form a fresh grave.

Embed Item (Alteration)

Rng: Touch	Comp: V, S, M
Dur: 1 hour/level	CT: 1 round
AoE: 1 object	Save: Negates

While casting Embed Item you must hold one non-magical object against the flesh of 1 creature as it slowly sinks into their flesh, causing them neither harm nor pain.

While under the subject's skin the object is almost impossible to detect and difficult to remove (see the table below). The object is kept separate from the body by the magic of the spell; even a cloth sack of poison powder so embedded will not affect the creature.

When the spell ends, the object slowly emerges from the creature's body, unharmed by the experience. This spell is most often used to smuggle contraband, hide secret messages, or conceal valuables. Embed Item does not affect magic items, or items that are under the effect of a spell.

Object Size	Removal Damage*
Fine	1
Diminutive	1d4+1
Tiny	2d4+2
Small	3d4+3
Medium	4d6+4
Large	5d6+5
Huge	6d6+6

* Damage listed is the amount required to cut open the flesh enough to extract the object.

The item to embed must be at least two sizes smaller than the creature into which it will be embedded.

Long, spiky, or sharp objects (such as most weapons) restrict the movement of the creature or risk injuring them. The creature may have to move at half speed or voluntarily give up the use of 1 to 4 points of Dexterity, at the DM's option, to avoid taking damage. If this is the case and the creature violates those rules then they take normal weapon damage--if the object is a weapon--each round that they do so. If the object is not a weapon, the DM should assign a damage die to it based upon its shape and hardness. If the object is contained in only one limb, the other limbs are not affected and the Dexterity restriction is limited to only movement (for a leg) or only manual movements (for an arm).

Because of the possibility of self-inflicted injury, creatures that voluntarily choose to embed an object in their flesh usually select small, soft, or at least flexible, items. Necklaces and rings pose little problem, and pieces of parchment or cloth are better yet.

If Embed Item is dispelled by any means, the embedded object closes its magical barrier and becomes permanently ensconced in the creature's flesh causing ½ removal damage each round. It may only be removed by cutting it out or by the use of some magic that conjures it from the body or disintegrates it.

The material component is the object to be embedded.

Fellstar's Flamehand (Invocation/Evocation)

Rng: 0	Comp: V
Dur: Special	CT: 2
AoE: Creature touched	Save: 1/2

When cast, this spell causes the wizard's hands to glow with a soft red light; if the wizard scores a hit in combat, their hand will discharge a sheet of flames that will engulf the target. The victim suffers damage equal to 1d10 HP+1 HP/level of the wizard (a successful saving throw versus spell reduces the damage by 1/2). This spell may be used twice per casting (once for each hand); both charges must be used within 5 rounds plus 1 round per 2 levels of the wizard; after this time, any remaining charges are lost. Two attacks may not be made in the same round unless the wizard is normally capable of doing so; in this case, two separate to-hit rolls must be made, and each suffers a -2 penalty.

The flames from this spell will ignite any combustible material; these flames may be extinguished the following round, if no other action is taken.

Greysky's Improved Missile (Evocation)

Rng: 60'/level	Comp: V, S
Dur: Special	CT: 2
AoE: 1 or more creatures	Save: None

This spell is exactly the same as the 1st level wizard spell magic missile except for two changes:

- The area of effect - everyone in spell range could possibly be hit with 1 or more missiles
- The number of missiles that can be fired by the wizard - for every 3 levels of experience, the wizard can fire two magic missiles (i.e., -3: 2 missiles, -6: 4 missiles, -9: 6 missiles, etc.).

Hailstones (Evocation)

Rng: 30'/level	Comp: V, S, M
Dur: Instantaneous	CT: 4
AoE: 5'/level radius (60' max.)	Save: None

This spell summons a rain of stones in the area of effect. The spell causes 1d3 points of damage/level of the wizard to all within the area, to a maximum of 15d3.

However, the wizard must make a normal to-hit roll versus each creature in the area to see if they're hit by the stones. If the to-hit roll is unsuccessful, the creature takes no damage. The material component is a handful of small stones.

Hand of Ithiqua (Illusion/Phantasm)

Rng: 90'	Comp: V, S
Dur: 3 rounds/level	CT: 2
AoE: 1 creature	Save: Negates

A target of the hand of Ithiqua, failing to save versus paralysis will be pinned to the ground by an invisible force. The force is illusory, but will seem completely real to the victim, so that they will be unable to move. The victim will be pinned to the ground at a location of the wizard's choice, and despite any struggling will have a movement of 0 regardless of Strength. The subject will be very prone, +4 to be hit (with no Armour Class adjustment for Dexterity) and -4 to attack.

Lightning Blast (Evocation)

Rng: 180'+30'/level	Comp: V, S, M
Dur: Instantaneous	CT: 2
AoE: 1 Creature	Save: 1/2

When the wizard casts this spell, they develop a powerful electric charge that they blast to any target or point within range. It deals 1d8 points of damage, plus 1d8 for every 2 levels of the wizard beyond first, up to a maximum of 5d8 at ninth level. The material components are a bit of fur and a piece of glass.

Slowspell (Alteration)

Rng: 0
Dur: Special
AoE: Special

Comp: V, S, M
CT: 2
Save: None

This spell can affect an area centered on the caster, another creature, or a stationary area itself. Whether this area is stationary or can move with the caster must be determined during casting. If used to affect an area, slowspell protects a sphere of 10' radius/level of the caster.

A slowspell causes spells cast at a protected being or area to be delayed in taking effect, depending on the level of the mage who cast the slowspell. The magic won't take effect for 1 round if the caster is 8th level or less, for 2 rounds if the caster is 9-12th level, or for 3 rounds if the caster is 13th level or greater. A powerful caster can choose during casting to shorten the delay. (A 13th level wizard can choose to cause only a one-round delay, for example.) The delay can't be lengthened beyond 3 rounds by any known means. A slowspell has no effect on magic cast or wielded by the being it protects, but if cast on an area, a slowspell affects all magic in that area, from any source.

Once cast, a slowspell remains ready indefinitely. It is activated by contact with appropriate magic. When activated, the slowspell delays the spell that triggered it and all others it contacts until its duration runs out. A slowspell lasts for 1 round/level of the caster, or 2 rounds after coming into contact with a dispel magic spell, whichever occurs first. A slowspell cannot be made permanent. This spell requires a faceted gemstone (which is consumed).



Third Level Wizard Spells

Cahal's Reckless Demeanor III (Wild Magic)

Rng: 15'/level
Dur: Special
AoE: Special

Comp: V, S, M
CT: 3
Save: Special

This spell is the third randomization of the wild mage Cahal to harness wild magic in the most chaotic form with random effects. The spell creates three wild effects on a target determined by the caster within range (may be the caster, ally or enemy).

The spell effect may be a good result or bad result, but it is always a minor effect (Blue chart for DM use). All other spell determinations (Duration, AoE & Saves) are factored by the result.

The spell requires a gem of the required value for the level of this spell.

Darziir's Dense Water (Alteration, Evocation)

Rng: 30'/level
Dur: 1 round/level
AoE: Base 40' sphere

Comp: V, S, M
CT: 4
Save: Special

When cast this spell creates an area of incredibly dense water that the caster can function normally within. All objects and creatures within the area of effect are held immobile due to the denseness of the water, all objects floating harmlessly at the termination of the spell.

Those creatures caught within the spell can breath (if they are aquatic) and can move their eyes from side to side but cannot move their mouths or the slightest digit.

All spell and spell like effects that do not have moving solid material aspects can be cast into the area, or cast from within (so long as they don't have a verbal or somatic component). Lightning bolt, magic missile, heat metal and spectral hammer would function normally within the area of effect but tsunami water weird, enlarge, reduce and snilloc's snowball wouldn't.

The spell creates a 40' sphere plus an additional 10'/level. Those creatures within 5' of the edge of the area of effect are allowed a saving throw vs. spell to get clear of the area.

The spell can be cast in fog that has limited sight to 20' or less with the same effect.

The material component of the spell is diamond dust worth min. 500 gp.

Exploding Coins (Alteration, Enchantment)

Rng: 0
Dur: Special
AoE: 1 coin/level, max. 10 coins

Comp: V, S, M
CT: 3
Save: 1/2

This spell allows the wizard to enchant one or more coins with an explosive charge; the more valuable the coin, the more potent the explosion (see table below). The coins will retain their enchantment until used or dispelled; the explosion will be triggered when the wizard utters a command word chosen during the incantation. This command word must be within hearing distance of the coins. Alternately, the wizard may choose a delay, decided during casting, after which time the coin will explode; the length of this delay may be up to 1 turn/level of the wizard (measured from the time the wizard speaks the chosen command word).

The following table gives the amount of damage for each type of coin, along with the burst radius, and what level is required to enchant a particular type of coin:

Type	Damage	Level	Radius
Copper	1d4	5	2'
Silver	1d6	7	2'
Gold	1d8	9	5'
Platinum	1d10	11	10'

A maximum of 10 coins may be enchanted per casting of this spell; also, no more than 20 of these coins may be brought within 30' of each other safely; if this occurs, each owner must make a saving throw versus spell for each coin. If a coin fails its throw, it explodes normally; if the throw succeeds, the coin simply vanishes. This spell has the additional limitation that it may only be cast once per two day period.

The material component for this spell is the coin(s) to be enchanted; the coins are consumed in the explosion.

Faz's Dashing Reflexes (Enchantment)

Rng: 0
Dur: 6 hrs+2/level
AoE: The caster

Comp: V, S, M
CT: 3
Save: None

The casting of this spell causes the caster to have very quick reflexes. All dexterity checks (including sub-abilities) are made at a +1 to include all proficiencies that depend on these abilities. All movement rates are increased by +2. Due to the casters quick reflexes surprise modifiers are reduced by 1. All actions that have a measure of time are reduced by 1 (minimum of 1): initiative rolls, weapon speeds, casting times, weapon draw speed, donning armor, studying spells, rousing from sleep, etc.

Unlike a haste spell, which speeds up the casters metabolism, this spell only works to quicken the hand eye co-ordination of the spell caster. It is not as taxing as a haste spell only requiring the spell caster to rest for 1 more hour than normal when making camp or suffer a penalty of the same amount to all those reflex adjusted modifiers listed above.

The material component of the spell is either a feather of a small bird, a scale off a quick lizard, or a hot pepper/spice.

Faz's Secure (Alteration)

Rng: Touch
Dur: Permanent
AoE: 30' sq/level

Comp: V, S, M
CT: 2
Save: None

By casting this spell, the caster may make any securable items (bag, pouch, backpack, latchable books, satchel, saddle bags, articles of clothing, armor, etc.) proof against being opened by any means short of physical destruction of the items. The items cannot be opened by anyone, except the caster and those designated at time of casting.

A *dispel magic* spell can bring the secure spell to an end and a *limited wish* will end it, but otherwise the items cannot be opened normally again.

The items and any objects placed within are protected from all physical attack for a number of months equal to the caster's experience level. The items cannot be damaged or affected by fire, cold or electricity, moisture or water, nor can they be affected by spells that would change the nature of the area of the spell effect (i.e. vanish, reduce, or transmute rock to mud). Such spells will not have any effect on the items.

A knock spell will not open secured items, though chimes of opening will. Glyphs, explosive runes, and symbols cannot be cast upon items protected by a secure spell and they will immediately detonate or take effect if the attempt is made. Items protected by this spell can be bypassed by dimension door or by entering the Ethereal plane-such movement does not alter the security of the items. The items protected by this spell will radiate a strong aura of alteration magic.

The material components of this spell are a small piece of iron and a semi-precious gemstone (500gp of any type)/level of the caster.

Invisible Object (Illusion/Phantasm)

Rng: 9'	Comp: V, S
Dur: 1 day/level	CT: 1
AoE: 1 object or no larger than 9' cu/level	Save: None

This spell causes an object/s to vanish from sight, much like the 1st level wizard spell *lesser invisible object*. The spell lasts only 1 day/level of the wizard or until the wizard wills it to end. For example, a quiver of arrows and a bow could be made invisible and carried, and when desired, a moment's thought could make them appear. Note that not even the wizard can see the invisible object, so if they're to use it most effectively, it may be necessary to make it visible.

Missile Storm (Evocation)

Rng: Touch	Comp: V, S
Dur: Instantaneous	CT: 1
AoE: 30' Radius	Save: None

Devised as a weapon of last resort by the Elven scout Alerivyn Feadiel, formerly of Elfheim, this spell causes a flurry of Magic Missiles to burst from the caster's body in a 360 degree arc. Anyone standing within 30' of the caster will be hit by 1-3 (1d4 -1, read zero results as 1) missiles, each causing 1d6+1 damage.

Alerivyn created this spell for use when alone and surrounded by enemies - it should not be used within range of one's allies, unless they have some form of protection.

The caster may cast the spell on themselves or another person.

Negate Aura (Abjuration, Illusion)

Rng: Touch	Comp: V, S, M
Dur: 1 day/level	CT: 1 round
AoE: Special	Save: Special

This spell is similar in effect to the first level wizard spell Nystul's Magical Aura, however instead of creating a specific aura of magic, it hides a magical aura. Therefore, a *detect magic* spell will reveal nothing. One item can be thus enchanted per each casting of this spell. The item can be no more than 1' cu in volume, for each level of the caster.

Spells such as *identify* cannot operate properly while the negate aura is in effect. They will reveal that the item is magical, but they will be unable to determine what the items functions are.

Artifacts are immune to this spell. The material component of this spell is a pinch of dust from a dead magic zone (300gp/pinch).

Proficiency (Alteration)

Rng: Touch	Comp: V, S, M
Dur: 1 round/level	CT: 3
AoE: 1 creature	Save: None

Upon casting this spell, the wizard magically empowers themselves or another individual to use one or more weapons that they're not proficient with. The affected individual will be able to use the weapon(s) in combat without nonproficiency penalties of any kind for the duration of the spell. The base number of weapons that proficiency is gained is one, and one extra weapon can be gained for every 3 levels above 5th that the wizard possesses, i.e., an 8th level wizard can empower a creature with two proficiencies. The proficiencies cannot be split among different individuals.

Care must be taken when allotting a weapon proficiency for use; if a caster who worships a god of peace suddenly gains proficiency with a two-handed sword may have some atoning to do.

Because the spell only grants a nominal degree of skill with a weapon, it cannot be used to augment the abilities of a PC who is already proficient with a weapon. Thus, a fighter who can already use a long sword cannot have their skill with the weapon improved to "specialized" through the use of this spell. The material components for the proficiency spell are a bit of fleece and a miniature bronze weapon or weapons of the type that the spell's recipient will gain proficiency in.



Fourth Level Wizard Spells

Bands of Ice (Evocation)

Rng: 30'/level	Comp: V, S, M
Dur: Special	CT: 3
AoE: 1 Creature	Save: Negates

When this spell is cast, the wizard is able to trap a chosen victim in thick bands of ice. The spell-caster can create bands sufficient to hold a creature 1' tall for every level that they possess, e.g., a 10thlevel spell-caster may capture any being of 10' height or less. If the affected being is very broad, such as an umber hulk, add 1' or 2' to its effective height for the purposes of determining who or what the wizard can capture.

The victim immediately receives a saving throw to determine the effectiveness of the bands of ice. If the save is successful, the ice is brittle and easily broken, allowing the creature to escape in one combat round. Otherwise, the being is trapped for at least 1 turn. Once a turn has passed, the victim is allowed a bend bars/lift gates roll to determine if the ice has melted to the point where the creature can escape. If the roll is successful, the creature breaks free of the ice and is no longer effected by the spell. The normal duration of the bands of ice is 2 turns. If the spell is cast in a cold environment (40° or lower), the duration is doubled to 4 turns, and if the surroundings are very cold (0° or below), the duration is increased to 6 turns (1 hour).

Applying a torch to the bands will shorten the duration by 1 round for each round that heat is applied. Magical fires such as a fireball will melt the ice, but the trapped being will be injured in the process.

Creatures trapped within the bands of ice suffer 1d6 points of frost damage each turn the ice encircles them. Cold-dwelling creatures do not receive any damage, while fire-dwelling beings suffer double damage. The extra damage suffered by heat-based creatures is offset by the monster's body heat, which will cause the ice to melt twice as fast, halving the spell's effective duration.

The material components for this spell are several chain links made of nickel, a piece of iron in the shape of a hoop, and a bit of snow.

Brakar's Baneful Burst (Necromancy)

Rng: 300'	Comp: V, S, M
Dur: Instantaneous	CT: 8
AoE: 10' radius hemisphere	Save: Special

This spell affects a group of creatures, up to one/caster level. By means of this spell, life energy of creatures is painfully taken away and is violently inserted in one other creature. The spell must be cast on the creature that will receive the violent stream of live energy.

All creatures surrounding the target within the area of effect, up to one/caster level, will lose a part of their live energy, which does them 1d4 damage. They may make a saving throw vs. spell for no damage. The target of this spell gets 1d4 damage for each creature that loses life energy in this way. The PC is allowed a saving throw vs. damage for 50% damage.

The material component of this spell is a live leech, which is used in the casting.

Cahal's Reckless Demeanor IV (Wild Magic)

Rng: 20'/level
Dur: Special
AoE: Special

Comp: V, S, M
CT: 4
Save: Special

This spell is the fourth randomization of the wild mage Cahal to harness wild magic in the most chaotic form with random effects. The spell creates four wild effects on a target determined by the caster within range (may be the caster, ally or enemy).

The spell effect may be a good result or bad result, but it is always a minor effect (Blue chart for DM use). All other spell determinations (Duration, AoE & Saves) are factored by the result.

The spell requires a gem of the required value for the level of this spell.

Duplicate Object (Conjuration)

Rng: Touch
Dur: Special
AoE: 1 object up to 1' cu/level

Comp: V, M
CT: 1 Turn
Save: Negates

Anon-magical object you touch is recreated in exacting detail. The duplicate appears beside the original and can be discerned from the original only by its location. If the object is in the possession of another creature then it is entitled to a saving throw to avoid the effect.

Items with magical writing (such as spellbooks) or runes upon them are considered magic items for this spell and thus may not be duplicated. The duration of this spell depends on the materials that are duplicated. Compare the object's materials to the examples in the following table. In all cases use the worst case for objects made of multiple materials.

The material component is a silk scarf.

Material Examples	Duration
Vegetable matter	2 hours/level
Stone, crystal, base metals	1 hour/level
Precious metals	20 minutes/level
Gems	10 minutes/level
Adamantite	2 rounds/level
Mithril	1 round/level

Embed Magic Item (Alteration)

Rng: Touch
Dur: 1 hour/level
AoE: 1 object

Comp: V, S, M
CT: 1 round
Save: Negates

As Embed Item, except that magic items may also be embedded. Magic rings, amulets, and other worn items that have continuous activation powers (rings of protection, fire resistance, regeneration...etc.) continue to function as normal while embedded, but they also continue to take up their usual space. To clarify, this means that you cannot wear a second magic amulet after embedding one and expect them both to work. You cannot gain the ability to wear extra magic items by casting embed magic item. Additionally magical items cannot be activated while embedded (rings of vampiric regeneration, invisibility, blinking...etc.).

Embed Magic Item is especially useful when the object to be embedded has been affected by a *Reduce* spell beforehand. This allows large weapons and the like to be embedded safely. This is not possible with the Embed Item spell. Embedded magic items may still be detected by a Detect Magic spell.

Faz's Dense Air (Alteration, Evocation)

Rng: 30'/level
Dur: 1 round/level
AoE: 8 (5'x5'x5') cubes/level

Comp: V, S, M
CT: 4
Save: Special

When cast this spell creates an area of incredibly dense air that the caster can function normally within. All objects and creatures within the area of effect are held immobile due to the denseness of the air, all objects falling harmlessly to the ground at the termination of the spell. Those creatures caught within the spell can breathe and can move their eyes from side to side but cannot move their mouths or the slightest digit. All spell and spell like effects that do not have moving solid material aspects can be cast into the area, or cast from within (so long as they don't have a verbal or somatic component).

Lightning bolt, magic missile, fire ball, heat metal, stinking cloud and spectral hammer would function normally within the area of effect but acid bolt, catapult, plant growth, entangle, enlarge, reduce and snilloc's snowball wouldn't.

The spell creates eight 5'x5'x5' cubes/level which can be stacked in all directions and in different shapes as one would with a set of building blocks. Those creatures within 5' of the edge of the area of effect are allowed a saving throw vs. spell modified by any dexterity bonuses and magical "pluses" to jump clear of the area.

The material component of the spell is a piece of clay (laced with the diamond dust worth 80 gp/level of the caster, min. 500 gp) molded into the rough shape of what is desired.

Faz's Disillusioned Self (Illusion/Phantasm)

Rng: 0
Dur: Special
AoE: The caster

Comp: V, S, M
CT: 4
Save: Special

This spell allows the spell caster and all their gear to become an illusion of themselves with all normal sensory effects, if desired. The spell caster can cast spells already memorized, which are cast as illusions but to the senses they're as real as normal spells (illusions that are cast are saved at a -2). Damage delivered by the spell caster is illusionary and has all normal illusionary effects. All damage taken by the spell caster is illusionary but when going below 0 HPs it causes the spell caster to become "real", no longer an illusion, the spell caster must make a learning check at +4 to maintain consciousness. If unsuccessful the spell caster is unconscious for 1d3 rounds. When becoming "real" the caster's HPs revert to what they were prior to being an illusion. Illusionary damage "heals" at the same "normal" rate while as an illusion.

If an opponent realizes that the spell caster is an illusion (save vs. spell at a -4) they can ignore the spell caster and the spell caster no longer takes any damage from the same opponent. The spell lasts 4 rounds/level of the spell caster, or if the spell caster chooses it can last as long as the spell caster is willing to be temporarily reduced in intelligence by one point (which would effect the learning check if reduced to 0 HPs), lasting up to a number of days equal to the spell casters level. The spell can be ended at any time by the spell caster. Any magic items used while an illusion are used accordingly however the effects power the illusionary effects.

The material components are a bit of fleece, a 500gp gem and a small mirror.

Faz's Dramatic Demise (Illusion/Phantasm)

Rng: 0
Dur: Special
AoE: The caster

Comp: V, S, M
CT: 4
Save: Special

Once the spell is cast it remains dormant until the caster suffers an attack form which would be sufficient to kill (0HPs or less) or disable (loss of limb or mental faculties) the caster. At this point the spell is activated. If the spell caster makes a special save* all damage sustained from the killing attack is wholly negated, and a special attack likewise negated. The spell caster is at once made invisible. Lastly, an appropriate illusion is brought into operation so that the caster appears to have been slain or disabled by the attack.

Should the spell caster fail the special save* full effects of the attack occur and the spell ends.

This illusion is both complete and dramatic—e.g., the victim of fireball attack would appear to be a burned corpse, complete with the smell of roasted flesh. Once activated the illusion will last for a maximum of 1 round/level of the caster. Only direct, tactile checks or a powerful divination spell will reveal the illusion for what it is. The illusion, dormant or activated is subject to a dispel magic spell.

The material component of the spell is a bit of fleece, a 1,000 gp diamond and 3 opossum hairs.

**The special save is balance+learning+intuition/ 3 * 5 (which represents a percentage)+level+reaction adjustment = %. The spell caster must roll equal to or less than this percentage.*

Replacement (Alteration)

Rng: 900'
Dur: Instantaneous
AoE: 1 Creature

Comp: V, S, M
CT: 7
Save: Negates

By means of the Replacement spell the caster changes places with the target. If that happens against the will of the target, it is allowed a saving throw vs. spell. If the target makes the saving throw the spell fizzles.

The distance between the Wizard and the target must be 900' or less, and it is measured in a straight line. The target can also stand under or above the caster.

This spell can be used by the caster to save themselves from a dangerous predicament, or to reach a certain spot, with another being the victim of the switch. It can also be used to trap the target.

The component for this spell is a flight arrow, which is used in the process.

Sakkratar's Tripple Strike (Alteration, Enchantment/Charm, Illusion/Phantasm)

Rng: Touch	Comp: V, S, M
Dur: 1 round/level or 4 hits/image	CT: 4
AoE: 1 hand-to-hand weapon	Save: None

When cast, the triple strike forms 2 arcane duplicates of a target weapon held by the caster, which hover within an inch of the actual physical weapon to which they're linked. The glowing images do not interfere with the wielder's movements or grip on the actual weapon. These slightly translucent phantom weapons follow the same exact movements as the wielded weapon, allowing multiple attacks with only one strike. The triple strike images add light equivalent to a torch in their vicinity for the duration of the spell.

This mirror image variant spell triplicates the melee weapon touched by the caster when this spell takes effect. After casting, the true weapon can be handed to a wielder who can take advantage of its effects (or the caster can cast the spell while the weapon is held by its wielder as well). Each of the 3 weapons rolls separately to hit, the real weapon always striking first. The images hit and affect targets as +2 silver weapons. Each illusory weapon (staff, sword, dagger, etc.) inflicts the same damage as a normal weapon of its type without any Strength or magical bonuses. If the true weapon leaves the hand of the wielder (only 1 other person can touch the enspelled weapon after the caster), the spell ends.

Waiting Storm (Evocation)

Rng: Touch	Comp: V, S
Dur: Special	CT: 1
AoE: 30' Radius	Save: None

Alerivyn's improvement on the 3rd level spell, called Missile Storm; this has the same effects as the earlier version, except it can be cast with an indefinite delay, to be triggered at a later time by an act of will.

The caster may cast the spell on themselves, another person, or some article of clothing which encircles the wearer, like a belt or cloak. Until the spell is released, the person or object bearing it radiates a faint magical aura which may be detected by a Detect Magic spell. Only one Waiting Storm may be cast on any subject at a time.



Fifth Level Wizard Spells

Cahal's Reckless Demeanor V (Wild Magic)

Rng: 25'/level	Comp: V, S, M
Dur: Special	CT: 5
AoE: Special	Save: Special

This spell is the fifth and highest randomization of the wild mage Cahal to harness wild magic in the most chaotic form with random effects. The spell creates a single wild effect on a target determined by the caster within range (may be the caster, ally or enemy).

The spell effect may be a good result or bad result, but it is always a major effect (Green, Orange or Purple chart for DM use). All other spell determinations (Duration, AoE & Saves) are factored by the result.

The spell requires a gem of the required value for the level of this spell.

Shandril's Tracer (Divination)

Rng: 0	Comp: V, S, M
Dur: Permanent	CT: 1 round
AoE: 1 object up to 1' cu	Save: None

By means of this spell, the caster places an invisible rune on a single, nonliving, solid object (typically a chest, book, wand, or gem). Unless dispelled or destroyed when the object it guards is destroyed (both occurrences its caster is immediately aware of), it is permanent.

Whenever the protected object is concentrated upon, the spell provides the caster with an awareness of the direction and distance between caster and object—even if on another plane—and whether the object is being handled or used by another creature or creatures.

Creatures coming into contact with the object are only hazily revealed to the caster of the tracer, who can learn of its alignment, race, and the presence or absence or magical ability—but not a creature's name, description, or level. This precise fix on the location of the object provides the caster with a focus for teleportation or sending other creatures to the traced object.

Various magical means (*Detect Magic*, *Identify*) can reveal the presence of a tracer, but the caster of the tracer is always aware of their being used and can act accordingly to prevent themselves from being traced in turn, if desired.

Shockwave (Alteration, Conjunction/Summoning)

Rng: 0	Comp: V, S, M / Special
Dur: Instantaneous	CT: 3
AoE: 1'/level radius circle	Save: 1/2

When this spell is cast, a circle of razor-sharp air blasts from the caster. The circle keeps growing until the outer range is reached, hitting everything within the area of effect, except the caster.

The circle starts around the casters middle and keeps that height all the way. Creatures who get hit by the shockwave sustain 1d4 HP of damage/caster level, up to a maximum of 20d4 damage.

The circlewave travels at a speed of 1500'/minute. This spell also effects the caster's party members.

The material components of this spell are a silver knife and a blue feather, both of which are used in the casting.

Woldin's Sneak Attack (Illusion/Phantasm)

Rng: 20'/level	Comp: V, S, M
Dur: Instantaneous	CT: 5
AoE: 1 creature	Save: None

This spell requires the presence of any piercing melee weapon in order to work; the wizard holds the weapon, and when the incantation is complete, the weapon vanishes and reappears in the hands of an invisible spectral creature (who appears behind the target, see below). True seeing, detect invisibility, or similar magics will reveal the vague outline of a figure; others will only see the weapon hovering in the air.

The figure (and weapon) will appear behind the creature chosen as the target for this spell (the target must be within spell range); it will then deliver an instantaneous sneak attack at the victim.

The wizard's normal Attack Bonus is used to resolved hits (all applicable bonuses apply normally, including the bonus for attacking from behind); the attack is always made with surprise (unless it is normally impossible to surprise the target) and therefore, Dexterity and shield bonuses to Armour Class do not apply to the attack.

In the case of a successful hit, the base damage is as per the weapon used in the attack; however the attack also receives a sneak attack damage bonus as if made by a thief of a level equal to the wizard's level; normal damage bonuses also apply to the attack.

The only material component for this spell is the weapon used in the attack; this weapon, as well as the spectral creature, disappears after the attack is made, whether it was successful or not.



Ninth Level Wizard Spells

Disruption (Alteration, Necromancy)

Rng: 30'/level
Dur: Instantaneous
AoE: 40' radius sphere

Comp: V, S
CT: 3
Save: Special

This powerful spell can utterly destroy undead and other magically animated creatures (even golems). Magically controlled or charmed creatures are instantly freed if their controller is disrupted or destroyed. Any ongoing spellcasting in the area of effect is ruined. Magical device effects are negated for the round of disrupting, but artifact powers are completely unaffected.

Only 3 sorts of creatures are affected: undead, magically created or animated creatures, and creatures that magically control others. All others are unaffected.

Creatures with fewer than 6 HD are automatically disrupted. Creatures with 6 HD or more must save vs. spell to avoid disruption. Any creature that could be affected which escapes disruption is stunned (reeling and unable to act coherently) and for 1d3-1 rounds.

Immunity to Undead (Abjuration, Necromancy)

Rng: 0
Dur: 1 round/level
AoE: 40' radius sphere

Comp: V, S, M
CT: 1 round
Save: None

This spell creates a globe that moves with and is centered on the caster. The perimeter of this protected area glows with a very faint blue-white radiance, visible only in gloomy or dark surroundings. All creatures can freely pass into and out of the globe.

Within the globe, all beings are rendered immune to energy-draining attacks, strength-draining attacks, mental control, and all undead powers that cause fear, paralyzation, aging, or death (such as a banshee wail). The undead can be turned as usual.

A creature leaving the globe becomes normally vulnerable to undead attacks while it is outside the area. A being on the perimeter is protected as long as any part of its body is in contact with the globe.

In the globe, undead physical attacks inflict normal physical damage. They cannot change form (e.g., a vampire cannot turn from gaseous to solid form or vice versa), nor can undead creatures be animated. Shadows and other hard-to-discern undead are clearly outlined at all times while within the globe and are vulnerable to all weapons.

The caster cannot end the spell's effects before the spell expires. A successful dispel magic spell can destroy the globe. Spellcasting may be freely undertaken within the globe by any caster.

The material components of this spell are a drop of the caster's blood, a seed from any plant, and a drop of holy water.



Appendix: A (Notes on Spells)

Notes on Spells

Spells are organized according to their group (priest or wizard) and level. Within each level, the spells are arranged alphabetically. At the start of each spell description are the following important game statistics:

Name: Each spell is identified by name. In parentheses after the name is the school (for wizard spells) to which that spell belongs. When more than one is listed, that spell is common to all schools given.

Some spells are reversible (they can be cast for an effect opposite to that of the standard spell). This is noted after the spell name.

Note that severe penalties can result if the spell choice is at variance with the priest's alignment (possible penalties include denial of specific spells, entire spell levels, or even all spells for a certain period). The exact result (if any) depends on the reaction of the priest's patron deity, as determined by the DM.

Reversible wizard spells operate similarly. When the spell is learned, both forms are recorded in the wizard's spell books. However, the wizard must decide which version of the spell they desire to cast when memorizing the spell, unless the spell description specifically states otherwise. For example, a wizard who has memorized *stone to flesh* and desires to cast *flesh to stone* must wait until the latter form of the spell can be memorized (i.e., rest 8 hours and study). If they can memorize two 6th level spells, they could memorize each version once or one version twice.

School: In parentheses after the spell name is the name of the school of magic to which the spell belongs. For wizard spells, this defines which spells a wizard specialist can learn, depending on the wizard's school of specialization. For priest spells, the school notation is used only for reference purposes, to indicate which school the spell is considered to belong to, in case the DM needs to know for spell resistance (for example, elves' resistance to charm spells).

Sphere: This entry appears only for priest spells and identifies the sphere or spheres into which each spell falls.

Range: This lists the distance from the caster at which the spell effect occurs or begins. A "0" indicates the spell can be used on the caster only, with the effect embodied within or emanating from them. "Touch" means the caster can use the spell on others if they can physically touch them. Unless otherwise specified, all other spells are centered on a point visible to the caster and within the range of the spell. The point can be a creature or object if desired. In general, a spell that affects a limited number of creatures within an area affects those closest to the center first, unless there are other parameters operating (such as level or HD). Spells can be cast through narrow openings only if both the caster's vision and the spell energy can be directed simultaneously through the opening. A wizard standing behind an arrow slit can cast through it; sending a fireball through a small peephole they're peering through is another matter.

Components: This lists the category of components needed, V for verbal, S for somatic, and M for material. When material components are required to be in hand, these items are listed in the spell description. Spell components are expended as the spell is cast, unless otherwise noted. Holy symbols are not normally lost when a spell is cast, unless specified. For cases in which material components are expended at the end of the spell (*free action*, *shapechange*, etc.), premature destruction of the components ends the spell unless it is required as art of the spell description.

Duration: This lists how long the magical energy of the spell lasts. Spells of instantaneous duration come and go the moment they're cast, although the results of these spells may be permanent and unchangeable by normal means. Spells of permanent duration last until the effects are negated by some means, usually by a *dispel magic*. Some spells have a variable duration. The caster cannot choose the duration of spells, in most cases. Spells with set durations (for example, 3 rounds/level of the wizard) must be kept track of by the player. Spells of variable duration (for example, 3+1d4 rounds) are secretly recorded by the DM. Your DM may warn you when spell durations are approaching expiration, but there is usually no sign that a spell is going to expire; check with your DM to determine exactly how they handle this issue.

Certain spells can be ended at will by the caster. In order to dismiss these spells, the original caster must be within range of the spell's center of effect--within the same range at which the spell can be cast. The caster also must be able to speak words of dismissal. Note that only the original caster can dismiss their spells in this way.

Casting Time: This entry is important, if the optional casting time modifier to initiative is used. If only a number is given, the casting time is added to the caster's initiative die rolls. If the spell requires a round or number of rounds to cast, it goes into effect at the end of the last round of casting time. If Delsenora casts a spell that takes 1 round, it goes into effect at the end of the round in which they begin casting. If the spell requires 3 rounds to cast, it goes into effect at the end of the third round. Spells requiring a turn or more go into effect at the end of the stated turn.

Area of Effect: This lists the creatures, volume, dimensions, weight, etc., that can be affected by the spell. Spells with an area or volume that can be shaped by the caster will, unless the spell description specifically states otherwise, have a minimum dimension of 10' in any direction. Thus, a cloud that has a 10' cu/caster level might, when cast by a 12th level caster, be 10'x10'x120', 20'x20'x30', or any similar combination that totals 12 10' cubes. Combinations such as 5'x10'x240' are not possible unless specifically stated.

Some spells (such as *bless*) affect the friends or enemies of the caster. In all cases, this refers to the perception of the caster at the time the spell is cast.

Saving Throw: This lists whether the spell allows the target a saving throw and explains the effect of a successful save: "Negates" or "Neg." results in the spell having no effect; "1/2" means the PC suffers half the normal amount of damage; "None" means no saving throw is allowed. Wisdom adjustments to saving throws apply only to enchantment/charm spells.

Solid physical barriers provide saving throw bonuses and damage reduction. Cover and concealment may affect saving throws and damage (the DM has additional information about this).

A creature that successfully saves against a spell with no apparent physical effect (such as a *charm*, *hold*, or *magic jar*) may feel a definite force or tingle that is PCistic of a magical attack, if the DM desires. But the exact hostile spell effect or creature ability used cannot be deduced from this tingle.

A being's carried equipment and possessions are assumed to make their saving throws against special attacks if the creature makes its saving throw, unless the spell specifically states otherwise. If the creature fails its saving throw, or if the attack form is particularly potent, saving throws may have to be rolled to see if any possessions survive, using either item saving throws (see Chapter 6 of the DMG) or the being's saving throw. The DM will inform you when this happens.

Any PC can voluntarily forgo a saving throw. This allows a spell or similar attack that normally grants a saving throw to have full effect on the PC. Likewise, any creature can voluntarily lower its magic resistance, allowing a spell to automatically function when cast on it. Foregoing a saving throw or magic resistance roll need not always be voluntary. If a creature or PC can be tricked into lowering its resistance, the spell will have full effect, even if it is not the spell the victim believed they were going to receive. The victim must consciously choose to lower their resistance; it is not sufficient that they're caught off guard.

For example, a PC would receive a saving throw if a wizard in the party suddenly attacked them with a fireball, even if the wizard had been friendly to that point. However, the same PC would not receive a saving throw if the wizard convinced them that they were about to receive a *levitation* spell but cast a fireball instead. Your DM will decide when NPCs have lowered their resistances. You must tell your DM when your PC is lowering their resistance.

Spell Description: The text provides a complete description of how the spell functions and its game effects. It covers most typical uses of the spell, if there are more than one, but cannot deal with every possible application players might find. In these cases, the spell information in the text should provide guidance on how to adjudicate the situation.

Spells with multiple functions enable the caster to select which function they want to use at the time of casting. Usually a single function of a multiple-function spell is weaker than a single-function spell of the same level.

Spell effects that give bonuses or penalties to abilities, attack rolls, damage rolls, saving throws, etc., are not usually cumulative with each other or with other magic: The strongest single effect applies. For example, a fighter drinks a *potion of giant strength* and then receives the 2nd level wizard spell *strength*. Only the strongest magic (the potion) is effective. When the potion's duration ends, however, the *strength* spell is still in effect, until its duration also expires.

Material Comp: Material components that are listed for divine spells, with exception of holy symbols, are consumed by the spell, unless the spell states otherwise. Material components listed for arcane spells are consumed by the spell, unless the spell states otherwise.

Adjudicating Illusions

All illusions are cases of DM adjudication; each depends upon the exact situational factors deemed significant by the DM. All of the following points are only subsidiary guidelines to help the DM maintain consistency.

Intrinsically Deadly Illusions: "Instant kill" illusions that are automatically fatal regardless of level, HD, or saving throws: collapsing ceilings, inescapable lava pits, etc. The absolute maximum effect of these is to force a system shock check. Surviving PC's are not further affected by that illusion.

Spell Effects: Illusions that duplicate spell effects are keyed to the caster's level (for example, a 10th level illusionist casting a fireball can create a convincing 10-die fireball). Exceeding this limit creates a fatal flaw in the illusion that negates its effect.

Monster Special Attacks: Before the caster can effectively duplicate a monster's special attack, the wizard must have undergone it (a wizard cannot conjure up the twinkle in a medusa's eye correctly without actually experiencing it--i.e., having been turned to stone by one). Illusionary monsters attack use the wizard's attack values. This would be a subtle clue that the monsters are fake.

The caster can create monsters only if the total monster HD are equal to or less than the caster's level (an 8th level caster could convincingly do one hill giant, 2 ogres, or four 2nd level fighters).

Illusionary Objects & Terrain: Illusion spells require a higher degree of DM-player interaction than other wizard spells. The timing and staging of such spells by the caster are extremely important. Effects that appear out of nowhere are not believed unless the caster takes this into account. On the other hand, an illusionary fireball cast after a wizard has cast a real one could have devastating effects.

The caster must maintain a show of realism at all times when conducting an illusion (if a squad of low level fighters is created, the caster dictates their hits, misses, damage inflicted, apparent wounds, and so forth; the DM decides whether the bounds of believability have been exceeded).

Intelligence is the best defense against illusions. Low and nonintelligent creatures are more vulnerable to illusions, unless the illusion is completely outside their experience or the illusion touches on an area of the creatures' particular competence. Undead are generally immune to illusions, but they're vulnerable to quasi-real effects, most of which start to appear in the 5th level spell list.

Intelligence Check: The PC may take a round to attempt an intelligence check to gain a +2 to their saving throw, however if it is failed the saving throw is at a -2. This can be attempted prior to or after the disbelief attempt.

Disbelief: Illusions usually cease to affect a PC if they're actively disbelieved. Disbelief must be stated by the PC, based on clues provided by the DM. PC's stating disbelief must give a reason for disbelief based on sensory information available to the PC. Failure to give such a reason results in failure to disbelieve. A normal disbelief attempt takes a number of rounds equal to the level of the illusion, during which time the PC must focus entirely on the suspected illusion (only 1/2 move actions). At the end of the attempt the PC may make their saving throw according to the spell used for the illusion modified by the level of the illusion, -1 for each level, and a +1 for each round spent disbelieving the illusion. The number of rounds only serves to "zero" out the illusion level, it can never be used to gain a bonus vs the illusion.

An additional +2 is granted if someone attempts to show the PC that the illusion is not real (walking through an illusionary wall, or stepping into an illusionary flame...).

Note: Certain illusions such as mirror image do not allow for disbelief attempts, the DM adjudicates if an illusion can or can not be disbelieved.



Appendix: B (Alphabetical Spell Listing)

Spell Name	Book	Type	Level	School/ Sphere 1	School/ Sphere 2	School/ Sphere 3	School/ Sphere 4	School/ Sphere 5	School/ Sphere 6	School/ Sphere 7	School/ Sphere 8	Rev?	Page
Abi-Dalzim's Horrid Wilting	ToM	Wizard	8	Alteration	Necromancy	Elemental	Water						190
Abjure	PHB	Priest	4	Astral	Guardian	Summoning							19
Accelerate Healing	ToM	Priest	3	Healing	Time								155
Acid Bolt	DroHB	Wizard	4	Conjuration	Alchemy	Elemental	Water						122
Acid Storm	ToM	Wizard	7	Evocation	Alchemy	Elemental	Water						188
Adamantite Mace	S&M	Priest	4	Elemental	Earth								133
Adaptation	ToM	Priest	3	War									155
Addition	ToM	Priest	4	Numbers									160
Advanced Illusion	PHB	Wizard	5	Illusion	Phantasm								60
Aerial Servant	PHB	Priest	6	Summoning									27
Affect Normal Fires	PHB	Wizard	1	Alteration	Alchemy	Elemental	Fire						35
Agannazar's Scorchers	FRA	Wizard	2	Evocation	Elemental	Fire							194
Age Creature	ToM	Priest	6	Animal	Time							Yes	171
Age Dragon	ToM	Priest	7	Animal	Time								175
Age Object	ToM	Priest	5	Time								Yes	166
Age Plant	ToM	Priest	4	Plant	Time								161
Aid	PHB	Priest	2	Combat	Necromancy								9
Air Walk	PHB	Priest	5	Elemental	Air								23
Airboat	ToM	Wizard	8	Alteration	Enchantment	Elemental	Air						190
Airy Water	PHB	Wizard	5	Alteration	Elemental	Air	Water						60
Alacrity	ToM	Wizard	3	Alteration									181
Alamir's Fundamental Breakdown	ToM	Wizard	3	Divination	Alchemy	Elemental	Air	Earth	Fire	Water			181
Alarm	PHB	Wizard	1	Abjuration	Evocation	Geometry							35
Allergy Field	RHB	Ranger	1	Plant									108
Alter Instrument	BHB	Bard	1	Alteration	Song	Artifice							88
Alter Self	PHB	Wizard	2	Alteration									42
Alternate Reality	ToM	Wizard	3	Alteration	Wild Magic								181
Analyze Balance	ToM	Priest	1	Divination	Numbers								150
Analyze Dweomer	S&M	Wizard	8	Divination	Artifice								147
Animal Eyes	RHB	Ranger	2	Animal									108
Animal Friendship	PHB	Priest	1	Animal	Charm								6
Animal Growth	PHB	Priest	5	Animal								Yes	23
Animal Growth	PHB	Wizard	5	Alteration								Yes	60
Animal Spy	DroHB	Druid	2	Animal									91
Animal Summoning I	PHB	Priest	4	Animal									19
Animal Summoning II	PHB	Priest	5	Animal									23
Animal Summoning III	PHB	Priest	6	Animal									27
Animal Trick	RHB	Ranger	3	Animal									108
Animate Dead	PHB	Priest	3	Necromancy									14
Animate Dead	PHB	Wizard	5	Necromancy	Geometry								61
Animate Dead Animals	NHB	Wizard	1	Necromancy	Geometry								100
Animate Flame	S&M	Priest	5	Elemental	Fire								135
Animate Object	PHB	Priest	6	Summoning									27
Animate Rock	PHB	Priest	7	Elemental	Earth								30
Antianimal Shell	PHB	Priest	6	Animal	Protection	Wards							27
Antimagic Shell	PHB	Wizard	6	Abjuration									67
Antimineral Shell	S&M	Priest	7	Elemental	Earth	Protection							137
Antipathy-Sympathy	PHB	Wizard	8	Enchantment	Charm	Artifice							78
Antiplant Shell	PHB	Priest	5	Plant	Protection	Wards							23
Antivermin Barrier	ToM	Priest	1	Animal	Wards								150
Armor	PHB	Wizard	1	Conjuration	Force								35
Arrow of Bone	S&M	Wizard	6	Necromancy	Artifice								144
Asphyxiate	NHB	Priest	6	Necromancy									98
Astral Awareness	S&M	Priest	2	Astral									130
Astral Celerity	S&M	Priest	1	Astral									128
Astral Spell	PHB	Priest	7	Astral									30
Astral Spell	PHB	Wizard	9	Universal									83
Astral Window	ToM	Priest	3	Astral									156
Atonement	PHB	Priest	5	All									23
Attunement	DroHB	Priest	4	Guardian									120
Audible Glamer	PHB	Wizard	1	Illusion	Phantasm	Song							35
Augmentation I	ToM	Wizard	3	Invocation	Evocation								181
Augmentation II	ToM	Wizard	6	Evocation									187
Augury	PHB	Priest	2	Divination									9
Aura of Comfort	ToM	Priest	2	Travelers									152
Avoidance	PHB	Wizard	5	Abjuration	Alteration	Geometry						Yes	61
Backlash	DroHB	Wizard	4	Necromancy									123
Bands of Sirellyn	S&M	Wizard	3	Conjuration	Summoning								140
Banishment	PHB	Wizard	7	Abjuration	Song								74
Barkskin	PHB	Priest	2	Plant									9
Barrier of Retention	ToM	Priest	5	Wards									167
Battlefate	S&M	Priest	1	Chaos									128
Beastmask	DroHB	Druid	1	Animal									91
Beastspite	DroHB	Druid	2	Animal									91
Belty's Burning Blood	FRA	Wizard	4	Necromancy	Elemental	Fire	Water						199
Bigby's Clenched Fist	PHB	Wizard	8	Evocation	Force								79
Bigby's Crushing Hand	PHB	Wizard	9	Evocation	Force								83
Bigby's Forceful Hand	PHB	Wizard	6	Evocation	Force								67
Bigby's Grasping Hand	PHB	Wizard	7	Evocation	Force								74

Spell Name	Book	Type	Level	School/ Sphere 1	School/ Sphere 2	School/ Sphere 3	School/ Sphere 4	School/ Sphere 5	School/ Sphere 6	School/ Sphere 7	School/ Sphere 8	Rev?	Page
Bigby's Interposing Hand	PHB	Wizard	5	Evocation	Force								61
Bind	PHB	Wizard	2	Enchantment	Artifice								42
Bind Undead	NHB	Wizard	5	Necromancy									103
Binding	PHB	Wizard	8	Enchantment	Evocation	Geometry	Song						79
Black Blade of Disaster	DroHB	Wizard	9	Evocation	Conjuration	Summoning	Dimension						124
Blacklight	FRA	Wizard	3	Alteration	Shadow								196
Blackmantle	WHB	Wizard	6	Necromancy	Enchantment	Shadow							115
Blade Barrier	PHB	Priest	6	Creation	Elemental	Earth	Guardian						27
Blade of Doom	FRA	Wizard	6	Evocation	Force								203
Bladethirst	FRA	Wizard	2	Alteration	Artifice								195
Bless	PHB	Priest	1	All								Yes	6
Blessed Abundance	ToM	Priest	5	Creation									167
Blessed Warmth	ToM	Priest	4	Sun									161
Blessed Watchfulness	S&M	Priest	1	Guardian									128
Blindness	PHB	Wizard	2	Illusion	Phantasm								42
Blink	PHB	Wizard	3	Alteration	Dimension								48
Bloodstone's Frightful Joining	ToM	Wizard	7	Necromancy									188
Bloodstone's Spectral Steed	ToM	Wizard	6	Necromancy	Shadow								187
Blur	PHB	Wizard	2	Illusion	Phantasm	Shadow							42
Body Clock	ToM	Priest	4	Time									161
Bone Blight	NHB	Wizard	5	Necromancy	Alteration								103
Bone Club	WHB	Wizard	3	Enchantment	Necromancy	Artifice	Geometry						113
Bone Dance	NHB	Wizard	3	Necromancy	Artifice								102
Bowgentle's Fleeting Journey	FRA	Wizard	5	Alteration									201
Brainkill	NHB	Wizard	4	Necromancy	Mentalism								102
Breath of Life	ToM	Priest	7	Healing	Necromancy							Yes	175
Burning Hands	PHB	Wizard	1	Alteration	Elemental	Fire							35
Calculate	S&M	Priest	1	Numbers									128
Caligarde's Claw	FRA	Wizard	4	Conjuration	Summoning	Force							199
Call Follower	RHB	Ranger	3	Animal									109
Call Lightning	PHB	Priest	3	Weather									14
Call Upon Faith	ToM	Priest	1	Summoning									150
Call Woodland Beings	PHB	Priest	4	Animal	Plant	Summoning							19
Calm Animals	S&M	Priest	1	Animal									128
Calm Chaos	ToM	Priest	2	Law									152
Caltrops	ToM	Priest	3	War									156
Camouflage	EHB	Priest	2	Plant									126
Camouflage	EHB	Wizard	2	Alteration									126
Cantrip	PHB	Wizard	1	Universal									35
Cat's Grace	S&M	Wizard	2	Alteration									139
Catapult	FRA	Wizard	1	Alteration	Force								194
Cause Insanity	NHB	Priest	4	Thought									97
Chain Contingency	ToM	Wizard	9	Evocation									191
Chain Lightning	PHB	Wizard	6	Evocation									67
Champion's Strength	ToM	Priest	5	Law									167
Change Self	PHB	Wizard	1	Illusion	Phantasm								36
Changestaff	PHB	Priest	7	Plant									31
Chant	PHB	Priest	2	All									9
Chaos	PHB	Wizard	5	Enchantment	Charm	Song							61
Chaos Shield	ToM	Wizard	2	Abjuration	Wild Magic								179
Chaos Ward	S&M	Priest	2	Chaos									130
Chaotic Combat	ToM	Priest	4	Chaos									161
Chaotic Commands	ToM	Priest	5	Chaos									167
Chaotic Sleep	ToM	Priest	4	Chaos									161
Chariot of Sustarre	PHB	Priest	7	Elemental	Fire								31
Charm Monster	PHB	Wizard	4	Enchantment	Charm	Mentalism	Song						53
Charm Person	PHB	Wizard	1	Enchantment	Charm	Mentalism	Song						36
Charm Person or Mammal	PHB	Priest	2	Animal	Charm								10
Charm Plants	PHB	Wizard	7	Enchantment	Charm	Song							75
Chatterbark	RHB	Ranger	3	Plant									109
Chill Touch	PHB	Wizard	1	Necromancy	Shadow								36
Choke	WHB	Wizard	2	Necromancy	Conjuration	Summoning							112
Choose Future	ToM	Priest	3	Time									156
Chromatic Orb	WHB	Wizard	1	Alteration	Evocation	Artifice							111
Circle of Privacy	ToM	Priest	4	Travelers									162
Clairaudience	PHB	Wizard	3	Divination	Mentalism								48
Clairvoyance	PHB	Wizard	3	Divination	Mentalism								48
Claws of the Umber Hulk	ToM	Wizard	6	Alteration									187
Clear Path	ToM	Priest	5	Travelers								Yes	167
Cloak From Undead	FRA	Wizard	2	Alteration									195
Cloak of Bravery	PHB	Priest	4	Charm	Protection							Yes	20
Cloak Undead	FRA	Wizard	2	Necromancy									195
Clone	PHB	Wizard	8	Necromancy									79
Cloud of Purification	ToM	Priest	5	Elemental	Air								167
Cloudkill	PHB	Wizard	5	Evocation	Alchemy	Elemental	Air						61
Cloudscape	DruHB	Druid	5	Weather									93
Color Spray	PHB	Wizard	1	Alteration									36
Combine	PHB	Priest	1	All									6
Command	PHB	Priest	1	Charm	Combat	Law							6
Command Monster	S&M	Priest	6	Animal	Charm								136
Commune	PHB	Priest	5	All									24
Commune With Nature	PHB	Priest	5	Animal	Plant								24
Comprehend Languages	PHB	Wizard	1	Universal								Yes	36
Compulsive Order	ToM	Priest	4	Law									162
Conduit	EHB	Wizard	5	Enchantment	Invocation	Artifice							126
Cone of Cold	PHB	Wizard	5	Evocation	Elemental	Water							61
Confusion	PHB	Priest	7	Charm									31
Confusion	PHB	Wizard	4	Enchantment	Charm	Song							53
Conjure Air or Water Elemental	S&M	Priest	7	Elemental	Air	Water						Yes	137

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Conjure Animals	PHB	Priest	6	Animal	Summoning								27
Conjure Animals	PHB	Wizard	6	Conjuration	Summoning								67
Conjure Cabinet	BHB	Bard	4	Conjuration	Song	Artifice	Dimension						89
Conjure Earth Elemental	PHB	Priest	7	Elemental	Earth							Yes	31
Conjure Elemental	PHB	Wizard	5	Conjuration	Summoning	Geometry	Elemental	Air	Earth	Fire	Water		62
Conjure Elemental-Kin	S&M	Wizard	4	Conjuration	Summoning	Geometry	Elemental	Air	Earth	Fire	Water		141
Conjure Fire Elemental	PHB	Priest	6	Elemental	Fire							Yes	28
Conjure Spell Component	ToM	Wizard	1	Conjuration	Summoning								177
Consequence	ToM	Priest	5	Divination	Numbers								168
Contact Other Plane	PHB	Wizard	5	Divination									62
Contagion	PHB	Wizard	4	Necromancy									53
Contingency	PHB	Wizard	6	Evocation									68
Continual Faerie Fire	DroHB	Priest	3	Weather									120
Continual Light	PHB	Priest	3	Creation	Guardian	Sun						Yes	14
Continual Light	PHB	Wizard	2	Alteration	Shadow								42
Control Animal	S&M	Priest	3	Animal									131
Control Temperature 10' Radius	PHB	Priest	4	Weather									20
Control Undead	PHB	Wizard	7	Necromancy									75
Control Vapor	DroHB	Priest	5	Weather									121
Control Weather	PHB	Priest	7	Elemental	Air	Weather							31
Control Weather	PHB	Wizard	6	Alteration	Song	Elemental	Air						68
Control Winds	PHB	Priest	5	Elemental	Air	Weather							24
Copy	WHB	Wizard	1	Evocation	Geometry								111
Corpse Host	NHB	Wizard	6	Necromancy	Mentalism								104
Corpse Link	NHB	Wizard	1	Necromancy	Alteration								100
Corpse Visage	WHB	Wizard	1	Illusion	Necromancy								111
Corpselight	FRA	Wizard	1	Alteration	Necromancy								194
Courage	ToM	Priest	1	War									150
Create Campsite	ToM	Priest	3	Creation	Travelers							Yes	156
Create Food & Water	PHB	Priest	3	Creation									14
Create Holy Symbol	ToM	Priest	2	All									153
Create Water	PHB	Priest	1	Elemental	Water							Yes	6
Creeping Doom	PHB	Priest	7	Animal									32
Crushing Walls	ToM	Priest	6	Elemental	Earth	Wards							172
Crystalbrittle	PHB	Wizard	9	Alteration	Alchemy	Elemental	Earth						84
Cure Blindness or Deafness	PHB	Priest	3	Healing	Necromancy							Yes	14
Cure Critical Wounds	PHB	Priest	5	Healing								Yes	24
Cure Disease	PHB	Priest	3	Healing	Necromancy							Yes	15
Cure Light Wounds	PHB	Priest	1	Healing								Yes	6
Cure Moderate Wounds	S&M	Priest	2	Healing								Yes	130
Cure Serious Wounds	PHB	Priest	4	Healing								Yes	20
Dancing Lights	PHB	Wizard	1	Alteration	Elemental	Fire							36
Dark Wings	DroHB	Wizard	3	Alteration									122
Darkfire	DroHB	Priest	2	Elemental	Fire								119
Darkness 15' Radius	PHB	Wizard	2	Alteration	Shadow							Yes	42
Darkvision	PHB	Wizard	3	Alteration									48
Dead Man's Eyes	WHB	Wizard	6	Necromancy									116
Deafness	PHB	Wizard	2	Illusion	Phantasm								42
Death Fog	PHB	Wizard	6	Alteration	Evocation	Alchemy	Elemental	Air					68
Death Link	FRA	Wizard	8	Necromancy									206
Death Pact	NHB	Priest	7	Summoning									99
Death Recall	WHB	Wizard	2	Necromancy	Divination								112
Death Shroud	NHB	Wizard	8	Necromancy	Shadow								105
Death Spell	PHB	Wizard	6	Necromancy									68
Death Spider	DroHB	Wizard	8	Alteration	Necromancy								124
Death Ward	NHB	Wizard	9	Abjuration	Necromancy	Geometry							106
Death's Door	NHB	Priest	3	Necromancy									97
Decastave	FRA	Wizard	2	Evocation	Force	Artifice							195
Deeppockets	PHB	Wizard	2	Alteration	Enchantment	Dimension							42
Defensive Harmony	ToM	Priest	4	Law									162
Defoliate	WHB	Wizard	8	Necromancy									116
Delay Death	WHB	Wizard	3	Enchantment	Necromancy								113
Delayed Blast Fireball	PHB	Wizard	7	Evocation	Elemental	Fire							75
Delude	PHB	Wizard	3	Alteration									48
Demand	PHB	Wizard	8	Evocation	Enchantment	Charm	Mentalism						79
Demishadow Magic	PHB	Wizard	6	Illusion	Phantasm	Shadow							69
Demishadow Monsters	PHB	Wizard	5	Illusion	Phantasm	Shadow							62
Descent into Madness	S&M	Wizard	7	Enchantment	Charm	Mentalism							145
Detect Animal Attacker	DruHB	Druid	4	Animal									92
Detect Charm	PHB	Priest	2	Divination	Charm							Yes	10
Detect Disease	WHB	Wizard	1	Divination									111
Detect Evil	PHB	Priest	1	Divination								Yes	7
Detect Evil	PHB	Wizard	2	Divination								Yes	43
Detect Invisibility	PHB	Wizard	2	Divination									43
Detect Lie	PHB	Priest	4	Divination								Yes	20
Detect Life	WHB	Wizard	2	Divination									112
Detect Magic	PHB	Priest	1	All									7
Detect Magic	PHB	Wizard	1	Universal									37
Detect Phase	S&M	Wizard	1	Divination	Dimension								138
Detect Poison	PHB	Priest	1	Divination									7
Detect Scrying	PHB	Wizard	4	Divination									53
Detect Secret Passages and Portals	S&M	Wizard	1	Divination									138
Detect Snares & Pits	PHB	Priest	1	Plant									7
Detect Spirits	S&M	Priest	3	Divination									131
Detect Undead	PHB	Wizard	1	Divination	Necromancy								37
Dictate	S&M	Priest	3	Charm	Law								132
Dictation	S&M	Wizard	1	Invocation	Evocation	Geometry							138
Dig	PHB	Wizard	4	Evocation	Elemental	Earth							54
Dilation I	ToM	Wizard	4	Alteration									183

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Dilation II	ToM	Wizard	6	Alteration									187
Dimension Door	PHB	Wizard	4	Alteration	Dimension	Shadow							54
Dimensional Anchor	S&M	Priest	4	Astral	Guardian								134
Dimensional Blade	S&M	Wizard	6	Invocation	Evocation	Dimension	Artifice						144
Dimensional Folding	ToM	Priest	4	Numbers									162
Dimensional Translocation	S&M	Priest	5	Astral	Numbers	Summoning							135
Dire Charm	FRA	Wizard	3	Enchantment	Charm	Mentalism							196
Disbelief	ToM	Priest	6	Thought									172
Disguise	ToM	Priest	5	War									168
Disguise Undead	FRA	Wizard	5	Illusion	Phantasm	Necromancy							201
Disintegrate	PHB	Wizard	6	Alteration									69
Dismind	FRA	Wizard	9	Enchantment	Charm	Force	Mentalism					Yes	207
Dismissal	PHB	Wizard	5	Abjuration	Song								62
Dispel Evil	PHB	Priest	5	Guardian	Summoning							Yes	24
Dispel Fatigue	S&M	Priest	1	Necromancy									128
Dispel Magic	PHB	Priest	3	All									15
Dispel Magic	PHB	Wizard	3	Universal									48
Dispel Silence	FRA	Wizard	3	Abjuration	Alteration	Song							196
Displace Self	S&M	Wizard	2	Alteration	Dimension								139
Dissension's Feast	ToM	Priest	2	Chaos									153
Distance Distortion	PHB	Wizard	5	Alteration	Dimension	Elemental	Earth						62
Divination	PHB	Priest	4	Divination									20
Divination Enhancement	ToM	Wizard	4	Evocation									183
Divine Inspiration	ToM	Priest	7	Divination									175
Divining Rod	WHB	Wizard	1	Divination	Enchantment	Artifice							111
Domination	PHB	Wizard	5	Enchantment	Charm	Mentalism							62
Dragon Scales	WHB	Wizard	6	Abjuration									116
Dragonbane	ToM	Priest	6	Wards									172
Draw Upon Holy Might	ToM	Priest	2	Summoning									153
Drawmij's Instant Summons	PHB	Wizard	7	Conjuration	Summoning	Dimension							75
Dream	PHB	Wizard	5	Invocation	Illusion	Phantasm						Yes	63
Duo-Dimension	PHB	Wizard	7	Alteration	Dimension	Shadow							75
Duplicate	WHB	Wizard	4	Conjuration									114
Dust Devil	PHB	Priest	2	Elemental	Air	Summoning							10
Earthmaw	DruHB	Druid	4	Elemental	Earth								92
Earthquake	PHB	Priest	7	Elemental	Earth								32
Earthwrack	DruHB	Druid	6	Necromancy	Plant								93
Easy March	ToM	Priest	5	Travelers									168
Ebony Hand	NHB	Priest	1	Necromancy									96
Efficacious Monster Ward	ToM	Priest	3	Animal	Wards								156
Elemental Aura	ToM	Wizard	9	Abjuration	Evocation	Elemental	Air	Earth	Fire	Water			191
Elemental Forbiddance	ToM	Priest	5	Wards									168
Elminster's Effulgent Epuration	FRA	Wizard	9	Abjuration									207
Elminster's Evasion	FRA	Wizard	9	Evocation									207
Embalm	NHB	Wizard	2	Necromancy	Alteration	Alchemy							101
Emotion	PHB	Wizard	4	Enchantment	Charm	Song							54
Emotion Control	ToM	Priest	3	Charm	Thought								156
Emotion Perception	ToM	Priest	2	War									153
Emotion Read	ToM	Priest	1	Thought									150
Empathic Wound Transfer	NHB	Wizard	4	Necromancy	Alchemy	Mentalism							102
Enchant an Item	PHB	Wizard	6	Universal									69
Enchanted Weapon	PHB	Wizard	4	Enchantment	Alchemy	Artifice							54
Encrypt	FRA	Wizard	4	Illusion	Phantasm	Geometry							199
Endure Cold/Endure Heat	PHB	Priest	1	Protection									7
Energy Drain	PHB	Wizard	9	Evocation	Necromancy	Shadow							84
Enervation	PHB	Wizard	4	Necromancy	Shadow								54
Enlarge	PHB	Wizard	1	Alteration	Dimension							Yes	37
Ensnarement	PHB	Wizard	6	Conjuration	Summoning	Geometry							69
Entangle	PHB	Priest	1	Plant									7
Enthrall	PHB	Priest	2	Charm	Law								10
Entrench	S&M	Priest	4	War									134
Entropy Shield	S&M	Priest	6	Chaos	Protection	Wards							137
Erase	PHB	Wizard	1	Alteration	Geometry								37
ESP	PHB	Wizard	2	Divination	Mentalism								43
Estate Transference	ToM	Wizard	9	Alteration									191
Ethereal Barrier	S&M	Priest	2	Astral	Wards								130
Etherealness	S&M	Priest	3	Astral	Numbers								132
Etherealness	S&M	Wizard	6	Dimension									144
Evard's Black Tentacles	PHB	Wizard	4	Conjuration	Summoning	Shadow							54
Exaction	PHB	Priest	7	Astral	Charm	Summoning							32
Expeditious Retreat	S&M	Wizard	1	Alteration									138
Explosive Runes	PHB	Wizard	3	Alteration	Artifice	Geometry							49
Extension I	PHB	Wizard	4	Alteration									55
Extension II	PHB	Wizard	5	Alteration									63
Extension III	PHB	Wizard	6	Alteration									70
Exterminate	NHB	Wizard	1	Necromancy	Song								100
Extradimensional Detection	ToM	Priest	3	Astral	Divination	Numbers							157
Extradimensional Manipulation	ToM	Priest	5	Astral	Numbers								168
Extradimensional Pocket	ToM	Priest	5	Astral	Numbers	Travelers							169
Eyebite	PHB	Wizard	6	Enchantment	Charm	Illusion	Phantasm	Mentalism					70
Fabricate	PHB	Wizard	5	Enchantment	Alteration	Alchemy							63
Faerie Fire	PHB	Priest	1	Weather									7
False Face	NHB	Wizard	3	Necromancy	Alteration								102
False Vision	PHB	Wizard	5	Divination									63
Far Reaching I	ToM	Wizard	3	Alteration									181
Far Reaching II	ToM	Wizard	4	Alteration									183
Far Reaching III	ToM	Wizard	5	Alteration									185
Fear	PHB	Wizard	4	Illusion	Phantasm	Shadow							55
Fear Ward	WHB	Wizard	8	Abjuration	Geometry								116

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Feather Fall	PHB	Wizard	1	Alteration	Elemental	Air							37
Feeblemind	PHB	Wizard	5	Enchantment	Charm	Mentalism							63
Feign Death	PHB	Priest	3	Necromancy									15
Feign Death	PHB	Wizard	3	Necromancy									49
Filter	WHB	Wizard	2	Abjuration									112
Find Familiar	PHB	Wizard	1	Conjuration	Summoning	Song							37
Find the Path	PHB	Priest	6	Divination								Yes	28
Find Traps	PHB	Priest	2	Divination									10
Finger of Death	PHB	Wizard	7	Necromancy									75
Fire Aura	WHB	Wizard	4	Abjuration	Elemental	Fire							114
Fire Burst	ToM	Wizard	1	Alteration	Evocation	Alchemy	Elemental	Fire					177
Fire Charm	PHB	Wizard	4	Enchantment	Charm	Alchemy	Elemental	Fire					55
Fire Gate	FRA	Wizard	4	Alteration	Elemental	Fire							199
Fire Purge	ToM	Priest	4	Wards									163
Fire Seeds	PHB	Priest	6	Elemental	Fire								28
Fire Shield	PHB	Wizard	4	Evocation	Alteration	Wild Magic	Elemental	Fire					55
Fire Storm	PHB	Priest	7	Elemental	Fire							Yes	32
Fire Trap	PHB	Priest	2	Elemental	Fire								11
Fire Trap	PHB	Wizard	4	Abjuration	Evocation	Alchemy	Geometry	Elemental	Fire				55
Fireball	PHB	Wizard	3	Evocation	Elemental	Fire							49
Fireflow	ToM	Wizard	3	Alteration	Song								181
Firelight	S&M	Priest	1	Elemental	Fire								129
Fist of Stone	ToM	Wizard	1	Alteration	Elemental	Earth							178
Flame Arrow	PHB	Wizard	3	Conjuration	Summoning	Alchemy	Artifice	Elemental	Fire				49
Flame Blade	PHB	Priest	2	Elemental	Fire								11
Flame Strike	PHB	Priest	5	Combat									24
Flame Walk	PHB	Priest	3	Elemental	Fire								15
Flaming Sphere	PHB	Wizard	2	Evocation	Elemental	Fire							43
Fly	PHB	Wizard	3	Alteration									49
Flying Fist	FRA	Wizard	2	Evocation	Force								195
Focus	ToM	Priest	4	All									163
Fog Cloud	PHB	Wizard	2	Alteration	Elemental	Air							43
Fools' Gold	PHB	Wizard	2	Alteration	Illusion	Alchemy	Elemental	Earth					43
Fool's Speech	ToM	Wizard	3	Alteration	Wild Magic								181
Forbiddance	PHB	Priest	6	Astral	Protection								28
Force Shapechange	WHB	Wizard	5	Necromancy									114
Forcecage	PHB	Wizard	7	Evocation	Force								76
Foresight	PHB	Wizard	9	Divination									84
Forest's Fiery Constrictor	ToM	Wizard	6	Conjuration	Summoning	Elemental	Fire						187
Forget	PHB	Wizard	2	Enchantment	Charm	Mentalism	Song						43
Fortification	S&M	Priest	3	War									132
Fortify	ToM	Priest	4	Healing									164
Fortifying Stew	DruHB	Druid	2	Healing									91
Free Action	PHB	Priest	4	Charm									20
Friends	PHB	Wizard	1	Enchantment	Charm	Song							38
Frisky Chest	ToM	Priest	2	Wards									153
Fumble	PHB	Wizard	4	Enchantment	Charm								55
Gate	PHB	Priest	7	All									33
Gate	PHB	Wizard	9	Conjuration	Summoning	Dimension	Geometry						84
Gateway	FRA	Wizard	8	Alteration	Dimension								206
Gaze Reflection	PHB	Wizard	1	Alteration	Dimension								38
Geas	PHB	Wizard	6	Enchantment	Charm	Mentalism							70
Gemjump	FRA	Wizard	7	Alteration	Elemental	Earth	Artifice	Dimension					204
Genius	ToM	Priest	4	Thought									164
Ghost Armor	FRA	Wizard	3	Conjuration	Force								197
Ghost Pipes	FRA	Wizard	2	Alteration	Song	Elemental	Air						195
Ghoul Gauntlet	NHB	Wizard	6	Alteration	Necromancy								104
Ghoul Touch	WHB	Wizard	2	Necromancy									112
Giant Insect	PHB	Priest	4	Animal							Yes		20
Giant Spider	DroHB	Priest	3	Animal									120
Gift of Speech	DruHB	Druid	2	Animal									92
Glassee	PHB	Wizard	6	Alteration	Alchemy	Elemental	Earth						70
Glassteel	PHB	Wizard	8	Alteration	Alchemy	Elemental	Earth						80
Glitterdust	PHB	Wizard	2	Conjuration	Summoning	Alchemy							44
Globe of Invulnerability	PHB	Wizard	6	Abjuration	Geometry								70
Glorious Transmutation	ToM	Wizard	9	Alteration	Alchemy								192
Glyph of Warding	PHB	Priest	3	Guardian	Wards								15
Goodberry	PHB	Priest	2	Healing	Plant						Yes		11
Graft Flesh	NHB	Wizard	5	Necromancy	Alteration								104
Gravity Variation	ToM	Priest	6	War									172
Grease	PHB	Wizard	1	Conjuration	Alchemy								38
Great Shout	FRA	Wizard	8	Evocation	Song								206
Greater Malison	ToM	Wizard	4	Enchantment	Charm								183
Greater Sign of Sealing	S&M	Wizard	6	Abjuration	Geometry								144
Grimwald's Greymantle	FRA	Wizard	6	Necromancy									203
Grounding	ToM	Priest	5	Wards									169
Group Mind	ToM	Priest	6	Thought									173
Guards and Wards	PHB	Wizard	6	Evocation	Alteration	Enchantment	Charm	Geometry					70
Gunther's Kaleidoscopic Strike	ToM	Wizard	8	Invocation	Evocation								190
Gust of Wind	PHB	Wizard	3	Alteration	Elemental	Air							49
Hallucinatory Forest	PHB	Priest	4	Plant							Yes		21
Hallucinatory Terrain	PHB	Wizard	4	Illusion	Phantasm								56
Halo of Eyes	WHB	Wizard	4	Abjuration	Conjuration								114
Hand of Darkness	DroHB	Wizard	3	Alteration									122
Haste	PHB	Wizard	3	Alteration									50
Hatch the Stone from the Egg	ToM	Wizard	7	Alteration	Enchantment	Evocation	Alchemy	Elemental	Earth				188
Heal	PHB	Priest	6	Healing							Yes		28
Hear Heartbeat	NHB	Priest	2	Divination									96
Heart Blight	NHB	Priest	4	Necromancy									97

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Heart of Stone	S&M	Wizard	8	Necromancy									147
Heat Metal	PHB	Priest	2	Elemental	Earth	Fire						Yes	11
Helping Hand	ToM	Priest	3	Travelers									157
Heroes' Feast	PHB	Priest	6	Creation	Healing								28
Hesitation	ToM	Priest	2	Time									153
Hold Animal	PHB	Priest	3	Animal	Charm								16
Hold Monster	PHB	Wizard	5	Enchantment	Charm	Song							63
Hold Person	PHB	Priest	2	Charm	Law								11
Hold Person	PHB	Wizard	3	Enchantment	Charm	Song							50
Hold Plant	PHB	Priest	4	Plant									21
Hold Poison	S&M	Priest	3	Healing									132
Hold Portal	PHB	Wizard	1	Universal									38
Hold Undead	PHB	Wizard	3	Necromancy									50
Hold Vapor	FRA	Wizard	3	Abjuration	Elemental	Air							197
Holy Word	PHB	Priest	7	Astral	Combat							Yes	33
Homunculus Shield	ToM	Wizard	8	Evocation	Necromancy								190
Hornung's Baneful Deflector	ToM	Wizard	2	Evocation	Geometry	Wild Magic							179
Hornung's Guess	ToM	Wizard	1	Divination	Wild Magic								178
Hornung's Random Dispatcher	ToM	Wizard	8	Abjuration	Wild Magic								190
Hornung's Surge Selector	ToM	Wizard	7	Alteration	Wild Magic								188
Hovering Road	ToM	Priest	7	Travelers									175
Hovering Skull	WHB	Wizard	3	Necromancy	Artifice								113
Hunger	DruHB	Druid	4	Animal	Plant								92
Hypnotic Pattern	PHB	Wizard	2	Illusion	Phantasm	Geometry							44
Hypnotism	PHB	Wizard	1	Enchantment	Charm	Mentalism							38
Ice Knife	WHB	Wizard	2	Evocation	Artifice	Elemental	Water						112
Ice Storm	PHB	Wizard	4	Evocation	Elemental	Water							56
Icelance	FRA	Wizard	3	Alteration	Elemental	Water							197
Idea	ToM	Priest	2	Thought									154
Identify	PHB	Wizard	1	Universal									38
Illusionary Script	PHB	Wizard	3	Illusion	Phantasm								50
Illusionary Wall	PHB	Wizard	4	Illusion	Phantasm								56
Illusory Artillery	ToM	Priest	5	War									169
Illusory Fortification	ToM	Priest	7	War									176
Ilykyur's Mantle	FRA	Wizard	4	Abjuration									199
Imbue Undead with Spell Ability	FRA	Wizard	6	Necromancy									203
Imbue With Spell Ability	PHB	Priest	4	Charm									21
Impeding Permission	ToM	Priest	5	Law									169
Impervious Sanctity of Mind	S&M	Priest	7	Protection	Thought								137
Impregnable Mind	S&M	Priest	5	Protection	Thought								135
Imprisonment	PHB	Wizard	9	Abjuration								Yes	84
Improved Blink	S&M	Wizard	5	Alteration	Dimension								142
Improved Invisibility	PHB	Wizard	4	Illusion	Phantasm								56
Improved Magic Mouth	BHB	Bard	3	Alteration	Song								88
Improved Phantasmal Force	PHB	Wizard	2	Illusion	Phantasm								44
Improved Skull Watch	FRA	Wizard	5	Necromancy	Artifice								201
Improved Strength	S&M	Wizard	4	Alteration									141
Incendiary Cloud	PHB	Wizard	8	Alteration	Evocation	Alchemy	Elemental	Air	Fire				80
Insatiable Thirst	ToM	Wizard	2	Enchantment	Charm	Elemental	Water						180
Insect Plague	PHB	Priest	5	Animal	Combat								24
Instant Audience	BHB	Bard	3	Conjuration	Song								88
Intensify Summoning	ToM	Wizard	7	Conjuration	Summoning	Necromancy							188
Inverted Ethics	ToM	Priest	4	Chaos									164
Invisibility	PHB	Wizard	2	Illusion	Phantasm								44
Invisibility 10' Radius	PHB	Wizard	3	Illusion	Phantasm								50
Invisibility Purge	ToM	Priest	3	Wards									157
Invisibility to Animals	PHB	Priest	1	Animal									7
Invisibility to Undead	PHB	Priest	1	Necromancy									8
Invisible Mail	WHB	Wizard	3	Evocation	Abjuration	Force							113
Invisible Stalker	PHB	Wizard	6	Conjuration	Summoning								71
Invulnerability to Magical Weapons	WHB	Wizard	6	Abjuration	Geometry								116
Invulnerability to Normal Weapons	WHB	Wizard	5	Abjuration	Geometry								114
Iron Body	S&M	Wizard	8	Alteration	Elemental	Earth							147
Iron Mind	WHB	Wizard	3	Abjuration	Mentalism								113
Iron Vigil	S&M	Priest	2	Guardian									130
Ironguard	FRA	Wizard	5	Abjuration	Alteration	Elemental	Earth						201
Irritation	PHB	Wizard	2	Alteration									44
Item	PHB	Wizard	3	Alteration	Artifice								50
Ivy Siege	DruHB	Druid	6	Plant									94
Join With Astral Traveler	ToM	Priest	4	Astral									164
Jump	PHB	Wizard	1	Alteration									38
Khazid's Procurement	ToM	Wizard	5	Divination	Summoning	Geometry							185
Khelben's Warding Whip	FRA	Wizard	7	Abjuration	Force								204
Knock	PHB	Wizard	2	Universal								Yes	44
Know Age	ToM	Priest	1	Divination	Time								150
Know Alignment	PHB	Priest	2	Divination								Yes	12
Know Alignment	PHB	Wizard	2	Divination								Yes	44
Know Customs	ToM	Priest	3	Divination	Travelers								157
Know Direction	ToM	Priest	1	Divination	Travelers								150
Know School	FRA	Wizard	1	Divination									194
Know Time	ToM	Priest	1	Divination	Time								151
Know Value	WHB	Wizard	5	Divination									114
Knurl	DruHB	Druid	4	Plant									93
Laeral's Dancing Dweomer	FRA	Wizard	3	Illusion	Phantasm								197
Lance of Disruption	S&M	Wizard	3	Invocation	Evocation	Elemental	Air	Force					140
Land of Stability	ToM	Priest	6	Wards									173
Lasting Breath	ToM	Wizard	1	Alteration	Elemental	Air							178
Leadership	ToM	Priest	4	War								Yes	164
Legal Thoughts	ToM	Priest	6	Law									173

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Legend Lore	PHB	Wizard	6	Divination									71
Leomund's Hidden Lodge	S&M	Wizard	5	Alteration	Enchantment	Charm							142
Leomund's Lamentable Belaborment	PHB	Wizard	5	Enchantment	Evocation	Song							63
Leomund's Secret Chest	PHB	Wizard	5	Alteration	Conjuration	Summoning	Dimension						64
Leomund's Secure Shelter	PHB	Wizard	4	Alteration	Enchantment								56
Leomund's Tiny Hut	PHB	Wizard	3	Alteration									50
Leomund's Trap	PHB	Wizard	2	Illusion	Phantasm	Artifice							45
Lesser Geas	S&M	Wizard	4	Enchantment	Charm	Song							141
Lesser Sign of Sealing	S&M	Wizard	3	Abjuration	Geometry								140
Levitate	PHB	Wizard	2	Alteration	Force								45
Lich Touch	FRA	Wizard	6	Necromancy									203
Life Drain	NHB	Priest	3	Necromancy									97
Life Force Exchange	NHB	Wizard	9	Necromancy	Mentalism								106
Life Force Transfer	NHB	Wizard	8	Necromancy	Artifice	Mentalism							105
Light	PHB	Priest	1	Creation	Guardian	Sun						Yes	8
Light	PHB	Wizard	1	Alteration									39
Lighten Load	ToM	Priest	2	Travelers									154
Lightning Bolt	PHB	Wizard	3	Evocation									50
Limited Wish	PHB	Wizard	7	Conjuration	Summoning	Invocation	Evocation						76
Line of Protection	ToM	Priest	3	Protection								Yes	158
Liveoak	PHB	Priest	6	Plant									28
Living Link	NHB	Wizard	2	Necromancy	Divination	Mentalism							101
Locate Animal Follower	RHB	Ranger	2	Animal									108
Locate Animals or Plants	PHB	Priest	1	Animal	Plant								8
Locate Creature	ToM	Wizard	4	Divination									183
Locate Object	PHB	Priest	3	Divination								Yes	16
Locate Object	PHB	Wizard	2	Divination								Yes	45
Locate Remains	NHB	Wizard	1	Necromancy	Divination								101
Log of Everburning	ToM	Priest	1	Elemental	Fire	Plant	Time						151
Lorloveim's Creeping Shadow	ToM	Wizard	3	Illusion	Shadow								182
Lorloveim's Shadowy Transformation	ToM	Wizard	6	Illusion	Shadow								187
Lower Resistance	ToM	Wizard	5	Abjuration	Alteration								185
Lower Water	PHB	Priest	4	Elemental	Water							Yes	21
Lower Water	PHB	Wizard	6	Alteration	Elemental	Water						Yes	71
Low-Lightvision	S&M	Wizard	4	Alteration									142
Magic Font	PHB	Priest	5	Divination									25
Magic Jar	PHB	Wizard	5	Necromancy	Mentalism								64
Magic Mirror	PHB	Wizard	4	Enchantment	Divination	Artifice							56
Magic Missile	PHB	Wizard	1	Evocation	Force								39
Magic Mouth	PHB	Wizard	2	Alteration	Song								45
Magic Staff	ToM	Wizard	5	Enchantment	Charm	Artifice							185
Magical Stone	PHB	Priest	1	Combat	Elemental	Earth							8
Magical Vestment	PHB	Priest	3	Protection									16
Major Creation	PHB	Wizard	5	Illusion	Phantasm	Shadow							65
Malec-Keth's Flame Fist	ToM	Wizard	7	Evocation	Elemental	Fire							189
Mask of Death	ToM	Wizard	4	Necromancy									183
Mass Charm	PHB	Wizard	8	Enchantment	Charm	Song							80
Mass Invisibility	PHB	Wizard	7	Illusion	Phantasm	Song							76
Mass Suggestion	PHB	Wizard	6	Enchantment	Charm	Mentalism							71
Massmorph	PHB	Wizard	4	Alteration									56
Master Undead	FRA	Wizard	9	Necromancy									208
Maximilian's Earthen Grasp	ToM	Wizard	2	Evocation	Elemental	Earth							180
Maximilian's Stony Grasp	ToM	Wizard	3	Evocation	Elemental	Earth							182
Maze	PHB	Wizard	8	Conjuration	Summoning	Dimension	Geometry	Shadow					80
Meld	ToM	Priest	5	All									169
Meld Into Stone	PHB	Priest	3	Elemental	Earth								16
Melf's Acid Arrow	PHB	Wizard	2	Conjuration	Alchemy								45
Melf's Minute Meteors	PHB	Wizard	3	Evocation	Alteration	Alchemy	Artifice	Elemental	Fire				51
Memory Read	ToM	Priest	3	Thought									158
Memory Wrack	ToM	Priest	5	Thought									169
Mending	PHB	Wizard	1	Alteration	Artifice								39
Mental Domination	ToM	Priest	4	Thought									164
Message	PHB	Wizard	1	Alteration									39
Messenger	PHB	Priest	2	Animal	Summoning								12
Metamorphose Liquids	ToM	Wizard	1	Alteration	Alchemy	Elemental	Water						179
Meteor Swarm	PHB	Wizard	9	Evocation	Elemental	Fire							84
Mind Blank	PHB	Wizard	8	Abjuration	Mentalism								80
Mind Fog	ToM	Wizard	5	Enchantment	Charm								186
Mind Read	ToM	Priest	2	Thought									154
Mind Tracker	ToM	Priest	7	Summoning	Thought								176
Mindshatter	ToM	Priest	5	Thought									170
Mindtouch	DroHB	Priest	2	Divination									119
Minor Creation	PHB	Wizard	4	Illusion	Phantasm	Shadow							57
Minor Globe of Invulnerability	PHB	Wizard	4	Abjuration	Geometry								57
Minor Malison	ToM	Wizard	3	Enchantment	Charm								182
Minor Spell Turning	ToM	Wizard	4	Abjuration									183
Mirage Arcana	PHB	Wizard	6	Illusion	Phantasm	Alteration							71
Mirror Image	PHB	Wizard	2	Illusion	Phantasm								45
Miscast Magic	ToM	Priest	3	Chaos									158
Misdirection	PHB	Wizard	2	Illusion	Phantasm								45
Mislead	PHB	Wizard	6	Illusion	Phantasm								72
Missile Mastery	FRA	Wizard	4	Alteration									199
Mistaken Missive	ToM	Priest	1	Chaos									151
Modify Memory	ToM	Priest	4	Thought									164
Moment	ToM	Priest	2	Numbers									154
Moment Reading	ToM	Priest	3	Numbers									158
Monster Mount	ToM	Priest	6	Animal	Travelers								173
Monster Summoning I	PHB	Wizard	3	Conjuration	Summoning	Song							51
Monster Summoning II	PHB	Wizard	4	Conjuration	Summoning	Song							57

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Monster Summoning III	PHB	Wizard	5	Conjuration	Summoning	Song							65
Monster Summoning IV	PHB	Wizard	6	Conjuration	Summoning	Song							72
Monster Summoning V	PHB	Wizard	7	Conjuration	Summoning	Song							76
Monster Summoning VI	PHB	Wizard	8	Conjuration	Summoning	Song							80
Monster Summoning VII	PHB	Wizard	9	Conjuration	Summoning	Song							85
Moon Rune	S&M	Wizard	2	Alteration	Geometry	Artifice							139
Moonbeam	PHB	Priest	5	Sun									25
Morale	ToM	Priest	1	War									151
Mordenkainen's Celerity	ToM	Wizard	4	Alteration	Invocation								184
Mordenkainen's Disjunction	PHB	Wizard	9	Alteration	Enchantment								85
Mordenkainen's Faithful Hound	PHB	Wizard	5	Conjuration	Summoning	Shadow							65
Mordenkainen's Force Missiles	S&M	Wizard	4	Invocation	Evocation	Force							142
Mordenkainen's Lucubration	PHB	Wizard	6	Alteration									72
Mordenkainen's Magnificent Mansion	PHB	Wizard	7	Alteration	Conjuration	Dimension							76
Mordenkainen's Private Sanctum	WHB	Wizard	5	Alteration	Abjuration	Geometry	Shadow						115
Mordenkainen's Sword	PHB	Wizard	7	Evocation	Force								76
Mount	PHB	Wizard	1	Conjuration	Summoning								39
Move Earth	PHB	Wizard	6	Alteration	Elemental	Earth							72
Mummy Rot	WHB	Wizard	5	Necromancy									115
Mummy Touch	FRA	Wizard	3	Necromancy									197
Murdock's Feathery Flyer	ToM	Wizard	1	Alteration									179
Music of the Spheres	ToM	Priest	2	Charm	Numbers								154
Mystic Transfer	ToM	Priest	2	All									154
Nahal's Nonsensical Nullifier	ToM	Wizard	2	Abjuration	Wild Magic								180
Nahal's Reckless Dweomer	ToM	Wizard	1	Invocation	Evocation	Wild Magic							179
Nap	ToM	Priest	2	Time									155
Nature's Charm	DruHB	Druid	5	Elemental	Earth	Water							93
Nchaser's Glowing Globe	FRA	Wizard	3	Alteration	Artifice								197
Needlestorm	DruHB	Druid	4	Plant									93
Negative Plane Protection	PHB	Priest	3	Necromancy	Protection								16
Neutralize Gas	S&M	Wizard	7	Abjuration	Elemental	Air	Alchemy						146
Neutralize Poison	PHB	Priest	4	Healing								Yes	21
Nightscar	FRA	Wizard	3	Illusion	Phantasm	Geometry							197
Nondetection	PHB	Wizard	3	Abjuration	Shadow								51
Nulathoe's Ninemen	FRA	Wizard	5	Necromancy									202
Nystul's Magical Aura	PHB	Wizard	1	Illusion	Phantasm								39
Obscurement	PHB	Priest	2	Elemental	Air	Weather							12
Omniscient Eye	S&M	Priest	4	Divination									134
Orison	S&M	Priest	1	All								Yes	129
Othertime	S&M	Priest	5	Time									136
Otiluke's Dispelling Screen	WHB	Wizard	4	Evocation	Abjuration	Alchemy							114
Otiluke's Freezing Sphere	PHB	Wizard	6	Alteration	Evocation	Elemental	Water						72
Otiluke's Resilient Sphere	PHB	Wizard	4	Alteration	Evocation	Force							57
Otiluke's Telekinetic Sphere	PHB	Wizard	8	Evocation	Alteration	Force							80
Otto's Irresistible Dance	PHB	Wizard	8	Enchantment	Charm	Song							81
Pain Touch	WHB	Wizard	3	Divination	Mentalism								113
Paralyze	FRA	Wizard	3	Necromancy									198
Part Water	PHB	Priest	6	Elemental	Water								29
Part Water	PHB	Wizard	6	Alteration	Elemental	Water							72
Pass Plant	PHB	Priest	5	Plant									25
Pass Without Trace	PHB	Priest	1	Plant									8
Pass Without Trace, 10' Radius	DruHB	Druid	3	Plant									92
Passwall	PHB	Wizard	5	Alteration	Shadow	Elemental	Earth						65
Passweb	DroHB	Priest	4	Necromancy									121
Passweb	DroHB	Wizard	5	Abjuration	Alteration								123
Past Life	ToM	Wizard	2	Divination									180
Patternweave	ToM	Wizard	1	Divination	Alchemy	Wild Magic							179
Permanency	PHB	Wizard	8	Universal									81
Permanent Illusion	PHB	Wizard	6	Illusion	Phantasm								72
Persistence	S&M	Wizard	7	Invocation	Evocation								146
Personal Reading	ToM	Priest	1	Numbers									151
Phantasmal Force	PHB	Wizard	1	Illusion	Phantasm								39
Phantasmal Killer	PHB	Wizard	4	Illusion	Phantasm	Mentalism							57
Phantom Steed	PHB	Wizard	3	Conjuration	Phantasm	Shadow							51
Phase Door	PHB	Wizard	7	Alteration	Dimension	Geometry	Shadow						77
Phase Trap	FRA	Wizard	4	Alteration	Dimension								200
Physical Mirror	ToM	Priest	6	Numbers								Yes	173
Plague	FRA	Wizard	4	Illusion	Phantasm								200
Plague Curse	NHB	Priest	4	Necromancy									98
Plane Shift	PHB	Priest	5	Astral									25
Plant Door	PHB	Priest	4	Plant									22
Plant Growth	PHB	Priest	3	Plant									16
Plant Growth	PHB	Wizard	4	Alteration									57
Polymorph Any Object	PHB	Wizard	8	Alteration									81
Polymorph Other	PHB	Wizard	4	Alteration									58
Polymorph Plant	RHB	Ranger	3	Plant									109
Polymorph Self	PHB	Wizard	4	Alteration									58
Power Word Blind	PHB	Wizard	8	Conjuration	Summoning	Song							81
Power Word Kill	PHB	Wizard	9	Conjuration	Summoning	Song							85
Power Word Silence	FRA	Wizard	6	Alteration	Song								203
Power Word Stun	PHB	Wizard	7	Conjuration	Summoning	Song							77
Prayer	PHB	Priest	3	Combat									17
Presper's Moonbow	FRA	Wizard	5	Evocation	Elemental	Fire							202
Prismatic Sphere	PHB	Wizard	9	Abjuration	Conjuration	Summoning							85
Prismatic Spray	PHB	Wizard	7	Conjuration	Summoning								77
Prismatic Wall	PHB	Wizard	8	Conjuration	Summoning								81
Probability Control	ToM	Priest	4	Numbers									165
Produce Fire	PHB	Priest	4	Elemental	Fire							Yes	22
Produce Flame	PHB	Priest	2	Elemental	Fire								12

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Produce Ice	S&M	Priest	5	Elemental	Water								136
Programmed Amnesia	S&M	Wizard	9	Enchantment	Charm	Mentalism							147
Programmed Illusion	PHB	Wizard	6	Illusion	Phantasm								73
Project Image	PHB	Wizard	6	Alteration	Illusion	Phantasm							73
Proof from Teleportation	FRA	Wizard	3	Abjuration	Dimension								198
Proofing versus Combustion	S&M	Wizard	5	Abjuration	Elemental	Fire							143
Protection from Amorphs	S&M	Wizard	3	Abjuration	Alchemy	Geometry							140
Protection From Cantrips	PHB	Wizard	2	Universal									45
Protection from Chaos	S&M	Priest	1	Law									129
Protection From Evil	PHB	Priest	1	Protection								Yes	8
Protection From Evil	PHB	Wizard	1	Abjuration	Alchemy	Geometry						Yes	40
Protection From Evil 10' Radius	PHB	Priest	4	Protection								Yes	22
Protection From Evil 10' Radius	PHB	Wizard	3	Abjuration	Alchemy	Geometry						Yes	51
Protection From Fire	PHB	Priest	3	Elemental	Fire								17
Protection from Hunger and Thirst	WHB	Wizard	1	Abjuration	Alchemy	Geometry							112
Protection From Lightning	PHB	Priest	4	Weather									22
Protection From Normal Missiles	PHB	Wizard	3	Abjuration	Alchemy	Geometry							51
Protection From Paralysis	ToM	Wizard	2	Abjuration	Alchemy	Geometry							180
Protection from Poison	S&M	Wizard	2	Abjuration	Alchemy	Geometry							139
Protection from Vermin	S&M	Wizard	1	Abjuration	Alchemy	Geometry							138
Prying Eyes	S&M	Wizard	5	Divination									143
Psychic Protection	S&M	Wizard	4	Abjuration	Mentalism								142
Puffball	DroHB	Druid	1	Plant									91
Purify Food & Drink	PHB	Priest	1	All								Yes	9
Pyrotechnics	PHB	Priest	3	Elemental	Fire								17
Pyrotechnics	PHB	Wizard	2	Alteration	Alchemy	Elemental	Fire						46
Quest	PHB	Priest	5	All									25
Quimby's Enchanting Gourmet	FRA	Wizard	2	Conjuration	Summoning	Force							196
Rainbow	PHB	Priest	5	Sun	Weather								25
Rainbow Pattern	PHB	Wizard	4	Alteration	Illusion	Phantasm	Geometry						58
Raise Dead	PHB	Priest	5	Necromancy								Yes	26
Rally	ToM	Priest	2	War									155
Random Causality	ToM	Priest	3	Chaos									159
Rapport	ToM	Priest	4	Thought									165
Rary's Mnemonic Enhancer	PHB	Wizard	4	Alteration	Mentalism								58
Rary's Telepathic Bond	WHB	Wizard	5	Divination	Alteration	Mentalism							115
Ray of Enfeeblement	PHB	Wizard	2	Enchantment	Charm	Shadow							46
Ray of Fatigue	S&M	Wizard	1	Necromancy									139
Read Magic	PHB	Wizard	1	Universal									40
Recitation	S&M	Priest	4	Combat									134
Reconstruction	FRA	Wizard	6	Alteration									203
Recover Trail	RHB	Ranger	1	Plant									108
Reflecting Pool	PHB	Priest	4	Elemental	Water								22
Regenerate	PHB	Priest	7	Necromancy	Healing							Yes	33
Reincarnation	PHB	Priest	7	Animal									33
Reincarnation	PHB	Wizard	6	Necromancy									73
Remove Curse	PHB	Priest	3	All								Yes	17
Remove Curse	PHB	Wizard	4	Universal								Yes	58
Remove Fear	PHB	Priest	1	Charm								Yes	9
Remove Paralysis	PHB	Priest	3	Necromancy	Protection								17
Repair Injury	S&M	Priest	3	Healing									132
Repeat Action	ToM	Priest	5	Time									170
Repel Insects	PHB	Priest	4	Animal									22
Repulsion	DroHB	Priest	7	Guardian									121
Repulsion	PHB	Wizard	6	Abjuration	Force								73
Resist Acid and Corrosion	S&M	Priest	2	Protection									130
Resist Fire/Resist Cold	PHB	Priest	2	Elemental	Fire	Protection							12
Resist Turning	NHB	Priest	2	Necromancy									96
Restoration	PHB	Priest	7	Necromancy								Yes	33
Restore Strength	S&M	Priest	2	Necromancy									131
Resurrection	PHB	Priest	7	Necromancy								Yes	33
Revenance	FRA	Wizard	3	Necromancy									198
Reverse Gravity	PHB	Wizard	7	Alteration									77
Reverse Time	ToM	Priest	6	Time									173
Revitalize Animal	RHB	Ranger	1	Animal									108
Ride the Wind	ToM	Wizard	2	Alteration	Elemental	Air							180
Righteous Wrath of the Faithful	S&M	Priest	5	Combat	War								136
Rigid Thinking	ToM	Priest	3	Law									159
Ring of Hands	ToM	Priest	1	Protection								Yes	151
Rope Trick	PHB	Wizard	2	Alteration	Dimension								46
Ruby Ray of Reversal	FRA	Wizard	7	Alteration	Elemental	Earth							205
Rusting Grasp	S&M	Wizard	5	Alteration	Elemental	Water	Alchemy						143
Sacred Guardian	ToM	Priest	1	Guardian									152
Safeguarding	ToM	Wizard	5	Abjuration									186
Sanctify	ToM	Priest	2	All								Yes	155
Sanctuary	PHB	Priest	1	Charm	Protection								9
Scare	PHB	Wizard	2	Enchantment	Charm	Shadow							46
Scatterspray	FRA	Wizard	1	Alteration	Force	Geometry							194
Scourge	NHB	Priest	5	Necromancy									98
Screen	PHB	Wizard	8	Divination	Illusion								82
Seclusion	ToM	Priest	6	Numbers									174
Secret Page	PHB	Wizard	3	Alteration	Geometry								52
Secure	FRA	Wizard	5	Alteration									202
Seeking	EHB	Priest	2	Combat									126
Seeking	EHB	Wizard	2	Enchantment	Invocation	Artifice							126
Seeming	PHB	Wizard	5	Illusion	Phantasm								65
Sending	PHB	Wizard	5	Evocation	Mentalism								65
Sense Shifting	ToM	Wizard	2	Alteration	Alchemy								180
Sepia Snake Sigil	PHB	Wizard	3	Conjuration	Summoning	Geometry							52

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Sequester	PHB	Wizard	7	Illusion	Phantasm	Abjuration	Geometry						77
Serten's Spell Immunity	PHB	Wizard	8	Abjuration									82
Seven-Eyes	S&M	Wizard	7	Abjuration	Conjuration	Summoning							146
Shades	PHB	Wizard	6	Illusion	Phantasm	Shadow							73
Shadow Door	PHB	Wizard	5	Illusion	Phantasm	Shadow							65
Shadow Engines	ToM	Priest	7	War									176
Shadow Form	WHB	Wizard	8	Necromancy	Shadow								117
Shadow Magic	PHB	Wizard	5	Illusion	Phantasm	Shadow							65
Shadow Monsters	PHB	Wizard	4	Illusion	Phantasm	Shadow							59
Shadow Walk	PHB	Wizard	7	Illusion	Enchantment	Dimension	Shadow						77
Shadowcat	ToM	Wizard	7	Illusion	Shadow								189
Shape Change	PHB	Wizard	9	Alteration	Artifice	Geometry							85
Shape Wood	DruHB	Druid	3	Plant									92
Shatter	PHB	Wizard	2	Alteration									46
Shield	PHB	Wizard	1	Evocation	Force	Geometry							40
Shillelagh	PHB	Priest	1	Plant									9
Shocking Grasp	PHB	Wizard	1	Alteration									40
Shout	PHB	Wizard	4	Evocation	Song								59
Shrieking Walls	ToM	Priest	5	Wards									170
Shroud of Flame	FRA	Wizard	5	Evocation	Elemental	Fire							202
Silence 15' Radius	BHB	Bard	2	Alteration	Song								88
Silence 15' Radius	PHB	Priest	2	Guardian									12
Simulacrum	PHB	Wizard	7	Illusion	Phantasm								77
Sink	PHB	Wizard	8	Enchantment	Alteration	Elemental	Earth						82
Skeletal Hands	NHB	Wizard	2	Necromancy	Evocation								101
Skeletal Servant	NHB	Priest	1	Necromancy									96
Skip Day	ToM	Priest	6	Time									174
Skull Watch	FRA	Wizard	3	Necromancy	Artifice								198
Skulltrap	NHB	Wizard	3	Necromancy	Evocation	Shadow							102
Skyhook	DroHB	Wizard	2	Evocation	Force								122
Sleep	PHB	Wizard	1	Enchantment	Charm	Shadow	Song						40
Slow	PHB	Wizard	3	Alteration									52
Slow Poison	PHB	Priest	2	Healing									12
Slow Rot	ToM	Priest	3	Plant									159
Snake Charm	PHB	Priest	2	Animal	Charm								13
Snapping Teeth	WHB	Wizard	3	Conjuration	Alteration	Artifice							113
Snare	PHB	Priest	3	Plant									17
Snillloc's Major Missile	FRA	Wizard	5	Evocation	Force								202
Snillloc's Snowball	FRA	Wizard	1	Evocation	Elemental	Water							194
Snillloc's Snowball Swarm	FRA	Wizard	2	Evocation	Elemental	Water							196
Soften Earth and Stone	S&M	Priest	2	Elemental	Earth								131
Solid Fog	PHB	Wizard	4	Alteration	Elemental	Air							59
Solipsism	ToM	Priest	4	Thought									165
Sol's Searing Orb	ToM	Priest	6	Sun									174
Solvent of Corrosion	S&M	Wizard	3	Conjuration	Summoning	Alchemy							140
Sound Bubble	BHB	Bard	1	Abjuration	Evocation	Song							88
Spacewarp	ToM	Priest	7	Numbers									176
Speak With Animals	PHB	Priest	2	Animal									13
Speak With Astral Traveler	ToM	Priest	1	Astral									152
Speak With Dead	PHB	Priest	3	Divination	Necromancy								18
Speak With Monsters	PHB	Priest	6	Animal	Divination								29
Speak With Plants	PHB	Priest	4	Plant									22
Spectral Force	PHB	Wizard	3	Illusion	Phantasm								52
Spectral Guard	FRA	Wizard	7	Evocation	Force	Artifice							205
Spectral Hand	PHB	Wizard	2	Necromancy	Shadow								46
Spectral Senses	NHB	Priest	1	Divination									96
Spectral Voice	NHB	Wizard	1	Necromancy	Alteration	Song							101
Spectral Wings	FRA	Wizard	4	Evocation	Force								200
Spell Engine	FRA	Wizard	8	Abjuration	Alteration	Artifice							206
Spell Immunity	PHB	Priest	4	Protection									22
Spell Invulnerability	FRA	Wizard	9	Abjuration									208
Spell Shape	ToM	Wizard	7	Alteration	Song	Wild Magic							189
Spell Turning	PHB	Wizard	7	Abjuration									78
Spellstrike	FRA	Wizard	9	Alteration									208
Spelltrap	FRA	Wizard	7	Alteration	Abjuration								205
Spellweb	DroHB	Priest	3	Creation									120
Spendelardis Chaser	FRA	Wizard	4	Necromancy									200
Sphere of Ultimate Destruction	S&M	Wizard	9	Conjuration	Summoning	Dimension							148
Spider Bite	DroHB	Priest	6	Combat									121
Spider Climb	DroHB	Priest	1	Necromancy									119
Spider Climb	PHB	Wizard	1	Alteration									40
Spidereyes	DroHB	Priest	1	Animal									119
Spidereyes	DroHB	Wizard	1	Alteration									122
Spike Growth	PHB	Priest	3	Plant									18
Spike Stones	PHB	Priest	5	Elemental	Earth								26
Spirit Armor	ToM	Wizard	3	Necromancy	Shadow								182
Spirit Bind	NHB	Priest	3	Necromancy								Yes	97
Spirit of Power	ToM	Priest	7	Summoning									177
Spiritual Hammer	PHB	Priest	2	Combat									13
Spiritual Wrath	ToM	Priest	6	Combat									174
Spook	PHB	Wizard	1	Illusion	Phantasm	Mentalism	Shadow						41
Squaring the Circle	ToM	Wizard	3	Alteration									182
Squeaking Floors	ToM	Priest	3	Wards									159
Stabilize	ToM	Wizard	9	Abjuration	Wild Magic								192
Starshine	PHB	Priest	3	Sun									18
Statue	PHB	Wizard	7	Alteration	Alchemy	Elemental	Earth						78
Steal Enchantment	ToM	Wizard	7	Enchantment	Artifice								189
Sticks to Snakes	PHB	Priest	4	Animal	Plant							Yes	23
Stinking Cloud	PHB	Wizard	2	Evocation	Alchemy	Elemental	Air						46

Spell Name	Book	Type	Level	School/ Sphere 1	School/ Sphere 2	School/ Sphere 3	School/ Sphere 4	School/ Sphere 5	School/ Sphere 6	School/ Sphere 7	School/ Sphere 8	Rev?	Page
Stone Shape	PHB	Priest	3	Elemental	Earth								18
Stone Shape	PHB	Wizard	5	Alteration	Elemental	Earth							66
Stone Tell	PHB	Priest	6	Divination	Elemental	Earth							29
Stone to Flesh	PHB	Wizard	6	Alteration	Alchemy	Elemental	Earth					Yes	73
Stoneskin	PHB	Wizard	4	Alteration	Elemental	Earth							59
Stop	DroHB	Wizard	4	Alteration	Force								123
Strength	PHB	Wizard	2	Alteration									47
Strength of One	ToM	Priest	3	Law									159
Strength of Stone	S&M	Priest	1	Elemental	Earth								129
Strengthen Stone	DruHB	Druid	5	Elemental	Earth								93
Succor	PHB	Priest	7	Astral	Summoning							Yes	34
Succor	PHB	Wizard	9	Alteration	Enchantment							Yes	85
Suffocate	ToM	Wizard	7	Alteration	Necromancy	Elemental	Air						189
Suggestion	PHB	Wizard	3	Enchantment	Charm	Mentalism	Song						52
Summon Animal Spirit	S&M	Priest	3	Animal	Summoning								133
Summon Insects	PHB	Priest	3	Animal	Summoning								18
Summon Lycanthrope	ToM	Wizard	4	Conjuration	Summoning	Song							184
Summon Shadow	PHB	Wizard	5	Conjuration	Summoning	Necromancy							66
Summon Spider	DroHB	Priest	5	Animal									121
Summon Spider	DroHB	Wizard	6	Summoning	Song								123
Summon Spirit	NHB	Wizard	4	Necromancy	Song								103
Summon Swarm	PHB	Wizard	2	Conjuration	Summoning	Song							47
Summon Undead	NHB	Priest	6	Summoning									99
Sunburst	FRA	Wizard	8	Evocation	Elemental	Fire							207
Sunray	PHB	Priest	7	Sun									34
Sunscorch	S&M	Priest	1	Sun									129
Superior Magnetism	S&M	Wizard	6	Alteration									145
Suspended Animation	S&M	Priest	4	Necromancy	Time								134
Symbol	PHB	Priest	7	All									34
Symbol	PHB	Wizard	8	Conjuration	Summoning	Geometry							82
Tanglefoot	ToM	Priest	4	War								Yes	165
Tasha's Hideous Laughter	PHB	Wizard	2	Enchantment	Charm	Song							47
Taunt	PHB	Wizard	1	Enchantment	Song								41
Telekinesis	PHB	Wizard	5	Alteration	Force								66
Telepathy	ToM	Priest	3	Thought									159
Teleport	PHB	Wizard	5	Universal									66
Teleport Dead	FRA	Wizard	6	Alteration	Necromancy	Dimension							204
Teleport Without Error	PHB	Wizard	7	Universal									78
Telethaumaturgy	ToM	Priest	3	Numbers									159
Temporal Stasis	PHB	Wizard	9	Alteration								Yes	86
Tenser's Destructive Resonance	S&M	Wizard	5	Invocation	Evocation	Force							143
Tenser's Floating Disc	PHB	Wizard	1	Evocation	Force								41
Tenser's Transformation	PHB	Wizard	6	Alteration	Evocation								74
Tentacle Walls	ToM	Priest	7	Wards									177
Tentacles	WHB	Wizard	6	Conjuration	Alteration								116
The Great Circle	ToM	Priest	6	Creation								Yes	175
The Simbul's Synostodweomer	FRA	Wizard	7	Alteration	Necromancy								206
There/Not There	ToM	Wizard	4	Evocation	Geometry	Wild Magic							184
Thief's Lament	ToM	Priest	3	Wards									160
Thornwrack	DruHB	Druid	5	Plant									93
Thought Broadcast	ToM	Priest	4	Thought									166
Thought Capture	ToM	Priest	1	Thought									152
Thoughtwave	ToM	Priest	5	Thought									171
Throbbing Bones	WHB	Wizard	5	Necromancy									115
Thunder Staff	ToM	Wizard	4	Invocation	Evocation	Artifice	Geometry						184
Thunderlance	FRA	Wizard	4	Evocation	Force								200
Time Pool	ToM	Priest	5	Time									171
Time Stop	PHB	Wizard	9	Alteration	Dimension								86
Timelessness	ToM	Priest	7	Numbers	Time								177
Tongues	PHB	Priest	4	All									23
Tongues	PHB	Wizard	3	Alteration								Yes	52
Transmute Bone to Steel	NHB	Wizard	6	Alteration	Necromancy	Elemental	Earth	Alchemy					104
Transmute Metal to Wood	PHB	Priest	7	Elemental	Earth	Plant						Yes	34
Transmute Rock to Mud	PHB	Priest	5	Elemental	Earth							Yes	26
Transmute Rock to Mud	PHB	Wizard	5	Alteration	Alchemy	Elemental	Earth	Water				Yes	66
Transmute Water to Dust	PHB	Priest	6	Elemental	Water							Yes	29
Transmute Water to Dust	PHB	Wizard	6	Alteration	Alchemy	Elemental	Earth	Water				Yes	74
Transport Via Plants	PHB	Priest	6	Plant									29
Trap the Soul	PHB	Wizard	8	Conjuration	Summoning	Geometry							83
Tree	PHB	Priest	3	Plant									18
Tree Spirit	DruHB	Druid	7	Plant									94
Tree Steed	ToM	Priest	4	Plant	Travelers								166
Trip	PHB	Priest	2	Plant									13
Trollish Fortitude	S&M	Wizard	6	Necromancy									145
True Seeing	PHB	Priest	5	All								Yes	26
True Seeing	PHB	Wizard	6	Divination									74
Tsunami	S&M	Priest	7	Elemental	Water								137
Turn Pebble to Boulder	ToM	Wizard	4	Alteration	Elemental	Earth						Yes	185
Turn Wood	PHB	Priest	6	Plant									29
Turnshadow	FRA	Wizard	6	Abjuration	Shadow								204
Unceasing Vigilance of the Holy Sentinel	ToM	Priest	5	Guardian									171
Uncontrolled Weather	ToM	Priest	7	Chaos	Elemental	Air	Weather						178
Undead Alacrity	NHB	Priest	1	Necromancy									96
Undead Mount	FRA	Wizard	2	Necromancy									196
Undead Regeneration	NHB	Priest	5	Necromancy									98
Undead Spell Focus	NHB	Priest	5	Necromancy									98
Undead Ward	ToM	Priest	5	Wards									171
Unearthly Choir	ToM	Priest	3	Combat									160
Unfailing Endurance	S&M	Priest	4	Necromancy									135

Spell Name	Book	Type	Level	School/ Sphere 1	School/ Sphere 2	School/ Sphere 3	School/ Sphere 4	School/ Sphere 5	School/ Sphere 6	School/ Sphere 7	School/ Sphere 8	Rev?	Page
Unfailing Premonition	S&M	Priest	3	Time									133
Unluck	ToM	Wizard	4	Evocation	Wild Magic								185
Unseen Servant	PHB	Wizard	1	Conjuration	Summoning								41
Unwilling Wood	DruHB	Druid	7	Plant									94
Uplift	ToM	Priest	4	All									166
Vacancy	PHB	Wizard	4	Alteration	Illusion	Phantasm							59
Vampiric Touch	PHB	Wizard	3	Necromancy									52
Vanish	PHB	Wizard	7	Alteration	Geometry								78
Veil	PHB	Wizard	6	Illusion	Phantasm								74
Venom Immunity	DroHB	Priest	3	Guardian									120
Ventriloquism	PHB	Wizard	1	Illusion	Phantasm								41
Vile Venom	S&M	Wizard	5	Conjuration	Summoning	Elemental	Water	Alchemy					144
Viperfist	DroHB	Wizard	7	Conjuration									123
Virus Charm	FRA	Wizard	9	Enchantment	Charm	Mentalism							208
Vision	PHB	Wizard	7	Divination									78
Vitriolic Sphere	S&M	Wizard	4	Conjuration	Summoning	Elemental	Water	Alchemy					142
Vocalize	WHB	Wizard	2	Alteration	Song								112
Von Gasik's Refusal	ToM	Wizard	5	Abjuration	Geometry								186
Vortex	ToM	Wizard	5	Evocation	Wild Magic								186
Wail of the Banshee	ToM	Wizard	9	Necromancy	Song								192
Wall of Bones	WHB	Wizard	5	Conjuration	Necromancy								115
Wall of Fire	PHB	Priest	5	Plant									26
Wall of Fire	PHB	Wizard	4	Evocation	Elemental	Fire							60
Wall of Fog	PHB	Wizard	1	Evocation	Elemental	Air							41
Wall of Force	PHB	Wizard	5	Evocation	Force								66
Wall of Gloom	S&M	Wizard	2	Conjuration	Summoning	Shadow							139
Wall of Ice	PHB	Wizard	4	Evocation	Elemental	Water							60
Wall of Iron	PHB	Wizard	5	Evocation	Elemental	Earth							66
Wall of Sand	FRA	Wizard	4	Evocation	Elemental	Earth							200
Wall of Sound	BHB	Bard	3	Evocation	Song								88
Wall of Stone	PHB	Wizard	5	Evocation	Elemental	Earth							67
Wall of Thorns	PHB	Priest	6	Elemental	Fire								30
Wall of Water	S&M	Wizard	3	Invocation	Evocation	Elemental	Water						140
Ward Against Undead	FRA	Wizard	3	Abjuration									198
Warp Wood	PHB	Priest	2	Plant								Yes	13
Watchware	FRA	Wizard	4	Evocation									201
Water Breathing	PHB	Priest	3	Elemental	Water							Yes	19
Water Breathing	PHB	Wizard	3	Alteration	Elemental	Air	Water					Yes	53
Water Walk	PHB	Priest	3	Elemental	Water								19
Watery Double	ToM	Wizard	3	Conjuration	Summoning	Enchantment	Elemental	Water					182
Watery Fist	S&M	Priest	2	Elemental	Water								131
Waveform	ToM	Wizard	5	Alteration	Wild Magic								186
Waves of Weariness	FRA	Wizard	3	Enchantment	Charm	Mentalism							198
Weather Prediction	S&M	Priest	3	Weather									133
Weather Stasis	ToM	Priest	4	Wards	Weather								166
Weather Summoning	PHB	Priest	6	Elemental	Air	Summoning	Weather						30
Web	PHB	Wizard	2	Evocation									47
Weighty Chest	ToM	Priest	1	Wards									152
Weird	PHB	Wizard	9	Illusion	Phantasm								86
Whirlwind	S&M	Priest	6	Elemental	Air								137
Whispering Wind	PHB	Wizard	2	Alteration	Phantasm	Song	Elemental	Air					47
Whisperward	DruHB	Druid	1	Guardian	Weather								91
Wildfire	ToM	Wizard	9	Invocation	Evocation	Wild Magic							192
Wildshield	ToM	Wizard	6	Alteration	Wild Magic								187
Wildstrike	ToM	Wizard	6	Conjuration	Summoning	Wild Magic							188
Wildwind	ToM	Wizard	9	Conjuration	Summoning	Wild Magic							192
Wildzone	ToM	Wizard	8	Conjuration	Summoning	Wild Magic							190
Wind Breath	WHB	Wizard	4	Evocation	Elemental	Air							114
Wind Column	S&M	Priest	1	Elemental	Air								129
Wind Servant	S&M	Priest	3	Elemental	Air								133
Wind Walk	PHB	Priest	7	Elemental	Air								34
Wind Wall	PHB	Wizard	3	Alteration	Elemental	Air							53
Windborne	S&M	Priest	4	Elemental	Air								135
Wish	PHB	Wizard	9	Conjuration	Summoning								86
Withdraw	PHB	Priest	2	Protection									13
Wizard Eye	PHB	Wizard	4	Alteration									60
Wizard Lock	PHB	Wizard	2	Universal									47
Wizard Mark	PHB	Wizard	1	Universal									41
Wizard Sight	ToM	Wizard	3	Divination									183
Word of Recall	PHB	Priest	6	Astral	Summoning								30
Worldwalk	FRA	Wizard	9	Alteration	Dimension								208
Wound Conferral	NHB	Wizard	7	Necromancy	Alchemy	Artifice	Mentalism						105
Wraithform	PHB	Wizard	3	Alteration	Illusion	Shadow							53
Wyvern Watch	PHB	Priest	2	Guardian									13
Zombie Double	WHB	Wizard	7	Necromancy									116
Zone of Sweet Air	ToM	Priest	3	Elemental	Air	Wards							160
Zone of Truth	ToM	Priest	2	Wards									155



Appendix: C (Arcane Spell Listing by Level)

Spell Name	Book	Type	Level	School 1	School 2	School 3	School 4	School 5	School 6	School 7	School 8	Rev?	Page
Affect Normal Fires	PHB	Wizard	1	Alteration	Alchemy	Elemental	Fire						35
Alarm	PHB	Wizard	1	Abjuration	Evocation	Geometry							35
Alter Instrument	BHB	Bard	1	Alteration	Song	Artifice							88
Animate Dead Animals	NHB	Wizard	1	Necromancy	Geometry								100
Armor	PHB	Wizard	1	Conjuration	Force								35
Audible Glamer	PHB	Wizard	1	Illusion	Phantasm	Song							35
Burning Hands	PHB	Wizard	1	Alteration	Elemental	Fire							35
Cantrip	PHB	Wizard	1	Universal									35
Catapult	FRA	Wizard	1	Alteration	Force								194
Change Self	PHB	Wizard	1	Illusion	Phantasm								36
Charm Person	PHB	Wizard	1	Enchantment	Charm	Mentalism	Song						36
Chill Touch	PHB	Wizard	1	Necromancy	Shadow								36
Chromatic Orb	WHB	Wizard	1	Alteration	Evocation	Artifice							111
Color Spray	PHB	Wizard	1	Alteration									36
Comprehend Languages	PHB	Wizard	1	Universal								Yes	36
Conjure Spell Component	ToM	Wizard	1	Conjuration	Summoning								177
Copy	WHB	Wizard	1	Evocation	Geometry								111
Corpse Link	NHB	Wizard	1	Necromancy	Alteration								100
Corpse Visage	WHB	Wizard	1	Illusion	Necromancy								111
Corpselight	FRA	Wizard	1	Alteration	Necromancy								194
Dancing Lights	PHB	Wizard	1	Alteration	Elemental	Fire							36
Detect Disease	WHB	Wizard	1	Divination									111
Detect Magic	PHB	Wizard	1	Universal									37
Detect Phase	S&M	Wizard	1	Divination	Dimension								138
Detect Secret Passages and Portals	S&M	Wizard	1	Divination									138
Detect Undead	PHB	Wizard	1	Divination	Necromancy								37
Dictation	S&M	Wizard	1	Invocation	Evocation	Geometry							138
Divining Rod	WHB	Wizard	1	Divination	Enchantment	Artifice							111
Enlarge	PHB	Wizard	1	Alteration	Dimension							Yes	37
Erase	PHB	Wizard	1	Alteration	Geometry								37
Expeditious Retreat	S&M	Wizard	1	Alteration									138
Exterminate	NHB	Wizard	1	Necromancy	Song								100
Feather Fall	PHB	Wizard	1	Alteration	Elemental	Air							37
Find Familiar	PHB	Wizard	1	Conjuration	Summoning	Song							37
Fire Burst	ToM	Wizard	1	Alteration	Evocation	Alchemy	Elemental	Fire					177
Fist of Stone	ToM	Wizard	1	Alteration	Elemental	Earth							178
Friends	PHB	Wizard	1	Enchantment	Charm	Song							38
Gaze Reflection	PHB	Wizard	1	Alteration	Dimension								38
Grease	PHB	Wizard	1	Conjuration	Alchemy								38
Hold Portal	PHB	Wizard	1	Universal									38
Hornung's Guess	ToM	Wizard	1	Divination	Wild Magic								178
Hypnotism	PHB	Wizard	1	Enchantment	Charm	Mentalism							38
Identify	PHB	Wizard	1	Universal									38
Jump	PHB	Wizard	1	Alteration									38
Know School	FRA	Wizard	1	Divination									194
Lasting Breath	ToM	Wizard	1	Alteration	Elemental	Air							178
Light	PHB	Wizard	1	Alteration									39
Locate Remains	NHB	Wizard	1	Necromancy	Divination								101
Magic Missile	PHB	Wizard	1	Evocation	Force								39
Mending	PHB	Wizard	1	Alteration	Artifice								39
Message	PHB	Wizard	1	Alteration									39
Metamorphose Liquids	ToM	Wizard	1	Alteration	Alchemy	Elemental	Water						179
Mount	PHB	Wizard	1	Conjuration	Summoning								39
Murdock's Feathery Flyer	ToM	Wizard	1	Alteration									179
Nahal's Reckless Dweomer	ToM	Wizard	1	Invocation	Evocation	Wild Magic							179
Nystul's Magical Aura	PHB	Wizard	1	Illusion	Phantasm								39
Patternweave	ToM	Wizard	1	Divination	Alchemy	Wild Magic							179
Phantasmal Force	PHB	Wizard	1	Illusion	Phantasm								39
Protection From Evil	PHB	Wizard	1	Abjuration	Alchemy	Geometry						Yes	40
Protection from Hunger and Thirst	WHB	Wizard	1	Abjuration	Alchemy	Geometry							112
Protection from Vermin	S&M	Wizard	1	Abjuration	Alchemy	Geometry							138
Ray of Fatigue	S&M	Wizard	1	Necromancy									139
Read Magic	PHB	Wizard	1	Universal									40
Scatterspray	FRA	Wizard	1	Alteration	Force	Geometry							194
Shield	PHB	Wizard	1	Evocation	Force	Geometry							40
Shocking Grasp	PHB	Wizard	1	Alteration									40
Sleep	PHB	Wizard	1	Enchantment	Charm	Shadow	Song						40
Snillloc's Snowball	FRA	Wizard	1	Evocation	Elemental	Water							194
Sound Bubble	BHB	Bard	1	Abjuration	Evocation	Song							88
Spectral Voice	NHB	Wizard	1	Necromancy	Alteration	Song							101
Spider Climb	PHB	Wizard	1	Alteration									40
Spidereyes	DroHB	Wizard	1	Alteration									122
Spook	PHB	Wizard	1	Illusion	Phantasm	Mentalism	Shadow						41
Taunt	PHB	Wizard	1	Enchantment	Song								41
Tenser's Floating Disc	PHB	Wizard	1	Evocation	Force								41
Unseen Servant	PHB	Wizard	1	Conjuration	Summoning								41
Ventriloquism	PHB	Wizard	1	Illusion	Phantasm								41
Wall of Fog	PHB	Wizard	1	Evocation	Elemental	Air							41
Wizard Mark	PHB	Wizard	1	Universal									41
Agannazar's Scorchers	FRA	Wizard	2	Evocation	Elemental	Fire							194
Alter Self	PHB	Wizard	2	Alteration									42

Spell Name	Book	Type	Level	School 1	School 2	School 3	School 4	School 5	School 6	School 7	School 8	Rev?	Page
Bind	PHB	Wizard	2	Enchantment	Artifice								42
Bladethirst	FRA	Wizard	2	Alteration	Artifice								195
Blindness	PHB	Wizard	2	Illusion	Phantasm								42
Blur	PHB	Wizard	2	Illusion	Phantasm	Shadow							42
Camouflage	EHB	Wizard	2	Alteration									126
Cat's Grace	S&M	Wizard	2	Alteration									139
Chaos Shield	ToM	Wizard	2	Abjuration	Wild Magic								179
Choke	WHB	Wizard	2	Necromancy	Conjuration	Summoning							112
Cloak From Undead	FRA	Wizard	2	Alteration									195
Cloak Undead	FRA	Wizard	2	Necromancy									195
Continual Light	PHB	Wizard	2	Alteration	Shadow								42
Darkness 15' Radius	PHB	Wizard	2	Alteration	Shadow								42
Deafness	PHB	Wizard	2	Illusion	Phantasm								42
Death Recall	WHB	Wizard	2	Necromancy	Divination								112
Decastave	FRA	Wizard	2	Evocation	Force	Artifice							195
Deeppockets	PHB	Wizard	2	Alteration	Enchantment	Dimension							42
Detect Evil	PHB	Wizard	2	Divination								Yes	43
Detect Invisibility	PHB	Wizard	2	Divination									43
Detect Life	WHB	Wizard	2	Divination									112
Displace Self	S&M	Wizard	2	Alteration	Dimension								139
Embalm	NHB	Wizard	2	Necromancy	Alteration	Alchemy							101
ESP	PHB	Wizard	2	Divination	Mentalism								43
Filter	WHB	Wizard	2	Abjuration									112
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Flying Fist	FRA	Wizard	2	Evocation	Force								195
Fog Cloud	PHB	Wizard	2	Alteration	Elemental	Air							43
Fools' Gold	PHB	Wizard	2	Alteration	Illusion	Alchemy	Elemental	Earth					43
Forget	PHB	Wizard	2	Enchantment	Charm	Mentalism	Song						43
Ghost Pipes	FRA	Wizard	2	Alteration	Song	Elemental	Air						195
Ghoul Touch	WHB	Wizard	2	Necromancy									112
Glitterdust	PHB	Wizard	2	Conjuration	Summoning	Alchemy							44
Hornung's Baneful Deflector	ToM	Wizard	2	Evocation	Geometry	Wild Magic							179
Hypnotic Pattern	PHB	Wizard	2	Illusion	Phantasm	Geometry							44
Ice Knife	WHB	Wizard	2	Evocation	Artifice	Elemental	Water						112
Improved Phantasmal Force	PHB	Wizard	2	Illusion	Phantasm								44
Insatiable Thirst	ToM	Wizard	2	Enchantment	Charm	Elemental	Water						180
Invisibility	PHB	Wizard	2	Illusion	Phantasm								44
Irritation	PHB	Wizard	2	Alteration									44
Knock	PHB	Wizard	2	Universal								Yes	44
Know Alignment	PHB	Wizard	2	Divination								Yes	44
Leomund's Trap	PHB	Wizard	2	Illusion	Phantasm	Artifice							45
Levitate	PHB	Wizard	2	Alteration	Force								45
Living Link	NHB	Wizard	2	Necromancy	Divination	Mentalism							101
Locate Object	PHB	Wizard	2	Divination								Yes	45
Magic Mouth	PHB	Wizard	2	Alteration	Song								45
Maximilian's Earthen Grasp	ToM	Wizard	2	Evocation	Elemental	Earth							180
Melf's Acid Arrow	PHB	Wizard	2	Conjuration	Alchemy								45
Mirror Image	PHB	Wizard	2	Illusion	Phantasm								45
Misdirection	PHB	Wizard	2	Illusion	Phantasm								45
Moon Rune	S&M	Wizard	2	Alteration	Geometry	Artifice							139
Nahal's Nonsensical Nullifier	ToM	Wizard	2	Abjuration	Wild Magic								180
Past Life	ToM	Wizard	2	Divination									180
Protection From Cantrips	PHB	Wizard	2	Universal									45
Protection From Paralysis	ToM	Wizard	2	Abjuration	Alchemy	Geometry							180
Protection From Poison	S&M	Wizard	2	Abjuration	Alchemy	Geometry							139
Pyrotechnics	PHB	Wizard	2	Alteration	Alchemy	Elemental	Fire						46
Quimby's Enchanting Gourmet	FRA	Wizard	2	Conjuration	Summoning	Force							196
Ray of Enfeeblement	PHB	Wizard	2	Enchantment	Charm	Shadow							46
Ride the Wind	ToM	Wizard	2	Alteration	Elemental	Air							180
Rope Trick	PHB	Wizard	2	Alteration	Dimension								46
Scare	PHB	Wizard	2	Enchantment	Charm	Shadow							46
Seeking	EHB	Wizard	2	Enchantment	Invocation	Artifice							126
Sense Shifting	ToM	Wizard	2	Alteration	Alchemy								180
Shatter	PHB	Wizard	2	Alteration									46
Silence 15' Radius	BHB	Bard	2	Alteration	Song								88
Skeletal Hands	NHB	Wizard	2	Necromancy	Evocation								101
Skyhook	DroHB	Wizard	2	Evocation	Force								122
Snilloc's Snowball Swarm	FRA	Wizard	2	Evocation	Elemental	Water							196
Spectral Hand	PHB	Wizard	2	Necromancy	Shadow								46
Stinking Cloud	PHB	Wizard	2	Evocation	Alchemy	Elemental	Air						46
Strength	PHB	Wizard	2	Alteration									47
Summon Swarm	PHB	Wizard	2	Conjuration	Summoning	Song							47
Tasha's Hideous Laughter	PHB	Wizard	2	Enchantment	Charm	Song							47
Undead Mount	FRA	Wizard	2	Necromancy									196
Vocalize	WHB	Wizard	2	Alteration	Song								112
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Web	PHB	Wizard	2	Evocation									47
Whispering Wind	PHB	Wizard	2	Alteration	Phantasm	Song	Elemental	Air					47
Wizard Lock	PHB	Wizard	2	Universal									47
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Alamir's Fundamental Breakdown	ToM	Wizard	3	Divination	Alchemy	Elemental	Air	Earth	Fire	Water			181
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Augmentation I	ToM	Wizard	3	Invocation	Evocation								181
Bands of Sirellyn	S&M	Wizard	3	Conjuration	Summoning								140
Blacklight	FRA	Wizard	3	Alteration	Shadow								196
Blink	PHB	Wizard	3	Alteration	Dimension								48
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Bone Dance	NHB	Wizard	3	Necromancy	Artifice								102
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Delay Death	WHB	Wizard	3	Enchantment	Necromancy								113
Delude	PHB	Wizard	3	Alteration									48
Dire Charm	FRA	Wizard	3	Enchantment	Charm	Mentalism							196
Dispel Magic	PHB	Wizard	3	Universal									48
Dispel Silence	FRA	Wizard	3	Abjuration	Alteration	Song							196
Explosive Runes	PHB	Wizard	3	Alteration	Artifice	Geometry							49
False Face	NHB	Wizard	3	Necromancy	Alteration								102
Far Reaching I	ToM	Wizard	3	Alteration									181
Feign Death	PHB	Wizard	3	Necromancy									49
Fireball	PHB	Wizard	3	Evocation	Elemental	Fire							49
Fireflow	ToM	Wizard	3	Alteration	Song								181
Flame Arrow	PHB	Wizard	3	Conjuration	Summoning	Alchemy	Artifice	Elemental	Fire				49
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Fool's Speech	ToM	Wizard	3	Alteration	Wild Magic								181
Ghost Armor	FRA	Wizard	3	Conjuration	Force								197
Gust of Wind	PHB	Wizard	3	Alteration	Elemental	Air							49
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Hold Undead	PHB	Wizard	3	Necromancy									50
Hold Vapor	FRA	Wizard	3	Abjuration	Elemental	Air							197
Hovering Skull	WHB	Wizard	3	Necromancy	Artifice								113
Iceland	FRA	Wizard	3	Alteration	Elemental	Water							197
Illusionary Script	PHB	Wizard	3	Illusion	Phantasm								50
Improved Magic Mouth	BHB	Bard	3	Alteration	Song								88
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Invisible Mail	WHB	Wizard	3	Evocation	Abjuration	Force							113
Iron Mind	WHB	Wizard	3	Abjuration	Mentalism								113
Item	PHB	Wizard	3	Alteration	Artifice								50
Laeral's Dancing Dweomer	FRA	Wizard	3	Illusion	Phantasm								197
Lance of Disruption	S&M	Wizard	3	Invocation	Evocation	Elemental	Air	Force					140
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Maximilian's Stony Grasp	ToM	Wizard	3	Evocation	Elemental	Earth							182
Melf's Minute Meteors	PHB	Wizard	3	Evocation	Alteration	Alchemy	Artifice	Elemental	Fire				51
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Nchaser's Glowing Globe	FRA	Wizard	3	Alteration	Artifice								197
Nightscar	FRA	Wizard	3	Illusion	Phantasm	Geometry							197
Nondetection	PHB	Wizard	3	Abjuration	Shadow								51
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Phantom Steed	PHB	Wizard	3	Conjuration	Phantasm	Shadow							51
Proof from Teleportation	FRA	Wizard	3	Abjuration	Dimension								198
Protection from Amorphs	S&M	Wizard	3	Abjuration	Alchemy	Geometry							140
Protection From Evil 10' Radius	PHB	Wizard	3	Abjuration	Alchemy	Geometry						Yes	51
Protection From Normal Missiles	PHB	Wizard	3	Abjuration	Alchemy	Geometry							51
Revenance	FRA	Wizard	3	Necromancy									198
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Sepia Snake Sigil	PHB	Wizard	3	Conjuration	Summoning	Geometry							52
Skull Watch	FRA	Wizard	3	Necromancy	Artifice								198
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Solvent of Corrosion	S&M	Wizard	3	Conjuration	Summoning	Alchemy							140
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Squaring the Circle	ToM	Wizard	3	Alteration									182
Suggestion	PHB	Wizard	3	Enchantment	Charm	Mentalism	Song						52
Tongues	PHB	Wizard	3	Alteration								Yes	52
Vampiric Touch	PHB	Wizard	3	Necromancy									52
Wall of Sound	BHB	Bard	3	Evocation	Song								88
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Ward Against Undead	FRA	Wizard	3	Abjuration									198
Water Breathing	PHB	Wizard	3	Alteration	Elemental	Air	Water					Yes	53
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Waves of Weariness	FRA	Wizard	3	Enchantment	Charm	Mentalism							198
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Beltyn's Burning Blood	FRA	Wizard	4	Necromancy	Elemental	Fire	Water						199
Brainkill	NHB	Wizard	4	Necromancy	Mentalism								102
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Empathic Wound Transfer	NHB	Wizard	4	Necromancy	Alchemy	Mentalism							102
Enchanted Weapon	PHB	Wizard	4	Enchantment	Alchemy	Artifice							54
Encrypt	FRA	Wizard	4	Illusion	Phantasm	Geometry							199
Enervation	PHB	Wizard	4	Necromancy	Shadow								54
Evard's Black Tentacles	PHB	Wizard	4	Conjuration	Summoning	Shadow							54
Extension I	PHB	Wizard	4	Alteration									55
Far Reaching II	ToM	Wizard	4	Alteration									183
Fear	PHB	Wizard	4	Illusion	Phantasm	Shadow							55
Fire Aura	WHB	Wizard	4	Abjuration	Elemental	Fire							114
Fire Charm	PHB	Wizard	4	Enchantment	Charm	Alchemy	Elemental	Fire					55
Fire Gate	FRA	Wizard	4	Alteration	Elemental	Fire							199
Fire Shield	PHB	Wizard	4	Evocation	Alteration	Wild Magic	Elemental	Fire					55
Fire Trap	PHB	Wizard	4	Abjuration	Evocation	Alchemy	Geometry	Elemental	Fire				55
Fumble	PHB	Wizard	4	Enchantment	Charm								55
Greater Malison	ToM	Wizard	4	Enchantment	Charm								183
Hallucinatory Terrain	PHB	Wizard	4	Illusion	Phantasm								56
Halo of Eyes	WHB	Wizard	4	Abjuration	Conjuration								114
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Illusionary Wall	PHB	Wizard	4	Illusion	Phantasm								56
Ilyykur's Mantle	FRA	Wizard	4	Abjuration									199
Improved Invisibility	PHB	Wizard	4	Illusion	Phantasm								56
Improved Strength	S&M	Wizard	4	Alteration									141
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Lesser Geas	S&M	Wizard	4	Enchantment	Charm	Song							141
Locate Creature	ToM	Wizard	4	Divination									183
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Massmorph	PHB	Wizard	4	Alteration									56
Minor Creation	PHB	Wizard	4	Illusion	Phantasm	Shadow							57
Minor Globe of Invulnerability	PHB	Wizard	4	Abjuration	Geometry								57
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Mordenkainen's Force Missiles	S&M	Wizard	4	Invocation	Evocation	Force							142
Otiluke's Dispelling Screen	WHB	Wizard	4	Evocation	Abjuration	Alchemy							114
Otiluke's Resilient Sphere	PHB	Wizard	4	Alteration	Evocation	Force							57
Phantasmal Killer	PHB	Wizard	4	Illusion	Phantasm	Mentalism							57
Phase Trap	FRA	Wizard	4	Alteration	Dimension								200
Plague	FRA	Wizard	4	Illusion	Phantasm								200
Plant Growth	PHB	Wizard	4	Alteration									57
Polymorph Other	PHB	Wizard	4	Alteration									58
Polymorph Self	PHB	Wizard	4	Alteration									58
Psychic Protection	S&M	Wizard	4	Abjuration	Mentalism								142
Rainbow Pattern	PHB	Wizard	4	Alteration	Illusion	Phantasm	Geometry						58
Rary's Mnemonic Enhancer	PHB	Wizard	4	Alteration	Mentalism								58
Remove Curse	PHB	Wizard	4	Universal								Yes	58
Shadow Monsters	PHB	Wizard	4	Illusion	Phantasm	Shadow							59
Shout	PHB	Wizard	4	Evocation	Song								59
Solid Fog	PHB	Wizard	4	Alteration	Elemental	Air							59
Spectral Wings	FRA	Wizard	4	Evocation	Force								200
Spendelardis Chaser	FRA	Wizard	4	Necromancy									200
Stoneskin	PHB	Wizard	4	Alteration	Elemental	Earth							59
Stop	DroHB	Wizard	4	Alteration	Force								123
Summon Lycanthrope	ToM	Wizard	4	Conjuration	Summoning	Song							184
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Thunder Staff	ToM	Wizard	4	Invocation	Evocation	Artifice	Geometry						184
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Turn Pebble to Boulder	ToM	Wizard	4	Alteration	Elemental	Earth						Yes	185
Unluck	ToM	Wizard	4	Evocation	Wild Magic								185
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Vitriolic Sphere	S&M	Wizard	4	Conjuration	Summoning	Elemental	Water	Alchemy					142
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Wall of Ice	PHB	Wizard	4	Evocation	Elemental	Water							60
Wall of Sand	FRA	Wizard	4	Evocation	Elemental	Earth							200
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Airy Water	PHB	Wizard	5	Alteration	Elemental	Air	Water						60
Animal Growth	PHB	Wizard	5	Alteration								Yes	60
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Avoidance	PHB	Wizard	5	Abjuration	Alteration	Geometry						Yes	61
Bigby's Interposing Hand	PHB	Wizard	5	Evocation	Force								61
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Dream	PHB	Wizard	5	Invocation	Illusion	Phantasm						Yes	63
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Fabricate	PHB	Wizard	5	Enchantment	Alteration	Alchemy							63
False Vision	PHB	Wizard	5	Divination									63
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Feeblemind	PHB	Wizard	5	Enchantment	Charm	Mentalism							63
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Khazid's Procurement	ToM	Wizard	5	Divination	Summoning	Geometry							185
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Leomund's Lamentable Belaborment	PHB	Wizard	5	Enchantment	Evocation	Song							63
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Bloodstone's Spectral Steed	ToM	Wizard	6	Necromancy	Shadow								187
Chain Lightning	PHB	Wizard	6	Evocation									67
Claws of the Umber Hulk	ToM	Wizard	6	Alteration									187
Conjure Animals	PHB	Wizard	6	Conjuration	Summoning								67
Contingency	PHB	Wizard	6	Evocation									68
Control Weather	PHB	Wizard	6	Alteration	Song	Elemental	Air						68
Corpse Host	NHB	Wizard	6	Necromancy	Mentalism								104
Dead Man's Eyes	WHB	Wizard	6	Necromancy									116
Death Fog	PHB	Wizard	6	Alteration	Evocation	Alchemy	Elemental	Air					68
Death Spell	PHB	Wizard	6	Necromancy									68
Demishadow Magic	PHB	Wizard	6	Illusion	Phantasm	Shadow							69
Dilation II	ToM	Wizard	6	Alteration									187
Dimensional Blade	S&M	Wizard	6	Invocation	Evocation	Dimension	Artifice						144
Disintegrate	PHB	Wizard	6	Alteration									69
Dragon Scales	WHB	Wizard	6	Abjuration									116
Enchant an Item	PHB	Wizard	6	Universal									69
Ensnarement	PHB	Wizard	6	Conjuration	Summoning	Geometry							69
Etherealness	S&M	Wizard	6	Dimension									144
Extension III	PHB	Wizard	6	Alteration									70
Eyebite	PHB	Wizard	6	Enchantment	Charm	Illusion	Phantasm	Mentalism					70
Forest's Fiery Constrictor	ToM	Wizard	6	Conjuration	Summoning	Elemental	Fire						187
Geas	PHB	Wizard	6	Enchantment	Charm	Mentalism							70
Ghoul Gauntlet	NHB	Wizard	6	Alteration	Necromancy								104

Spell Name	Book	Type	Level	School 1	School 2	School 3	School 4	School 5	School 6	School 7	School 8	Rev?	Page
Glasse	PHB	Wizard	6	Alteration	Alchemy	Elemental	Earth						70
Globe of Invulnerability	PHB	Wizard	6	Abjuration	Geometry								70
Greater Sign of Sealing	S&M	Wizard	6	Abjuration	Geometry								144
Grimwald's Greymantle	FRA	Wizard	6	Necromancy									203
Guards and Wards	PHB	Wizard	6	Evocation	Alteration	Enchantment	Charm	Geometry					70
Imbue Undead with Spell Ability	FRA	Wizard	6	Necromancy									203
Invisible Stalker	PHB	Wizard	6	Conjuration	Summoning								71
Invulnerability to Magical Weapons	WHB	Wizard	6	Abjuration	Geometry								116
Legend Lore	PHB	Wizard	6	Divination									71
Lich Touch	FRA	Wizard	6	Necromancy									203
Lorloveim's Shadowy Transformation	ToM	Wizard	6	Illusion	Shadow								187
Lower Water	PHB	Wizard	6	Alteration	Elemental	Water					Yes		71
Mass Suggestion	PHB	Wizard	6	Enchantment	Charm	Mentalism							71
Mirage Arcana	PHB	Wizard	6	Illusion	Phantasm	Alteration							71
Mislead	PHB	Wizard	6	Illusion	Phantasm								72
Monster Summoning IV	PHB	Wizard	6	Conjuration	Summoning	Song							72
Mordenkainen's Lucubration	PHB	Wizard	6	Alteration									72
Move Earth	PHB	Wizard	6	Alteration	Elemental	Earth							72
Otiluke's Freezing Sphere	PHB	Wizard	6	Alteration	Evocation	Elemental	Water						72
Part Water	PHB	Wizard	6	Alteration	Elemental	Water							72
Permanent Illusion	PHB	Wizard	6	Illusion	Phantasm								72
Power Word Silence	FRA	Wizard	6	Alteration	Song								203
Programmed Illusion	PHB	Wizard	6	Illusion	Phantasm								73
Project Image	PHB	Wizard	6	Alteration	Illusion	Phantasm							73
Reconstruction	FRA	Wizard	6	Alteration									203
Reincarnation	PHB	Wizard	6	Necromancy									73
Repulsion	PHB	Wizard	6	Abjuration	Force								73
Shades	PHB	Wizard	6	Illusion	Phantasm	Shadow							73
Stone to Flesh	PHB	Wizard	6	Alteration	Alchemy	Elemental	Earth				Yes		73
Summon Spider	DroHB	Wizard	6	Summoning	Song								123
Superior Magnetism	S&M	Wizard	6	Alteration									145
Teleport Dead	FRA	Wizard	6	Alteration	Necromancy	Dimension							204
Tenser's Transformation	PHB	Wizard	6	Alteration	Evocation								74
Tentacles	WHB	Wizard	6	Conjuration	Alteration								116
Transmute Bone to Steel	NHB	Wizard	6	Alteration	Necromancy	Elemental	Earth	Alchemy					104
Transmute Water to Dust	PHB	Wizard	6	Alteration	Alchemy	Elemental	Earth	Water				Yes	74
Trollish Fortitude	S&M	Wizard	6	Necromancy									145
True Seeing	PHB	Wizard	6	Divination									74
Turnshadow	FRA	Wizard	6	Abjuration	Shadow								204
Veil	PHB	Wizard	6	Illusion	Phantasm								74
Wildshield	ToM	Wizard	6	Alteration	Wild Magic								187
Wildstrike	ToM	Wizard	6	Conjuration	Summoning	Wild Magic							188
Acid Storm	ToM	Wizard	7	Evocation	Alchemy	Elemental	Water						188
Banishment	PHB	Wizard	7	Abjuration	Song								74
Bigby's Grasping Hand	PHB	Wizard	7	Evocation	Force								74
Bloodstone's Frightful Joining	ToM	Wizard	7	Necromancy									188
Charm Plants	PHB	Wizard	7	Enchantment	Charm	Song							75
Control Undead	PHB	Wizard	7	Necromancy									75
Delayed Blast Fireball	PHB	Wizard	7	Evocation	Elemental	Fire							75
Descent into Madness	S&M	Wizard	7	Enchantment	Charm	Mentalism							145
Drawmij's Instant Summons	PHB	Wizard	7	Conjuration	Summoning	Dimension							75
Duo-Dimension	PHB	Wizard	7	Alteration	Dimension	Shadow							75
Finger of Death	PHB	Wizard	7	Necromancy									75
Forcecage	PHB	Wizard	7	Evocation	Force								76
Gemjump	FRA	Wizard	7	Alteration	Elemental	Earth	Artifice	Dimension					204
Hatch the Stone from the Egg	ToM	Wizard	7	Alteration	Enchantment	Evocation	Alchemy	Elemental	Earth				188
Hornung's Surge Selector	ToM	Wizard	7	Alteration	Wild Magic								188
Intensify Summoning	ToM	Wizard	7	Conjuration	Summoning	Necromancy							188
Khelben's Warding Whip	FRA	Wizard	7	Abjuration	Force								204
Limited Wish	PHB	Wizard	7	Conjuration	Summoning	Invocation	Evocation						76
Malec-Keth's Flame Fist	ToM	Wizard	7	Evocation	Elemental	Fire							189
Mass Invisibility	PHB	Wizard	7	Illusion	Phantasm	Song							76
Monster Summoning V	PHB	Wizard	7	Conjuration	Summoning	Song							76
Mordenkainen's Magnificent Mansion	PHB	Wizard	7	Alteration	Conjuration	Dimension							76
Mordenkainen's Sword	PHB	Wizard	7	Evocation	Force								76
Neutralize Gas	S&M	Wizard	7	Abjuration	Elemental	Air	Alchemy						146
Persistence	S&M	Wizard	7	Invocation	Evocation								146
Phase Door	PHB	Wizard	7	Alteration	Dimension	Geometry	Shadow						77
Power Word Stun	PHB	Wizard	7	Conjuration	Summoning	Song							77
Prismatic Spray	PHB	Wizard	7	Conjuration	Summoning								77
Reverse Gravity	PHB	Wizard	7	Alteration									77
Ruby Ray of Reversal	FRA	Wizard	7	Alteration	Elemental	Earth							205
Sequester	PHB	Wizard	7	Illusion	Phantasm	Abjuration	Geometry						77
Seven-Eyes	S&M	Wizard	7	Abjuration	Conjuration	Summoning							146
Shadow Walk	PHB	Wizard	7	Illusion	Enchantment	Dimension	Shadow						77
Shadowcat	ToM	Wizard	7	Illusion	Shadow								189
Simulacrum	PHB	Wizard	7	Illusion	Phantasm								77
Spectral Guard	FRA	Wizard	7	Evocation	Force	Artifice							205
Spell Shape	ToM	Wizard	7	Alteration	Song	Wild Magic							189
Spell Turning	PHB	Wizard	7	Abjuration									78
Spelltrap	FRA	Wizard	7	Alteration	Abjuration								205
Statue	PHB	Wizard	7	Alteration	Alchemy	Elemental	Earth						78
Steal Enchantment	ToM	Wizard	7	Enchantment	Artifice								189
Suffocate	ToM	Wizard	7	Alteration	Necromancy	Elemental	Air						189
Teleport Without Error	PHB	Wizard	7	Universal									78
The Simbul's Synostodweomer	FRA	Wizard	7	Alteration	Necromancy								206
Vanish	PHB	Wizard	7	Alteration	Geometry								78
Viperout	DroHB	Wizard	7	Conjuration									123
Vision	PHB	Wizard	7	Divination									78
Wound Conferral	NHB	Wizard	7	Necromancy	Alchemy	Artifice	Mentalism						105

Spell Name	Book	Type	Level	School 1	School 2	School 3	School 4	School 5	School 6	School 7	School 8	Rev?	Page
Zombie Double	WHB	Wizard	7	Necromancy									116
Abi-Dalzim's Horrid Wilting	ToM	Wizard	8	Alteration	Necromancy	Elemental	Water						190
Airboat	ToM	Wizard	8	Alteration	Enchantment	Elemental	Air						190
Analyze Dweomer	S&M	Wizard	8	Divination	Artifice								147
Antipathy-Sympathy	PHB	Wizard	8	Enchantment	Charm	Artifice							78
Bigby's Clenched Fist	PHB	Wizard	8	Evocation	Force								79
Binding	PHB	Wizard	8	Enchantment	Evocation	Geometry	Song						79
Clone	PHB	Wizard	8	Necromancy									79
Death Link	FRA	Wizard	8	Necromancy									206
Death Shroud	NHB	Wizard	8	Necromancy	Shadow								105
Death Spider	DroHB	Wizard	8	Alteration	Necromancy								124
Defoliage	WHB	Wizard	8	Necromancy									116
Demand	PHB	Wizard	8	Evocation	Enchantment	Charm	Mentalism						79
Fear Ward	WHB	Wizard	8	Abjuration	Geometry								116
Gateway	FRA	Wizard	8	Alteration	Dimension								206
Glassteel	PHB	Wizard	8	Alteration	Alchemy	Elemental	Earth						80
Great Shout	FRA	Wizard	8	Evocation	Song								206
Gunther's Kaleidoscopic Strike	ToM	Wizard	8	Invocation	Evocation								190
Heart of Stone	S&M	Wizard	8	Necromancy									147
Homunculus Shield	ToM	Wizard	8	Evocation	Necromancy								190
Hornung's Random Dispatcher	ToM	Wizard	8	Abjuration	Wild Magic								190
Incendiary Cloud	PHB	Wizard	8	Alteration	Evocation	Alchemy	Elemental	Air	Fire				80
Iron Body	S&M	Wizard	8	Alteration	Elemental	Earth							147
Life Force Transfer	NHB	Wizard	8	Necromancy	Artifice	Mentalism							105
Mass Charm	PHB	Wizard	8	Enchantment	Charm	Song							80
Maze	PHB	Wizard	8	Conjuration	Summoning	Dimension	Geometry	Shadow					80
Mind Blank	PHB	Wizard	8	Abjuration	Mentalism								80
Monster Summoning VI	PHB	Wizard	8	Conjuration	Summoning	Song							80
Otiluke's Telekinetic Sphere	PHB	Wizard	8	Evocation	Alteration	Force							80
Otto's Irresistible Dance	PHB	Wizard	8	Enchantment	Charm	Song							81
Permanency	PHB	Wizard	8	Universal									81
Polymorph Any Object	PHB	Wizard	8	Alteration									81
Power Word Blind	PHB	Wizard	8	Conjuration	Summoning	Song							81
Prismatic Wall	PHB	Wizard	8	Conjuration	Summoning								81
Screen	PHB	Wizard	8	Divination	Illusion								82
Serten's Spell Immunity	PHB	Wizard	8	Abjuration									82
Shadow Form	WHB	Wizard	8	Necromancy	Shadow								117
Sink	PHB	Wizard	8	Enchantment	Alteration	Elemental	Earth						82
Spell Engine	FRA	Wizard	8	Abjuration	Alteration	Artifice							206
Sunburst	FRA	Wizard	8	Evocation	Elemental	Fire							207
Symbol	PHB	Wizard	8	Conjuration	Summoning	Geometry							82
Trap the Soul	PHB	Wizard	8	Conjuration	Summoning	Geometry							83
Wildzone	ToM	Wizard	8	Conjuration	Summoning	Wild Magic							190
Astral Spell	PHB	Wizard	9	Universal									83
Bigby's Crushing Hand	PHB	Wizard	9	Evocation	Force								83
Black Blade of Disaster	DroHB	Wizard	9	Evocation	Conjuration	Summoning	Dimension						124
Chain Contingency	ToM	Wizard	9	Evocation									191
Crystalbrittle	PHB	Wizard	9	Alteration	Alchemy	Elemental	Earth						84
Death Ward	NHB	Wizard	9	Abjuration	Necromancy	Geometry							106
Dismind	FRA	Wizard	9	Enchantment	Charm	Force	Mentalism					Yes	207
Elemental Aura	ToM	Wizard	9	Abjuration	Evocation	Elemental	Air	Earth	Fire	Water			191
Elminster's Effulgent Eupration	FRA	Wizard	9	Abjuration									207
Elminster's Evasion	FRA	Wizard	9	Evocation									207
Energy Drain	PHB	Wizard	9	Evocation	Necromancy	Shadow							84
Estate Transference	ToM	Wizard	9	Alteration									191
Foresight	PHB	Wizard	9	Divination									84
Gate	PHB	Wizard	9	Conjuration	Summoning	Dimension	Geometry						84
Glorious Transmutation	ToM	Wizard	9	Alteration	Alchemy								192
Imprisonment	PHB	Wizard	9	Abjuration								Yes	84
Life Force Exchange	NHB	Wizard	9	Necromancy	Mentalism								106
Master Undead	FRA	Wizard	9	Necromancy									208
Meteor Swarm	PHB	Wizard	9	Evocation	Elemental	Fire							84
Monster Summoning VII	PHB	Wizard	9	Conjuration	Summoning	Song							85
Mordenkainen's Disjunction	PHB	Wizard	9	Alteration	Enchantment								85
Power Word Kill	PHB	Wizard	9	Conjuration	Summoning	Song							85
Prismatic Sphere	PHB	Wizard	9	Abjuration	Conjuration	Summoning							85
Programmed Amnesia	S&M	Wizard	9	Enchantment	Charm	Mentalism							147
Shape Change	PHB	Wizard	9	Alteration	Artifice	Geometry							85
Spell Invulnerability	FRA	Wizard	9	Abjuration									208
Spellstrike	FRA	Wizard	9	Alteration									208
Sphere of Ultimate Destruction	S&M	Wizard	9	Conjuration	Summoning	Dimension							148
Stabilize	ToM	Wizard	9	Abjuration	Wild Magic								192
Succor	PHB	Wizard	9	Alteration	Enchantment							Yes	85
Temporal Stasis	PHB	Wizard	9	Alteration								Yes	86
Time Stop	PHB	Wizard	9	Alteration	Dimension								86
Virus Charm	FRA	Wizard	9	Enchantment	Charm	Mentalism							208
Wail of the Banshee	ToM	Wizard	9	Necromancy	Song								192
Weird	PHB	Wizard	9	Illusion	Phantasm								86
Wildfire	ToM	Wizard	9	Invocation	Evocation	Wild Magic							192
Wildwind	ToM	Wizard	9	Conjuration	Summoning	Wild Magic							192
Wish	PHB	Wizard	9	Conjuration	Summoning								86
Worldwalk	FRA	Wizard	9	Alteration	Dimension								208



Appendix: D (Arcane Spell Listing by Schools)

Universal

Spell Name	Book	Type	Level	School 1	School 2	School 3	School 4	School 5	School 6	School 7	School 8	Rev?	Page
Cantrip	PHB	Wizard	1	Universal									35
Comprehend Languages	PHB	Wizard	1	Universal								Yes	36
Detect Magic	PHB	Wizard	1	Universal									37
Hold Portal	PHB	Wizard	1	Universal									38
Identify	PHB	Wizard	1	Universal									38
Read Magic	PHB	Wizard	1	Universal									40
Wizard Mark	PHB	Wizard	1	Universal									41
Knock	PHB	Wizard	2	Universal								Yes	44
Protection From Cantrips	PHB	Wizard	2	Universal									45
Wizard Lock	PHB	Wizard	2	Universal									47
Dispel Magic	PHB	Wizard	3	Universal									48
Remove Curse	PHB	Wizard	4	Universal								Yes	58
Teleport	PHB	Wizard	5	Universal									66
Enchant an Item	PHB	Wizard	6	Universal									69
Teleport Without Error	PHB	Wizard	7	Universal									78
Permanency	PHB	Wizard	8	Universal									81
Astral Spell	PHB	Wizard	9	Universal									83

Abjuration

Spell Name	Book	Type	Level	School 1	School 2	School 3	School 4	School 5	School 6	School 7	School 8	Rev?	Page
Alarm	PHB	Wizard	1	Abjuration	Evocation	Geometry							35
Protection From Evil	PHB	Wizard	1	Abjuration	Alchemy	Geometry						Yes	40
Protection from Hunger and Thirst	WHB	Wizard	1	Abjuration	Alchemy	Geometry							112
Protection from Vermin	S&M	Wizard	1	Abjuration	Alchemy	Geometry							138
Sound Bubble	BHB	Bard	1	Abjuration	Evocation	Song							88
Chaos Shield	ToM	Wizard	2	Abjuration	Wild Magic								179
Filter	WHB	Wizard	2	Abjuration									112
Nahal's Nonsensical Nullifier	ToM	Wizard	2	Abjuration	Wild Magic								180
Protection From Paralysis	ToM	Wizard	2	Abjuration	Alchemy	Geometry							180
Protection from Poison	S&M	Wizard	2	Abjuration	Alchemy	Geometry							139
Dispel Silence	FRA	Wizard	3	Abjuration	Alteration	Song							196
Hold Vapor	FRA	Wizard	3	Abjuration	Elemental	Air							197
Invisible Mail	WHB	Wizard	3	Evocation	Abjuration	Force							113
Iron Mind	WHB	Wizard	3	Abjuration	Mentalism								113
Lesser Sign of Sealing	S&M	Wizard	3	Abjuration	Geometry								140
Nondetection	PHB	Wizard	3	Abjuration	Shadow								51
Proof from Teleportation	FRA	Wizard	3	Abjuration	Dimension								198
Protection from Amorphs	S&M	Wizard	3	Abjuration	Alchemy	Geometry							140
Protection From Evil 10' Radius	PHB	Wizard	3	Abjuration	Alchemy	Geometry						Yes	51
Protection From Normal Missiles	PHB	Wizard	3	Abjuration	Alchemy	Geometry							51
Ward Against Undead	FRA	Wizard	3	Abjuration									198
Fire Aura	WHB	Wizard	4	Abjuration	Elemental	Fire							114
Fire Trap	PHB	Wizard	4	Abjuration	Evocation	Alchemy	Geometry	Elemental	Fire				55
Halo of Eyes	WHB	Wizard	4	Abjuration	Conjuration								114
Ilykyur's Mantle	FRA	Wizard	4	Abjuration									199
Minor Globe of Invulnerability	PHB	Wizard	4	Abjuration	Geometry								57
Minor Spell Turning	ToM	Wizard	4	Abjuration									183
Otiluke's Dispel Screen	WHB	Wizard	4	Evocation	Abjuration	Alchemy							114
Psychic Protection	S&M	Wizard	4	Abjuration	Mentalism								142
Avoidance	PHB	Wizard	5	Abjuration	Alteration	Geometry						Yes	61
Dismissal	PHB	Wizard	5	Abjuration	Song								62
Invulnerability to Normal Weapons	WHB	Wizard	5	Abjuration	Geometry								114
Ironguard	FRA	Wizard	5	Abjuration	Alteration	Elemental	Earth						201
Lower Resistance	ToM	Wizard	5	Abjuration	Alteration								185
Mordenkainen's Private Sanctum	WHB	Wizard	5	Alteration	Abjuration	Geometry	Shadow						115
Passweb	DroHB	Wizard	5	Abjuration	Alteration								123
Proofing versus Combustion	S&M	Wizard	5	Abjuration	Elemental	Fire							143
Safeguarding	ToM	Wizard	5	Abjuration									186
Von Gasik's Refusal	ToM	Wizard	5	Abjuration	Geometry								186
Antimagic Shell	PHB	Wizard	6	Abjuration									67
Dragon Scales	WHB	Wizard	6	Abjuration									116
Globe of Invulnerability	PHB	Wizard	6	Abjuration	Geometry								70
Greater Sign of Sealing	S&M	Wizard	6	Abjuration	Geometry								144
Invulnerability to Magical Weapons	WHB	Wizard	6	Abjuration	Geometry								116
Repulsion	PHB	Wizard	6	Abjuration	Force								73
Turnshadow	FRA	Wizard	6	Abjuration	Shadow								204
Banishment	PHB	Wizard	7	Abjuration	Song								74
Khelben's Warding Whip	FRA	Wizard	7	Abjuration	Force								204
Neutralize Gas	S&M	Wizard	7	Abjuration	Elemental	Air	Alchemy						146
Sequester	PHB	Wizard	7	Illusion	Phantasm	Abjuration	Geometry						77
Seven-Eyes	S&M	Wizard	7	Abjuration	Conjuration	Summoning							146
Spell Turning	PHB	Wizard	7	Abjuration									78
Spelltrap	FRA	Wizard	7	Alteration	Abjuration								205
Fear Ward	WHB	Wizard	8	Abjuration	Geometry								116
Hornung's Random Dispatcher	ToM	Wizard	8	Abjuration	Wild Magic								190
Mind Blank	PHB	Wizard	8	Abjuration	Mentalism								80
Serten's Spell Immunity	PHB	Wizard	8	Abjuration									82

Spell Engine	FRA	Wizard	8	Abjuration	Alteration	Artifice							206
Death Ward	NHB	Wizard	9	Abjuration	Necromancy	Geometry							106
Elemental Aura	ToM	Wizard	9	Abjuration	Evocation	Elemental	Air	Earth	Fire	Water			191
Elminster's Effulgent Eputation	FRA	Wizard	9	Abjuration									207
Imprisonment	PHB	Wizard	9	Abjuration								Yes	84
Prismatic Sphere	PHB	Wizard	9	Abjuration	Conjuration	Summoning							85
Spell Invulnerability	FRA	Wizard	9	Abjuration									208
Stabilize	ToM	Wizard	9	Abjuration	Wild Magic								192

Alchemy

Spell Name	Book	Type	Level	School 1	School 2	School 3	School 4	School 5	School 6	School 7	School 8	Rev?	Page
Affect Normal Fires	PHB	Wizard	1	Alteration	Alchemy	Elemental	Fire						35
Fire Burst	ToM	Wizard	1	Alteration	Evocation	Alchemy	Elemental	Fire					177
Grease	PHB	Wizard	1	Conjuration	Alchemy								38
Metamorphose Liquids	ToM	Wizard	1	Alteration	Alchemy	Elemental	Water						179
Patternweave	ToM	Wizard	1	Divination	Alchemy	Wild Magic							179
Protection From Evil	PHB	Wizard	1	Abjuration	Alchemy	Geometry						Yes	40
Protection from Hunger and Thirst	WHB	Wizard	1	Abjuration	Alchemy	Geometry							112
Protection from Vermin	S&M	Wizard	1	Abjuration	Alchemy	Geometry							138
Embalm	NHB	Wizard	2	Necromancy	Alteration	Alchemy							101
Fools' Gold	PHB	Wizard	2	Alteration	Illusion	Alchemy	Elemental	Earth					43
Glitterdust	PHB	Wizard	2	Conjuration	Summoning	Alchemy							44
Melf's Acid Arrow	PHB	Wizard	2	Conjuration	Alchemy								45
Protection From Paralysis	ToM	Wizard	2	Abjuration	Alchemy	Geometry							180
Protection from Poison	S&M	Wizard	2	Abjuration	Alchemy	Geometry							139
Pyrotechnics	PHB	Wizard	2	Alteration	Alchemy	Elemental	Fire						46
Sense Shifting	ToM	Wizard	2	Alteration	Alchemy								180
Stinking Cloud	PHB	Wizard	2	Evocation	Alchemy	Elemental	Air						46
Alamir's Fundamental Breakdown	ToM	Wizard	3	Divination	Alchemy	Elemental	Air	Earth	Fire	Water			181
Flame Arrow	PHB	Wizard	3	Conjuration	Summoning	Alchemy	Artifice	Elemental	Fire				49
Melf's Minute Meteors	PHB	Wizard	3	Evocation	Alteration	Alchemy	Artifice	Elemental	Fire				51
Protection from Amorphs	S&M	Wizard	3	Abjuration	Alchemy	Geometry							140
Protection From Evil 10' Radius	PHB	Wizard	3	Abjuration	Alchemy	Geometry						Yes	51
Protection From Normal Missiles	PHB	Wizard	3	Abjuration	Alchemy	Geometry							51
Solvent of Corrosion	S&M	Wizard	3	Conjuration	Summoning	Alchemy							140
Acid Bolt	DroHB	Wizard	4	Conjuration	Alchemy	Elemental	Water						122
Empathic Wound Transfer	NHB	Wizard	4	Necromancy	Alchemy	Mentalism							102
Enchanted Weapon	PHB	Wizard	4	Enchantment	Alchemy	Artifice							54
Fire Charm	PHB	Wizard	4	Enchantment	Charm	Alchemy	Elemental	Fire					55
Fire Trap	PHB	Wizard	4	Abjuration	Evocation	Alchemy	Geometry	Elemental	Fire				55
Otiluke's Dispelling Screen	WHB	Wizard	4	Evocation	Abjuration	Alchemy							114
Vitriolic Sphere	S&M	Wizard	4	Conjuration	Summoning	Elemental	Water	Alchemy					142
Cloudkill	PHB	Wizard	5	Evocation	Alchemy	Elemental	Air						61
Fabricate	PHB	Wizard	5	Enchantment	Alteration	Alchemy							63
Rusting Grasp	S&M	Wizard	5	Alteration	Elemental	Water	Alchemy						143
Transmute Rock to Mud	PHB	Wizard	5	Alteration	Alchemy	Elemental	Earth	Water				Yes	66
Vile Venom	S&M	Wizard	5	Conjuration	Summoning	Elemental	Water	Alchemy					144
Death Fog	PHB	Wizard	6	Alteration	Evocation	Alchemy	Elemental	Air					68
Glasse	PHB	Wizard	6	Alteration	Alchemy	Elemental	Earth						70
Stone to Flesh	PHB	Wizard	6	Alteration	Alchemy	Elemental	Earth					Yes	73
Transmute Bone to Steel	NHB	Wizard	6	Alteration	Necromancy	Elemental	Earth	Alchemy					104
Transmute Water to Dust	PHB	Wizard	6	Alteration	Alchemy	Elemental	Earth	Water				Yes	74
Acid Storm	ToM	Wizard	7	Evocation	Alchemy	Elemental	Water						188
Hatch the Stone from the Egg	ToM	Wizard	7	Alteration	Enchantment	Evocation	Alchemy	Elemental	Earth				188
Neutralize Gas	S&M	Wizard	7	Abjuration	Elemental	Air	Alchemy						146
Statue	PHB	Wizard	7	Alteration	Alchemy	Elemental	Earth						78
Wound Conferral	NHB	Wizard	7	Necromancy	Alchemy	Artifice	Mentalism						105
Glassteel	PHB	Wizard	8	Alteration	Alchemy	Elemental	Earth						80
Incendiary Cloud	PHB	Wizard	8	Alteration	Evocation	Alchemy	Elemental	Air	Fire				80
Crystalbrittle	PHB	Wizard	9	Alteration	Alchemy	Elemental	Earth						84
Glorious Transmutation	ToM	Wizard	9	Alteration	Alchemy								192

Alteration

Spell Name	Book	Type	Level	School 1	School 2	School 3	School 4	School 5	School 6	School 7	School 8	Rev?	Page
Affect Normal Fires	PHB	Wizard	1	Alteration	Alchemy	Elemental	Fire						35
Alter Instrument	BHB	Bard	1	Alteration	Song	Artifice							88
Burning Hands	PHB	Wizard	1	Alteration	Elemental	Fire							35
Catapult	FRA	Wizard	1	Alteration	Force								194
Chromatic Orb	WHB	Wizard	1	Alteration	Evocation	Artifice							111
Color Spray	PHB	Wizard	1	Alteration									36
Corpse Link	NHB	Wizard	1	Necromancy	Alteration								100
Corpselight	FRA	Wizard	1	Alteration	Necromancy								194
Dancing Lights	PHB	Wizard	1	Alteration	Elemental	Fire							36
Enlarge	PHB	Wizard	1	Alteration	Dimension							Yes	37
Erase	PHB	Wizard	1	Alteration	Geometry								37
Expeditious Retreat	S&M	Wizard	1	Alteration									138
Feather Fall	PHB	Wizard	1	Alteration	Elemental	Air							37
Fire Burst	ToM	Wizard	1	Alteration	Evocation	Alchemy	Elemental	Fire					177
Fist of Stone	ToM	Wizard	1	Alteration	Elemental	Earth							178
Gaze Reflection	PHB	Wizard	1	Alteration	Dimension								38
Jump	PHB	Wizard	1	Alteration									38
Lasting Breath	ToM	Wizard	1	Alteration	Elemental	Air							178
Light	PHB	Wizard	1	Alteration									39
Mending	PHB	Wizard	1	Alteration	Artifice								39
Message	PHB	Wizard	1	Alteration									39
Metamorphose Liquids	ToM	Wizard	1	Alteration	Alchemy	Elemental	Water						179

Murdock's Feathery Flyer	ToM	Wizard	1	Alteration									179
Scatterspray	FRA	Wizard	1	Alteration	Force	Geometry							194
Shocking Grasp	PHB	Wizard	1	Alteration									40
Spectral Voice	NHB	Wizard	1	Necromancy	Alteration	Song							101
Spider Climb	PHB	Wizard	1	Alteration									40
Spidereyes	DroHB	Wizard	1	Alteration									122
Alter Self	PHB	Wizard	2	Alteration									42
Bladethirst	FRA	Wizard	2	Alteration	Artifice								195
Camouflage	EHB	Wizard	2	Alteration									126
Cat's Grace	S&M	Wizard	2	Alteration									139
Cloak From Undead	FRA	Wizard	2	Alteration									195
Continual Light	PHB	Wizard	2	Alteration	Shadow								42
Darkness 15' Radius	PHB	Wizard	2	Alteration	Shadow								42
Deeppockets	PHB	Wizard	2	Alteration	Enchantment	Dimension							42
Displace Self	S&M	Wizard	2	Alteration	Dimension								139
Embalm	NHB	Wizard	2	Necromancy	Alteration	Alchemy							101
Fog Cloud	PHB	Wizard	2	Alteration	Elemental	Air							43
Fools' Gold	PHB	Wizard	2	Alteration	Illusion	Alchemy	Elemental	Earth					43
Ghost Pipes	FRA	Wizard	2	Alteration	Song	Elemental	Air						195
Irritation	PHB	Wizard	2	Alteration									44
Levitate	PHB	Wizard	2	Alteration	Force								45
Magic Mouth	PHB	Wizard	2	Alteration	Song								45
Moon Rune	S&M	Wizard	2	Alteration	Geometry	Artifice							139
Pyrotechnics	PHB	Wizard	2	Alteration	Alchemy	Elemental	Fire						46
Ride the Wind	ToM	Wizard	2	Alteration	Elemental	Air							180
Rope Trick	PHB	Wizard	2	Alteration	Dimension								46
Sense Shifting	ToM	Wizard	2	Alteration	Alchemy								180
Shatter	PHB	Wizard	2	Alteration									46
Silence 15' Radius	BHB	Bard	2	Alteration	Song								88
Strength	PHB	Wizard	2	Alteration									47
Vocalize	WHB	Wizard	2	Alteration	Song								112
Whispering Wind	PHB	Wizard	2	Alteration	Phantasm	Song	Elemental	Air					47
Alacrity	ToM	Wizard	3	Alteration									181
Alternate Reality	ToM	Wizard	3	Alteration	Wild Magic								181
Blacklight	FRA	Wizard	3	Alteration	Shadow								196
Blink	PHB	Wizard	3	Alteration	Dimension								48
Dark Wings	DroHB	Wizard	3	Alteration									122
Darkvision	PHB	Wizard	3	Alteration									48
Delude	PHB	Wizard	3	Alteration									48
Dispel Silence	FRA	Wizard	3	Abjuration	Alteration	Song							196
Explosive Runes	PHB	Wizard	3	Alteration	Artifice	Geometry							49
False Face	NHB	Wizard	3	Necromancy	Alteration								102
Far Reaching I	ToM	Wizard	3	Alteration									181
Fireflow	ToM	Wizard	3	Alteration	Song								181
Fly	PHB	Wizard	3	Alteration									49
Fool's Speech	ToM	Wizard	3	Alteration	Wild Magic								181
Gust of Wind	PHB	Wizard	3	Alteration	Elemental	Air							49
Hand of Darkness	DroHB	Wizard	3	Alteration									122
Haste	PHB	Wizard	3	Alteration									50
Icelandic	FRA	Wizard	3	Alteration	Elemental	Water							197
Improved Magic Mouth	BHB	Bard	3	Alteration	Song								88
Item	PHB	Wizard	3	Alteration	Artifice								50
Leomund's Tiny Hut	PHB	Wizard	3	Alteration									50
Melf's Minute Meteors	PHB	Wizard	3	Evocation	Alteration	Alchemy	Artifice	Elemental	Fire				51
Nchaser's Glowing Globe	FRA	Wizard	3	Alteration	Artifice								197
Secret Page	PHB	Wizard	3	Alteration	Geometry								52
Slow	PHB	Wizard	3	Alteration									52
Snapping Teeth	WHB	Wizard	3	Conjuration	Alteration	Artifice							113
Squaring the Circle	ToM	Wizard	3	Alteration									182
Tongues	PHB	Wizard	3	Alteration								Yes	52
Water Breathing	PHB	Wizard	3	Alteration	Elemental	Air	Water					Yes	53
Wind Wall	PHB	Wizard	3	Alteration	Elemental	Air							53
Wraithform	PHB	Wizard	3	Alteration	Illusion	Shadow							53
Dilation I	ToM	Wizard	4	Alteration									183
Dimension Door	PHB	Wizard	4	Alteration	Dimension	Shadow							54
Extension I	PHB	Wizard	4	Alteration									55
Far Reaching II	ToM	Wizard	4	Alteration									183
Fire Gate	FRA	Wizard	4	Alteration	Elemental	Fire							199
Fire Shield	PHB	Wizard	4	Evocation	Alteration	Wild Magic	Elemental	Fire					55
Improved Strength	S&M	Wizard	4	Alteration									141
Leomund's Secure Shelter	PHB	Wizard	4	Alteration	Enchantment								56
Low-Lightvision	S&M	Wizard	4	Alteration									142
Massmorph	PHB	Wizard	4	Alteration									56
Missile Mastery	FRA	Wizard	4	Alteration									199
Mordenkainen's Celerity	ToM	Wizard	4	Alteration	Invocation								184
Otiluke's Resilient Sphere	PHB	Wizard	4	Alteration	Evocation	Force							57
Phase Trap	FRA	Wizard	4	Alteration	Dimension								200
Plant Growth	PHB	Wizard	4	Alteration									57
Polymorph Other	PHB	Wizard	4	Alteration									58
Polymorph Self	PHB	Wizard	4	Alteration									58
Rainbow Pattern	PHB	Wizard	4	Alteration	Illusion	Phantasm	Geometry						58
Rary's Mnemonic Enhancer	PHB	Wizard	4	Alteration	Mentalism								58
Solid Fog	PHB	Wizard	4	Alteration	Elemental	Air							59
Stoneskin	PHB	Wizard	4	Alteration	Elemental	Earth							59
Stop	DroHB	Wizard	4	Alteration	Force								123
Turn Pebble to Boulder	ToM	Wizard	4	Alteration	Elemental	Earth						Yes	185
Vacancy	PHB	Wizard	4	Alteration	Illusion	Phantasm							59
Wizard Eye	PHB	Wizard	4	Alteration									60
Airy Water	PHB	Wizard	5	Alteration	Elemental	Air	Water						60
Animal Growth	PHB	Wizard	5	Alteration								Yes	60
Avoidance	PHB	Wizard	5	Abjuration	Alteration	Geometry						Yes	61

Bone Blight	NHB	Wizard	5	Necromancy	Alteration											103
Bowgentle's Fleeting Journey	FRA	Wizard	5	Alteration												201
Distance Distortion	PHB	Wizard	5	Alteration	Dimension	Elemental	Earth									62
Extension II	PHB	Wizard	5	Alteration												63
Fabricate	PHB	Wizard	5	Enchantment	Alteration	Alchemy										63
Far Reaching III	ToM	Wizard	5	Alteration												185
Graft Flesh	NHB	Wizard	5	Necromancy	Alteration											104
Improved Blink	S&M	Wizard	5	Alteration	Dimension											142
Ironguard	FRA	Wizard	5	Abjuration	Alteration	Elemental	Earth									201
Leomund's Hidden Lodge	S&M	Wizard	5	Alteration	Enchantment	Charm										142
Leomund's Secret Chest	PHB	Wizard	5	Alteration	Conjuration	Summoning	Dimension									64
Lower Resistance	ToM	Wizard	5	Abjuration	Alteration											185
Mordenkainen's Private Sanctum	WHB	Wizard	5	Alteration	Abjuration	Geometry	Shadow									115
Passwall	PHB	Wizard	5	Alteration	Shadow	Elemental	Earth									65
Passweb	DroHB	Wizard	5	Abjuration	Alteration											123
Rary's Telepathic Bond	WHB	Wizard	5	Divination	Alteration	Mentalism										115
Rusting Grasp	S&M	Wizard	5	Alteration	Elemental	Water	Alchemy									143
Secure	FRA	Wizard	5	Alteration												202
Stone Shape	PHB	Wizard	5	Alteration	Elemental	Earth										66
Telekinesis	PHB	Wizard	5	Alteration	Force											66
Transmute Rock to Mud	PHB	Wizard	5	Alteration	Alchemy	Elemental	Earth	Water						Yes		66
Waveform	ToM	Wizard	5	Alteration	Wild Magic											186
Claws of the Umber Hulk	ToM	Wizard	6	Alteration												187
Control Weather	PHB	Wizard	6	Alteration	Song	Elemental	Air									68
Death Fog	PHB	Wizard	6	Alteration	Evocation	Alchemy	Elemental	Air								68
Dilation II	ToM	Wizard	6	Alteration												187
Disintegrate	PHB	Wizard	6	Alteration												69
Extension III	PHB	Wizard	6	Alteration												70
Ghoul Gauntlet	NHB	Wizard	6	Alteration	Necromancy											104
Glasse	PHB	Wizard	6	Alteration	Alchemy	Elemental	Earth									70
Guards and Wards	PHB	Wizard	6	Evocation	Alteration	Enchantment	Charm	Geometry								70
Lower Water	PHB	Wizard	6	Alteration	Elemental	Water								Yes		71
Mirage Arcana	PHB	Wizard	6	Illusion	Phantasm	Alteration										71
Mordenkainen's Lucubration	PHB	Wizard	6	Alteration												72
Move Earth	PHB	Wizard	6	Alteration	Elemental	Earth										72
Otiluke's Freezing Sphere	PHB	Wizard	6	Alteration	Evocation	Elemental	Water									72
Part Water	PHB	Wizard	6	Alteration	Elemental	Water										72
Power Word Silence	FRA	Wizard	6	Alteration	Song											203
Project Image	PHB	Wizard	6	Alteration	Illusion	Phantasm										73
Reconstruction	FRA	Wizard	6	Alteration												203
Stone to Flesh	PHB	Wizard	6	Alteration	Alchemy	Elemental	Earth							Yes		73
Superior Magnetism	S&M	Wizard	6	Alteration												145
Teleport Dead	FRA	Wizard	6	Alteration	Necromancy	Dimension										204
Tenser's Transformation	PHB	Wizard	6	Alteration	Evocation											74
Tentacles	WHB	Wizard	6	Conjuration	Alteration											116
Transmute Bone to Steel	NHB	Wizard	6	Alteration	Necromancy	Elemental	Earth	Alchemy								104
Transmute Water to Dust	PHB	Wizard	6	Alteration	Alchemy	Elemental	Earth	Water						Yes		74
Wildshield	ToM	Wizard	6	Alteration	Wild Magic											187
Duo-Dimension	PHB	Wizard	7	Alteration	Dimension	Shadow										75
Gemjump	FRA	Wizard	7	Alteration	Elemental	Earth	Artifice	Dimension								204
Hatch the Stone from the Egg	ToM	Wizard	7	Alteration	Enchantment	Evocation	Alchemy	Elemental	Earth							188
Hornung's Surge Selector	ToM	Wizard	7	Alteration	Wild Magic											188
Mordenkainen's Magnificent Mansion	PHB	Wizard	7	Alteration	Conjuration	Dimension										76
Phase Door	PHB	Wizard	7	Alteration	Dimension	Geometry	Shadow									77
Reverse Gravity	PHB	Wizard	7	Alteration												77
Ruby Ray of Reversal	FRA	Wizard	7	Alteration	Elemental	Earth										205
Spell Shape	ToM	Wizard	7	Alteration	Song	Wild Magic										189
Spelltrap	FRA	Wizard	7	Alteration	Abjuration											205
Statue	PHB	Wizard	7	Alteration	Alchemy	Elemental	Earth									78
Suffocate	ToM	Wizard	7	Alteration	Necromancy	Elemental	Air									189
The Simbul's Synostodweomer	FRA	Wizard	7	Alteration	Necromancy											206
Vanish	PHB	Wizard	7	Alteration	Geometry											78
Abi-Dalzim's Horrid Wilting	ToM	Wizard	8	Alteration	Necromancy	Elemental	Water									190
Airboat	ToM	Wizard	8	Alteration	Enchantment	Elemental	Air									190
Death Spider	DroHB	Wizard	8	Alteration	Necromancy											124
Gateway	FRA	Wizard	8	Alteration	Dimension											206
Glassteel	PHB	Wizard	8	Alteration	Alchemy	Elemental	Earth									80
Incendiary Cloud	PHB	Wizard	8	Alteration	Evocation	Alchemy	Elemental	Air	Fire							80
Iron Body	S&M	Wizard	8	Alteration	Elemental	Earth										147
Otiluke's Telekinetic Sphere	PHB	Wizard	8	Evocation	Alteration	Force										80
Polymorph Any Object	PHB	Wizard	8	Alteration												81
Sink	PHB	Wizard	8	Enchantment	Alteration	Elemental	Earth									82
Spell Engine	FRA	Wizard	8	Abjuration	Alteration	Artifice										206
Crystalbrittle	PHB	Wizard	9	Alteration	Alchemy	Elemental	Earth									84
Estate Transference	ToM	Wizard	9	Alteration												191
Glorious Transmutation	ToM	Wizard	9	Alteration	Alchemy											192
Mordenkainen's Disjunction	PHB	Wizard	9	Alteration	Enchantment											85
Shape Change	PHB	Wizard	9	Alteration	Artifice	Geometry										85
Spellstrike	FRA	Wizard	9	Alteration												208
Succor	PHB	Wizard	9	Alteration	Enchantment									Yes		85
Temporal Stasis	PHB	Wizard	9	Alteration										Yes		86
Time Stop	PHB	Wizard	9	Alteration	Dimension											86
Worldwalk	FRA	Wizard	9	Alteration	Dimension											208

Artifice

Spell Name	Book	Type	Level	School 1	School 2	School 3	School 4	School 5	School 6	School 7	School 8	Rev?	Page
Alter Instrument	BHB	Bard	1	Alteration	Song	Artifice							88
Chromatic Orb	WHB	Wizard	1	Alteration	Evocation	Artifice							111

Divining Rod	WHB	Wizard	1	Divination	Enchantment	Artifice								111
Mending	PHB	Wizard	1	Alteration	Artifice									39
Bind	PHB	Wizard	2	Enchantment	Artifice									42
Bladethirst	FRA	Wizard	2	Alteration	Artifice									195
Decastave	FRA	Wizard	2	Evocation	Force	Artifice								195
Ice Knife	WHB	Wizard	2	Evocation	Artifice	Elemental	Water							112
Leomund's Trap	PHB	Wizard	2	Illusion	Phantasm	Artifice								45
Moon Rune	S&M	Wizard	2	Alteration	Geometry	Artifice								139
Seeking	EHB	Wizard	2	Enchantment	Invocation	Artifice								126
Bone Club	WHB	Wizard	3	Enchantment	Necromancy	Artifice	Geometry							113
Bone Dance	NHB	Wizard	3	Necromancy	Artifice									102
Explosive Runes	PHB	Wizard	3	Alteration	Artifice	Geometry								49
Flame Arrow	PHB	Wizard	3	Conjuration	Summoning	Alchemy	Artifice	Elemental	Fire					49
Hovering Skull	WHB	Wizard	3	Necromancy	Artifice									113
Item	PHB	Wizard	3	Alteration	Artifice									50
Melf's Minute Meteors	PHB	Wizard	3	Evocation	Alteration	Alchemy	Artifice	Elemental	Fire					51
Nchaser's Glowing Globe	FRA	Wizard	3	Alteration	Artifice									197
Skull Watch	FRA	Wizard	3	Necromancy	Artifice									198
Snapping Teeth	WHB	Wizard	3	Conjuration	Alteration	Artifice								113
Conjure Cabinet	BHB	Bard	4	Conjuration	Song	Artifice	Dimension							89
Enchanted Weapon	PHB	Wizard	4	Enchantment	Alchemy	Artifice								54
Magic Mirror	PHB	Wizard	4	Enchantment	Divination	Artifice								56
Thunder Staff	ToM	Wizard	4	Invocation	Evocation	Artifice	Geometry							184
Conduit	EHB	Wizard	5	Enchantment	Invocation	Artifice								126
Improved Skull Watch	FRA	Wizard	5	Necromancy	Artifice									201
Magic Staff	ToM	Wizard	5	Enchantment	Charm	Artifice								185
Arrow of Bone	S&M	Wizard	6	Necromancy	Artifice									144
Dimensional Blade	S&M	Wizard	6	Invocation	Evocation	Dimension	Artifice							144
Gemjump	FRA	Wizard	7	Alteration	Elemental	Earth	Artifice	Dimension						204
Spectral Guard	FRA	Wizard	7	Evocation	Force	Artifice								205
Steal Enchantment	ToM	Wizard	7	Enchantment	Artifice									189
Wound Conferal	NHB	Wizard	7	Necromancy	Alchemy	Artifice	Mentalism							105
Analyze Dweomer	S&M	Wizard	8	Divination	Artifice									147
Antipathy-Sympathy	PHB	Wizard	8	Enchantment	Charm	Artifice								78
Life Force Transfer	NHB	Wizard	8	Necromancy	Artifice	Mentalism								105
Spell Engine	FRA	Wizard	8	Abjuration	Alteration	Artifice								206
Shape Change	PHB	Wizard	9	Alteration	Artifice	Geometry								85

Charm

Spell Name	Book	Type	Level	School 1	School 2	School 3	School 4	School 5	School 6	School 7	School 8	Rev?	Page
Charm Person	PHB	Wizard	1	Enchantment	Charm	Mentalism	Song						36
Friends	PHB	Wizard	1	Enchantment	Charm	Song							38
Hypnotism	PHB	Wizard	1	Enchantment	Charm	Mentalism							38
Sleep	PHB	Wizard	1	Enchantment	Charm	Shadow	Song						40
Forget	PHB	Wizard	2	Enchantment	Charm	Mentalism	Song						43
Insatiable Thirst	ToM	Wizard	2	Enchantment	Charm	Elemental	Water						180
Ray of Enfeeblement	PHB	Wizard	2	Enchantment	Charm	Shadow							46
Scare	PHB	Wizard	2	Enchantment	Charm	Shadow							46
Tasha's HIDEOUS Laughter	PHB	Wizard	2	Enchantment	Charm	Song							47
Dire Charm	FRA	Wizard	3	Enchantment	Charm	Mentalism							196
Hold Person	PHB	Wizard	3	Enchantment	Charm	Song							50
Minor Malison	ToM	Wizard	3	Enchantment	Charm								182
Suggestion	PHB	Wizard	3	Enchantment	Charm	Mentalism	Song						52
Waves of Weariness	FRA	Wizard	3	Enchantment	Charm	Mentalism							198
Charm Monster	PHB	Wizard	4	Enchantment	Charm	Mentalism	Song						53
Confusion	PHB	Wizard	4	Enchantment	Charm	Song							53
Emotion	PHB	Wizard	4	Enchantment	Charm	Song							54
Fire Charm	PHB	Wizard	4	Enchantment	Charm	Alchemy	Elemental	Fire					55
Fumble	PHB	Wizard	4	Enchantment	Charm								55
Greater Malison	ToM	Wizard	4	Enchantment	Charm								183
Lesser Geas	S&M	Wizard	4	Enchantment	Charm	Song							141
Chaos	PHB	Wizard	5	Enchantment	Charm	Song							61
Domination	PHB	Wizard	5	Enchantment	Charm	Mentalism							62
Feeblemind	PHB	Wizard	5	Enchantment	Charm	Mentalism							63
Hold Monster	PHB	Wizard	5	Enchantment	Charm	Song							63
Leomund's Hidden Lodge	S&M	Wizard	5	Alteration	Enchantment	Charm							142
Magic Staff	ToM	Wizard	5	Enchantment	Charm	Artifice							185
Mind Fog	ToM	Wizard	5	Enchantment	Charm								186
Eyebite	PHB	Wizard	6	Enchantment	Charm	Illusion	Phantasm	Mentalism					70
Geas	PHB	Wizard	6	Enchantment	Charm	Mentalism							70
Guards and Wards	PHB	Wizard	6	Evocation	Alteration	Enchantment	Charm	Geometry					70
Mass Suggestion	PHB	Wizard	6	Enchantment	Charm	Mentalism							71
Charm Plants	PHB	Wizard	7	Enchantment	Charm	Song							75
Descent into Madness	S&M	Wizard	7	Enchantment	Charm	Mentalism							145
Antipathy-Sympathy	PHB	Wizard	8	Enchantment	Charm	Artifice							78
Demand	PHB	Wizard	8	Evocation	Enchantment	Charm	Mentalism						79
Mass Charm	PHB	Wizard	8	Enchantment	Charm	Song							80
Otto's Irresistible Dance	PHB	Wizard	8	Enchantment	Charm	Song							81
Dismind	FRA	Wizard	9	Enchantment	Charm	Force	Mentalism					Yes	207
Programmed Amnesia	S&M	Wizard	9	Enchantment	Charm	Mentalism							147
Virus Charm	FRA	Wizard	9	Enchantment	Charm	Mentalism							208

Conjuration

Spell Name	Book	Type	Level	School 1	School 2	School 3	School 4	School 5	School 6	School 7	School 8	Rev?	Page
Armor	PHB	Wizard	1	Conjuration	Force								35
Conjure Spell Component	ToM	Wizard	1	Conjuration	Summoning								177

Find Familiar	PHB	Wizard	1	Conjuration	Summoning	Song								37
Grease	PHB	Wizard	1	Conjuration	Alchemy									38
Mount	PHB	Wizard	1	Conjuration	Summoning									39
Unseen Servant	PHB	Wizard	1	Conjuration	Summoning									41
Choke	WHB	Wizard	2	Necromancy	Conjuration	Summoning								112
Glitterdust	PHB	Wizard	2	Conjuration	Summoning	Alchemy								44
Melf's Acid Arrow	PHB	Wizard	2	Conjuration	Alchemy									45
Quimbys Enchanting Gourmet	FRA	Wizard	2	Conjuration	Summoning	Force								196
Summon Swarm	PHB	Wizard	2	Conjuration	Summoning	Song								47
Wall of Gloom	S&M	Wizard	2	Conjuration	Summoning	Shadow								139
Bands of Sirellyn	S&M	Wizard	3	Conjuration	Summoning									140
Flame Arrow	PHB	Wizard	3	Conjuration	Summoning	Alchemy	Artifice	Elemental	Fire					49
Ghost Armor	FRA	Wizard	3	Conjuration	Force									197
Instant Audience	BHB	Bard	3	Conjuration	Song									88
Monster Summoning I	PHB	Wizard	3	Conjuration	Summoning	Song								51
Phantom Steed	PHB	Wizard	3	Conjuration	Phantasm	Shadow								51
Sepia Snake Sigil	PHB	Wizard	3	Conjuration	Summoning	Geometry								52
Snapping Teeth	WHB	Wizard	3	Conjuration	Alteration	Artifice								113
Solvent of Corrosion	S&M	Wizard	3	Conjuration	Summoning	Alchemy								140
Watery Double	ToM	Wizard	3	Conjuration	Summoning	Enchantment	Elemental	Water						182
Acid Bolt	DroHB	Wizard	4	Conjuration	Alchemy	Elemental	Water							122
Caligarde's Claw	FRA	Wizard	4	Conjuration	Summoning	Force								199
Conjure Cabinet	BHB	Bard	4	Conjuration	Song	Artifice	Dimension							89
Conjure Elemental-Kin	S&M	Wizard	4	Conjuration	Summoning	Geometry	Elemental	Air	Earth	Fire	Water			141
Duplicate	WHB	Wizard	4	Conjuration										114
Evard's Black Tentacles	PHB	Wizard	4	Conjuration	Summoning	Shadow								54
Halo of Eyes	WHB	Wizard	4	Abjuration	Conjuration									114
Monster Summoning II	PHB	Wizard	4	Conjuration	Summoning	Song								57
Summon Lycanthrope	ToM	Wizard	4	Conjuration	Summoning	Song								184
Vitriolic Sphere	S&M	Wizard	4	Conjuration	Summoning	Elemental	Water	Alchemy						142
Conjure Elemental	PHB	Wizard	5	Conjuration	Summoning	Geometry	Elemental	Air	Earth	Fire	Water			62
Leomund's Secret Chest	PHB	Wizard	5	Alteration	Conjuration	Summoning	Dimension							64
Monster Summoning III	PHB	Wizard	5	Conjuration	Summoning	Song								65
Mordenkainen's Faithful Hound	PHB	Wizard	5	Conjuration	Summoning	Shadow								65
Summon Shadow	PHB	Wizard	5	Conjuration	Summoning	Necromancy								66
Vile Venom	S&M	Wizard	5	Conjuration	Summoning	Elemental	Water	Alchemy						144
Wall of Bones	WHB	Wizard	5	Conjuration	Necromancy									115
Conjure Animals	PHB	Wizard	6	Conjuration	Summoning									67
Ensnarement	PHB	Wizard	6	Conjuration	Summoning	Geometry								69
Forest's Fiery Constrictor	ToM	Wizard	6	Conjuration	Summoning	Elemental	Fire							187
Invisible Stalker	PHB	Wizard	6	Conjuration	Summoning									71
Monster Summoning IV	PHB	Wizard	6	Conjuration	Summoning	Song								72
Tentacles	WHB	Wizard	6	Conjuration	Alteration									116
Wildstrike	ToM	Wizard	6	Conjuration	Summoning	Wild Magic								188
Drawmij's Instant Summons	PHB	Wizard	7	Conjuration	Summoning	Dimension								75
Intensify Summoning	ToM	Wizard	7	Conjuration	Summoning	Necromancy								188
Limited Wish	PHB	Wizard	7	Conjuration	Summoning	Invocation	Evocation							76
Monster Summoning V	PHB	Wizard	7	Conjuration	Summoning	Song								76
Mordenkainen's Magnificent Mansion	PHB	Wizard	7	Alteration	Conjuration	Dimension								76
Power Word Stun	PHB	Wizard	7	Conjuration	Summoning	Song								77
Prismatic Spray	PHB	Wizard	7	Conjuration	Summoning									77
Seven-Eyes	S&M	Wizard	7	Abjuration	Conjuration	Summoning								146
Vipergout	DroHB	Wizard	7	Conjuration										123
Maze	PHB	Wizard	8	Conjuration	Summoning	Dimension	Geometry	Shadow						80
Monster Summoning VI	PHB	Wizard	8	Conjuration	Summoning	Song								80
Power Word Blind	PHB	Wizard	8	Conjuration	Summoning	Song								81
Prismatic Wall	PHB	Wizard	8	Conjuration	Summoning									81
Symbol	PHB	Wizard	8	Conjuration	Summoning	Geometry								82
Trap the Soul	PHB	Wizard	8	Conjuration	Summoning	Geometry								83
Wildzone	ToM	Wizard	8	Conjuration	Summoning	Wild Magic								190
Black Blade of Disaster	DroHB	Wizard	9	Evocation	Conjuration	Summoning	Dimension							124
Gate	PHB	Wizard	9	Conjuration	Summoning	Dimension	Geometry							84
Monster Summoning VII	PHB	Wizard	9	Conjuration	Summoning	Song								85
Power Word Kill	PHB	Wizard	9	Conjuration	Summoning	Song								85
Prismatic Sphere	PHB	Wizard	9	Abjuration	Conjuration	Summoning								85
Sphere of Ultimate Destruction	S&M	Wizard	9	Conjuration	Summoning	Dimension								148
Wildwind	ToM	Wizard	9	Conjuration	Summoning	Wild Magic								192
Wish	PHB	Wizard	9	Conjuration	Summoning									86

Dimension

Spell Name	Book	Type	Level	School 1	School 2	School 3	School 4	School 5	School 6	School 7	School 8	Rev?	Page
Detect Phase	S&M	Wizard	1	Divination	Dimension								138
Enlarge	PHB	Wizard	1	Alteration	Dimension							Yes	37
Gaze Reflection	PHB	Wizard	1	Alteration	Dimension								38
Deeppockets	PHB	Wizard	2	Alteration	Enchantment	Dimension							42
Displace Self	S&M	Wizard	2	Alteration	Dimension								139
Rope Trick	PHB	Wizard	2	Alteration	Dimension								46
Blink	PHB	Wizard	3	Alteration	Dimension								48
Proof from Teleportation	FRA	Wizard	3	Abjuration	Dimension								198
Conjure Cabinet	BHB	Bard	4	Conjuration	Song	Artifice	Dimension						89
Dimension Door	PHB	Wizard	4	Alteration	Dimension	Shadow							54
Phase Trap	FRA	Wizard	4	Alteration	Dimension								200
Distance Distortion	PHB	Wizard	5	Alteration	Dimension	Elemental	Earth						62
Improved Blink	S&M	Wizard	5	Alteration	Dimension								142
Leomund's Secret Chest	PHB	Wizard	5	Alteration	Conjuration	Summoning	Dimension						64
Dimensional Blade	S&M	Wizard	6	Invocation	Evocation	Dimension	Artifice						144
Etherealness	S&M	Wizard	6	Dimension									144
Teleport Dead	FRA	Wizard	6	Alteration	Necromancy	Dimension							204

Drawmij's Instant Summons	PHB	Wizard	7	Conjuration	Summoning	Dimension							75
Duo-Dimension	PHB	Wizard	7	Alteration	Dimension	Shadow							75
Gemjump	FRA	Wizard	7	Alteration	Elemental	Earth	Artifice	Dimension					204
Mordenkainen's Magnificent Mansion	PHB	Wizard	7	Alteration	Conjuration	Dimension							76
Phase Door	PHB	Wizard	7	Alteration	Dimension	Geometry	Shadow						77
Shadow Walk	PHB	Wizard	7	Illusion	Enchantment	Dimension	Shadow						77
Gateway	FRA	Wizard	8	Alteration	Dimension								206
Maze	PHB	Wizard	8	Conjuration	Summoning	Dimension	Geometry	Shadow					80
Black Blade of Disaster	DroHB	Wizard	9	Evocation	Conjuration	Summoning	Dimension						124
Gate	PHB	Wizard	9	Conjuration	Summoning	Dimension	Geometry						84
Sphere of Ultimate Destruction	S&M	Wizard	9	Conjuration	Summoning	Dimension							148
Time Stop	PHB	Wizard	9	Alteration	Dimension								86
Worldwalk	FRA	Wizard	9	Alteration	Dimension								208

Divination

Spell Name	Book	Type	Level	School 1	School 2	School 3	School 4	School 5	School 6	School 7	School 8	Rev?	Page
Detect Disease	WHB	Wizard	1	Divination									111
Detect Phase	S&M	Wizard	1	Divination	Dimension								138
Detect Secret Passages and Portals	S&M	Wizard	1	Divination									138
Detect Undead	PHB	Wizard	1	Divination	Necromancy								37
Divining Rod	WHB	Wizard	1	Divination	Enchantment	Artifice							111
Hornung's Guess	ToM	Wizard	1	Divination	Wild Magic								178
Know School	FRA	Wizard	1	Divination									194
Locate Remains	NHB	Wizard	1	Necromancy	Divination								101
Patternweave	ToM	Wizard	1	Divination	Alchemy	Wild Magic							179
Death Recall	WHB	Wizard	2	Necromancy	Divination								112
Detect Evil	PHB	Wizard	2	Divination								Yes	43
Detect Invisibility	PHB	Wizard	2	Divination									43
Detect Life	WHB	Wizard	2	Divination									112
ESP	PHB	Wizard	2	Divination	Mentalism								43
Know Alignment	PHB	Wizard	2	Divination								Yes	44
Living Link	NHB	Wizard	2	Necromancy	Divination	Mentalism							101
Locate Object	PHB	Wizard	2	Divination								Yes	45
Past Life	ToM	Wizard	2	Divination									180
Alamir's Fundamental Breakdown	ToM	Wizard	3	Divination	Alchemy	Elemental	Air	Earth	Fire	Water			181
Clairaudience	PHB	Wizard	3	Divination	Mentalism								48
Clairvoyance	PHB	Wizard	3	Divination	Mentalism								48
Pain Touch	WHB	Wizard	3	Divination	Mentalism								113
Wizard Sight	ToM	Wizard	3	Divination									183
Detect Scrying	PHB	Wizard	4	Divination									53
Locate Creature	ToM	Wizard	4	Divination									183
Magic Mirror	PHB	Wizard	4	Enchantment	Divination	Artifice							56
Contact Other Plane	PHB	Wizard	5	Divination									62
False Vision	PHB	Wizard	5	Divination									63
Khazid's Procurement	ToM	Wizard	5	Divination	Summoning	Geometry							185
Know Value	WHB	Wizard	5	Divination									114
Prying Eyes	S&M	Wizard	5	Divination									143
Rary's Telepathic Bond	WHB	Wizard	5	Divination	Alteration	Mentalism							115
Legend Lore	PHB	Wizard	6	Divination									71
True Seeing	PHB	Wizard	6	Divination									74
Vision	PHB	Wizard	7	Divination									78
Analyze Dweomer	S&M	Wizard	8	Divination	Artifice								147
Screen	PHB	Wizard	8	Divination	Illusion								82
Foresight	PHB	Wizard	9	Divination									84

Elemental

Air

Spell Name	Book	Type	Level	School 1	School 2	School 3	School 4	School 5	School 6	School 7	School 8	Rev?	Page
Feather Fall	PHB	Wizard	1	Alteration	Elemental	Air							37
Lasting Breath	ToM	Wizard	1	Alteration	Elemental	Air							178
Wall of Fog	PHB	Wizard	1	Evocation	Elemental	Air							41
Fog Cloud	PHB	Wizard	2	Alteration	Elemental	Air							43
Ghost Pipes	FRA	Wizard	2	Alteration	Song	Elemental	Air						195
Ride the Wind	ToM	Wizard	2	Alteration	Elemental	Air							180
Stinking Cloud	PHB	Wizard	2	Evocation	Alchemy	Elemental	Air						46
Whispering Wind	PHB	Wizard	2	Alteration	Phantasm	Song	Elemental	Air					47
Alamir's Fundamental Breakdown	ToM	Wizard	3	Divination	Alchemy	Elemental	Air	Earth	Fire	Water			181
Gust of Wind	PHB	Wizard	3	Alteration	Elemental	Air							49
Hold Vapor	FRA	Wizard	3	Abjuration	Elemental	Air							197
Lance of Disruption	S&M	Wizard	3	Invocation	Evocation	Elemental	Air	Force					140
Water Breathing	PHB	Wizard	3	Alteration	Elemental	Air	Water					Yes	53
Wind Wall	PHB	Wizard	3	Alteration	Elemental	Air							53
Conjure Elemental-Kin	S&M	Wizard	4	Conjuration	Summoning	Geometry	Elemental	Air	Earth	Fire	Water		141
Solid Fog	PHB	Wizard	4	Alteration	Elemental	Air							59
Wind Breath	WHB	Wizard	4	Evocation	Elemental	Air							114
Airy Water	PHB	Wizard	5	Alteration	Elemental	Air	Water						60
Cloudkill	PHB	Wizard	5	Evocation	Alchemy	Elemental	Air						61
Conjure Elemental	PHB	Wizard	5	Conjuration	Summoning	Geometry	Elemental	Air	Earth	Fire	Water		62
Control Weather	PHB	Wizard	6	Alteration	Song	Elemental	Air						68
Death Fog	PHB	Wizard	6	Alteration	Evocation	Alchemy	Elemental	Air					68
Neutralize Gas	S&M	Wizard	7	Abjuration	Elemental	Air	Alchemy						146
Suffocate	ToM	Wizard	7	Alteration	Necromancy	Elemental	Air						189
Airboat	ToM	Wizard	8	Alteration	Enchantment	Elemental	Air						190
Incendiary Cloud	PHB	Wizard	8	Alteration	Evocation	Alchemy	Elemental	Air	Fire				80
Elemental Aura	ToM	Wizard	9	Abjuration	Evocation	Elemental	Air	Earth	Fire	Water			191

Earth

Spell Name	Book	Type	Level	School 1	School 2	School 3	School 4	School 5	School 6	School 7	School 8	Rev?	Page
Fist of Stone	ToM	Wizard	1	Alteration	Elemental	Earth							178
Fools' Gold	PHB	Wizard	2	Alteration	Illusion	Alchemy	Elemental	Earth					43
Maximilian's Earthen Grasp	ToM	Wizard	2	Evocation	Elemental	Earth							180
Alamir's Fundamental Breakdown	ToM	Wizard	3	Divination	Alchemy	Elemental	Air	Earth	Fire	Water			181
Maximilian's Stony Grasp	ToM	Wizard	3	Evocation	Elemental	Earth							182
Conjure Elemental-Kin	S&M	Wizard	4	Conjuration	Summoning	Geometry	Elemental	Air	Earth	Fire	Water		141
Dig	PHB	Wizard	4	Evocation	Elemental	Earth							54
Stoneskin	PHB	Wizard	4	Alteration	Elemental	Earth							59
Turn Pebble to Boulder	ToM	Wizard	4	Alteration	Elemental	Earth						Yes	185
Wall of Sand	FRA	Wizard	4	Evocation	Elemental	Earth							200
Conjure Elemental	PHB	Wizard	5	Conjuration	Summoning	Geometry	Elemental	Air	Earth	Fire	Water		62
Distance Distortion	PHB	Wizard	5	Alteration	Dimension	Elemental	Earth						62
Ironguard	FRA	Wizard	5	Abjuration	Alteration	Elemental	Earth						201
Passwall	PHB	Wizard	5	Alteration	Shadow	Elemental	Earth						65
Stone Shape	PHB	Wizard	5	Alteration	Elemental	Earth							66
Transmute Rock to Mud	PHB	Wizard	5	Alteration	Alchemy	Elemental	Earth	Water				Yes	66
Wall of Iron	PHB	Wizard	5	Evocation	Elemental	Earth							66
Wall of Stone	PHB	Wizard	5	Evocation	Elemental	Earth							67
Glassee	PHB	Wizard	6	Alteration	Alchemy	Elemental	Earth						70
Move Earth	PHB	Wizard	6	Alteration	Elemental	Earth							72
Stone to Flesh	PHB	Wizard	6	Alteration	Alchemy	Elemental	Earth					Yes	73
Transmute Bone to Steel	NHB	Wizard	6	Alteration	Necromancy	Elemental	Earth	Alchemy					104
Transmute Water to Dust	PHB	Wizard	6	Alteration	Alchemy	Elemental	Earth	Water				Yes	74
Gemjump	FRA	Wizard	7	Alteration	Elemental	Earth	Artifice	Dimension					204
Hatch the Stone from the Egg	ToM	Wizard	7	Alteration	Enchantment	Evocation	Alchemy	Elemental	Earth				188
Ruby Ray of Reversal	FRA	Wizard	7	Alteration	Elemental	Earth							205
Statue	PHB	Wizard	7	Alteration	Alchemy	Elemental	Earth						78
Glassteel	PHB	Wizard	8	Alteration	Alchemy	Elemental	Earth						80
Iron Body	S&M	Wizard	8	Alteration	Elemental	Earth							147
Sink	PHB	Wizard	8	Enchantment	Alteration	Elemental	Earth						82
Crystalbrittle	PHB	Wizard	9	Alteration	Alchemy	Elemental	Earth						84
Elemental Aura	ToM	Wizard	9	Abjuration	Evocation	Elemental	Air	Earth	Fire	Water			191

Fire

Spell Name	Book	Type	Level	School 1	School 2	School 3	School 4	School 5	School 6	School 7	School 8	Rev?	Page
Affect Normal Fires	PHB	Wizard	1	Alteration	Alchemy	Elemental	Fire						35
Burning Hands	PHB	Wizard	1	Alteration	Elemental	Fire							35
Dancing Lights	PHB	Wizard	1	Alteration	Elemental	Fire							36
Fire Burst	ToM	Wizard	1	Alteration	Evocation	Alchemy	Elemental	Fire					177
Agannazar's Scorchers	FRA	Wizard	2	Evocation	Elemental	Fire							194
Flaming Sphere	PHB	Wizard	2	Evocation	Elemental	Fire							43
Pyrotechnics	PHB	Wizard	2	Alteration	Alchemy	Elemental	Fire						46
Alamir's Fundamental Breakdown	ToM	Wizard	3	Divination	Alchemy	Elemental	Air	Earth	Fire	Water			181
Fireball	PHB	Wizard	3	Evocation	Elemental	Fire							49
Flame Arrow	PHB	Wizard	3	Conjuration	Summoning	Alchemy	Artifice	Elemental	Fire				49
Melf's Minute Meteors	PHB	Wizard	3	Evocation	Alteration	Alchemy	Artifice	Elemental	Fire				51
Beltyn's Burning Blood	FRA	Wizard	4	Necromancy	Elemental	Fire	Water						199
Conjure Elemental-Kin	S&M	Wizard	4	Conjuration	Summoning	Geometry	Elemental	Air	Earth	Fire	Water		141
Fire Aura	WHB	Wizard	4	Abjuration	Elemental	Fire							114
Fire Charm	PHB	Wizard	4	Enchantment	Charm	Alchemy	Elemental	Fire					55
Fire Gate	FRA	Wizard	4	Alteration	Elemental	Fire							199
Fire Shield	PHB	Wizard	4	Evocation	Alteration	Wild Magic	Elemental	Fire					55
Fire Trap	PHB	Wizard	4	Abjuration	Evocation	Alchemy	Geometry	Elemental	Fire				55
Wall of Fire	PHB	Wizard	4	Evocation	Elemental	Fire							60
Conjure Elemental	PHB	Wizard	5	Conjuration	Summoning	Geometry	Elemental	Air	Earth	Fire	Water		62
Presper's Moonbow	FRA	Wizard	5	Evocation	Elemental	Fire							202
Proofing versus Combustion	S&M	Wizard	5	Abjuration	Elemental	Fire							143
Shroud of Flame	FRA	Wizard	5	Evocation	Elemental	Fire							202
Forest's Fiery Constrictor	ToM	Wizard	6	Conjuration	Summoning	Elemental	Fire						187
Delayed Blast Fireball	PHB	Wizard	7	Evocation	Elemental	Fire							75
Malec-Keth's Flame Fist	ToM	Wizard	7	Evocation	Elemental	Fire							189
Incendiary Cloud	PHB	Wizard	8	Alteration	Evocation	Alchemy	Elemental	Air	Fire				80
Sunburst	FRA	Wizard	8	Evocation	Elemental	Fire							207
Elemental Aura	ToM	Wizard	9	Abjuration	Evocation	Elemental	Air	Earth	Fire	Water			191
Meteor Swarm	PHB	Wizard	9	Evocation	Elemental	Fire							84

Water

Spell Name	Book	Type	Level	School 1	School 2	School 3	School 4	School 5	School 6	School 7	School 8	Rev?	Page
Metamorphose Liquids	ToM	Wizard	1	Alteration	Alchemy	Elemental	Water						179
Snillloc's Snowball	FRA	Wizard	1	Evocation	Elemental	Water							194
Ice Knife	WHB	Wizard	2	Evocation	Artifice	Elemental	Water						112
Insatiable Thirst	ToM	Wizard	2	Enchantment	Charm	Elemental	Water						180
Snillloc's Snowball Swarm	FRA	Wizard	2	Evocation	Elemental	Water							196
Alamir's Fundamental Breakdown	ToM	Wizard	3	Divination	Alchemy	Elemental	Air	Earth	Fire	Water			181
Iceland	FRA	Wizard	3	Alteration	Elemental	Water							197
Wall of Water	S&M	Wizard	3	Invocation	Evocation	Elemental	Water						140
Water Breathing	PHB	Wizard	3	Alteration	Elemental	Air	Water					Yes	53
Watery Double	ToM	Wizard	3	Conjuration	Summoning	Enchantment	Elemental	Water					182
Acid Bolt	DroHB	Wizard	4	Conjuration	Alchemy	Elemental	Water						122
Beltyn's Burning Blood	FRA	Wizard	4	Necromancy	Elemental	Fire							199
Conjure Elemental-Kin	S&M	Wizard	4	Conjuration	Summoning	Geometry	Elemental	Air	Earth	Fire	Water		141
Ice Storm	PHB	Wizard	4	Evocation	Elemental	Water							56
Vitriolic Sphere	S&M	Wizard	4	Conjuration	Summoning	Elemental	Water	Alchemy					142

Wall of Ice	PHB	Wizard	4	Evocation	Elemental	Water							60
Airy Water	PHB	Wizard	5	Alteration	Elemental	Air	Water						60
Cone of Cold	PHB	Wizard	5	Evocation	Elemental	Water							61
Conjure Elemental	PHB	Wizard	5	Conjuration	Summoning	Geometry	Elemental	Air	Earth	Fire	Water		62
Rusting Grasp	S&M	Wizard	5	Alteration	Elemental	Water	Alchemy						143
Transmute Rock to Mud	PHB	Wizard	5	Alteration	Alchemy	Elemental	Earth	Water				Yes	66
Vile Venom	S&M	Wizard	5	Conjuration	Summoning	Elemental	Water	Alchemy					144
Lower Water	PHB	Wizard	6	Alteration	Elemental	Water						Yes	71
Otiluke's Freezing Sphere	PHB	Wizard	6	Alteration	Evocation	Elemental	Water						72
Part Water	PHB	Wizard	6	Alteration	Elemental	Water							72
Transmute Water to Dust	PHB	Wizard	6	Alteration	Alchemy	Elemental	Earth	Water				Yes	74
Acid Storm	ToM	Wizard	7	Evocation	Alchemy	Elemental	Water						188
Abi-Dalzim's Horrid Wilting	ToM	Wizard	8	Alteration	Necromancy	Elemental	Water						190
Elemental Aura	ToM	Wizard	9	Abjuration	Evocation	Elemental	Air	Earth	Fire	Water			191

Enchantment

Spell Name	Book	Type	Level	School 1	School 2	School 3	School 4	School 5	School 6	School 7	School 8	Rev?	Page
Charm Person	PHB	Wizard	1	Enchantment	Charm	Mentalism	Song						36
Divining Rod	WHB	Wizard	1	Divination	Enchantment	Artifice							111
Friends	PHB	Wizard	1	Enchantment	Charm	Song							38
Hypnotism	PHB	Wizard	1	Enchantment	Charm	Mentalism							38
Sleep	PHB	Wizard	1	Enchantment	Charm	Shadow	Song						40
Taunt	PHB	Wizard	1	Enchantment	Song								41
Bind	PHB	Wizard	2	Enchantment	Artifice								42
Deeppockets	PHB	Wizard	2	Alteration	Enchantment	Dimension							42
Forget	PHB	Wizard	2	Enchantment	Charm	Mentalism	Song						43
Insatiable Thirst	ToM	Wizard	2	Enchantment	Charm	Elemental	Water						180
Ray of Enfeeblement	PHB	Wizard	2	Enchantment	Charm	Shadow							46
Scare	PHB	Wizard	2	Enchantment	Charm	Shadow							46
Seeking	EHB	Wizard	2	Enchantment	Invocation	Artifice							126
Tasha's Hideous Laughter	PHB	Wizard	2	Enchantment	Charm	Song							47
Bone Club	WHB	Wizard	3	Enchantment	Necromancy	Artifice	Geometry						113
Delay Death	WHB	Wizard	3	Enchantment	Necromancy								113
Dire Charm	FRA	Wizard	3	Enchantment	Charm	Mentalism							196
Hold Person	PHB	Wizard	3	Enchantment	Charm	Song							50
Minor Malison	ToM	Wizard	3	Enchantment	Charm								182
Suggestion	PHB	Wizard	3	Enchantment	Charm	Mentalism	Song						52
Watery Double	ToM	Wizard	3	Conjuration	Summoning	Enchantment	Elemental	Water					182
Waves of Weariness	FRA	Wizard	3	Enchantment	Charm	Mentalism							198
Charm Monster	PHB	Wizard	4	Enchantment	Charm	Mentalism	Song						53
Confusion	PHB	Wizard	4	Enchantment	Charm	Song							53
Emotion	PHB	Wizard	4	Enchantment	Charm	Song							54
Enchanted Weapon	PHB	Wizard	4	Enchantment	Alchemy	Artifice							54
Fire Charm	PHB	Wizard	4	Enchantment	Charm	Alchemy	Elemental	Fire					55
Fumble	PHB	Wizard	4	Enchantment	Charm								55
Greater Malison	ToM	Wizard	4	Enchantment	Charm								183
Leomund's Secure Shelter	PHB	Wizard	4	Alteration	Enchantment								56
Lesser Geas	S&M	Wizard	4	Enchantment	Charm	Song							141
Magic Mirror	PHB	Wizard	4	Enchantment	Divination	Artifice							56
Chaos	PHB	Wizard	5	Enchantment	Charm	Song							61
Conduit	EHB	Wizard	5	Enchantment	Invocation	Artifice							126
Domination	PHB	Wizard	5	Enchantment	Charm	Mentalism							62
Fabricate	PHB	Wizard	5	Enchantment	Alteration	Alchemy							63
Feeblemind	PHB	Wizard	5	Enchantment	Charm	Mentalism							63
Hold Monster	PHB	Wizard	5	Enchantment	Charm	Song							63
Leomund's Hidden Lodge	S&M	Wizard	5	Alteration	Enchantment	Charm							142
Leomund's Lamentable Belaborment	PHB	Wizard	5	Enchantment	Evocation	Song							63
Magic Staff	ToM	Wizard	5	Enchantment	Charm	Artifice							185
Mind Fog	ToM	Wizard	5	Enchantment	Charm								186
Blackmantle	WHB	Wizard	6	Necromancy	Enchantment	Shadow							115
Eyebite	PHB	Wizard	6	Enchantment	Charm	Illusion	Phantasm	Mentalism					70
Geas	PHB	Wizard	6	Enchantment	Charm	Mentalism							70
Guards and Wards	PHB	Wizard	6	Evocation	Alteration	Enchantment	Charm	Geometry					70
Mass Suggestion	PHB	Wizard	6	Enchantment	Charm	Mentalism							71
Charm Plants	PHB	Wizard	7	Enchantment	Charm	Song							75
Descent into Madness	S&M	Wizard	7	Enchantment	Charm	Mentalism							145
Hatch the Stone from the Egg	ToM	Wizard	7	Alteration	Enchantment	Evocation	Alchemy	Elemental	Earth				188
Shadow Walk	PHB	Wizard	7	Illusion	Enchantment	Dimension	Shadow						77
Steal Enchantment	ToM	Wizard	7	Enchantment	Artifice								189
Airboat	ToM	Wizard	8	Alteration	Enchantment	Elemental	Air						190
Antipathy-Sympathy	PHB	Wizard	8	Enchantment	Charm	Artifice							78
Binding	PHB	Wizard	8	Enchantment	Evocation	Geometry	Song						79
Demand	PHB	Wizard	8	Evocation	Enchantment	Charm	Mentalism						79
Mass Charm	PHB	Wizard	8	Enchantment	Charm	Song							80
Otto's Irresistible Dance	PHB	Wizard	8	Enchantment	Charm	Song							81
Sink	PHB	Wizard	8	Enchantment	Alteration	Elemental	Earth						82
Dismind	FRA	Wizard	9	Enchantment	Charm	Force	Mentalism					Yes	207
Mordenkainen's Disjunction	PHB	Wizard	9	Alteration	Enchantment								85
Programmed Amnesia	S&M	Wizard	9	Enchantment	Charm	Mentalism							147
Succor	PHB	Wizard	9	Alteration	Enchantment							Yes	85
Virus Charm	FRA	Wizard	9	Enchantment	Charm	Mentalism							208

Evocation

Spell Name	Book	Type	Level	School 1	School 2	School 3	School 4	School 5	School 6	School 7	School 8	Rev?	Page
Charm Person	PHB	Wizard	1	Enchantment	Charm	Mentalism	Song						36
Divining Rod	WHB	Wizard	1	Divination	Enchantment	Artifice							111

Friends	PHB	Wizard	1	Enchantment	Charm	Song							38
Hypnotism	PHB	Wizard	1	Enchantment	Charm	Mentalism							38
Sleep	PHB	Wizard	1	Enchantment	Charm	Shadow	Song						40
Taunt	PHB	Wizard	1	Enchantment	Song								41
Bind	PHB	Wizard	2	Enchantment	Artifice								42
Deeppockets	PHB	Wizard	2	Alteration	Enchantment	Dimension							42
Forget	PHB	Wizard	2	Enchantment	Charm	Mentalism	Song						43
Insatiable Thirst	ToM	Wizard	2	Enchantment	Charm	Elemental	Water						180
Ray of Enfeeblement	PHB	Wizard	2	Enchantment	Charm	Shadow							46
Scare	PHB	Wizard	2	Enchantment	Charm	Shadow							46
Seeking	EHB	Wizard	2	Enchantment	Invocation	Artifice							126
Tasha's Uncontrollable Hideous Laughter	PHB	Wizard	2	Enchantment	Charm	Song							47
Bone Club	WHB	Wizard	3	Enchantment	Necromancy	Artifice	Geometry						113
Delay Death	WHB	Wizard	3	Enchantment	Necromancy								113
Dire Charm	FRA	Wizard	3	Enchantment	Charm	Mentalism							196
Hold Person	PHB	Wizard	3	Enchantment	Charm	Song							50
Minor Malison	ToM	Wizard	3	Enchantment	Charm								182
Suggestion	PHB	Wizard	3	Enchantment	Charm	Mentalism	Song						52
Watery Double	ToM	Wizard	3	Conjuration	Summoning	Enchantment	Elemental	Water					182
Waves of Weariness	FRA	Wizard	3	Enchantment	Charm	Mentalism							198
Charm Monster	PHB	Wizard	4	Enchantment	Charm	Mentalism	Song						53
Confusion	PHB	Wizard	4	Enchantment	Charm	Song							53
Emotion	PHB	Wizard	4	Enchantment	Charm	Song							54
Enchanted Weapon	PHB	Wizard	4	Enchantment	Alchemy	Artifice							54
Fire Charm	PHB	Wizard	4	Enchantment	Charm	Alchemy	Elemental	Fire					55
Fumble	PHB	Wizard	4	Enchantment	Charm								55
Greater Malison	ToM	Wizard	4	Enchantment	Charm								183
Leomund's Secure Shelter	PHB	Wizard	4	Alteration	Enchantment								56
Lesser Geas	S&M	Wizard	4	Enchantment	Charm	Song							141
Magic Mirror	PHB	Wizard	4	Enchantment	Divination	Artifice							56
Chaos	PHB	Wizard	5	Enchantment	Charm	Song							61
Conduit	EHB	Wizard	5	Enchantment	Invocation	Artifice							126
Domination	PHB	Wizard	5	Enchantment	Charm	Mentalism							62
Fabricate	PHB	Wizard	5	Enchantment	Alteration	Alchemy							63
Feeblemind	PHB	Wizard	5	Enchantment	Charm	Mentalism							63
Hold Monster	PHB	Wizard	5	Enchantment	Charm	Song							63
Leomund's Hidden Lodge	S&M	Wizard	5	Alteration	Enchantment	Charm							142
Leomund's Lamentable Belaborment	PHB	Wizard	5	Enchantment	Evocation	Song							63
Magic Staff	ToM	Wizard	5	Enchantment	Charm	Artifice							185
Mind Fog	ToM	Wizard	5	Enchantment	Charm								186
Blackmantle	WHB	Wizard	6	Necromancy	Enchantment	Shadow							115
Eyebite	PHB	Wizard	6	Enchantment	Charm	Illusion	Phantasm	Mentalism					70
Geas	PHB	Wizard	6	Enchantment	Charm	Mentalism							70
Guards and Wards	PHB	Wizard	6	Evocation	Alteration	Enchantment	Charm	Geometry					70
Mass Suggestion	PHB	Wizard	6	Enchantment	Charm	Mentalism							71
Charm Plants	PHB	Wizard	7	Enchantment	Charm	Song							75
Descent into Madness	S&M	Wizard	7	Enchantment	Charm	Mentalism							145
Hatch the Stone from the Egg	ToM	Wizard	7	Alteration	Enchantment	Evocation	Alchemy	Elemental	Earth				188
Shadow Walk	PHB	Wizard	7	Illusion	Enchantment	Dimension	Shadow						77
Steal Enchantment	ToM	Wizard	7	Enchantment	Artifice								189
Airboat	ToM	Wizard	8	Alteration	Enchantment	Elemental	Air						190
Antipathy-Sympathy	PHB	Wizard	8	Enchantment	Charm	Artifice							78
Binding	PHB	Wizard	8	Enchantment	Evocation	Geometry	Song						79
Demand	PHB	Wizard	8	Evocation	Enchantment	Charm	Mentalism						79
Mass Charm	PHB	Wizard	8	Enchantment	Charm	Song							80
Otto's Irresistible Dance	PHB	Wizard	8	Enchantment	Charm	Song							81
Sink	PHB	Wizard	8	Enchantment	Alteration	Elemental	Earth						82
Dismind	FRA	Wizard	9	Enchantment	Charm	Force	Mentalism					Yes	207
Mordenkainen's Disjunction	PHB	Wizard	9	Alteration	Enchantment								85
Programmed Amnesia	S&M	Wizard	9	Enchantment	Charm	Mentalism							147
Succor	PHB	Wizard	9	Alteration	Enchantment							Yes	85
Virus Charm	FRA	Wizard	9	Enchantment	Charm	Mentalism							208
Charm Person	PHB	Wizard	1	Enchantment	Charm	Mentalism	Song						36
Divining Rod	WHB	Wizard	1	Divination	Enchantment	Artifice							111
Friends	PHB	Wizard	1	Enchantment	Charm	Song							38
Hypnotism	PHB	Wizard	1	Enchantment	Charm	Mentalism							38
Sleep	PHB	Wizard	1	Enchantment	Charm	Shadow	Song						40
Taunt	PHB	Wizard	1	Enchantment	Song								41
Bind	PHB	Wizard	2	Enchantment	Artifice								42
Deeppockets	PHB	Wizard	2	Alteration	Enchantment	Dimension							42
Forget	PHB	Wizard	2	Enchantment	Charm	Mentalism	Song						43
Insatiable Thirst	ToM	Wizard	2	Enchantment	Charm	Elemental	Water						180
Ray of Enfeeblement	PHB	Wizard	2	Enchantment	Charm	Shadow							46
Scare	PHB	Wizard	2	Enchantment	Charm	Shadow							46
Seeking	EHB	Wizard	2	Enchantment	Invocation	Artifice							126
Tasha's Uncontrollable Hideous Laughter	PHB	Wizard	2	Enchantment	Charm	Song							47
Bone Club	WHB	Wizard	3	Enchantment	Necromancy	Artifice	Geometry						113
Delay Death	WHB	Wizard	3	Enchantment	Necromancy								113
Dire Charm	FRA	Wizard	3	Enchantment	Charm	Mentalism							196
Hold Person	PHB	Wizard	3	Enchantment	Charm	Song							50
Minor Malison	ToM	Wizard	3	Enchantment	Charm								182
Suggestion	PHB	Wizard	3	Enchantment	Charm	Mentalism	Song						52
Watery Double	ToM	Wizard	3	Conjuration	Summoning	Enchantment	Elemental	Water					182
Waves of Weariness	FRA	Wizard	3	Enchantment	Charm	Mentalism							198
Charm Monster	PHB	Wizard	4	Enchantment	Charm	Mentalism	Song						53
Confusion	PHB	Wizard	4	Enchantment	Charm	Song							53
Emotion	PHB	Wizard	4	Enchantment	Charm	Song							54
Enchanted Weapon	PHB	Wizard	4	Enchantment	Alchemy	Artifice							54
Fire Charm	PHB	Wizard	4	Enchantment	Charm	Alchemy	Elemental	Fire					55
Fumble	PHB	Wizard	4	Enchantment	Charm								55
Greater Malison	ToM	Wizard	4	Enchantment	Charm								183

Leomund's Secure Shelter	PHB	Wizard	4	Alteration	Enchantment									56
Lesser Geas	S&M	Wizard	4	Enchantment	Charm	Song								141
Magic Mirror	PHB	Wizard	4	Enchantment	Divination	Artifice								56
Chaos	PHB	Wizard	5	Enchantment	Charm	Song								61
Conduit	PHB	Wizard	5	Enchantment	Invocation	Artifice								126
Domination	PHB	Wizard	5	Enchantment	Charm	Mentalism								62
Fabricate	PHB	Wizard	5	Enchantment	Alteration	Alchemy								63
Feeblemind	PHB	Wizard	5	Enchantment	Charm	Mentalism								63
Hold Monster	PHB	Wizard	5	Enchantment	Charm	Song								63
Leomund's Hidden Lodge	S&M	Wizard	5	Alteration	Enchantment	Charm								142
Leomund's Lamentable Belaborment	PHB	Wizard	5	Enchantment	Evocation	Song								63
Magic Staff	ToM	Wizard	5	Enchantment	Charm	Artifice								185
Mind Fog	ToM	Wizard	5	Enchantment	Charm									186
Blackmantle	WHB	Wizard	6	Necromancy	Enchantment	Shadow								115
Eyebite	PHB	Wizard	6	Enchantment	Charm	Illusion	Phantasm	Mentalism						70
Geas	PHB	Wizard	6	Enchantment	Charm	Mentalism								70
Guards and Wards	PHB	Wizard	6	Evocation	Alteration	Enchantment	Charm	Geometry						70
Mass Suggestion	PHB	Wizard	6	Enchantment	Charm	Mentalism								71
Charm Plants	PHB	Wizard	7	Enchantment	Charm	Song								75
Descent into Madness	S&M	Wizard	7	Enchantment	Charm	Mentalism								145
Hatch the Stone from the Egg	ToM	Wizard	7	Alteration	Enchantment	Evocation	Alchemy	Elemental	Earth					188
Shadow Walk	PHB	Wizard	7	Illusion	Enchantment	Dimension	Shadow							77
Steal Enchantment	ToM	Wizard	7	Enchantment	Artifice									189
Airboat	ToM	Wizard	8	Alteration	Enchantment	Elemental	Air							190
Antipathy-Sympathy	PHB	Wizard	8	Enchantment	Charm	Artifice								78
Binding	PHB	Wizard	8	Enchantment	Evocation	Geometry	Song							79
Demand	PHB	Wizard	8	Evocation	Enchantment	Charm	Mentalism							79
Mass Charm	PHB	Wizard	8	Enchantment	Charm	Song								80
Otto's Irresistible Dance	PHB	Wizard	8	Enchantment	Charm	Song								81
Sink	PHB	Wizard	8	Enchantment	Alteration	Elemental	Earth							82
Dismind	FRA	Wizard	9	Enchantment	Charm	Force	Mentalism						Yes	207
Mordenkainen's Disjunction	PHB	Wizard	9	Alteration	Enchantment									85
Programmed Amnesia	S&M	Wizard	9	Enchantment	Charm	Mentalism								147
Succor	PHB	Wizard	9	Alteration	Enchantment								Yes	85
Virus Charm	FRA	Wizard	9	Enchantment	Charm	Mentalism								208

Force

Spell Name	Book	Type	Level	School 1	School 2	School 3	School 4	School 5	School 6	School 7	School 8	Rev?	Page
Armor	PHB	Wizard	1	Conjuration	Force								35
Catapult	FRA	Wizard	1	Alteration	Force								194
Magic Missile	PHB	Wizard	1	Evocation	Force								39
Scatterspray	FRA	Wizard	1	Alteration	Force	Geometry							194
Shield	PHB	Wizard	1	Evocation	Force	Geometry							40
Tenser's Floating Disc	PHB	Wizard	1	Evocation	Force								41
Decastave	FRA	Wizard	2	Evocation	Force	Artifice							195
Flying Fist	FRA	Wizard	2	Evocation	Force								195
Levitate	PHB	Wizard	2	Alteration	Force								45
Quimbys Enchanting Gourmet	FRA	Wizard	2	Conjuration	Summoning	Force							196
Skyhook	DroHB	Wizard	2	Evocation	Force								122
Ghost Armor	FRA	Wizard	3	Conjuration	Force								197
Invisible Mail	WHB	Wizard	3	Evocation	Abjuration	Force							113
Lance of Disruption	S&M	Wizard	3	Invocation	Evocation	Elemental	Air	Force					140
Caligarde's Claw	FRA	Wizard	4	Conjuration	Summoning	Force							199
Mordenkainen's Force Missiles	S&M	Wizard	4	Invocation	Evocation	Force							142
Otiluke's Resilient Sphere	PHB	Wizard	4	Alteration	Evocation	Force							57
Spectral Wings	FRA	Wizard	4	Evocation	Force								200
Stop	DroHB	Wizard	4	Alteration	Force								123
Thunderlance	FRA	Wizard	4	Evocation	Force								200
Bigby's Interposing Hand	PHB	Wizard	5	Evocation	Force								61
Snillloc's Major Missile	FRA	Wizard	5	Evocation	Force								202
Telekinesis	PHB	Wizard	5	Alteration	Force								66
Tenser's Destructive Resonance	S&M	Wizard	5	Invocation	Evocation	Force							143
Wall of Force	PHB	Wizard	5	Evocation	Force								66
Bigby's Forceful Hand	PHB	Wizard	6	Evocation	Force								67
Blade of Doom	FRA	Wizard	6	Evocation	Force								203
Repulsion	PHB	Wizard	6	Abjuration	Force								73
Bigby's Grasping Hand	PHB	Wizard	7	Evocation	Force								74
Forcecage	PHB	Wizard	7	Evocation	Force								76
Khelben's Warding Whip	FRA	Wizard	7	Abjuration	Force								204
Mordenkainen's Sword	PHB	Wizard	7	Evocation	Force								76
Spectral Guard	FRA	Wizard	7	Evocation	Force	Artifice							205
Bigby's Clenched Fist	PHB	Wizard	8	Evocation	Force								79
Otiluke's Telekinetic Sphere	PHB	Wizard	8	Evocation	Alteration	Force							80
Bigby's Crushing Hand	PHB	Wizard	9	Evocation	Force								83
Dismind	FRA	Wizard	9	Enchantment	Charm	Force	Mentalism					Yes	207

Geometry

Spell Name	Book	Type	Level	School 1	School 2	School 3	School 4	School 5	School 6	School 7	School 8	Rev?	Page
Alarm	PHB	Wizard	1	Abjuration	Evocation	Geometry							35
Animate Dead Animals	NHB	Wizard	1	Necromancy	Geometry								100
Copy	WHB	Wizard	1	Evocation	Geometry								111
Dictation	S&M	Wizard	1	Invocation	Evocation	Geometry							138
Erase	PHB	Wizard	1	Alteration	Geometry								37
Protection From Evil	PHB	Wizard	1	Abjuration	Alchemy	Geometry						Yes	40
Protection from Hunger and Thirst	WHB	Wizard	1	Abjuration	Alchemy	Geometry							112
Protection from Vermin	S&M	Wizard	1	Abjuration	Alchemy	Geometry							138

Scatterspray	FRA	Wizard	1	Alteration	Force	Geometry								194
Shield	PHB	Wizard	1	Evocation	Force	Geometry								40
Hornung's Baneful Deflector	ToM	Wizard	2	Evocation	Geometry	Wild Magic								179
Hypnotic Pattern	PHB	Wizard	2	Illusion	Phantasm	Geometry								44
Moon Rune	S&M	Wizard	2	Alteration	Geometry	Artifice								139
Protection From Paralysis	ToM	Wizard	2	Abjuration	Alchemy	Geometry								180
Protection from Poison	S&M	Wizard	2	Abjuration	Alchemy	Geometry								139
Bone Club	WHB	Wizard	3	Enchantment	Necromancy	Artifice	Geometry							113
Explosive Runes	PHB	Wizard	3	Alteration	Artifice	Geometry								49
Lesser Sign of Sealing	S&M	Wizard	3	Abjuration	Geometry									140
Nightscar	FRA	Wizard	3	Illusion	Phantasm	Geometry								197
Protection from Amorphs	S&M	Wizard	3	Abjuration	Alchemy	Geometry								140
Protection From Evil 10' Radius	PHB	Wizard	3	Abjuration	Alchemy	Geometry						Yes		51
Protection From Normal Missiles	PHB	Wizard	3	Abjuration	Alchemy	Geometry								51
Secret Page	PHB	Wizard	3	Alteration	Geometry									52
Sepia Snake Sigil	PHB	Wizard	3	Conjuration	Summoning	Geometry								52
Conjure Elemental-Kin	S&M	Wizard	4	Conjuration	Summoning	Geometry	Elemental	Air	Earth	Fire	Water			141
Encrypt	FRA	Wizard	4	Illusion	Phantasm	Geometry								199
Fire Trap	PHB	Wizard	4	Abjuration	Evocation	Alchemy	Geometry	Elemental	Fire					55
Minor Globe of Invulnerability	PHB	Wizard	4	Abjuration	Geometry									57
Rainbow Pattern	PHB	Wizard	4	Alteration	Illusion	Phantasm	Geometry							58
There/Not There	ToM	Wizard	4	Evocation	Geometry	Wild Magic								184
Thunder Staff	ToM	Wizard	4	Invocation	Evocation	Artifice	Geometry							184
Animate Dead	PHB	Wizard	5	Necromancy	Geometry									61
Avoidance	PHB	Wizard	5	Abjuration	Alteration	Geometry						Yes		61
Conjure Elemental	PHB	Wizard	5	Conjuration	Summoning	Geometry	Elemental	Air	Earth	Fire	Water			62
Invulnerability to Normal Weapons	WHB	Wizard	5	Abjuration	Geometry									114
Khazid's Procurement	ToM	Wizard	5	Divination	Summoning	Geometry								185
Mordenkainen's Private Sanctum	WHB	Wizard	5	Alteration	Abjuration	Geometry	Shadow							115
Von Gasik's Refusal	ToM	Wizard	5	Abjuration	Geometry									186
Ensnarement	PHB	Wizard	6	Conjuration	Summoning	Geometry								69
Globe of Invulnerability	PHB	Wizard	6	Abjuration	Geometry									70
Greater Sign of Sealing	S&M	Wizard	6	Abjuration	Geometry									144
Guards and Wards	PHB	Wizard	6	Evocation	Alteration	Enchantment	Charm	Geometry						70
Invulnerability to Magical Weapons	WHB	Wizard	6	Abjuration	Geometry									116
Phase Door	PHB	Wizard	7	Alteration	Dimension	Geometry	Shadow							77
Sequester	PHB	Wizard	7	Illusion	Phantasm	Abjuration	Geometry							77
Vanish	PHB	Wizard	7	Alteration	Geometry									78
Binding	PHB	Wizard	8	Enchantment	Evocation	Geometry	Song							79
Fear Ward	WHB	Wizard	8	Abjuration	Geometry									116
Maze	PHB	Wizard	8	Conjuration	Summoning	Dimension	Geometry	Shadow						80
Symbol	PHB	Wizard	8	Conjuration	Summoning	Geometry								82
Trap the Soul	PHB	Wizard	8	Conjuration	Summoning	Geometry								83
Death Ward	NHB	Wizard	9	Abjuration	Necromancy	Geometry								106
Gate	PHB	Wizard	9	Conjuration	Summoning	Dimension	Geometry							84
Shape Change	PHB	Wizard	9	Alteration	Artifice	Geometry								85

Illusion

Spell Name	Book	Type	Level	School 1	School 2	School 3	School 4	School 5	School 6	School 7	School 8	Rev?	Page
Audible Glamer	PHB	Wizard	1	Illusion	Phantasm	Song							35
Change Self	PHB	Wizard	1	Illusion	Phantasm								36
Corpse Visage	WHB	Wizard	1	Illusion	Necromancy								111
Nystul's Magical Aura	PHB	Wizard	1	Illusion	Phantasm								39
Phantasmal Force	PHB	Wizard	1	Illusion	Phantasm								39
Spook	PHB	Wizard	1	Illusion	Phantasm	Mentalism	Shadow						41
Ventriloquism	PHB	Wizard	1	Illusion	Phantasm								41
Blindness	PHB	Wizard	2	Illusion	Phantasm								42
Blur	PHB	Wizard	2	Illusion	Phantasm	Shadow							42
Deafness	PHB	Wizard	2	Illusion	Phantasm								42
Fools' Gold	PHB	Wizard	2	Alteration	Illusion	Alchemy	Elemental	Earth					43
Hypnotic Pattern	PHB	Wizard	2	Illusion	Phantasm	Geometry							44
Improved Phantasmal Force	PHB	Wizard	2	Illusion	Phantasm								44
Invisibility	PHB	Wizard	2	Illusion	Phantasm								44
Leomund's Trap	PHB	Wizard	2	Illusion	Phantasm	Artifice							45
Mirror Image	PHB	Wizard	2	Illusion	Phantasm								45
Misdirection	PHB	Wizard	2	Illusion	Phantasm								45
Illusionary Script	PHB	Wizard	3	Illusion	Phantasm								50
Invisibility 10' Radius	PHB	Wizard	3	Illusion	Phantasm								50
Laeral's Dancing Dweomer	FRA	Wizard	3	Illusion	Phantasm								197
Lorloveim's Creeping Shadow	ToM	Wizard	3	Illusion	Shadow								182
Nightscar	FRA	Wizard	3	Illusion	Phantasm	Geometry							197
Spectral Force	PHB	Wizard	3	Illusion	Phantasm								52
Wraithform	PHB	Wizard	3	Alteration	Illusion	Shadow							53
Encrypt	FRA	Wizard	4	Illusion	Phantasm	Geometry							199
Fear	PHB	Wizard	4	Illusion	Phantasm	Shadow							55
Hallucinatory Terrain	PHB	Wizard	4	Illusion	Phantasm								56
Illusionary Wall	PHB	Wizard	4	Illusion	Phantasm								56
Improved Invisibility	PHB	Wizard	4	Illusion	Phantasm								56
Minor Creation	PHB	Wizard	4	Illusion	Phantasm	Shadow							57
Phantasmal Killer	PHB	Wizard	4	Illusion	Phantasm	Mentalism							57
Plague	FRA	Wizard	4	Illusion	Phantasm								200
Rainbow Pattern	PHB	Wizard	4	Alteration	Illusion	Phantasm	Geometry						58
Shadow Monsters	PHB	Wizard	4	Illusion	Phantasm	Shadow							59
Vacancy	PHB	Wizard	4	Alteration	Illusion	Phantasm							59
Advanced Illusion	PHB	Wizard	5	Illusion	Phantasm								60
Demishadow Monsters	PHB	Wizard	5	Illusion	Phantasm	Shadow							62
Disguise Undead	FRA	Wizard	5	Illusion	Phantasm	Necromancy							201
Dream	PHB	Wizard	5	Invocation	Illusion	Phantasm						Yes	63

Major Creation	PHB	Wizard	5	Illusion	Phantasm	Shadow							65
Seeming	PHB	Wizard	5	Illusion	Phantasm								65
Shadow Door	PHB	Wizard	5	Illusion	Phantasm	Shadow							65
Shadow Magic	PHB	Wizard	5	Illusion	Phantasm	Shadow							65
Demishadow Magic	PHB	Wizard	6	Illusion	Phantasm	Shadow							69
Eyebite	PHB	Wizard	6	Enchantment	Charm	Illusion	Phantasm	Mentalism					70
Lorloveim's Shadowy Transformation	ToM	Wizard	6	Illusion	Shadow								187
Mirage Arcana	PHB	Wizard	6	Illusion	Phantasm	Alteration							71
Mislead	PHB	Wizard	6	Illusion	Phantasm								72
Permanent Illusion	PHB	Wizard	6	Illusion	Phantasm								72
Programmed Illusion	PHB	Wizard	6	Illusion	Phantasm								73
Project Image	PHB	Wizard	6	Alteration	Illusion	Phantasm							73
Shades	PHB	Wizard	6	Illusion	Phantasm	Shadow							73
Veil	PHB	Wizard	6	Illusion	Phantasm								74
Mass Invisibility	PHB	Wizard	7	Illusion	Phantasm	Song							76
Sequester	PHB	Wizard	7	Illusion	Phantasm	Abjuration	Geometry						77
Shadow Walk	PHB	Wizard	7	Illusion	Enchantment	Dimension	Shadow						77
Shadowcat	ToM	Wizard	7	Illusion	Shadow								189
Simulacrum	PHB	Wizard	7	Illusion	Phantasm								77
Screen	PHB	Wizard	8	Divination	Illusion								82
Weird	PHB	Wizard	9	Illusion	Phantasm								86

Invocation

Spell Name	Book	Type	Level	School 1	School 2	School 3	School 4	School 5	School 6	School 7	School 8	Rev?	Page
Dictation	S&M	Wizard	1	Invocation	Evocation	Geometry							138
Nahal's Reckless Dweomer	ToM	Wizard	1	Invocation	Evocation	Wild Magic							179
Seeking	EHB	Wizard	2	Enchantment	Invocation	Artifice							126
Augmentation I	ToM	Wizard	3	Invocation	Evocation								181
Lance of Disruption	S&M	Wizard	3	Invocation	Evocation	Elemental	Air	Force					140
Wall of Water	S&M	Wizard	3	Invocation	Evocation	Elemental	Water						140
Mordenkainen's Celerity	ToM	Wizard	4	Alteration	Invocation								184
Mordenkainen's Force Missiles	S&M	Wizard	4	Invocation	Evocation	Force							142
Thunder Staff	ToM	Wizard	4	Invocation	Evocation	Artifice	Geometry						184
Conduit	EHB	Wizard	5	Enchantment	Invocation	Artifice							126
Dream	PHB	Wizard	5	Invocation	Illusion	Phantasm						Yes	63
Tenser's Destructive Resonance	S&M	Wizard	5	Invocation	Evocation	Force							143
Dimensional Blade	S&M	Wizard	6	Invocation	Evocation	Dimension	Artifice						144
Limited Wish	PHB	Wizard	7	Conjuration	Summoning	Invocation	Evocation						76
Persistence	S&M	Wizard	7	Invocation	Evocation								146
Gunther's Kaleidoscopic Strike	ToM	Wizard	8	Invocation	Evocation								190
Wildfire	ToM	Wizard	9	Invocation	Evocation	Wild Magic							192

Mentalism

Spell Name	Book	Type	Level	School 1	School 2	School 3	School 4	School 5	School 6	School 7	School 8	Rev?	Page
Charm Person	PHB	Wizard	1	Enchantment	Charm	Mentalism	Song						36
Hypnotism	PHB	Wizard	1	Enchantment	Charm	Mentalism							38
Spook	PHB	Wizard	1	Illusion	Phantasm	Mentalism	Shadow						41
ESP	PHB	Wizard	2	Divination	Mentalism								43
Forget	PHB	Wizard	2	Enchantment	Charm	Mentalism	Song						43
Living Link	NHB	Wizard	2	Necromancy	Divination	Mentalism							101
Claudiaence	PHB	Wizard	3	Divination	Mentalism								48
Clairvoyance	PHB	Wizard	3	Divination	Mentalism								48
Dire Charm	FRA	Wizard	3	Enchantment	Charm	Mentalism							196
Iron Mind	WHB	Wizard	3	Abjuration	Mentalism								113
Pain Touch	WHB	Wizard	3	Divination	Mentalism								113
Suggestion	PHB	Wizard	3	Enchantment	Charm	Mentalism	Song						52
Waves of Weariness	FRA	Wizard	3	Enchantment	Charm	Mentalism							198
Brainkill	NHB	Wizard	4	Necromancy	Mentalism								102
Charm Monster	PHB	Wizard	4	Enchantment	Charm	Mentalism	Song						53
Empathic Wound Transfer	NHB	Wizard	4	Necromancy	Alchemy	Mentalism							102
Phantasmal Killer	PHB	Wizard	4	Illusion	Phantasm	Mentalism							57
Psychic Protection	S&M	Wizard	4	Abjuration	Mentalism								142
Rary's Mnemonic Enhancer	PHB	Wizard	4	Alteration	Mentalism								58
Domination	PHB	Wizard	5	Enchantment	Charm	Mentalism							62
Feeblemind	PHB	Wizard	5	Enchantment	Charm	Mentalism							63
Magic Jar	PHB	Wizard	5	Necromancy	Mentalism								64
Rary's Telepathic Bond	WHB	Wizard	5	Divination	Alteration	Mentalism							115
Sending	PHB	Wizard	5	Evocation	Mentalism								65
Corpse Host	NHB	Wizard	6	Necromancy	Mentalism								104
Eyebite	PHB	Wizard	6	Enchantment	Charm	Illusion	Phantasm	Mentalism					70
Geas	PHB	Wizard	6	Enchantment	Charm	Mentalism							70
Mass Suggestion	PHB	Wizard	6	Enchantment	Charm	Mentalism							71
Descent into Madness	S&M	Wizard	7	Enchantment	Charm	Mentalism							145
Wound Conferral	NHB	Wizard	7	Necromancy	Alchemy	Artifice	Mentalism						105
Demand	PHB	Wizard	8	Evocation	Enchantment	Charm	Mentalism						79
Life Force Transfer	NHB	Wizard	8	Necromancy	Artifice	Mentalism							105
Mind Blank	PHB	Wizard	8	Abjuration	Mentalism								80
Dismind	FRA	Wizard	9	Enchantment	Charm	Force	Mentalism					Yes	207
Life Force Exchange	NHB	Wizard	9	Necromancy	Mentalism								106
Programmed Amnesia	S&M	Wizard	9	Enchantment	Charm	Mentalism							147
Virus Charm	FRA	Wizard	9	Enchantment	Charm	Mentalism							208

Necromancy

Spell Name	Book	Type	Level	School 1	School 2	School 3	School 4	School 5	School 6	School 7	School 8	Rev?	Page
Animate Dead Animals	NHB	Wizard	1	Necromancy	Geometry								100
Chill Touch	PHB	Wizard	1	Necromancy	Shadow								36
Corpse Link	NHB	Wizard	1	Necromancy	Alteration								100
Corpse Visage	WHB	Wizard	1	Illusion	Necromancy								111
Corpselight	FRA	Wizard	1	Alteration	Necromancy								194
Detect Undead	PHB	Wizard	1	Divination	Necromancy								37
Exterminate	NHB	Wizard	1	Necromancy	Song								100
Locate Remains	NHB	Wizard	1	Necromancy	Divination								101
Ray of Fatigue	S&M	Wizard	1	Necromancy									139
Spectral Voice	NHB	Wizard	1	Necromancy	Alteration	Song							101
Choke	WHB	Wizard	2	Necromancy	Conjuration	Summoning							112
Cloak Undead	FRA	Wizard	2	Necromancy									195
Death Recall	WHB	Wizard	2	Necromancy	Divination								112
Embalm	NHB	Wizard	2	Necromancy	Alteration	Alchemy							101
Ghoul Touch	WHB	Wizard	2	Necromancy									112
Living Link	NHB	Wizard	2	Necromancy	Divination	Mentalism							101
Skeletal Hands	NHB	Wizard	2	Necromancy	Evocation								101
Spectral Hand	PHB	Wizard	2	Necromancy	Shadow								46
Undead Mount	FRA	Wizard	2	Necromancy									196
Bone Club	WHB	Wizard	3	Enchantment	Necromancy	Artifice	Geometry						113
Bone Dance	NHB	Wizard	3	Necromancy	Artifice								102
Delay Death	WHB	Wizard	3	Enchantment	Necromancy								113
False Face	NHB	Wizard	3	Necromancy	Alteration								102
Feign Death	PHB	Wizard	3	Necromancy									49
Hold Undead	PHB	Wizard	3	Necromancy									50
Hovering Skull	WHB	Wizard	3	Necromancy	Artifice								113
Mummy Touch	FRA	Wizard	3	Necromancy									197
Paralyze	FRA	Wizard	3	Necromancy									198
Revenance	FRA	Wizard	3	Necromancy									198
Skull Watch	FRA	Wizard	3	Necromancy	Artifice								198
Skulltrap	NHB	Wizard	3	Necromancy	Evocation	Shadow							102
Spirit Armor	ToM	Wizard	3	Necromancy	Shadow								182
Vampiric Touch	PHB	Wizard	3	Necromancy									52
Backlash	DroHB	Wizard	4	Necromancy									123
Beltyn's Burning Blood	FRA	Wizard	4	Necromancy	Elemental	Fire	Water						199
Brainkill	NHB	Wizard	4	Necromancy	Mentalism								102
Contagion	PHB	Wizard	4	Necromancy									53
Empathic Wound Transfer	NHB	Wizard	4	Necromancy	Alchemy	Mentalism							102
Enervation	PHB	Wizard	4	Necromancy	Shadow								54
Mask of Death	ToM	Wizard	4	Necromancy									183
Spendelardis Chaser	FRA	Wizard	4	Necromancy									200
Summon Spirit	NHB	Wizard	4	Necromancy	Song								103
Animate Dead	PHB	Wizard	5	Necromancy	Geometry								61
Bind Undead	NHB	Wizard	5	Necromancy									103
Bone Blight	NHB	Wizard	5	Necromancy	Alteration								103
Disguise Undead	FRA	Wizard	5	Illusion	Phantasm	Necromancy							201
Force Shapechange	WHB	Wizard	5	Necromancy									114
Graft Flesh	NHB	Wizard	5	Necromancy	Alteration								104
Improved Skull Watch	FRA	Wizard	5	Necromancy	Artifice								201
Magic Jar	PHB	Wizard	5	Necromancy	Mentalism								64
Mummy Rot	WHB	Wizard	5	Necromancy									115
Nulathoe's Ninemen	FRA	Wizard	5	Necromancy									202
Summon Shadow	PHB	Wizard	5	Conjuration	Summoning	Necromancy							66
Throbbing Bones	WHB	Wizard	5	Necromancy									115
Wall of Bones	WHB	Wizard	5	Conjuration	Necromancy								115
Arrow of Bone	S&M	Wizard	6	Necromancy	Artifice								144
Blackmantle	WHB	Wizard	6	Necromancy	Enchantment	Shadow							115
Bloodstone's Spectral Steed	ToM	Wizard	6	Necromancy	Shadow								187
Corpse Host	NHB	Wizard	6	Necromancy	Mentalism								104
Dead Man's Eyes	WHB	Wizard	6	Necromancy									116
Death Spell	PHB	Wizard	6	Necromancy									68
Ghoul Gauntlet	NHB	Wizard	6	Alteration	Necromancy								104
Grimwald's Greymantle	FRA	Wizard	6	Necromancy									203
Imbue Undead with Spell Ability	FRA	Wizard	6	Necromancy									203
Lich Touch	FRA	Wizard	6	Necromancy									203
Reincarnation	PHB	Wizard	6	Necromancy									73
Teleport Dead	FRA	Wizard	6	Alteration	Necromancy	Dimension							204
Transmute Bone to Steel	NHB	Wizard	6	Alteration	Necromancy	Elemental	Earth	Alchemy					104
Trollish Fortitude	S&M	Wizard	6	Necromancy									145
Bloodstone's Frightful Joining	ToM	Wizard	7	Necromancy									188
Control Undead	PHB	Wizard	7	Necromancy									75
Finger of Death	PHB	Wizard	7	Necromancy									75
Intensify Summoning	ToM	Wizard	7	Conjuration	Summoning	Necromancy							188
Suffocate	ToM	Wizard	7	Alteration	Necromancy	Elemental	Air						189
The Simbul's Synostodweomer	FRA	Wizard	7	Alteration	Necromancy								206
Wound Conferal	NHB	Wizard	7	Necromancy	Alchemy	Artifice	Mentalism						105
Zombie Double	WHB	Wizard	7	Necromancy									116
Abi-Dalzim's Horrid Wilting	ToM	Wizard	8	Alteration	Necromancy	Elemental	Water						190
Clone	PHB	Wizard	8	Necromancy									79
Death Link	FRA	Wizard	8	Necromancy									206
Death Shroud	NHB	Wizard	8	Necromancy	Shadow								105
Death Spider	DroHB	Wizard	8	Alteration	Necromancy								124
Defoliate	WHB	Wizard	8	Necromancy									116
Heart of Stone	S&M	Wizard	8	Necromancy									147
Homunculus Shield	ToM	Wizard	8	Evocation	Necromancy								190
Life Force Transfer	NHB	Wizard	8	Necromancy	Artifice	Mentalism							105
Shadow Form	WHB	Wizard	8	Necromancy	Shadow								117

Death Ward	NHB	Wizard	9	Abjuration	Necromancy	Geometry								106
Energy Drain	PHB	Wizard	9	Evocation	Necromancy	Shadow								84
Life Force Exchange	NHB	Wizard	9	Necromancy	Mentalism									106
Master Undead	FRA	Wizard	9	Necromancy										208
Wail of the Banshee	ToM	Wizard	9	Necromancy	Song									192

Phantasm

Spell Name	Book	Type	Level	School 1	School 2	School 3	School 4	School 5	School 6	School 7	School 8	Rev?	Page
Audible Glamer	PHB	Wizard	1	Illusion	Phantasm	Song							35
Change Self	PHB	Wizard	1	Illusion	Phantasm								36
Nystul's Magical Aura	PHB	Wizard	1	Illusion	Phantasm								39
Phantasmal Force	PHB	Wizard	1	Illusion	Phantasm								39
Spook	PHB	Wizard	1	Illusion	Phantasm	Mentalism	Shadow						41
Ventriloquism	PHB	Wizard	1	Illusion	Phantasm								41
Blindness	PHB	Wizard	2	Illusion	Phantasm								42
Blur	PHB	Wizard	2	Illusion	Phantasm	Shadow							42
Deafness	PHB	Wizard	2	Illusion	Phantasm								42
Hypnotic Pattern	PHB	Wizard	2	Illusion	Phantasm	Geometry							44
Improved Phantasmal Force	PHB	Wizard	2	Illusion	Phantasm								44
Invisibility	PHB	Wizard	2	Illusion	Phantasm								44
Leomund's Trap	PHB	Wizard	2	Illusion	Phantasm	Artifice							45
Mirror Image	PHB	Wizard	2	Illusion	Phantasm								45
Misdirection	PHB	Wizard	2	Illusion	Phantasm								45
Whispering Wind	PHB	Wizard	2	Alteration	Phantasm	Song	Elemental	Air					47
Illusionary Script	PHB	Wizard	3	Illusion	Phantasm								50
Invisibility 10' Radius	PHB	Wizard	3	Illusion	Phantasm								50
Laeral's Dancing Dweomer	FRA	Wizard	3	Illusion	Phantasm								197
Nightscar	FRA	Wizard	3	Illusion	Phantasm	Geometry							197
Phantom Steed	PHB	Wizard	3	Conjuration	Phantasm	Shadow							51
Spectral Force	PHB	Wizard	3	Illusion	Phantasm								52
Encrypt	FRA	Wizard	4	Illusion	Phantasm	Geometry							199
Fear	PHB	Wizard	4	Illusion	Phantasm	Shadow							55
Hallucinatory Terrain	PHB	Wizard	4	Illusion	Phantasm								56
Illusionary Wall	PHB	Wizard	4	Illusion	Phantasm								56
Improved Invisibility	PHB	Wizard	4	Illusion	Phantasm								56
Minor Creation	PHB	Wizard	4	Illusion	Phantasm	Shadow							57
Phantasmal Killer	PHB	Wizard	4	Illusion	Phantasm	Mentalism							57
Plague	FRA	Wizard	4	Illusion	Phantasm								200
Rainbow Pattern	PHB	Wizard	4	Alteration	Illusion	Phantasm	Geometry						58
Shadow Monsters	PHB	Wizard	4	Illusion	Phantasm	Shadow							59
Vacancy	PHB	Wizard	4	Alteration	Illusion	Phantasm							59
Advanced Illusion	PHB	Wizard	5	Illusion	Phantasm								60
Demishadow Monsters	PHB	Wizard	5	Illusion	Phantasm	Shadow							62
Disguise Undead	FRA	Wizard	5	Illusion	Phantasm	Necromancy							201
Dream	PHB	Wizard	5	Invocation	Illusion	Phantasm						Yes	63
Major Creation	PHB	Wizard	5	Illusion	Phantasm	Shadow							65
Seeming	PHB	Wizard	5	Illusion	Phantasm								65
Shadow Door	PHB	Wizard	5	Illusion	Phantasm	Shadow							65
Shadow Magic	PHB	Wizard	5	Illusion	Phantasm	Shadow							65
Demishadow Magic	PHB	Wizard	6	Illusion	Phantasm	Shadow							69
Mirage Arcana	PHB	Wizard	6	Illusion	Phantasm	Alteration							71
Mislead	PHB	Wizard	6	Illusion	Phantasm								72
Permanent Illusion	PHB	Wizard	6	Illusion	Phantasm								72
Programmed Illusion	PHB	Wizard	6	Illusion	Phantasm								73
Project Image	PHB	Wizard	6	Alteration	Illusion	Phantasm							73
Shades	PHB	Wizard	6	Illusion	Phantasm	Shadow							73
Veil	PHB	Wizard	6	Illusion	Phantasm								74
Mass Invisibility	PHB	Wizard	7	Illusion	Phantasm	Song							76
Sequester	PHB	Wizard	7	Illusion	Phantasm	Abjuration	Geometry						77
Simulacrum	PHB	Wizard	7	Illusion	Phantasm								77
Weird	PHB	Wizard	9	Illusion	Phantasm								86

Shadow

Spell Name	Book	Type	Level	School 1	School 2	School 3	School 4	School 5	School 6	School 7	School 8	Rev?	Page
Chill Touch	PHB	Wizard	1	Necromancy	Shadow								36
Sleep	PHB	Wizard	1	Enchantment	Charm	Shadow	Song						40
Spook	PHB	Wizard	1	Illusion	Phantasm	Mentalism	Shadow						41
Blur	PHB	Wizard	2	Illusion	Phantasm	Shadow							42
Continual Light	PHB	Wizard	2	Alteration	Shadow								42
Darkness 15' Radius	PHB	Wizard	2	Alteration	Shadow								42
Ray of Enfeeblement	PHB	Wizard	2	Enchantment	Charm	Shadow							46
Scare	PHB	Wizard	2	Enchantment	Charm	Shadow							46
Spectral Hand	PHB	Wizard	2	Necromancy	Shadow								46
Wall of Gloom	S&M	Wizard	2	Conjuration	Summoning	Shadow							139
Blacklight	FRA	Wizard	3	Alteration	Shadow								196
Lorloveim's Creeping Shadow	ToM	Wizard	3	Illusion	Shadow								182
Nondetection	PHB	Wizard	3	Abjuration	Shadow								51
Phantom Steed	PHB	Wizard	3	Conjuration	Phantasm	Shadow							51
Skulltrap	NHB	Wizard	3	Necromancy	Evocation	Shadow							102
Spirit Armor	ToM	Wizard	3	Necromancy	Shadow								182
Wraithform	PHB	Wizard	3	Alteration	Illusion	Shadow							53
Dimension Door	PHB	Wizard	4	Alteration	Dimension	Shadow							54
Enervation	PHB	Wizard	4	Necromancy	Shadow								54
Evard's Black Tentacles	PHB	Wizard	4	Conjuration	Summoning	Shadow							54
Fear	PHB	Wizard	4	Illusion	Phantasm	Shadow							55
Minor Creation	PHB	Wizard	4	Illusion	Phantasm	Shadow							57

Shadow Monsters	PHB	Wizard	4	Illusion	Phantasm	Shadow							59
Demishadow Monsters	PHB	Wizard	5	Illusion	Phantasm	Shadow							62
Major Creation	PHB	Wizard	5	Illusion	Phantasm	Shadow							65
Mordenkainen's Faithful Hound	PHB	Wizard	5	Conjuration	Summoning	Shadow							65
Mordenkainen's Private Sanctum	WHB	Wizard	5	Alteration	Abjuration	Geometry	Shadow						115
Passwall	PHB	Wizard	5	Alteration	Shadow	Elemental	Earth						65
Shadow Door	PHB	Wizard	5	Illusion	Phantasm	Shadow							65
Shadow Magic	PHB	Wizard	5	Illusion	Phantasm	Shadow							65
Blackmantle	WHB	Wizard	6	Necromancy	Enchantment	Shadow							115
Bloodstone's Spectral Steed	ToM	Wizard	6	Necromancy	Shadow								187
Demishadow Magic	PHB	Wizard	6	Illusion	Phantasm	Shadow							69
Lorloveim's Shadowy Transformation	ToM	Wizard	6	Illusion	Shadow								187
Shades	PHB	Wizard	6	Illusion	Phantasm	Shadow							73
Turnshadow	FRA	Wizard	6	Abjuration	Shadow								204
Duo-Dimension	PHB	Wizard	7	Alteration	Dimension	Shadow							75
Phase Door	PHB	Wizard	7	Alteration	Dimension	Geometry	Shadow						77
Shadow Walk	PHB	Wizard	7	Illusion	Enchantment	Dimension	Shadow						77
Shadowcat	ToM	Wizard	7	Illusion	Shadow								189
Death Shroud	NHB	Wizard	8	Necromancy	Shadow								105
Maze	PHB	Wizard	8	Conjuration	Summoning	Dimension	Geometry	Shadow					80
Shadow Form	WHB	Wizard	8	Necromancy	Shadow								117
Energy Drain	PHB	Wizard	9	Evocation	Necromancy	Shadow							84

Song

Spell Name	Book	Type	Level	School 1	School 2	School 3	School 4	School 5	School 6	School 7	School 8	Rev?	Page
Alter Instrument	BHB	Bard	1	Alteration	Song	Artifice							88
Audible Glamer	PHB	Wizard	1	Illusion	Phantasm	Song							35
Charm Person	PHB	Wizard	1	Enchantment	Charm	Mentalism	Song						36
Exterminate	NHB	Wizard	1	Necromancy	Song								100
Find Familiar	PHB	Wizard	1	Conjuration	Summoning	Song							37
Friends	PHB	Wizard	1	Enchantment	Charm	Song							38
Sleep	PHB	Wizard	1	Enchantment	Charm	Shadow	Song						40
Sound Bubble	BHB	Bard	1	Abjuration	Evocation	Song							88
Spectral Voice	NHB	Wizard	1	Necromancy	Alteration	Song							101
Taunt	PHB	Wizard	1	Enchantment	Song								41
Forget	PHB	Wizard	2	Enchantment	Charm	Mentalism	Song						43
Ghost Pipes	FRA	Wizard	2	Alteration	Song	Elemental	Air						195
Magic Mouth	PHB	Wizard	2	Alteration	Song								45
Silence 15' Radius	BHB	Bard	2	Alteration	Song								88
Summon Swarm	PHB	Wizard	2	Conjuration	Summoning	Song							47
Tasha's Hideous Laughter	PHB	Wizard	2	Enchantment	Charm	Song							47
Vocalize	WHB	Wizard	2	Alteration	Song								112
Whispering Wind	PHB	Wizard	2	Alteration	Phantasm	Song	Elemental	Air					47
Dispel Silence	FRA	Wizard	3	Abjuration	Alteration	Song							196
Fireflow	ToM	Wizard	3	Alteration	Song								181
Hold Person	PHB	Wizard	3	Enchantment	Charm	Song							50
Improved Magic Mouth	BHB	Bard	3	Alteration	Song								88
Instant Audience	BHB	Bard	3	Conjuration	Song								88
Monster Summoning I	PHB	Wizard	3	Conjuration	Summoning	Song							51
Suggestion	PHB	Wizard	3	Enchantment	Charm	Mentalism	Song						52
Wall of Sound	BHB	Bard	3	Evocation	Song								88
Charm Monster	PHB	Wizard	4	Enchantment	Charm	Mentalism	Song						53
Confusion	PHB	Wizard	4	Enchantment	Charm	Song							53
Conjure Cabinet	BHB	Bard	4	Conjuration	Song	Artifice	Dimension						89
Emotion	PHB	Wizard	4	Enchantment	Charm	Song							54
Lesser Geas	S&M	Wizard	4	Enchantment	Charm	Song							141
Monster Summoning II	PHB	Wizard	4	Conjuration	Summoning	Song							57
Shout	PHB	Wizard	4	Evocation	Song								59
Summon Lycanthrope	ToM	Wizard	4	Conjuration	Summoning	Song							184
Summon Spirit	NHB	Wizard	4	Necromancy	Song								103
Chaos	PHB	Wizard	5	Enchantment	Charm	Song							61
Dismissal	PHB	Wizard	5	Abjuration	Song								62
Hold Monster	PHB	Wizard	5	Enchantment	Charm	Song							63
Leomund's Lamentable Belaborment	PHB	Wizard	5	Enchantment	Evocation	Song							63
Monster Summoning III	PHB	Wizard	5	Conjuration	Summoning	Song							65
Control Weather	PHB	Wizard	6	Alteration	Song	Elemental	Air						68
Monster Summoning IV	PHB	Wizard	6	Conjuration	Summoning	Song							72
Power Word Silence	FRA	Wizard	6	Alteration	Song								203
Summon Spider	DroHB	Wizard	6	Summoning	Song								123
Banishment	PHB	Wizard	7	Abjuration	Song								74
Charm Plants	PHB	Wizard	7	Enchantment	Charm	Song							75
Mass Invisibility	PHB	Wizard	7	Illusion	Phantasm	Song							76
Monster Summoning V	PHB	Wizard	7	Conjuration	Summoning	Song							76
Power Word Stun	PHB	Wizard	7	Conjuration	Summoning	Song							77
Spell Shape	ToM	Wizard	7	Alteration	Song	Wild Magic							189
Binding	PHB	Wizard	8	Enchantment	Evocation	Geometry	Song						79
Great Shout	FRA	Wizard	8	Evocation	Song								206
Mass Charm	PHB	Wizard	8	Enchantment	Charm	Song							80
Monster Summoning VI	PHB	Wizard	8	Conjuration	Summoning	Song							80
Otto's Irresistible Dance	PHB	Wizard	8	Enchantment	Charm	Song							81
Power Word Blind	PHB	Wizard	8	Conjuration	Summoning	Song							81
Monster Summoning VII	PHB	Wizard	9	Conjuration	Summoning	Song							85
Power Word Kill	PHB	Wizard	9	Conjuration	Summoning	Song							85
Wail of the Banshee	ToM	Wizard	9	Necromancy	Song								192

Summoning

Spell Name	Book	Type	Level	School 1	School 2	School 3	School 4	School 5	School 6	School 7	School 8	Rev?	Page
Conjure Spell Component	ToM	Wizard	1	Conjuration	Summoning								177
Find Familiar	PHB	Wizard	1	Conjuration	Summoning	Song							37
Mount	PHB	Wizard	1	Conjuration	Summoning								39
Unseen Servant	PHB	Wizard	1	Conjuration	Summoning								41
Choke	WHB	Wizard	2	Necromancy	Conjuration	Summoning							112
Glitterdust	PHB	Wizard	2	Conjuration	Summoning	Alchemy							44
Quimby's Enchanting Gourmet	FRA	Wizard	2	Conjuration	Summoning	Force							196
Summon Swarm	PHB	Wizard	2	Conjuration	Summoning	Song							47
Wall of Gloom	S&M	Wizard	2	Conjuration	Summoning	Shadow							139
Bands of Sirellyn	S&M	Wizard	3	Conjuration	Summoning								140
Flame Arrow	PHB	Wizard	3	Conjuration	Summoning	Alchemy	Artifice	Elemental	Fire				49
Monster Summoning I	PHB	Wizard	3	Conjuration	Summoning	Song							51
Sepia Snake Sigil	PHB	Wizard	3	Conjuration	Summoning	Geometry							52
Solvent of Corrosion	S&M	Wizard	3	Conjuration	Summoning	Alchemy							140
Watery Double	ToM	Wizard	3	Conjuration	Summoning	Enchantment	Elemental	Water					182
Caligarde's Claw	FRA	Wizard	4	Conjuration	Summoning	Force							199
Conjure Elemental-Kin	S&M	Wizard	4	Conjuration	Summoning	Geometry	Elemental	Air	Earth	Fire	Water		141
Evard's Black Tentacles	PHB	Wizard	4	Conjuration	Summoning	Shadow							54
Monster Summoning II	PHB	Wizard	4	Conjuration	Summoning	Song							57
Summon Lycanthrope	ToM	Wizard	4	Conjuration	Summoning	Song							184
Vitriolic Sphere	S&M	Wizard	4	Conjuration	Summoning	Elemental	Water	Alchemy					142
Conjure Elemental	PHB	Wizard	5	Conjuration	Summoning	Geometry	Elemental	Air	Earth	Fire	Water		62
Khazid's Procurement	ToM	Wizard	5	Divination	Summoning	Geometry							185
Leomund's Secret Chest	PHB	Wizard	5	Alteration	Conjuration	Summoning	Dimension						64
Monster Summoning III	PHB	Wizard	5	Conjuration	Summoning	Song							65
Mordenkainen's Faithful Hound	PHB	Wizard	5	Conjuration	Summoning	Shadow							65
Summon Shadow	PHB	Wizard	5	Conjuration	Summoning	Necromancy							66
Vile Venom	S&M	Wizard	5	Conjuration	Summoning	Elemental	Water	Alchemy					144
Conjure Animals	PHB	Wizard	6	Conjuration	Summoning								67
Ensnarement	PHB	Wizard	6	Conjuration	Summoning	Geometry							69
Forest's Fiery Constrictor	ToM	Wizard	6	Conjuration	Summoning	Elemental	Fire						187
Invisible Stalker	PHB	Wizard	6	Conjuration	Summoning								71
Monster Summoning IV	PHB	Wizard	6	Conjuration	Summoning	Song							72
Summon Spider	DroHB	Wizard	6	Summoning	Song								123
Wildstrike	ToM	Wizard	6	Conjuration	Summoning	Wild Magic							188
Drawmij's Instant Summons	PHB	Wizard	7	Conjuration	Summoning	Dimension							75
Intensify Summoning	ToM	Wizard	7	Conjuration	Summoning	Necromancy							188
Limited Wish	PHB	Wizard	7	Conjuration	Summoning	Invocation	Evocation						76
Monster Summoning V	PHB	Wizard	7	Conjuration	Summoning	Song							76
Power Word Stun	PHB	Wizard	7	Conjuration	Summoning	Song							77
Prismatic Spray	PHB	Wizard	7	Conjuration	Summoning								77
Seven-Eyes	S&M	Wizard	7	Abjuration	Conjuration	Summoning							146
Maze	PHB	Wizard	8	Conjuration	Summoning	Dimension	Geometry	Shadow					80
Monster Summoning VI	PHB	Wizard	8	Conjuration	Summoning	Song							80
Power Word Blind	PHB	Wizard	8	Conjuration	Summoning	Song							81
Prismatic Wall	PHB	Wizard	8	Conjuration	Summoning								81
Symbol	PHB	Wizard	8	Conjuration	Summoning	Geometry							82
Trap the Soul	PHB	Wizard	8	Conjuration	Summoning	Geometry							83
Wildzone	ToM	Wizard	8	Conjuration	Summoning	Wild Magic							190
Black Blade of Disaster	DroHB	Wizard	9	Evocation	Conjuration	Summoning	Dimension						124
Gate	PHB	Wizard	9	Conjuration	Summoning	Dimension	Geometry						84
Monster Summoning VII	PHB	Wizard	9	Conjuration	Summoning	Song							85
Power Word Kill	PHB	Wizard	9	Conjuration	Summoning	Song							85
Prismatic Sphere	PHB	Wizard	9	Abjuration	Conjuration	Summoning							85
Sphere of Ultimate Destruction	S&M	Wizard	9	Conjuration	Summoning	Dimension							148
Wildwind	ToM	Wizard	9	Conjuration	Summoning	Wild Magic							192
Wish	PHB	Wizard	9	Conjuration	Summoning								86

Wild Magic

Spell Name	Book	Type	Level	School 1	School 2	School 3	School 4	School 5	School 6	School 7	School 8	Rev?	Page
Hornung's Guess	ToM	Wizard	1	Divination	Wild Magic								178
Nahal's Reckless Dweomer	ToM	Wizard	1	Invocation	Evocation	Wild Magic							179
Patternweave	ToM	Wizard	1	Divination	Alchemy	Wild Magic							179
Chaos Shield	ToM	Wizard	2	Abjuration	Wild Magic								179
Hornung's Baneful Deflector	ToM	Wizard	2	Evocation	Geometry	Wild Magic							179
Nahal's Nonsensical Nullifier	ToM	Wizard	2	Abjuration	Wild Magic								180
Alternate Reality	ToM	Wizard	3	Alteration	Wild Magic								181
Fool's Speech	ToM	Wizard	3	Alteration	Wild Magic								181
Fire Shield	PHB	Wizard	4	Evocation	Alteration	Wild Magic	Elemental	Fire					55
There/Not There	ToM	Wizard	4	Evocation	Geometry	Wild Magic							184
Unluck	ToM	Wizard	4	Evocation	Wild Magic								185
Vortex	ToM	Wizard	5	Evocation	Wild Magic								186
Waveform	ToM	Wizard	5	Alteration	Wild Magic								186
Wildshield	ToM	Wizard	6	Alteration	Wild Magic								187
Wildstrike	ToM	Wizard	6	Conjuration	Summoning	Wild Magic							188
Hornung's Surge Selector	ToM	Wizard	7	Alteration	Wild Magic								188
Spell Shape	ToM	Wizard	7	Alteration	Song	Wild Magic							189
Hornung's Random Dispatcher	ToM	Wizard	8	Abjuration	Wild Magic								190
Wildzone	ToM	Wizard	8	Conjuration	Summoning	Wild Magic							190
Stabilize	ToM	Wizard	9	Abjuration	Wild Magic								192
Wildfire	ToM	Wizard	9	Invocation	Evocation	Wild Magic							192
Wildwind	ToM	Wizard	9	Conjuration	Summoning	Wild Magic							192



Appendix: E (Divine Spell Listing by Level)

Spell Name	Book	Type	Level	Sphere 1	Sphere 2	Sphere 3	Rev?	Page
Allergy Field	RHB	Ranger	1	Plant				108
Analyze Balance	ToM	Priest	1	Divination	Numbers			150
Animal Friendship	PHB	Priest	1	Animal				6
Antivermin Barrier	ToM	Priest	1	Wards				150
Astral Celerity	S&M	Priest	1	Astral				128
Battlefate	S&M	Priest	1	Chaos				128
Beastmask	DruHB	Druid	1	Animal				91
Bless	PHB	Priest	1	All			Yes	6
Blessed Watchfulness	S&M	Priest	1	Guardian				128
Calculate	S&M	Priest	1	Numbers				128
Call Upon Faith	ToM	Priest	1	Summoning				150
Calm Animals	S&M	Priest	1	Animal				128
Combine	PHB	Priest	1	All				6
Command	PHB	Priest	1	Charm	Combat	Law		6
Courage	ToM	Priest	1	War				150
Create Water	PHB	Priest	1	Elemental	Water		Yes	6
Cure Light Wounds	PHB	Priest	1	Healing			Yes	6
Detect Evil	PHB	Priest	1	Divination			Yes	7
Detect Magic	PHB	Priest	1	All				7
Detect Poison	PHB	Priest	1	Divination				7
Detect Snares & Pits	PHB	Priest	1	Plant				7
Dispel Fatigue	S&M	Priest	1	Necromancy				128
Ebony Hand	NHB	Priest	1	Necromancy				96
Emotion Read	ToM	Priest	1	Thought				150
Endure Cold/Endure Heat	PHB	Priest	1	Protection				7
Entangle	PHB	Priest	1	Plant				7
Faerie Fire	PHB	Priest	1	Weather				7
Firelight	S&M	Priest	1	Elemental	Fire			129
Invisibility to Animals	PHB	Priest	1	Animal				7
Invisibility to Undead	PHB	Priest	1	Necromancy				8
Know Age	ToM	Priest	1	Time				150
Know Direction	ToM	Priest	1	Travelers				150
Know Time	ToM	Priest	1	Time				151
Light	PHB	Priest	1	Creation	Guardian	Sun	Yes	8
Locate Animals or Plants	PHB	Priest	1	Animal	Plant			8
Log of Everburning	ToM	Priest	1	Elemental	Fire			151
Magical Stone	PHB	Priest	1	Combat				8
Mistaken Missive	ToM	Priest	1	Chaos				151
Morale	ToM	Priest	1	War				151
Orison	S&M	Priest	1	All			Yes	129
Pass Without Trace	PHB	Priest	1	Plant				8
Personal Reading	ToM	Priest	1	Numbers				151
Protection from Chaos	S&M	Priest	1	Law				129
Protection From Evil	PHB	Priest	1	Protection			Yes	8
Puffball	DruHB	Druid	1	Plant				91
Purify Food & Drink	PHB	Priest	1	All			Yes	9
Recover Trail	RHB	Ranger	1	Plant				108
Remove Fear	PHB	Priest	1	Charm			Yes	9
Revitalize Animal	RHB	Ranger	1	Animal				108
Ring of Hands	ToM	Priest	1	Protection			Yes	151
Sacred Guardian	ToM	Priest	1	Guardian				152
Sanctuary	PHB	Priest	1	Charm	Protection			9
Shillelagh	PHB	Priest	1	Plant				9
Skeletal Servant	NHB	Priest	1	Necromancy				96
Speak With Astral Traveler	ToM	Priest	1	Astral				152
Spectral Senses	NHB	Priest	1	Divination				96
Spider Climb	DroHB	Priest	1	Necromancy				119
Spidereyes	DroHB	Priest	1	Animal				119
Strength of Stone	S&M	Priest	1	Elemental	Earth			129
Sunscorch	S&M	Priest	1	Sun				129
Thought Capture	ToM	Priest	1	Thought				152
Undead Alacrity	NHB	Priest	1	Necromancy				96
Weighty Chest	ToM	Priest	1	Wards				152
Whisperward	DruHB	Druid	1	Guardian	Weather			91
Wind Column	S&M	Priest	1	Elemental	Air			129
Aid	PHB	Priest	2	Combat	Necromancy			9
Animal Eyes	RHB	Ranger	2	Animal				108
Animal Spy	DruHB	Druid	2	Animal				91
Astral Awareness	S&M	Priest	2	Astral				130
Augury	PHB	Priest	2	Divination				9
Aura of Comfort	ToM	Priest	2	Travelers				152
Barkskin	PHB	Priest	2	Plant				9
Beastspite	DruHB	Druid	2	Animal				91
Calm Chaos	ToM	Priest	2	Law				152
Camouflage	EHB	Priest	2	Plant				126
Chant	PHB	Priest	2	All				9
Chaos Ward	S&M	Priest	2	Chaos				130
Charm Person or Mammal	PHB	Priest	2	Animal				10
Create Holy Symbol	ToM	Priest	2	Creation				153
Cure Moderate Wounds	S&M	Priest	2	Healing			Yes	130
Darkfire	DroHB	Priest	2	Elemental	Fire			119

Spell Name	Book	Type	Level	Sphere 1	Sphere 2	Sphere 3	Rev?	Page
Detect Charm	PHB	Priest	2	Divination			Yes	10
Dissension's Feast	ToM	Priest	2	Chaos				153
Draw Upon Holy Might	ToM	Priest	2	Summoning				153
Dust Devil	PHB	Priest	2	Elemental	Air	Summoning		10
Emotion Perception	ToM	Priest	2	War				153
Enthrall	PHB	Priest	2	Charm	Law			10
Ethereal Barrier	S&M	Priest	2	Astral	Wards			130
Find Traps	PHB	Priest	2	Divination				10
Fire Trap	PHB	Priest	2	Elemental	Fire			11
Flame Blade	PHB	Priest	2	Elemental	Fire			11
Fortifying Stew	DruHB	Druid	2	Healing				91
Frisky Chest	ToM	Priest	2	Wards				153
Gift of Speech	DruHB	Druid	2	Animal				92
Goodberry	PHB	Priest	2	Plant			Yes	11
Hear Heartbeat	NHB	Priest	2	Divination				96
Heat Metal	PHB	Priest	2	Elemental	Fire		Yes	11
Hesitation	ToM	Priest	2	Time				153
Hold Person	PHB	Priest	2	Charm	Law			11
Idea	ToM	Priest	2	Thought				154
Iron Vigil	S&M	Priest	2	Guardian				130
Know Alignment	PHB	Priest	2	Divination			Yes	12
Lighten Load	ToM	Priest	2	Travelers				154
Locate Animal Follower	RHB	Ranger	2	Animal				108
Messenger	PHB	Priest	2	Animal	Summoning			12
Mind Read	ToM	Priest	2	Thought				154
Mindtouch	DroHB	Priest	2	Divination				119
Moment	ToM	Priest	2	Numbers				154
Music of the Spheres	ToM	Priest	2	Charm	Numbers			154
Mystic Transfer	ToM	Priest	2	All				154
Nap	ToM	Priest	2	Time				155
Obscurement	PHB	Priest	2	Weather				12
Produce Flame	PHB	Priest	2	Elemental	Fire			12
Rally	ToM	Priest	2	War				155
Resist Acid and Corrosion	S&M	Priest	2	Protection				130
Resist Fire/Resist Cold	PHB	Priest	2	Protection				12
Resist Turning	NHB	Priest	2	Necromancy				96
Restore Strength	S&M	Priest	2	Necromancy				131
Sanctify	ToM	Priest	2	All			Yes	155
Seeking	EHB	Priest	2	Combat				126
Silence 15' Radius	PHB	Priest	2	Guardian				12
Slow Poison	PHB	Priest	2	Healing				12
Snake Charm	PHB	Priest	2	Animal	Charm			13
Soften Earth and Stone	S&M	Priest	2	Elemental	Earth			131
Speak With Animals	PHB	Priest	2	Animal				13
Spiritual Hammer	PHB	Priest	2	Combat				13
Trip	PHB	Priest	2	Plant				13
Warp Wood	PHB	Priest	2	Plant			Yes	13
Watery Fist	S&M	Priest	2	Elemental	Water			131
Withdraw	PHB	Priest	2	Protection				13
Wyvern Watch	PHB	Priest	2	Guardian				13
Zone of Truth	ToM	Priest	2	Wards				155
Accelerate Healing	ToM	Priest	3	Time				155
Adaptation	ToM	Priest	3	War				155
Animal Trick	RHB	Ranger	3	Animal				108
Animate Dead	PHB	Priest	3	Necromancy				14
Astral Window	ToM	Priest	3	Astral				156
Call Follower	RHB	Ranger	3	Animal				109
Call Lightning	PHB	Priest	3	Weather				14
Caltrops	ToM	Priest	3	War				156
Chatterbark	RHB	Ranger	3	Plant				109
Choose Future	ToM	Priest	3	Time				156
Continual Faerie Fire	DroHB	Priest	3	Weather				120
Continual Light	PHB	Priest	3	Creation	Guardian	Sun	Yes	14
Control Animal	S&M	Priest	3	Animal				131
Create Campsite	ToM	Priest	3	Travelers			Yes	156
Create Food & Water	PHB	Priest	3	Creation				14
Cure Blindness or Deafness	PHB	Priest	3	Healing			Yes	14
Cure Disease	PHB	Priest	3	Healing			Yes	15
Death's Door	NHB	Priest	3	Necromancy				97
Detect Spirits	S&M	Priest	3	Divination				131
Dictate	S&M	Priest	3	Charm	Law			132
Dispel Magic	PHB	Priest	3	All				15
Efficacious Monster Ward	ToM	Priest	3	Wards				156
Emotion Control	ToM	Priest	3	Charm	Thought			156
Etherealness	S&M	Priest	3	Astral	Numbers			132
Extradimensional Detection	ToM	Priest	3	Divination	Numbers			157
Feign Death	PHB	Priest	3	Necromancy				15
Flame Walk	PHB	Priest	3	Elemental	Fire			15
Fortification	S&M	Priest	3	War				132
Giant Spider	DroHB	Priest	3	Animal				120
Glyph of Warding	PHB	Priest	3	Guardian				15
Helping Hand	ToM	Priest	3	Travelers				157
Hold Animal	PHB	Priest	3	Animal				16
Hold Poison	S&M	Priest	3	Healing				132
Invisibility Purge	ToM	Priest	3	Wards				157
Know Customs	ToM	Priest	3	Travelers				157
Life Drain	NHB	Priest	3	Necromancy				97
Line of Protection	ToM	Priest	3	Protection			Yes	158
Locate Object	PHB	Priest	3	Divination			Yes	16
Magical Vestment	PHB	Priest	3	Protection				16

Spell Name	Book	Type	Level	Sphere 1	Sphere 2	Sphere 3	Rev?	Page
Meld Into Stone	PHB	Priest	3	Elemental	Earth			16
Memory Read	ToM	Priest	3	Thought				158
Miscast Magic	ToM	Priest	3	Chaos				158
Moment Reading	ToM	Priest	3	Numbers				158
Negative Plane Protection	PHB	Priest	3	Necromancy	Protection			16
Pass Without Trace, 10' Radius	DruHB	Druid	3	Plant				92
Plant Growth	PHB	Priest	3	Plant				16
Polymorph Plant	RHB	Ranger	3	Plant				109
Prayer	PHB	Priest	3	Combat				17
Protection From Fire	PHB	Priest	3	Elemental	Fire			17
Pyrotechnics	PHB	Priest	3	Elemental	Fire			17
Random Causality	ToM	Priest	3	Chaos				159
Remove Curse	PHB	Priest	3	All			Yes	17
Remove Paralysis	PHB	Priest	3	Necromancy	Protection			17
Repair Injury	S&M	Priest	3	Healing				132
Rigid Thinking	ToM	Priest	3	Law				159
Shape Wood	DruHB	Druid	3	Plant				92
Slow Rot	ToM	Priest	3	Plant				159
Snare	PHB	Priest	3	Plant				17
Speak With Dead	PHB	Priest	3	Divination	Necromancy			18
Spellweb	DroHB	Priest	3	Creation				120
Spike Growth	PHB	Priest	3	Plant				18
Spirit Bind	NHB	Priest	3	Necromancy			Yes	97
Squeaking Floors	ToM	Priest	3	Wards				159
Starshine	PHB	Priest	3	Sun				18
Stone Shape	PHB	Priest	3	Elemental	Earth			18
Strength of One	ToM	Priest	3	Law				159
Summon Animal Spirit	S&M	Priest	3	Summoning				133
Summon Insects	PHB	Priest	3	Animal				18
Telepathy	ToM	Priest	3	Thought				159
Telethaumaturgy	ToM	Priest	3	Numbers				159
Thief's Lament	ToM	Priest	3	Wards				160
Tree	PHB	Priest	3	Plant				18
Unearthly Choir	ToM	Priest	3	Combat				160
Unfailing Premonition	S&M	Priest	3	Time				133
Venom Immunity	DroHB	Priest	3	Guardian				120
Water Breathing	PHB	Priest	3	Elemental	Water		Yes	19
Water Walk	PHB	Priest	3	Elemental	Water			19
Weather Prediction	S&M	Priest	3	Weather				133
Wind Servant	S&M	Priest	3	Elemental	Air			133
Zone of Sweet Air	ToM	Priest	3	Elemental	Air	Wards		160
Abjure	PHB	Priest	4	Guardian	Summoning			19
Adamantite Mace	S&M	Priest	4	Elemental				133
Addition	ToM	Priest	4	Numbers				160
Age Plant	ToM	Priest	4	Time				161
Animal Summoning I	PHB	Priest	4	Animal				19
Attunement	DroHB	Priest	4	Guardian				120
Blessed Warmth	ToM	Priest	4	Sun				161
Body Clock	ToM	Priest	4	Time				161
Call Woodland Beings	PHB	Priest	4	Animal				19
Cause Insanity	NHB	Priest	4	Thought				97
Chaotic Combat	ToM	Priest	4	Chaos				161
Chaotic Sleep	ToM	Priest	4	Chaos				161
Circle of Privacy	ToM	Priest	4	Travelers				162
Cloak of Bravery	PHB	Priest	4	Charm			Yes	20
Compulsive Order	ToM	Priest	4	Law				162
Control Temperature 10' Radius	PHB	Priest	4	Weather				20
Cure Serious Wounds	PHB	Priest	4	Healing			Yes	20
Defensive Harmony	ToM	Priest	4	Law				162
Detect Animal Attacker	DruHB	Druid	4	Animal				92
Detect Lie	PHB	Priest	4	Divination			Yes	20
Dimensional Anchor	S&M	Priest	4	Guardian				134
Dimensional Folding	ToM	Priest	4	Numbers				162
Divination	PHB	Priest	4	Divination				20
Earthmaw	DruHB	Druid	4	Elemental	Earth			92
Entrench	S&M	Priest	4	War				134
Fire Purge	ToM	Priest	4	Wards				163
Focus	ToM	Priest	4	All				163
Fortify	ToM	Priest	4	Healing				164
Free Action	PHB	Priest	4	Charm				20
Genius	ToM	Priest	4	Thought				164
Giant Insect	PHB	Priest	4	Animal			Yes	20
Hallucinatory Forest	PHB	Priest	4	Plant			Yes	21
Heart Blight	NHB	Priest	4	Necromancy				97
Hold Plant	PHB	Priest	4	Plant				21
Hunger	DruHB	Druid	4	Animal	Plant			92
Imbue With Spell Ability	PHB	Priest	4	Charm				21
Inverted Ethics	ToM	Priest	4	Chaos				164
Join With Astral Traveler	ToM	Priest	4	Astral				164
Knurl	DruHB	Druid	4	Plant				93
Leadership	ToM	Priest	4	War			Yes	164
Lower Water	PHB	Priest	4	Elemental	Water		Yes	21
Mental Domination	ToM	Priest	4	Thought				164
Modify Memory	ToM	Priest	4	Thought				164
Needlestorm	DruHB	Druid	4	Plant				93
Neutralize Poison	PHB	Priest	4	Healing			Yes	21
Omniscient Eye	S&M	Priest	4	Divination				134
Passweb	DroHB	Priest	4	Necromancy				121
Plague Curse	NHB	Priest	4	Necromancy				98
Plant Door	PHB	Priest	4	Plant				22

Spell Name	Book	Type	Level	Sphere 1	Sphere 2	Sphere 3	Rev?	Page
Probability Control	ToM	Priest	4	Numbers				165
Produce Fire	PHB	Priest	4	Elemental	Fire		Yes	22
Protection From Evil 10' Radius	PHB	Priest	4	Protection			Yes	22
Protection From Lightning	PHB	Priest	4	Weather				22
Rapport	ToM	Priest	4	Thought				165
Recitation	S&M	Priest	4	Combat				134
Reflecting Pool	PHB	Priest	4	Elemental	Water			22
Repel Insects	PHB	Priest	4	Animal				22
Solipsism	ToM	Priest	4	Thought				165
Speak With Plants	PHB	Priest	4	Plant				22
Spell Immunity	PHB	Priest	4	Protection				22
Sticks to Snakes	PHB	Priest	4	Plant			Yes	23
Suspended Animation	S&M	Priest	4	Necromancy				134
Tanglefoot	ToM	Priest	4	War			Yes	165
Thought Broadcast	ToM	Priest	4	Thought				166
Tongues	PHB	Priest	4	All				23
Tree Steed	ToM	Priest	4	Travelers				166
Unfailing Endurance	S&M	Priest	4	Necromancy				135
Uplift	ToM	Priest	4	All				166
Weather Stasis	ToM	Priest	4	Wards	Weather			166
Windborne	S&M	Priest	4	Elemental	Air			135
Age Object	ToM	Priest	5	Time			Yes	166
Air Walk	PHB	Priest	5	Elemental	Air			23
Animal Growth	PHB	Priest	5	Animal			Yes	23
Animal Summoning II	PHB	Priest	5	Animal				23
Animate Flame	S&M	Priest	5	Elemental	Fire			135
Antiplant Shell	PHB	Priest	5	Plant	Protection			23
Atonement	PHB	Priest	5	All				23
Barrier of Retention	ToM	Priest	5	Wards				167
Blessed Abundance	ToM	Priest	5	Creation				167
Champion's Strength	ToM	Priest	5	Law				167
Chaotic Commands	ToM	Priest	5	Chaos				167
Clear Path	ToM	Priest	5	Travelers			Yes	167
Cloud of Purification	ToM	Priest	5	Elemental	Air			167
Cloudscape	DruHB	Druid	5	Weather				93
Commune	PHB	Priest	5	All				24
Commune With Nature	PHB	Priest	5	Animal	Plant			24
Consequence	ToM	Priest	5	Divination	Numbers			168
Control Vapor	DroHB	Priest	5	Weather				121
Control Winds	PHB	Priest	5	Elemental	Air	Weather		24
Cure Critical Wounds	PHB	Priest	5	Healing			Yes	24
Dimensional Translocation	S&M	Priest	5	Numbers	Summoning			135
Disguise	ToM	Priest	5	War				168
Dispel Evil	PHB	Priest	5	Guardian	Summoning		Yes	24
Easy March	ToM	Priest	5	Travelers				168
Elemental Forbiddance	ToM	Priest	5	Wards				168
Extradimensional Manipulation	ToM	Priest	5	Numbers				168
Extradimensional Pocket	ToM	Priest	5	Numbers				169
Flame Strike	PHB	Priest	5	Combat				24
Grounding	ToM	Priest	5	Wards				169
Illusory Artillery	ToM	Priest	5	War				169
Impeding Permission	ToM	Priest	5	Law				169
Impregnable Mind	S&M	Priest	5	Protection	Thought			135
Insect Plague	PHB	Priest	5	Animal				24
Magic Font	PHB	Priest	5	Divination				25
Meld	ToM	Priest	5	All				169
Memory Wrack	ToM	Priest	5	Thought				169
Mindshatter	ToM	Priest	5	Thought				170
Moonbeam	PHB	Priest	5	Sun				25
Nature's Charm	DruHB	Druid	5	Elemental	Earth	Water		93
Othertime	S&M	Priest	5	Time				136
Pass Plant	PHB	Priest	5	Plant				25
Plane Shift	PHB	Priest	5	Astral				25
Produce Ice	S&M	Priest	5	Elemental	Water			136
Quest	PHB	Priest	5	All				25
Rainbow	PHB	Priest	5	Sun	Weather			25
Raise Dead	PHB	Priest	5	Necromancy			Yes	26
Repeat Action	ToM	Priest	5	Time				170
Righteous Wrath of the Faithful	S&M	Priest	5	Combat				136
Scourge	NHB	Priest	5	Necromancy				98
Shrieking Walls	ToM	Priest	5	Wards				170
Spike Stones	PHB	Priest	5	Elemental	Earth			26
Strengthen Stone	DruHB	Druid	5	Elemental	Earth			93
Summon Spider	DroHB	Priest	5	Animal				121
Thornwrack	DruHB	Druid	5	Plant				93
Thoughtwave	ToM	Priest	5	Thought				171
Time Pool	ToM	Priest	5	Time				171
Transmute Rock to Mud	PHB	Priest	5	Elemental	Earth		Yes	26
True Seeing	PHB	Priest	5	All			Yes	26
Unceasing Vigilance of the Holy Sentinel	ToM	Priest	5	Guardian				171
Undead Regeneration	NHB	Priest	5	Necromancy				98
Undead Spell Focus	NHB	Priest	5	Necromancy				98
Undead Ward	ToM	Priest	5	Wards				171
Wall of Fire	PHB	Priest	5	Plant				26
Aerial Servant	PHB	Priest	6	Summoning				27
Age Creature	ToM	Priest	6	Time			Yes	171
Animal Summoning III	PHB	Priest	6	Animal				27
Animate Object	PHB	Priest	6	Summoning				27
Antianimal Shell	PHB	Priest	6	Animal	Protection			27
Asphyxiate	NHB	Priest	6	Necromancy				98

Spell Name	Book	Type	Level	Sphere 1	Sphere 2	Sphere 3	Rev?	Page
Blade Barrier	PHB	Priest	6	Creation	Guardian			27
Command Monster	S&M	Priest	6	Charm				136
Conjure Animals	PHB	Priest	6	Summoning				27
Conjure Fire Elemental	PHB	Priest	6	Elemental	Fire		Yes	28
Crushing Walls	ToM	Priest	6	Wards				172
Disbelief	ToM	Priest	6	Thought				172
Dragonbane	ToM	Priest	6	Wards				172
Earthwrack	DruHB	Druid	6	Necromancy	Plant			93
Entropy Shield	S&M	Priest	6	Chaos				137
Find the Path	PHB	Priest	6	Divination			Yes	28
Fire Seeds	PHB	Priest	6	Elemental	Fire			28
Forbiddance	PHB	Priest	6	Guardian				28
Gravity Variation	ToM	Priest	6	War				172
Group Mind	ToM	Priest	6	Thought				173
Heal	PHB	Priest	6	Healing			Yes	28
Heroes' Feast	PHB	Priest	6	Creation				28
Ivy Siege	DruHB	Druid	6	Plant				94
Land of Stability	ToM	Priest	6	Wards				173
Legal Thoughts	ToM	Priest	6	Law				173
Liveoak	PHB	Priest	6	Plant				28
Monster Mount	ToM	Priest	6	Travelers				173
Part Water	PHB	Priest	6	Elemental	Water			29
Physical Mirror	ToM	Priest	6	Numbers			Yes	173
Reverse Time	ToM	Priest	6	Time				173
Seclusion	ToM	Priest	6	Numbers				174
Skip Day	ToM	Priest	6	Time				174
Sol's Searing Orb	ToM	Priest	6	Sun				174
Speak With Monsters	PHB	Priest	6	All				29
Spider Bite	DroHB	Priest	6	Combat				121
Spiritual Wrath	ToM	Priest	6	Combat				174
Stone Tell	PHB	Priest	6	Divination	Elemental	Earth		29
Summon Undead	NHB	Priest	6	Summoning				99
The Great Circle	ToM	Priest	6	Creation			Yes	175
Transmute Water to Dust	PHB	Priest	6	Elemental	Water		Yes	29
Transport Via Plants	PHB	Priest	6	Plant				29
Turn Wood	PHB	Priest	6	Plant				29
Wall of Thorns	PHB	Priest	6	Elemental	Fire			30
Weather Summoning	PHB	Priest	6	Weather				30
Whirlwind	S&M	Priest	6	Elemental	Air			137
Word of Recall	PHB	Priest	6	Combat	Summoning			30
Age Dragon	ToM	Priest	7	Time				175
Animate Rock	PHB	Priest	7	Elemental	Earth			30
Antimineral Shell	S&M	Priest	7	Elemental	Earth	Protection		137
Astral Spell	PHB	Priest	7	Astral				30
Breath of Life	ToM	Priest	7	Necromancy			Yes	175
Changestaff	PHB	Priest	7	Plant				31
Chariot of Sustarre	PHB	Priest	7	Elemental	Fire			31
Confusion	PHB	Priest	7	Charm				31
Conjure Air or Water Elemental	S&M	Priest	7	Elemental	Air	Water	Yes	137
Conjure Earth Elemental	PHB	Priest	7	Elemental	Earth		Yes	31
Control Weather	PHB	Priest	7	Weather				31
Creeping Doom	PHB	Priest	7	Animal				32
Death Pact	NHB	Priest	7	Summoning				99
Divine Inspiration	ToM	Priest	7	Divination				175
Earthquake	PHB	Priest	7	Elemental	Earth			32
Exaction	PHB	Priest	7	Charm	Summoning			32
Fire Storm	PHB	Priest	7	Elemental	Fire		Yes	32
Gate	PHB	Priest	7	All				33
Holy Word	PHB	Priest	7	Combat			Yes	33
Hovering Road	ToM	Priest	7	Travelers				175
Illusory Fortification	ToM	Priest	7	War				176
Impervious Sanctity of Mind	S&M	Priest	7	Protection	Thought			137
Mind Tracker	ToM	Priest	7	Summoning	Thought			176
Regenerate	PHB	Priest	7	Necromancy	Healing		Yes	33
Reincarnation	PHB	Priest	7	Animal				33
Repulsion	DroHB	Priest	7	Guardian				121
Restoration	PHB	Priest	7	Necromancy			Yes	33
Resurrection	PHB	Priest	7	Necromancy			Yes	33
Shadow Engines	ToM	Priest	7	War				176
Spacewarp	ToM	Priest	7	Numbers				176
Spirit of Power	ToM	Priest	7	Summoning				177
Succor	PHB	Priest	7	Summoning			Yes	34
Sunray	PHB	Priest	7	Sun				34
Symbol	PHB	Priest	7	Guardian				34
Tentacle Walls	ToM	Priest	7	Wards				177
Timelessness	ToM	Priest	7	Numbers				177
Transmute Metal to Wood	PHB	Priest	7	Elemental	Earth			34
Tree Spirit	DruHB	Druid	7	Plant				94
Tsunami	S&M	Priest	7	Elemental	Water			137
Uncontrolled Weather	ToM	Priest	7	Chaos				178
Unwilling Wood	DruHB	Druid	7	Plant				94
Wind Walk	PHB	Priest	7	Elemental	Air			34



Appendix: F (Divine Spell Listing by Spheres)

All

Spell Name	Book	Type	Level	Sphere 1	Sphere 2	Sphere 3	Rev?	Page
Bless	PHB	Priest	1	All			Yes	6
Combine	PHB	Priest	1	All				6
Detect Magic	PHB	Priest	1	All				7
Orison	S&M	Priest	1	All			Yes	129
Purify Food & Drink	PHB	Priest	1	All			Yes	9
Chant	PHB	Priest	2	All				9
Mystic Transfer	ToM	Priest	2	All				154
Sanctify	ToM	Priest	2	All			Yes	155
Dispel Magic	PHB	Priest	3	All				15
Remove Curse	PHB	Priest	3	All			Yes	17
Focus	ToM	Priest	4	All				163
Tongues	PHB	Priest	4	All				23
Uplift	ToM	Priest	4	All				166
Atonement	PHB	Priest	5	All				23
Commune	PHB	Priest	5	All				24
Meld	ToM	Priest	5	All				169
Quest	PHB	Priest	5	All				25
True Seeing	PHB	Priest	5	All			Yes	26
Speak With Monsters	PHB	Priest	6	All				29
Gate	PHB	Priest	7	All				33

Animal

Spell Name	Book	Type	Level	Sphere 1	Sphere 2	Sphere 3	Rev?	Page
Animal Friendship	PHB	Priest	1	Animal				6
Beastmask	DruHB	Druid	1	Animal				91
Calm Animals	S&M	Priest	1	Animal				128
Invisibility to Animals	PHB	Priest	1	Animal				7
Locate Animals or Plants	PHB	Priest	1	Animal	Plant			8
Revitalize Animal	RHB	Ranger	1	Animal				108
Spidereyes	DroHB	Priest	1	Animal				119
Animal Eyes	RHB	Ranger	2	Animal				108
Animal Spy	DruHB	Druid	2	Animal				91
Beastspite	DruHB	Druid	2	Animal				91
Charm Person or Mammal	PHB	Priest	2	Animal				10
Gift of Speech	DruHB	Druid	2	Animal				92
Locate Animal Follower	RHB	Ranger	2	Animal				108
Messenger	PHB	Priest	2	Animal	Summoning Charm			12
Snake Charm	PHB	Priest	2	Animal				13
Speak With Animals	PHB	Priest	2	Animal				13
Animal Trick	RHB	Ranger	3	Animal				108
Call Follower	RHB	Ranger	3	Animal				109
Control Animal	S&M	Priest	3	Animal				131
Giant Spider	DroHB	Priest	3	Animal				120
Hold Animal	PHB	Priest	3	Animal				16
Summon Insects	PHB	Priest	3	Animal				18
Animal Summoning I	PHB	Priest	4	Animal				19
Call Woodland Beings	PHB	Priest	4	Animal				19
Detect Animal Attacker	DruHB	Druid	4	Animal				92
Giant Insect	PHB	Priest	4	Animal			Yes	20
Hunger	DruHB	Druid	4	Animal	Plant			92
Repel Insects	PHB	Priest	4	Animal				22
Animal Growth	PHB	Priest	5	Animal			Yes	23
Animal Summoning II	PHB	Priest	5	Animal				23
Commune With Nature	PHB	Priest	5	Animal	Plant			24
Insect Plague	PHB	Priest	5	Animal				24
Summon Spider	DroHB	Priest	5	Animal				121
Animal Summoning III	PHB	Priest	6	Animal				27
Antianimal Shell	PHB	Priest	6	Animal	Protection			
Creeping Doom	PHB	Priest	7	Animal				
Reincarnation	PHB	Priest	7	Animal				

Astral

Spell Name	Book	Type	Level	Sphere 1	Sphere 2	Sphere 3	Rev?	Page
Astral Celerity	S&M	Priest	1	Astral				128
Speak With Astral Traveler	ToM	Priest	1	Astral				152
Astral Awareness	S&M	Priest	2	Astral				130
Ethereal Barrier	S&M	Priest	2	Astral	Wards			130
Astral Window	ToM	Priest	3	Astral				156
Etherealness	S&M	Priest	3	Astral	Numbers			132
Join With Astral Traveler	ToM	Priest	4	Astral				164
Plane Shift	PHB	Priest	5	Astral				25
Astral Spell	PHB	Priest	7	Astral				30

Chaos

Spell Name	Book	Type	Level	Sphere 1	Sphere 2	Sphere 3	Rev?	Page
Battlefate	S&M	Priest	1	Chaos				128
Mistaken Missive	ToM	Priest	1	Chaos				151
Chaos Ward	S&M	Priest	2	Chaos				130
Dissension's Feast	ToM	Priest	2	Chaos				153
Miscast Magic	ToM	Priest	3	Chaos				158
Random Causality	ToM	Priest	3	Chaos				159
Chaotic Combat	ToM	Priest	4	Chaos				161
Chaotic Sleep	ToM	Priest	4	Chaos				162
Inverted Ethics	ToM	Priest	4	Chaos				164
Chaotic Commands	ToM	Priest	5	Chaos				167
Entropy Shield	S&M	Priest	6	Chaos				137
Uncontrolled Weather	ToM	Priest	7	Chaos				178

Charm

Spell Name	Book	Type	Level	Sphere 1	Sphere 2	Sphere 3	Rev?	Page
Command	PHB	Priest	1	Charm	Combat	Law		6
Remove Fear	PHB	Priest	1	Charm			Yes	9
Sanctuary	PHB	Priest	1	Charm	Protection			9
Enthrall	PHB	Priest	2	Charm	Law			10
Hold Person	PHB	Priest	2	Charm	Law			11
Music of the Spheres	ToM	Priest	2	Charm	Numbers			154
Dictate	S&M	Priest	3	Charm	Law			132
Emotion Control	ToM	Priest	3	Charm	Thought			156
Cloak of Bravery	PHB	Priest	4	Charm			Yes	20
Free Action	PHB	Priest	4	Charm				20
Imbue With Spell Ability	PHB	Priest	4	Charm				21
Command Monster	S&M	Priest	6	Charm				136
Confusion	PHB	Priest	7	Charm				31
Exaction	PHB	Priest	7	Charm	Summoning			32
Snake Charm	PHB	Priest	2	Animal	Charm			13

Combat

Spell Name	Book	Type	Level	Sphere 1	Sphere 2	Sphere 3	Rev?	Page
Command	PHB	Priest	1	Charm	Combat	Law		6
Magical Stone	PHB	Priest	1	Combat				8
Aid	PHB	Priest	2	Combat	Necromancy			9
Seeking	EHB	Priest	2	Combat				126
Spiritual Hammer	PHB	Priest	2	Combat				13
Prayer	PHB	Priest	3	Combat				17
Unearthly Choir	ToM	Priest	3	Combat				160
Recitation	S&M	Priest	4	Combat				134
Flame Strike	PHB	Priest	5	Combat				24
Righteous Wrath of the Faithful	S&M	Priest	5	Combat				136
Spider Bite	DroHB	Priest	6	Combat				121
Spiritual Wrath	ToM	Priest	6	Combat				175
Word of Recall	PHB	Priest	6	Combat	Summoning			30
Holy Word	PHB	Priest	7	Combat			Yes	33

Creation

Spell Name	Book	Type	Level	Sphere 1	Sphere 2	Sphere 3	Rev?	Page
Light	PHB	Priest	1	Creation	Guardian	Sun	Yes	8
Create Holy Symbol	ToM	Priest	2	Creation				153
Continual Light	PHB	Priest	3	Creation	Guardian	Sun	Yes	14
Create Food & Water	PHB	Priest	3	Creation				14
Spellweb	DroHB	Priest	3	Creation				120
Blessed Abundance	ToM	Priest	5	Creation				167
Blade Barrier	PHB	Priest	6	Creation	Guardian			27
Heroes' Feast	PHB	Priest	6	Creation				28
The Great Circle	ToM	Priest	6	Creation			Yes	175

Divination

Spell Name	Book	Type	Level	Sphere 1	Sphere 2	Sphere 3	Rev?	Page
Analyze Balance	ToM	Priest	1	Divination	Numbers			150
Detect Evil	PHB	Priest	1	Divination			Yes	7
Detect Poison	PHB	Priest	1	Divination				7
Spectral Senses	NHB	Priest	1	Divination				96
Augury	PHB	Priest	2	Divination				9
Detect Charm	PHB	Priest	2	Divination			Yes	10
Find Traps	PHB	Priest	2	Divination				10
Hear Heartbeat	NHB	Priest	2	Divination				96
Know Alignment	PHB	Priest	2	Divination			Yes	12
Mindtouch	DroHB	Priest	2	Divination				119
Detect Spirits	S&M	Priest	3	Divination				131
Extradimensional Detection	ToM	Priest	3	Divination	Numbers			157
Locate Object	PHB	Priest	3	Divination			Yes	16
Speak With Dead	PHB	Priest	3	Divination	Necromancy			18
Detect Lie	PHB	Priest	4	Divination			Yes	20
Divination	PHB	Priest	4	Divination				20
Omniscient Eye	S&M	Priest	4	Divination				134

Consequence	ToM	Priest	5	Divination	Numbers			168
Magic Font	PHB	Priest	5	Divination				25
Find the Path	PHB	Priest	6	Divination			Yes	28
Stone Tell	PHB	Priest	6	Divination	Elemental	Earth		29
Divine Inspiration	ToM	Priest	7	Divination				175

Elemental

Air

Spell Name	Book	Type	Level	Sphere 1	Sphere 2	Sphere 3	Rev?	Page
Wind Column	S&M	Priest	1	Elemental	Air			129
Dust Devil	PHB	Priest	2	Elemental	Air			10
Wind Servant	S&M	Priest	3	Elemental	Air			133
Zone of Sweet Air	ToM	Priest	3	Elemental	Air			160
Windborne	S&M	Priest	4	Elemental	Air			135
Air Walk	PHB	Priest	5	Elemental	Air			23
Cloud of Purification	ToM	Priest	5	Elemental	Air			167
Control Winds	PHB	Priest	5	Elemental	Air			24
Whirlwind	S&M	Priest	6	Elemental	Air			137
Conjure Air or Water Elemental	S&M	Priest	7	Elemental	Air		Yes	137
Wind Walk	PHB	Priest	7	Elemental	Air			34

Earth

Spell Name	Book	Type	Level	Sphere 1	Sphere 2	Sphere 3	Rev?	Page
Strength of Stone	S&M	Priest	1	Elemental	Earth			129
Soften Earth and Stone	S&M	Priest	2	Elemental	Earth			131
Meld Into Stone	PHB	Priest	3	Elemental	Earth			16
Stone Shape	PHB	Priest	3	Elemental	Earth			18
Adamantite Mace	S&M	Priest	4	Elemental	Earth			133
Earthmaw	DruHB	Druid	4	Elemental	Earth			92
Nature's Charm	DruHB	Druid	5	Elemental	Earth			93
Spike Stones	PHB	Priest	5	Elemental	Earth			26
Strengthen Stone	DruHB	Druid	5	Elemental	Earth			93
Transmute Rock to Mud	PHB	Priest	5	Elemental	Earth		Yes	26
Stone Tell	PHB	Priest	6	Divination	Elemental			29
Animate Rock	PHB	Priest	7	Elemental	Earth			30
Antimineral Shell	S&M	Priest	7	Elemental	Earth			137
Conjure Earth Elemental	PHB	Priest	7	Elemental	Earth		Yes	31
Earthquake	PHB	Priest	7	Elemental	Earth			32
Transmute Metal to Wood	PHB	Priest	7	Elemental	Earth			34

Fire

Spell Name	Book	Type	Level	Sphere 1	Sphere 2	Sphere 3	Rev?	Page
Firelight	S&M	Priest	1	Elemental	Fire			129
Log of Everburning	ToM	Priest	1	Elemental	Fire			151
Darkfire	DroHB	Priest	2	Elemental	Fire			119
Fire Trap	PHB	Priest	2	Elemental	Fire			11
Flame Blade	PHB	Priest	2	Elemental	Fire			11
Heat Metal	PHB	Priest	2	Elemental	Fire		Yes	11
Produce Flame	PHB	Priest	2	Elemental	Fire			12
Flame Walk	PHB	Priest	3	Elemental	Fire			15
Protection From Fire	PHB	Priest	3	Elemental	Fire			17
Pyrotechnics	PHB	Priest	3	Elemental	Fire			17
Produce Fire	PHB	Priest	4	Elemental	Fire		Yes	22
Animate Flame	S&M	Priest	5	Elemental	Fire			135
Conjure Fire Elemental	PHB	Priest	6	Elemental	Fire		Yes	28
Fire Seeds	PHB	Priest	6	Elemental	Fire			28
Wall of Thorns	PHB	Priest	6	Elemental	Fire			30
Chariot of Sustarre	PHB	Priest	7	Elemental	Fire			31
Fire Storm	PHB	Priest	7	Elemental	Fire		Yes	32

Water

Spell Name	Book	Type	Level	Sphere 1	Sphere 2	Sphere 3	Rev?	Page
Create Water	PHB	Priest	1	Elemental	Water		Yes	6
Watery Fist	S&M	Priest	2	Elemental	Water			131
Water Breathing	PHB	Priest	3	Elemental	Water		Yes	19
Water Walk	PHB	Priest	3	Elemental	Water			19
Lower Water	PHB	Priest	4	Elemental	Water		Yes	21
Reflecting Pool	PHB	Priest	4	Elemental	Water			22
Nature's Charm	DruHB	Druid	5	Elemental	Earth			93
Produce Ice	S&M	Priest	5	Elemental	Water			136
Part Water	PHB	Priest	6	Elemental	Water			29
Transmute Water to Dust	PHB	Priest	6	Elemental	Water		Yes	29
Conjure Air or Water Elemental	S&M	Priest	7	Elemental	Air		Yes	137
Tsunami	S&M	Priest	7	Elemental	Water			137

Guardian

Spell Name	Book	Type	Level	Sphere 1	Sphere 2	Sphere 3	Rev?	Page
Blessed Watchfulness	S&M	Priest	1	Guardian				128
Light	PHB	Priest	1	Creation	Guardian	Sun	Yes	8
Sacred Guardian	ToM	Priest	1	Guardian				152
Whisperward	DroHB	Druid	1	Guardian	Weather			91
Iron Vigil	S&M	Priest	2	Guardian				130
Silence 15' Radius	PHB	Priest	2	Guardian				12
Wyvern Watch	PHB	Priest	2	Guardian				13
Continual Light	PHB	Priest	3	Creation	Guardian	Sun	Yes	14
Glyph of Warding	PHB	Priest	3	Guardian				15
Venom Immunity	DroHB	Priest	3	Guardian				120
Abjure	PHB	Priest	4	Guardian	Summoning			19
Attunement	DroHB	Priest	4	Guardian				120
Dimensional Anchor	S&M	Priest	4	Guardian				134
Dispel Evil	PHB	Priest	5	Guardian	Summoning		Yes	24
Unceasing Vigilance of the Holy Sentinel	ToM	Priest	5	Guardian				171
Blade Barrier	PHB	Priest	6	Creation	Guardian			27
Forbiddance	PHB	Priest	6	Guardian				28
Repulsion	DroHB	Priest	7	Guardian				121
Symbol	PHB	Priest	7	Guardian				34

Healing

Spell Name	Book	Type	Level	Sphere 1	Sphere 2	Sphere 3	Rev?	Page
Cure Light Wounds	PHB	Priest	1	Healing			Yes	6
Cure Moderate Wounds	S&M	Priest	2	Healing			Yes	130
Fortifying Stew	DroHB	Druid	2	Healing				91
Slow Poison	PHB	Priest	2	Healing				12
Cure Blindness or Deafness	PHB	Priest	3	Healing			Yes	14
Cure Disease	PHB	Priest	3	Healing			Yes	15
Hold Poison	S&M	Priest	3	Healing				132
Repair Injury	S&M	Priest	3	Healing				132
Cure Serious Wounds	PHB	Priest	4	Healing			Yes	20
Fortify	ToM	Priest	4	Healing				164
Neutralize Poison	PHB	Priest	4	Healing			Yes	21
Cure Critical Wounds	PHB	Priest	5	Healing			Yes	24
Heal	PHB	Priest	6	Healing			Yes	28
Regenerate	PHB	Priest	7	Necromancy	Healing		Yes	33

Law

Spell Name	Book	Type	Level	Sphere 1	Sphere 2	Sphere 3	Rev?	Page
Command	PHB	Priest	1	Charm	Combat	Law		6
Protection from Chaos	S&M	Priest	1	Law				129
Calm Chaos	ToM	Priest	2	Law				152
Enthrall	PHB	Priest	2	Charm	Law			10
Hold Person	PHB	Priest	2	Charm	Law			11
Dictate	S&M	Priest	3	Charm	Law			132
Rigid Thinking	ToM	Priest	3	Law				159
Strength of One	ToM	Priest	3	Law				159
Compulsive Order	ToM	Priest	4	Law				162
Defensive Harmony	ToM	Priest	4	Law				162
Champion's Strength	ToM	Priest	5	Law				167
Impeding Permission	ToM	Priest	5	Law				169
Legal Thoughts	ToM	Priest	6	Law				173

Necromancy

Spell Name	Book	Type	Level	Sphere 1	Sphere 2	Sphere 3	Rev?	Page
Dispel Fatigue	S&M	Priest	1	Necromancy				128
Ebony Hand	NHB	Priest	1	Necromancy				96
Invisibility to Undead	PHB	Priest	1	Necromancy				8
Skeletal Servant	NHB	Priest	1	Necromancy				96
Spider Climb	DroHB	Priest	1	Necromancy				119
Undead Alacrity	NHB	Priest	1	Necromancy				96
Aid	PHB	Priest	2	Combat	Necromancy			9
Resist Turning	NHB	Priest	2	Necromancy				96
Restore Strength	S&M	Priest	2	Necromancy				131
Animate Dead	PHB	Priest	3	Necromancy				14
Death's Door	NHB	Priest	3	Necromancy				97
Feign Death	PHB	Priest	3	Necromancy				15
Life Drain	NHB	Priest	3	Necromancy				97
Negative Plane Protection	PHB	Priest	3	Necromancy	Protection			16
Remove Paralysis	PHB	Priest	3	Necromancy	Protection			17
Speak With Dead	PHB	Priest	3	Divination	Necromancy			18
Spirit Bind	NHB	Priest	3	Necromancy			Yes	97
Heart Blight	NHB	Priest	4	Necromancy				97
Passweb	DroHB	Priest	4	Necromancy				121
Plague Curse	NHB	Priest	4	Necromancy				98
Suspended Animation	S&M	Priest	4	Necromancy				134
Unfailing Endurance	S&M	Priest	4	Necromancy				135
Raise Dead	PHB	Priest	5	Necromancy			Yes	26
Scourge	NHB	Priest	5	Necromancy				98
Undead Regeneration	NHB	Priest	5	Necromancy				98
Undead Spell Focus	NHB	Priest	5	Necromancy				98

Asphyxiate	NHB	Priest	6	Necromancy				98
Earthwrack	DruHB	Druid	6	Necromancy	Plant			93
Breath of Life	ToM	Priest	7	Necromancy			Yes	175
Regenerate	PHB	Priest	7	Necromancy	Healing		Yes	33
Restoration	PHB	Priest	7	Necromancy			Yes	33
Resurrection	PHB	Priest	7	Necromancy			Yes	33

Numbers

Spell Name	Book	Type	Level	Sphere 1	Sphere 2	Sphere 3	Rev?	Page
Analyze Balance	ToM	Priest	1	Divination	Numbers			150
Calculate	S&M	Priest	1	Numbers				128
Personal Reading	ToM	Priest	1	Numbers				151
Moment	ToM	Priest	2	Numbers				154
Music of the Spheres	ToM	Priest	2	Charm	Numbers			154
Etherealness	S&M	Priest	3	Astral	Numbers			132
Extradiimensional Detection	ToM	Priest	3	Divination	Numbers			157
Moment Reading	ToM	Priest	3	Numbers				158
Telethaumaturgy	ToM	Priest	3	Numbers				160
Addition	ToM	Priest	4	Numbers				161
Dimensional Folding	ToM	Priest	4	Numbers				162
Probability Control	ToM	Priest	4	Numbers				165
Consequence	ToM	Priest	5	Divination	Numbers			168
Dimensional Translocation	S&M	Priest	5	Numbers	Summoning			135
Extradimensional Manipulation	ToM	Priest	5	Numbers				168
Extradimensional Pocket	ToM	Priest	5	Numbers				169
Physical Mirror	ToM	Priest	6	Numbers			Yes	174
Seclusion	ToM	Priest	6	Numbers				174
Spacewarp	ToM	Priest	7	Numbers				177
Timelessness	ToM	Priest	7	Numbers				178

Plant

Spell Name	Book	Type	Level	Sphere 1	Sphere 2	Sphere 3	Rev?	Page
Allergy Field	RHB	Ranger	1	Plant				108
Detect Snares & Pits	PHB	Priest	1	Plant				7
Entangle	PHB	Priest	1	Plant				7
Locate Animals or Plants	PHB	Priest	1	Animal	Plant			8
Pass Without Trace	PHB	Priest	1	Plant				8
Puffball	DruHB	Druid	1	Plant				91
Recover Trail	RHB	Ranger	1	Plant				108
Shillelagh	PHB	Priest	1	Plant				9
Barkskin	PHB	Priest	2	Plant				9
Camouflage	EHB	Priest	2	Plant				126
Goodberry	PHB	Priest	2	Plant			Yes	11
Trip	PHB	Priest	2	Plant				13
Warp Wood	PHB	Priest	2	Plant			Yes	13
Chatterbark	RHB	Ranger	3	Plant				109
Pass Without Trace, 10' Radius	DruHB	Druid	3	Plant				92
Plant Growth	PHB	Priest	3	Plant				16
Polymorph Plant	RHB	Ranger	3	Plant				109
Shape Wood	DruHB	Druid	3	Plant				92
Slow Rot	ToM	Priest	3	Plant				159
Snare	PHB	Priest	3	Plant				17
Spike Growth	PHB	Priest	3	Plant				18
Tree	PHB	Priest	3	Plant				18
Hallucinatory Forest	PHB	Priest	4	Plant			Yes	21
Hold Plant	PHB	Priest	4	Plant				21
Hunger	DruHB	Druid	4	Animal	Plant			92
Knurl	DruHB	Druid	4	Plant				93
Needlestorm	DruHB	Druid	4	Plant				93
Plant Door	PHB	Priest	4	Plant				22
Speak With Plants	PHB	Priest	4	Plant				22
Sticks to Snakes	PHB	Priest	4	Plant			Yes	23
Antiplant Shell	PHB	Priest	5	Plant	Protection			23
Commune With Nature	PHB	Priest	5	Animal	Plant			24
Pass Plant	PHB	Priest	5	Plant				25
Thornwrack	DruHB	Druid	5	Plant				93
Wall of Fire	PHB	Priest	5	Plant				26
Earthwrack	DruHB	Druid	6	Necromancy	Plant			93
Ivy Siege	DruHB	Druid	6	Plant				94
Liveoak	PHB	Priest	6	Plant				28
Transport Via Plants	PHB	Priest	6	Plant				29
Turn Wood	PHB	Priest	6	Plant				29
Changestaff	PHB	Priest	7	Plant				31
Tree Spirit	DruHB	Druid	7	Plant				94
Unwilling Wood	DruHB	Druid	7	Plant				94

Protection

Spell Name	Book	Type	Level	Sphere 1	Sphere 2	Sphere 3	Rev?	Page
Endure Cold/Endure Heat	PHB	Priest	1	Protection				7
Protection From Evil	PHB	Priest	1	Protection			Yes	8
Ring of Hands	ToM	Priest	1	Protection			Yes	151
Sanctuary	PHB	Priest	1	Charm	Protection			9
Resist Acid and Corrosion	S&M	Priest	2	Protection				131
Resist Fire/Resist Cold	PHB	Priest	2	Protection				12

Withdraw	PHB	Priest	2	Protection				13
Line of Protection	ToM	Priest	3	Protection			Yes	158
Magical Vestment	PHB	Priest	3	Protection				16
Negative Plane Protection	PHB	Priest	3	Necromancy	Protection			16
Remove Paralysis	PHB	Priest	3	Necromancy	Protection			17
Protection From Evil 10' Radius	PHB	Priest	4	Protection			Yes	22
Spell Immunity	PHB	Priest	4	Protection				22
Antiplant Shell	PHB	Priest	5	Plant	Protection			23
Impregnable Mind	S&M	Priest	5	Protection	Thought			135
Antianimal Shell	PHB	Priest	6	Animal	Protection			27
Antimineral Shell	S&M	Priest	7	Elemental	Earth	Protection		137
Impervious Sanctity of Mind	S&M	Priest	7	Protection	Thought			137

Summoning

Spell Name	Book	Type	Level	Sphere 1	Sphere 2	Sphere 3	Rev?	Page
Draw Upon Holy Might	ToM	Priest	2	Summoning				153
Dust Devil	PHB	Priest	2	Elemental	Air	Summoning		10
Messenger	PHB	Priest	2	Animal	Summoning			12
Summon Animal Spirit	S&M	Priest	3	Summoning				133
Abjure	PHB	Priest	4	Guardian	Summoning			19
Dimensional Translocation	S&M	Priest	5	Numbers	Summoning			135
Dispel Evil	PHB	Priest	5	Guardian	Summoning		Yes	24
Aerial Servant	PHB	Priest	6	Summoning				27
Animate Object	PHB	Priest	6	Summoning				27
Conjure Animals	PHB	Priest	6	Summoning				27
Summon Undead	NHB	Priest	6	Summoning				99
Word of Recall	PHB	Priest	6	Combat	Summoning			30
Death Pact	NHB	Priest	7	Summoning				99
Exaction	PHB	Priest	7	Charm	Summoning			32
Mind Tracker	ToM	Priest	7	Summoning	Thought			176
Spirit of Power	ToM	Priest	7	Summoning				177
Succor	PHB	Priest	7	Summoning			Yes	34

Sun

Spell Name	Book	Type	Level	Sphere 1	Sphere 2	Sphere 3	Rev?	Page
Light	PHB	Priest	1	Creation	Guardian		Yes	8
Sunscorch	S&M	Priest	1	Sun				129
Continual Light	PHB	Priest	3	Creation	Guardian		Yes	14
Starshine	PHB	Priest	3	Sun				18
Blessed Warmth	ToM	Priest	4	Sun				161
Moonbeam	PHB	Priest	5	Sun				25
Rainbow	PHB	Priest	5	Sun	Weather			25
Sol's Searing Orb	ToM	Priest	6	Sun				174
Sunray	PHB	Priest	7	Sun				34

Thought

Spell Name	Book	Type	Level	Sphere 1	Sphere 2	Sphere 3	Rev?	Page
Emotion Read	ToM	Priest	1	Thought				150
Thought Capture	ToM	Priest	1	Thought				152
Idea	ToM	Priest	2	Thought				154
Mind Read	ToM	Priest	2	Thought				154
Emotion Control	ToM	Priest	3	Charm	Thought			156
Memory Read	ToM	Priest	3	Thought				158
Telepathy	ToM	Priest	3	Thought				159
Cause Insanity	NHB	Priest	4	Thought				97
Genius	ToM	Priest	4	Thought				164
Mental Domination	ToM	Priest	4	Thought				164
Modify Memory	ToM	Priest	4	Thought				165
Rapport	ToM	Priest	4	Thought				165
Solipsism	ToM	Priest	4	Thought				165
Thought Broadcast	ToM	Priest	4	Thought				166
Impregnable Mind	S&M	Priest	5	Protection	Thought			135
Memory Wrack	ToM	Priest	5	Thought				170
Mindshatter	ToM	Priest	5	Thought				170
Thoughtwave	ToM	Priest	5	Thought				171
Disbelief	ToM	Priest	6	Thought				172
Group Mind	ToM	Priest	6	Thought				173
Impervious Sanctity of Mind	S&M	Priest	7	Protection	Thought			137
Mind Tracker	ToM	Priest	7	Summoning	Thought			176

Time

Spell Name	Book	Type	Level	Sphere 1	Sphere 2	Sphere 3	Rev?	Page
Know Age	ToM	Priest	1	Time				150
Know Time	ToM	Priest	1	Time				151
Hesitation	ToM	Priest	2	Time				153
Nap	ToM	Priest	2	Time				155
Accelerate Healing	ToM	Priest	3	Time				155
Choose Future	ToM	Priest	3	Time				156
Unfailing Premonition	S&M	Priest	3	Time				133
Age Plant	ToM	Priest	4	Time				161
Body Clock	ToM	Priest	4	Time				161
Age Object	ToM	Priest	5	Time			Yes	167

Overtime	S&M	Priest	5	Time				136
Repeat Action	ToM	Priest	5	Time				170
Time Pool	ToM	Priest	5	Time				171
Age Creature	ToM	Priest	6	Time			Yes	172
Reverse Time	ToM	Priest	6	Time				174
Skip Day	ToM	Priest	6	Time				174
Age Dragon	ToM	Priest	7	Time				175

Travelers

Spell Name	Book	Type	Level	Sphere 1	Sphere 2	Sphere 3	Rev?	Page
Know Direction	ToM	Priest	1	Travelers				150
Aura of Comfort	ToM	Priest	2	Travelers				152
Lighten Load	ToM	Priest	2	Travelers				154
Create Campsite	ToM	Priest	3	Travelers			Yes	156
Helping Hand	ToM	Priest	3	Travelers				157
Know Customs	ToM	Priest	3	Travelers				157
Circle of Privacy	ToM	Priest	4	Travelers				162
Tree Steed	ToM	Priest	4	Travelers				166
Clear Path	ToM	Priest	5	Travelers			Yes	167
Easy March	ToM	Priest	5	Travelers				168
Monster Mount	ToM	Priest	6	Travelers				173
Hovering Road	ToM	Priest	7	Travelers				176

War

Spell Name	Book	Type	Level	Sphere 1	Sphere 2	Sphere 3	Rev?	Page
Courage	ToM	Priest	1	War				150
Morale	ToM	Priest	1	War				151
Emotion Perception	ToM	Priest	2	War				153
Rally	ToM	Priest	2	War				155
Adaptation	ToM	Priest	3	War				155
Caltrops	ToM	Priest	3	War				156
Fortification	S&M	Priest	3	War				132
Entrench	S&M	Priest	4	War				134
Leadership	ToM	Priest	4	War			Yes	164
Tanglefoot	ToM	Priest	4	War			Yes	165
Disguise	ToM	Priest	5	War				168
Illusory Artillery	ToM	Priest	5	War				169
Gravity Variation	ToM	Priest	6	War				173
Illusory Fortification	ToM	Priest	7	War				176
Shadow Engines	ToM	Priest	7	War				177

Wards

Spell Name	Book	Type	Level	Sphere 1	Sphere 2	Sphere 3	Rev?	Page
Antivermin Barrier	ToM	Priest	1	Wards				150
Weighty Chest	ToM	Priest	1	Wards				152
Ethereal Barrier	S&M	Priest	2	Astral	Wards			130
Frisky Chest	ToM	Priest	2	Wards				153
Zone of Truth	ToM	Priest	2	Wards				155
Efficacious Monster Ward	ToM	Priest	3	Wards				156
Invisibility Purge	ToM	Priest	3	Wards				157
Squeaking Floors	ToM	Priest	3	Wards				159
Thief's Lament	ToM	Priest	3	Wards				160
Zone of Sweet Air	ToM	Priest	3	Elemental	Air	Wards		160
Fire Purge	ToM	Priest	4	Wards				163
Weather Stasis	ToM	Priest	4	Wards	Weather			166
Barrier of Retention	ToM	Priest	5	Wards				167
Elemental Forbiddance	ToM	Priest	5	Wards				168
Grounding	ToM	Priest	5	Wards				169
Shrieking Walls	ToM	Priest	5	Wards				171
Undead Ward	ToM	Priest	5	Wards				171
Crushing Walls	ToM	Priest	6	Wards				172
Dragonbane	ToM	Priest	6	Wards				172
Land of Stability	ToM	Priest	6	Wards				173
Tentacle Walls	ToM	Priest	7	Wards				177

Weather

Spell Name	Book	Type	Level	Sphere 1	Sphere 2	Sphere 3	Rev?	Page
Faerie Fire	PHB	Priest	1	Weather				7
Whisperward	DruHB	Druid	1	Guardian	Weather			91
Obscurement	PHB	Priest	2	Weather				12
Call Lightning	PHB	Priest	3	Weather				14
Continual Faerie Fire	DroHB	Priest	3	Weather				120
Weather Prediction	S&M	Priest	3	Weather				133
Control Temperature 10' Radius	PHB	Priest	4	Weather				20
Protection From Lightning	PHB	Priest	4	Weather				22
Weather Stasis	ToM	Priest	4	Wards	Weather			166
Cloudscape	DruHB	Druid	5	Weather				93
Control Vapor	DroHB	Priest	5	Weather				121
Control Winds	PHB	Priest	5	Elemental	Air	Weather		24
Rainbow	PHB	Priest	5	Sun	Weather			25
Weather Summoning	PHB	Priest	6	Weather				30
Control Weather	PHB	Priest	7	Weather				31

Page Changes

The following is a list of pages that have had changes within this revision.

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