

## Cleric Spell Book

### V 9.6 (3.5 Edition)

\* Additional spells from the *Defenders of the Faith* handbook.

† Only domain spells. See description for which domain and possible alternate spell level.

All spells taken from the *Wizards of the Coast, Player's Handbook* if not otherwise noted.

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#### 1<sup>st</sup> – Level Spells (page 5)

Bane  
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Bless Water  
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Restoration, Lesser  
Shatter  
Shield Other  
Silence  
†Soften Earth and Stone  
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†Wind Wall (3<sup>rd</sup> level)  
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 †Sunburst  
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#### 9<sup>th</sup> – Level Spells (pg. 92)

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0 – Level

*Create Water* – Conjunction (Creation) (Water)

**Components:** V, S

**Casting Time:** 1 Standard Action

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

**Effect:** Up to 2 gallons of water / level

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

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

Note: Conjunction spells can't create substances or objects within a creature.

*Detect Magic* – Divination

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** 60ft

**Area:** Cone shaped emanation

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

**Saving Throw:** None

**Spell Resistance:** No

You detect magical auras. The amount of information revealed depends on how long you study a particular area of subject. *1<sup>st</sup> Round:* Presence or absence of magical auras. *2<sup>nd</sup> Round:* Number of different magical auras and the power of the most potent aura. *3<sup>rd</sup> Round:* The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each. (Make one check per aura; DC 15 + spell level, or 15 + ½ caster level for a non-spell effect.)

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

*Aura Strength:* An aura's power depends on a spell's functioning spell level or an item's caster level. If an aura falls into more than one category, *Detect Magic* indicates the stronger of the two.

*Lingering Aura:* A magical aura lingers after its original source dissipates (in the case of a magic item). If *Detect Magic* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power.

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjunction spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1ft of stone, 1 in. of common metal, a thin sheet of lead, or 3ft of wood or dirt blocks it.

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6 x 10 minutes
Overwhelming	1d6 days

*Cure Minor Wounds* – Conjunction (Healing)

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless); (see text)

**Spell Resistance:** Yes (harmless); (see text)

When laying your hand upon a living creature, you channel positive energy that cures 1 point of damage. Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance to this effect.

*Detect Poison* – Divination

**Components:** V, S

**Casting Time:** 1 Standard Action

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

**Target:** One creature, one object, or 5ft cube

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft (Alchemy) skill may try a DC 20 Craft (Alchemy) check if the Wisdom check fails, or may try the Craft (Alchemy) check first.

The spell can penetrate barriers, but 1ft of stone, 1 in. of common metal, a thin sheet of lead, or 3ft of wood or dirt blocks it.

*Guidance* – Divination

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 minute or until discharged

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes

This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.

*Inflict Minor Wounds* – Necromancy

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Will negates

**Spell Resistance:** Yes

When laying your hand upon a creature, you channel negative energy that deals 1 point of damage. Since undead are powered by negative energy, this spell cures them of damage, rather than harming it.

*Mending* – Transmutation

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** 10ft

**Target:** One object up to 1 lb.

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless, object)

**Spell Resistance:** Yes (harmless, object)

*Mending* repairs small breaks or tears in objects (but not warps, such as might be caused by a *Warp Wood* spell). It will weld broken metallic objects such as a ring, a chain link, a medallion, or a slender dagger, providing but one break exists. Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or wineskin is completely healed over by *Mending*. The spell can repair a magic item, but the item's magical abilities are not restored. (For restoring a broken magic item's abilities, see the item creation feats in Ch. 5) The spell cannot mend broken magic rods, staves, or wands, nor does it affect creatures (including constructs).

*Read Magic* – Divination

**Components:** V, S, F

**Casting Time:** 1 Standard Action

**Target:** You

**Duration:** 10 minutes / level

This spell allows you to read magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of *Read Magic*. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a *Glyph of Warding* with a DC 13 Spellcraft check, a *Greater Glyph of Warding* with a DC 16 Spellcraft check, or any *Symbol* spell with a Spellcraft check (DC 10 + spell level). *Read Magic* can be made permanent with a *Permanency* spell.

**Focus:** A clear crystal or mineral prism.

*Light* – Evocation (Light)

**Components:** V, M/DF

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Object touched

**Duration:** 10 min / level (D)

**Saving Throw:** None

**Spell Resistance:** No

This spell causes an object to glow like a torch, shedding bright light in a 20ft radius (and a dim light for an additional 20ft) from the point you touch. The effect is immobile, but it can be cast on a movable object. Light taken into an area of magical *darkness* does not function.

A light spell (one with the light descriptor) counters and dispels a darkness spell (one with the darkness descriptor) of an equal or lower level.

**Arcane Material Component:** A firefly or a piece of phosphorescent moss.

*Purify Food and Drink* – Transmutation

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** 10ft

**Duration:** Instantaneous

**Target:** 1 cu. ft / level of contaminated food and water.

**Saving Throw:** Will negates (object)

**Spell Resistance:** Yes (object)

This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by *Purify Food and Drink*, but the spell has no effect on creatures of any type nor upon magic potions. Note: Water weighs about 8 lbs. per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 lbs.

*Resistance* – Abjuration

**Components:** V, S, M/DF

**Casting Time:** 1 Standard Action

**Range:** Touch

**Duration:** 1 minute

**Target:** Creature touched

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

You imbue the subject with magical energy that protects her from harm, granting her a +1 resistance bonus on saves.

**Arcane Material Component:** A miniature cloak.

*Virtue* – Transmutation

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 minute

**Saving Throw:** Fortitude negates (harmless)

**Spell Resistance:** Yes (harmless)

The subject gains one temporary hit point.

1<sup>st</sup> – Level

*Bane* – Enchantment (Compulsion)  
(Fear, Mind-Affecting)

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

**Range:** 50ft

**Area:** All enemies within 50ft

**Duration:** 1 minute / level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

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

*Bane* counters and dispels *Bless*

*Bless Water* – Transmutation (Good)

**Components:** V, S, M

**Casting Time:** 1 minute

**Range:** Touch

**Target:** Flask of water touched

**Duration:** Instantaneous

**Saving Throw:** Will negates (object)

**Spell Resistance:** Yes (object)

This transmutation imbues a flask (1 pint) of water with positive energy, turning it into holy water (pg 128).

**Material Component:** 5 lbs. of powdered silver (worth 25gp).

†*Burning Hands* – Evocation (Fire)

**Domain:** Fire 1

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** 15ft

**Area:** Cone-shaped burst

**Duration:** Instantaneous

**Saving Throw:** Reflex ½

**Spell Resistance:** Yes

A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (max. 5d4). Flammable materials such as cloth, paper, parchment, and thin wood burn if the flames touch them. A character can extinguish burning items as a full-round action.

*Cause Fear* – Necromancy (Fear) (Mind-Affecting)

**Components:** V, S

**Casting Time:** 1 Standard Action

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

**Target:** One living creature with 5 or fewer HD

**Duration:** 1d4 rounds or 1 round (see text)

**Saving Throw:** Will partial

**Spell Resistance:** Yes

The affected creature becomes frightened. If the subject succeeds on a Will save, it is shaken for 1 round.

Creatures with 6 or more HD are immune to this effect.

*Cause Fear* counters and dispels *Remove Fear*.

*Bless* – Enchantment (Compulsion) (Mind-Affecting)

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

**Range:** 50ft

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

**Duration:** 1 minute / level

**Saving Throw:** None

**Spell Resistance:** Yes (harmless)

*Bless* fills your allies with courage. Each ally gains a +1 moral bonus on attack rolls and on saving throws against fear effects.

*Bless* counters and dispels *Bane*.

\**Burial Blessing* – Abjuration (Good)

**Components:** V, S, M, XP

**Casting Time:** 10 minutes

**Range:** Touch

**Target:** Corpse touched

**Duration:** Permanent

**Saving Throw:** Will negates

**Spell Resistance:** Yes

By means of this spell, the cleric wards a corpse from evil or influences and effects. Unless the corpse is desecrated or the blessing is countered, the corpse cannot be magically animated and rise as an undead minion (a ghoul or vampire, for example). Also, anyone trying to disturb the body is struck by a sudden fear and must make a Will save or flee the location for 1 minute per caster level. If the protected corpse is subsequently brought back to life, the burial blessing ends.

**Material Component:** The caster's holy symbol and a vial of holy or unholy water, according to alignment, which is sprinkled on the corpse.

**XP Cost:** 100 XP.

†*Calm Animals* – Enchantment (Compulsion)  
(Mind-Affecting)

**Domain:** Animal 1

**Components:** V, S

**Casting Time:** 1 Standard Action

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

**Targets:** Animals within 30ft of each other

**Duration:** 1 min / level

**Saving Throw:** Will negates (see text)

**Spell Resistance:** Yes

This spell soothes and quiets animals, rendering them docile and harmless. Only ordinary animals (those with Int scores of 1 or 2) can be affected by this spell. All the subjects must be of the same kind, and no two may be more than 30ft apart. The maximum number of HD of animals you can affect is equal to 2d4 + caster level. A dire animal or an animal trained to attack or guard is allowed a saving throw; other animals are not. (A druid could calm a normal bear or wolf with little trouble, but it's more difficult to affect a trained guard dog) The affected creatures remain where they are and do not attack or flee. They are not helpless and defend themselves normally if attacked. Any threat (such as fire, a hungry predator, or an imminent attack) breaks the spell on the threatened creatures.

*Command* – Enchantment (Compulsion)  
(Language Dependant, Mind-Affecting)

**Components:** V

**Casting Time:** 1 Standard Action

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

**Target:** One living creature

**Duration:** 1 round

**Saving Throw:** Will negates

**Spell Resistance:** Yes

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

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

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

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

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

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

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

*Curse Water* – Necromancy (Evil)

**Components:** V, S, M

**Casting Time:** 1 minute

**Range:** Touch

**Target:** Flask of water touched

**Duration:** Instantaneous

**Saving Throw:** Will negates (object)

**Spell Resistance:** Yes (object)

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

*Material Component:* 5 lbs. of powdered silver (worth 25gp).

*Comprehend Languages* – Divination

**Components:** V, S, M/DF

**Casting Time:** 1 Standard Action

**Target:** You

**Duration:** 10 min. / level

You can understand the spoken words of creatures or read otherwise incomprehensible written. In either case, you must touch the creature or the writing. Note that the ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it. Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, though the spell reveals it is magical, but *Comprehend Languages* is often useful when deciphering treasure maps. This spell can be foiled by certain warding magic (such as the *Secret Page* and *Illusory Script* spells). It does not decipher codes or reveal messages concealed in otherwise normal text.

*Comprehend Languages* can be made permanent with the *Permanency* spell.

*Arcane Material Components:* A pinch of soot and a few grains of salt.

*Cure Light Wounds* – Conjuraton (Healing)

**Domain:** Healing 1

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Creature touched

**Saving Throw:** Will ½ (harmless)

**Spell Resistance:** Yes (harmless)

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage +1 point per caster level (max. +5).

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

*Deathwatch* – Necromancy (Evil)

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** 30ft

**Area:** Cone-shaped emanation

**Duration:** 10 minutes / level

**Saving Throw:** None

**Spell Resistance:** No

Using the foul sight granted by the powers of unlife, you can determine the condition of creatures near death within the spell's range. You instantly know whether each creature within the area is dead, fragile (alive and wounded, with 3 or fewer hit points left), fighting off death (alive with 4 or more hit points), undead, or neither alive nor dead (such as a construct). Deathwatch sees through any spell or ability that allows creatures to feign death.

*Detect (Chaos/Evil/Law/Good)* – Divination

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

**Range:** 60ft

**Area:** Cone-shaped emanation

**Duration:** Concentration, up to 10 minutes / level (D)

**Saving Throw:** None

**Spell Resistance:** No

You can sense the presence of the alignment chosen at casting. The amount of information revealed depends on  
*1<sup>st</sup> round:* Presence of absence of alignment chosen.  
*2<sup>nd</sup> round:* Number of alignment auras (creatures, objects, or spells) in the area and the power of the most potent alignment aura present. If you are of opposite alignment, the strongest alignment aura's power is overwhelming (see below), and the HD or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends.

*3<sup>rd</sup> round:* The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

*Aura Power:* An alignment aura's power depends on the type of aligned creature or object that you're detecting and its HD, caster level, or (in the case of a cleric) class level; see table of page 219 of the PHB. If an aura falls into more than one strength category, the spell indicates the stronger of the two.

†*Detect Secret Doors* – Divination

**Domain:** Knowledge 1

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** 60ft

**Area:** Cone-shaped emanation

**Duration:** Concentration, up to 1 min. / level (D)

**Saving Throw:** None

**Spell Resistance:** No

You can detect secret doors, compartments, caches, and so forth. Only passages, doors, or openings that have been specifically constructed to escape detection are detected by this spell – an ordinary trapdoor underneath a pile of crates would not be detected. The amount of information revealed depends on how long you study a particular area or subject.  
*1<sup>st</sup> Round:* Presence of absence of secret doors.  
*2<sup>nd</sup> Round:* Number of secret doors and the location of each. If an aura is outside your line of sight, then you discern its direction but not its exact location.

*Each Additional Round:* The mechanism or trigger for one particular secret portal closely examined by you.

Each round, you can turn to detect secret doors in a new area. The spell can penetrate barriers, but 1ft of stone, 1 in. of common metal, a thin sheet of lead, or 3ft of wood or dirt blocks it.

Creature / Object	--- Aura Power ---			
	Faint	Moderate	Strong	Overwhelming
Aligned creature (HD)	10 or lower	11 – 25	26 – 50	51 or higher
Undead (HD)	2 or lower	3 – 8	9 – 20	21 or higher
Aligned outsider (HD)	1 or lower	2 – 4	5 – 10	11 or higher
Cleric of an aligned deity (class level)	1	2 – 4	5 – 10	11 or higher
Aligned magic item or spell (caster level)	2 <sup>nd</sup> or lower	3 <sup>rd</sup> – 8 <sup>th</sup>	9 <sup>th</sup> – 20 <sup>th</sup>	21 <sup>st</sup> or higher

*Lingering Aura:* An alignment aura lingers after its original source dissipates (in the case of a spell). If *Detect Alignment* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power.

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6 x 10 minutes
Overwhelming	1d6 days

Animals, traps, poisons, and other potential perils are not evil, and as such this spell does not detect them.

Healing potions, antidotes, and similar beneficial items are not good.

Each round, you can turn to detect alignment in a new area.

The spell can penetrate barriers, but 1ft of stone, 1 in. of common metal, a thin sheet of lead, or 3ft of wood or dirt blocks it.

*Detect Undead* – Divination

**Components:** V, S, M/DF

**Casting Time:** 1 Standard Action

**Range:** 60ft

**Area:** Cone-shaped emanation

**Duration:** Concentration, up to 1 min. / level (D)

**Saving Throw:** None

**Spell Resistance:** No

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

*1<sup>st</sup> Round:* Presence of absence of undead auras.

*2<sup>nd</sup> Round:* Number of undead auras in the area and the strength of the strongest undead aura present. If you are of good alignment, the strongest undead aura's strength is overwhelming (see below), and the creature has HD of at least twice your character level, you are stunned for 1 round and the spell ends.

*3<sup>rd</sup> round:* The strength and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

*Aura Strength:* The strength of an undead aura is determined by the HD of the undead creature, as given on the following table:

HD	Strength
1 or lower	Faint
2 – 4	Moderate
5 – 10	Strong
11 or higher	Overwhelming

*Lingering Aura:* An undead aura lingers after its original source is destroyed. If *Detect Undead* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6 x 10 minutes
Overwhelming	1d6 days

Each round, you can turn to detect undead in a new area. The spell penetrates barriers, but 1ft of common stone, 1 in. of common metal, a thin sheet of lead, or 3ft of wood or dirt blocks it.

†*Disguise Self* – Illusion (Glamour)

**Domain:** Trickery 1

**Components:** V, S

**Casting Time:** 1 Standard Action

**Target:** You

**Duration:** 10 min. / level

You make yourself – including clothing, armor, weapons, and equipment – look different. You can seem 1ft shorter or taller, thin, fat, or in between. You cannot change your body type. For example, a human caster could look human, humanoid, or like any other human-shaped bipedal creature. Otherwise, the extent of the apparent change is up to you.

You could add or obscure a minor feature, such as a mole or a beard, or look like an entirely different person.

The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment. A battleaxe made to look like a dagger still functions as a battleaxe.

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

A creature that interacts with the glamor gets a Will save to recognize it as an illusion. For example, a creature that touched you and realized that the tactile sensation did not match the visual one would be entitled to such a save.

*Divine Favor* – Evocation

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

**Target:** You

**Duration:** 1 minute

Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus to attack and weapon damage rolls for every three caster levels you have (at least +1, max. +6). The bonus doesn't apply to spell damage.

*Doom* – Necromancy (Fear, Mind-Affecting)

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

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

**Target:** One living creature

**Duration:** 1 min. / level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell fills a single subject with a feeling of horrible dread and causes it to become shaken.



### *Endure Elements* – Abjuration

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Creature touched

**Duration:** 24 hours

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

A creature protected by *Endure Elements* suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves (as described in the *Dungeon Master's Guide*). The creature's equipment is likewise protected. *Endure Elements* doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

### †Entangle - Transmutation

**Domain:** Plant 1

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

**Range:** Long (400ft + 40ft / level)

**Area:** Plants in a 40ft radius spread

**Duration:** 1 min. / level

**Saving Throw:** Reflex partial (see text)

**Spell Resistance:** No

Grasses, weeds, bushes, and even trees wrap, twist, and entwine about creatures in the area or those that enter the area, holding them fast and causing them to become entangled. The creature can break free and move half its normal speed by using a full-round action to make a DC 20 Str check or a DC 20 Escape Artist check. A creature that succeeds on a Reflex save is not entangled but can still move at only ½ speed though the area. Each round on your turn, the plants once again attempt to entangle all creatures that have avoided or escaped entanglement.

*Note:* The DM may alter the effects of the spell somewhat, based on the nature of the entangling plants.

### *Entropic Shield* – Abjuration

**Components:** V, S

**Casting Time:** 1 Standard Action

**Target:** You

**Duration:** 1 minute / level

A magical field appears around you, glowing with a chaotic blast of multicolored hues. This field deflects incoming arrows, rays, and other ranged attacks. Each ranged attack directed at you for which the attacker must make an attack roll (including arrows, magic arrows, *Melf's Acid Arrow*, *Ray of Enfeeblement*, and so forth) has a 20% miss chance (similar to the effects of concealment). Other attacks that simply work at a distance, such as a dragon's breath weapon, are not affected.

### †Enlarge Person – Transmutation

**Domain:** Strength 1

**Components:** V, S, M

**Casting Time:** 1 round

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

**Target:** One humanoid creature

**Duration:** 1 min. / level (D)

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. This increase changes the creature's size category to the next size larger one. The target gains a +2 size bonus to Str, a -2 size penalty to Dex (to a minimum of 1), and a -1 penalty on attack rolls and AC due to its increase size.

A humanoid creature whose size increases to Large has a Space of 10ft and a natural reach of 10ft. This spell does not change the target's speed.

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

All equipment worn or carried by a creature is similarly enlarged by the spell. Melee and projectile weapons affected by this spell deal more damage (see Table 2 – 2 in the DM's Guide). Other magical properties are not affected by this spell. Any *Enlarged* item that leaves an *Enlarged* creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage, and projectiles deal damage based on the size of the weapon that fired them. Magical properties of *Enlarged* items are not increased by this spell – an *Enlarged* +1 sword still has only a +1 enhancement bonus, a staff-sized wand is still only capable of its normal functions, a giant-sized potion merely requires a greater fluid intake to make its magical effects operate, and so on.

Multiple magical effects that increase size do not stack, which means (among other things) that you can't use a second casting of this spell to further increase the size of a humanoid that's still under the effect of the first casting.

*Enlarge Person* counters and dispels *Reduce Person*.

*Enlarge Person* can be made permanent with a *Permanency* spell.

*Material Component:* A pinch of powdered iron.

*Hide from Undead* – Abjuration

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

**Range:** Touch

**Effect:** One touched creature / level

**Duration:** 10 min. / level

**Saving Throw:** Will negates (harmless) (see text)

**Spell Resistance:** Yes

Undead cannot see, hear, or smell the warded creatures. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures. Non-intelligent undead creatures are automatically affected and act as though the warded creatures are not there. An intelligent undead creature gets a single Will saving throw. If it fails, the subject can't see any of the warded creatures. However, if it has reason to believe unseen opponents are present, it can attempt to find or strike them.

If a warded creature attempts to turn or command undead, touches an undead creature, or attacks any creature (even with a spell), the spell ends for all recipients.

*Magic Stone* – Transmutation

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Up to 3 pebbles touched

**Duration:** 30 minutes or until discharged

**Saving Throw:** Will negates (harmless, object)

**Spell Resistance:** Yes (harmless, object)

You transmute up to three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung. If hurled, they have a range increment of 20ft. If slung, treat them as sling bullets (range increment 50ft). The spell gives them a +1 enchantment bonus to attack and damage rolls. The user of the stones makes a normal ranged attack. Each stone that hits deals 1d6 + 1 points of damage (including the enhancement bonus), or 2d6 + 2 points against undead.

†*Nystul's Magic Aura* – Illusion (Glamer)

**Domain:** Magic 1

**Components:** V, S, F

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** One touched object weighting up to 5 lbs. / level

**Duration:** One day / level (D)

**Saving Throw:** None (see text)

**Spell Resistance:** No

of a spell you specify. You could make an ordinary sword register as a +2 *vorpal sword* as far as magical detection is concerned or make a +2 *vorpal sword* register as if it were a +1 sword or even a non-magical sword. If the object bearing *Nystul's Magic Aura* has *Identify* cast on it or is similarly examined, the examiner recognizes that the aura is false and detects the object's actual qualities if he succeeds on a Will save. Otherwise, he believes the aura and no amount of testing reveals what the true magic is.

If the targeted item's own aura is exceptionally powerful (if it is an artifact, for instance), *Nystul's Magic Aura* doesn't work.

*Note:* A magic weapon, shield, or suit of armor must be a masterwork item, so a sword of average make, for example, looks suspicious if it has a magical aura.

*Focus:* A small square of silk that must be passed over the object that receives the aura.

*Inflict Light Wounds* – Necromancy

**Domain:** Destruction 1

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Will ½

**Spell Resistance:** Yes

When laying your hand upon a creature, you channel negative energy that deals 1d8 points of damage +1 point per caster level (max. +5).

Since undead are powered by negative energy, this spell cures such a creature of like amount of damage, rather than harming it.

†*Longstrider* – Transmutation

**Domain:** Travel 1

**Components:** V, S, M

**Casting Time:** 1 Standard Action

**Target:** You

**Duration:** 1 hour / level

This spell increases your base land speed by 10ft. (This adjustment counts as an enhancement bonus.) It has no effect on other modes of movement, such as burrow, climb, fly, or swim.

*Material Component:* A pinch of dirt.

*Magic Weapon* – Transmutation

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Weapon touched

**Duration:** 1 minute / level

**Saving Throw:** Will negates (harmless, object)

**Spell Resistance:** Yes (harmless, object)

*Magic Weapon* gives a weapon a +1 enhancement bonus to attack and damage rolls. (An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls.)

You can't cast this spell on natural weapons, such as an unarmed strike (instead, see *Magic Fang*). A monk's unarmed strike is considered a weapon, and thus it can be enhanced by this spell.

You alter an item's aura so that it registers to *Detect* spells (and spells with similar capabilities) as though it were non-magical, or a magic item of a kind you specify, or the subject

*Obscuring Mist* – Conjuration (Creation)

**Domain:** Air 1, Water 1

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** 20ft

**Effect:** Cloud spreads in 20ft radius

From you, 20ft high

**Duration:** 1 minute / level

**Saving Throw:** None

**Spell Resistance:** No

A misty vapor arises around you. It is stationary once created. The vapor obscures all sight, including darkvision, beyond 5ft. A creature 5ft away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

A moderate wind (11+ mph), such as from the *Gust of Wind* spell, disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A *Fireball*, *Flame Strike*, or similar spell burns away the fog in the explosive or fiery spell's area. A *Wall of Fire* burns away the fog in the area into which it deals damage.

This spell does not function underwater.

*Remove Fear* – Abjuration

**Components:** V, S

**Casting Time:** 1 Standard Action

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

**Target:** One creature plus one additional creature per 4 levels, no two of which can be more than 30ft apart.

**Duration:** 10 minutes (see text)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

You instill courage in the subject, granting the creature a +4 morale bonus against *fear* effects for 10 minutes. If the subject is under the influence of a *fear* effect when receiving the spell, that effect is suppressed for the duration of the spell.

*Remove Fear* counters and dispels *Cause Fear*.

*Sanctuary* – Abjuration

**Domain:** Protection 1

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 round / level

**Saving Throw:** Will negates

**Spell Resistance:** No

Any opponent attempting to strike or otherwise directly attack the warded creature, even with a targeted spell, must attempt a Will save. If the save succeeds, the opponent can attack normally and is unaffected by the casting of the spell. If the save fails, the opponent can't follow through with the attack, that part of it's action is lost, and it can't directly attack the warded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected. This spell does not prevent the warded creature from being attacked or affected by area or effect spells. The subject cannot attack without breaking the spell but may use non-attack spells or otherwise act. This allows a warded cleric to heal wounds, for example, or to cast a *Bless* spell, perform an *Augury*, summon creatures, and so on.

*Protection from (Chaos/Evil/Law/Good)* – Abjuration  
(Lawful/Good/Chaotic/Evil)

**Domain:** Law 1, Good 1, Chaos 1, Evil 1

**Components:** V, S, M/DF

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 minute / level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** No (see text)

This spell wards a creature from attacks by creatures of the same alignment as chosen when spell was cast. Also, protects from mental control, and from summoned or conjured creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gets a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by creatures of chosen alignment.

Second, the barrier blocks any attempt to possess the warded creature (as by a *Magic Jar* attack, for example) or to exercise mental control over the creature (including enchantment (charm) effects and enchantment (compulsion) effects that grant the caster ongoing control over the subject, such as *Dominate Person*). The protection does not prevent such effects from targeting the protected creature, but it suppresses the effect for the duration of the *Protection from Alignment* effect. If the protection from chosen alignment effect ends before the effect granting mental control does, the would-be controller would then be able to mentally command the controlled creature. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast. This second effect works regardless of alignment.

Third, the spell prevents bodily contact by summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Summoned creatures of the opposite alignment from that of the spell (Good creatures vs. *Protection from Evil*) are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

*Arcane Material Component:* A little powered silver with which you trace a 3ft diameter circle on the floor (or ground) around the creature to be warded.

*Shield of Faith* – Abjuration

**Components:** V, S, M

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 minute / level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

This spell creates a shimmering, magical field around the touched creature that averts attacks. The spell grants the subject a +2 deflection bonus to AC, with an additional +1 to the bonus for every six levels you have (max. +5 deflection bonus at 18<sup>th</sup> level).

**Material component:** A small parchment with a bit of holy text written upon it.

Summon Monster I – Conjuraction (Summoning)

**Components:** V, S, F/DF

**Casting Time:** 1 round

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

**Effect:** One summoned creature

**Duration:** 1 round / level (D)

**Saving Throw:** None

**Spell Resistance:** No

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions.

The spell conjures one of the creatures from the 1<sup>st</sup> level list on the accompanying Summon Monster Table. You choose which kind of creatures to summon, and you can change that

choice each time you cast the spell. Information on these creatures can be found in the Monster Manual.

A summoned monster cannot common or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. For instance, a celestial porpoise may only be summoned in an aquatic environment.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of the type. For example, *Summon Monster I* is a lawful and evil spell when cast to summon a fiendish dire rat.

**Arcane Focus:** A tiny bag and a small (not necessarily lit) candle.

1 <sup>st</sup>		2 <sup>nd</sup>		4 <sup>th</sup>	
Celestial dog	LG	Fiendish monstrous	NE	Archon, lantern	LG
Celestial owl	LG	scorpion, Medium		Celestial giant owl	LG
Celestial giant fire beetle	NG	Fiendish shark, Medium	NE	Celestial giant eagle	CG
Celestial porpoise	NG	Fiendish monstrous	CE	Celestial lion	CG
Celestial badger	CG	spider, Medium		Mephit (any)	N
Celestial monkey	CG	Fiendish snake,	CE	Fiendish dire wolf	LE
Fiendish dire rat	LE	Medium viper		Fiendish giant wasp	LE
Fiendish raven	LE			Fiendish giant	NE
Fiendish monstrous	NE	3 <sup>rd</sup>		praying mantis	
centipede, Medium		Celestial black bear	LG	Fiendish shark, Large	NE
Fiendish monstrous	NE	Celestial bison	NG	Yeth hound	NE
scorpion, Small		Celestial dire badger	CG	Fiendish monstrous	CE
Fiendish hawk	CE	Celestial hippogriff	CG	spider, Large	
Fiendish monstrous	CE	Elemental, Small (any)	N	Fiendish snake,	CE
spider, Small		Fiendish ape	LE	Huge viper	
Fiendish octopus	CE	Fiendish dire weasel	LE	Howler	CE
Fiendish snake, Small	CE	Hell hound	LE		
viper		Fiendish snake,	LE		
		constrictor			
2 <sup>nd</sup>		Fiendish boar	NE		
Celestial giant bee	LG	Fiendish dire bat	NE		
Celestial giant	NG	Fiendish monstrous	NE		
bombardier beetle		centipede, Huge			
Celestial riding dog	NG	Fiendish crocodile	CE		
Celestial eagle	CG	Dretch (demon)	CE		
Lemure (devil)	LE	Fiendish snake,	CE		
Fiendish squid	LE	Large viper			
Fiendish wolf	LE	Fiendish wolverine	CE		
Fiendish monstrous	NE				
centipede, Large					

5 <sup>th</sup>		6 <sup>th</sup>		8 <sup>th</sup>	
Archon, hound	LG	Devil, chain	LE	Celestial dire bear	LG
Celestial brown bear	LG	Xill	LE	Celestial cachalot whale	NG
Celestial giant stag beetle	NG	Fiendish monstrous centipede, Gargantuan	NE	Celestial triceratops	NG
Celestial sea cat	NG	Fiendish rhinoceros	NE	Lillend	CG
Celestial griffon	CG	Fiendish elasmosaurus	CE	Elemental, greater (any)	N
Elemental, Medium (any)	N	Fiendish monstrous spider, Huge	CE	Slaad, blue	CN
Achaierai	LE	Fiendish snake, giant constrictor	CE	Fiendish giant squid	LE
Devil, bearded	LE			Hellcat	LE
Fiendish deinonychus	LE			Fiendish monstrous centipede, Colossal	NE
Fiendish dire ape	LE	7 <sup>th</sup>		Fiendish dire tiger	CE
Fiendish dire boar	NE	Celestial elephant	LG	Fiendish monstrous spider, Gargantuan	CE
Fiendish shark, Huge	NE	Avorai (guardinal)	NG	Fiendish tyrannosaurus	CE
Fiendish monstrous scorpion, Large	NE	Celestial baleen whale	NG	Vrock (demon)	CE
Shadow mastiff	NE	Djinni (genie)	CG		
Fiendish dire wolverine	CE	Elemental, Huge (any)	N	9 <sup>th</sup>	
Fiendish giant crocodile	CE	Invisible stalker	N	Couatl	LG
Fiendish tiger	CE	Slaad, red	CN	Leonal (guardinal)	NG
		Devil, bone	LE	Celestial roc	CG
		Fiendish megaraptor	LE	Elemental, elder (any)	N
6 <sup>th</sup>		Fiendish monstrous scorpion, Huge	NE	Slaad, green	CN
Celestial polar bear	LG	Babau (demon)	CE	Devil, barbed	LE
Celestial orca whale	NG	Fiendish giant octopus	CE	Fiendish dire shark	NE
Bralani (eladrin)	CG	Fiendish girallon	CE	Fiendish monstrous scorpion, Gargantuan	NE
Celestial dire lion	CG			Night Hag	NE
Elemental, Large (any)	N			Bebilith (demon)	CE
Janni (genie)	N			Fiendish monstrous spider, Colossal	CE
Chaos beast	CN			Hezrou (demon)	CE

2<sup>nd</sup> – Level

*Aid* – Enchantment (Compulsion) (Mind-Affecting)

**Domain:** Good 2, Luck 2

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Living creature touched

**Duration:** 1 minute / level

**Saving Throw:** None

**Spell Resistance:** Yes (harmless)

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

*Augury* – Divination

**Components:** V, S, M, F

**Casting Time:** 1 Standard Action

**Target:** You

**Duration:** Instantaneous

An *Augury* can tell you whether a particular action will bring good or bad results for you in the immediate future.

For example, if a character is considering destroying a weird seal that closes a portal, an *Augury* might determine whether it's a good idea.

The base chance for receiving a meaningful reply is 70% + 1% per caster level, to a maximum of 90%; the DM makes the roll secretly. The DM may determine that a question is so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the augury succeeds, you get one of four results:

“Weal” (if the action will probably bring good results)

“Woe” (for bad results)

“Weal and Woe” (for both)

“Nothing” (for actions that don't have especially good or bad results).

If the spell fails, you get the “nothing” result. A cleric who gets the “nothing” result has no way to tell whether it resulted from a failed or successful *Augury*.

The *Augury* can only see into the future only about half an hour, so anything that might happen after that does not affect the result. Thus, the result might not take into account long-term consequences of the contemplated action. All *Auguries* cast by the same person about the same topic use the same dice result as the first casting.

**Material Component:** Incense worth at least 25gp.

**Focus:** A set of marked sticks, bones, or similar tokens of at least 25gp value.

*Align Weapon* – Transmutation

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Weapon touched or fifty projectiles (all of which must be in contact with each other at the time of casting)

**Duration:** 1 min / level

**Saving Throw:** Will negates (harmless, object)

**Spell Resistance:** Yes (harmless, object)

*Align Weapon* makes a weapon good, evil, lawful, or chaotic, as you choose. A weapon that is aligned can bypass the damage reduction of certain creatures, usually outsiders of the opposite alignment. This spell has no effect on a weapon that already has an alignment, such as a holy sword.

You can't cast this spell on a natural weapon, such as an unarmed strike.

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

†*Barkskin* – Transmutation

**Domain:** Plant 2

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Living creature touched

**Duration:** 10 min / level

**Saving Throw:** None

**Spell Resistance:** Yes (harmless)

*Barkskin* toughens a creature's skin. The effect grants a +2 enhancement bonus to the creature's existing natural armor bonus. This enhancement bonus increases by 1 for every three caster levels above 3<sup>rd</sup>, to a max. of +5 at caster level 12<sup>th</sup>.

The enhancement bonus provided by *Barkskin* stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0, much as a character wearing only normal clothing has a armor bonus of +0.

\**Brambles* – Transmutation

**Components:** V, S, M

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Wooden weapon touched

**Duration:** 1 round / level

**Saving Throw:** None

**Spell Resistance:** No

Small magical thorns or spikes protrude from the surface of a wooden weapon, such as a club, greatclub, nunchaku, or quarterstaff. For the duration of the spell, the weapon deals both piercing and bludgeoning damage. It gains a +1 enhancement bonus on its attacks and deals an additional +1 point of damage per caster level (max. +10). This spell works only on melee weapons with wooden striking surfaces. For instance, it does not work on a bow, an arrow, or a metal mace.

**Material Component:** A small thorn.

*Bear's Endurance* – Transmutation

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 min / level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The affected creature gains greater vitality and stamina.

The spell grants the subject a +4 enhancement bonus to Constitution, adding the usual benefits to hit points, Fortitude saves, Constitution checks, and so forth. Hit points gained by a temporary increase in Constitution score are not temporary hit points. They go away when the subjects Constitution drops back to normal. They are not lost first as temporary hit points are.

*Calm Emotions* – Enchantment (Compulsion)

(Mind-Affecting)

**Domain:** Law 2

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

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

**Target:** Creatures in a 20ft radius spread

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

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell calms agitated creatures. You have no control over the affected creatures, but *Calm Emotions* can stop raging creatures from fighting or joyous ones from reveling. Creatures so affected cannot take violent actions (although they can defend themselves) or do anything destructive, except to protect themselves. Any aggressive action against or damage dealt to a calmed creature immediately breaks the spell on all calmed creatures.

This spell automatically suppresses (but does not dispel) any morale bonuses granted by spells such as *Bless*, *Good Hope*, and *Rage*, as well as negating a bard's ability to inspire courage or a barbarian's rage ability. It also suppresses any fear effects and removes the *Confused* condition from all targets. While the spell lasts, a suppressed spell or effect has no effect. When *Calm Emotions* spell ends, the original spell or effect takes hold of the creature again, provided that its duration has not expired in the meantime.

*Cure Moderate Wounds* – Conjunction (Healing)

**Domain:** Healing 2

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Will ½ (harmless)

**Spell Resistance:** Yes (harmless)

This spell functions like *Cure Minor Wounds* (page 6), except that you deal 2d8 + 1 point per caster level (max. +10).

*Bull's Strength* – Transmutation

**Domain:** Strength 2

**Components:** V, S, M/DF

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 min / level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The subject becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

*Arcane Material Component:* A few hairs, or a pinch of dung, from a bull.

*Consecrate* – Evocation (Good)

**Components:** V, S, M, DF

**Casting Time:** 1 Standard Action

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

**Area:** 20ft radius emanation

**Duration:** 2 hours / level

**Saving Throw:** None

**Spell Resistance:** No

This spell blesses an area with positive energy. Each Charisma checks made to turn undead within this area gain a +3 sacred bonus. Every undead creature entering a *Consecrated* area suffer minor disruption, giving them a -1 penalty on attack rolls, damage rolls, and saves. Undead cannot be created within or summoned into a *Consecrated* area.

If the *Consecrated* area contains an altar, shrine, or other permanent fixture dedicated to your deity, pantheon, or aligned higher power, the modifiers given above are doubled (+ 6 sacred bonus on turning checks, -2 penalties for undead in the area). You cannot consecrate an area with a similar fixture of a deity other than your own patron.

If the area does contain an altar, shrine, or other permanent fixture of a deity, pantheon, or higher power other than your patron, the *Consecrate* spell instead curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not also grant the bonuses and penalties relating to undead, as given above.

*Consecrate* counters and dispels *Desecrate*.

*Material Components:* A vial of holy water and 25gp worth (5 lbs.) of silver dust, all of which must be sprinkled around the area.

*Darkness* – Evocation (Darkness)

**Components:** V, M/DF

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Object touched

**Duration:** 10 minutes / level (D)

**Saving Throw:** None

**Spell Resistance:** No

This spell causes an object to radiate shadowy illumination out to a 20ft radius. All creatures in the area gain concealment (20% miss chance). Even creatures that can normally see in such conditions (such as with darkvision or low-light vision) have the miss chance in an area shrouded in magical *Darkness*. Normal lights (torches, candles, lanterns, and so forth) are incapable of brightening the area, as are light spells of lower level (such as *Light* or *Dancing Lights*). Higher level light spells (such as *Daylight*) are not affected by *Darkness*.

If the spell is cast on a small object that is then placed inside or under a lightproof covering, the spell effect is blocked until the covering is removed.

*Darkness* counters or dispels any light spell of equal or lower level.

*Arcane Material Component:* A bit of bat fur and either a drop of pitch or a piece of coal.

*Desecrate* – Evocation

**Domain:** Evil 2

**Components:** V, S, M, DF

**Casting Time:** 1 Standard Action

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

**Area:** 20ft radius emanation

**Duration:** 2 hours / level

**Saving Throw:** None

**Spell Resistance:** Yes

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

If the *Desecrated* area contains an altar, shrine, or other permanent fixture dedicated to your deity, pantheon, or aligned higher power, the modifiers given above are doubled (-6 profane penalty on turning checks, +2 profane bonus and +2 hit points per HD for undead in the area). Furthermore, anyone who casts *Animate Dead* within this area may create as many as double the normal amount of undead (that is, 4 HD per caster level rather than 2 HD per caster level).

If the area contains an altar, shrine, or other permanent fixture of a deity, pantheon, or higher power other than your patron, the *Desecrate* spell instead curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not also grant the bonuses and penalties relating to undead, as given above.

*Desecrate* counters and dispels *Consecrate*.

*Material Component:* A vial of unholy water and 25gp worth (5 lbs.) of silver dust, all of which must be sprinkled around the area.

*Death Knell* – Necromancy (Death, Evil)

**Domain:** Death 2

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Living creature touched

**Duration:** Instantaneous / 10 min per target

HD of subject; see text

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You draw forth the ebbing life force of a creature and use it to fuel your own power. Upon casting this spell, you touch a living creature that has -1 or fewer hit points. If the subject fails its saving throw, it dies, and you gain 1d8 temporary hit points and +2 bonus to Strength. Additionally, your effective caster level goes up by +1, improving spell effects dependent on caster level. (This increase in effective caster level does not grant you access to more spells.) These effects last for 10 minutes per HD of the subject creature.

*Delay Poison* – Conjunction (Healing)

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 hour / level

**Saving Throw:** Fortitude negates (harmless)

**Spell Resistance:** Yes (harmless)

The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed to during the spell's duration does not affect the subject until the spell's duration has expired. *Delay poison* does not cure any damage that poison may have already done.



†*Detect Thoughts* – Divination (Mind-Affecting)

**Domain:** Knowledge 2

**Components:** V, S, F/DF

**Casting Time:** 1 Standard Action

**Range:** 60ft

**Area:** Cone-shaped emanation

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

**Saving Throw:** Will negates (see text)

**Spell Resistance:** No

You detect surface thoughts. The amount of information revealed depends on how long you study a particular area or subject.

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

*2<sup>nd</sup> Round:* Number of thinking minds and the Intelligence score of each. If the highest Intelligence is 26 or higher (and at least 10 points higher than your own Intelligence score), you are stunned for 1 round and the spell ends.

This spell does not let you determine the location of the thinking minds if you can't see the creatures whose thoughts you are detecting.

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

Each round, you can turn to detect thought in a new area. The spell can penetrate barriers, but 1 ft of stone, 1 in of common metal, a thin sheet of lead, or 3 ft of wood or dirt blocks it.

*Arcane Focus:* A copper wire.

*Eagle's Splendor* – Transmutation

**Components:** V, S, M/DF

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 min / level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The transmuted creature becomes more poised, articulate, and personally forceful. The spell grants a +4 enhancement bonus to Charisma, adding the usual benefits to Charisma-based skill checks and other uses of the Charisma modifier. Sorcerers and bards (and other spellcasters who rely on Charisma) affected by this spell do not gain any additional bonus spells for increased Charisma, but the save DCs for spells they cast while under this spell's effect do increase.

*Arcane Material Component:* A few feathers or a pinch of droppings from an eagle.

\**Divine Flame* - Abjuration

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** 15ft

**Area:** 15ft radius emanation, centered on you

**Duration:** 1 round / level

**Saving Throw:** Fortitude ½

**Spell Resistance:** Yes

*Divine Flame* creates an immobile ward against cold creatures, such as frost giants. Cold creatures entering or staying in the area take 1d4 points of damage per caster level (max. 5d4, Fortitude save for ½). This damage continues every round the creature remains in the area, and the Fortitude save is allowed each round.

\**Divine Zephyr* - Abjuration

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** 15ft

**Area:** 15ft radius emanation, centered on you

**Duration:** 1 round / level

**Saving Throw:** Fortitude ½

**Spell Resistance:** Yes

*Divine Zephyr* creates an immobile ward against fire creatures, such as fire giants. Fire creatures entering or staying in the area take 1d4 points of damage per caster level (max. 5d4, Fortitude save for ½). This damage continues every round the creature remains in the area, and the Fortitude save is allowed each round.

*Enthrall* – Enchantment (Charm) (Language-Dependent)  
(Mind-Affecting) (Sonic)

**Components:** V, S

**Casting Time:** 1 Round

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

**Targets:** Any number of creatures

**Duration:** 1 hour or less

**Saving Throw:** Will negates

**Spell Resistance:** Yes

If you have the attention of a group of creatures, you can use this spell to hold them spellbound. To cast the spell, you must speak or sing without interruption for 1 full round. Thereafter, those affected give you their undivided attention, ignoring their surroundings. They are considered to have an attitude of friendly while under the effect of the spell (see the DMs guide for information about NPC attitudes). Any potentially affected creature of a race or religion unfriendly to yours gets a +4 bonus on the saving throw. A creature with 4 or more HD or with a Wisdom score of 16 or higher remains aware of its surroundings and has an attitude of indifferent. It gains a new saving throw if it witnesses actions that it opposes.

The effect lasts as long as you speak or sing, to a maximum of 1 hour. Those *Enthralled* by your words take no action while you speak or sing and for 1d3 rounds thereafter while they discuss the topic or performance. Those entering the area during the performance must also successfully save or become *Enthralled*. The speech ends (but the 1d3-round delay still applies) if you lose concentration or do anything other than speaking or singing.

If those not *Enthralled* have unfriendly or hostile attitudes toward you, they can collectively make a Charisma check to try to end the spell by jeering or heckling. For this check, use the Charisma bonus of the creature with the highest Charisma in the group; others may make Charisma checks to assist (as described in *Aid Another*, page 65 of the PHB). The heckling ends the spell if this check result beats your Charisma check. Only one such challenge is allowed per use of the spell.

If any member of the audience is attacked or subjected to some other overtly hostile act, the spell ends and previously *Enthralled* members become immediately unfriendly toward you. Each creature with 4 or more HD or with a Wisdom score of 16 or higher becomes hostile.

*Find Traps* - Divination

**Components:** V, S

**Casting Time:** 1 Standard Action

**Target:** You

**Duration:** 1 minute / level

You gain intuitive insight into the workings of traps. You can use the Search skill to detect traps just as a rogue can. In addition, you gain an insight bonus equal to ½ your caster level (max. +10) on Search checks made to find traps while the spell is in effect.

†*Fog Cloud* – Conjuration (Creation)

**Domain:** Water 2

**Components:** V, S

**Casting Time:** 1 Standard Action

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

**Effect:** Fog spreads in 20ft radius, 20ft high

**Duration:** 10 min / level

**Saving Throw:** None

**Spell Resistance:** No

A bank of fog billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5ft. A creature with 5ft has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round. The spell does not function under water.

*Gentle Repose* – Necromancy

**Components:** V, S, M/DF

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Corpse touched

**Duration:** One day / level

**Saving Throw:** Will negates (object)

**Spell Resistance:** Yes (object)

You preserve the remains of a dead creature so that they do not decay. Doing so effectively extends the time limit on raising that creature from the dead (see *Raise Dead*). Days spent under the influence of this spell don't count against the time limit. Additionally, this spell makes transporting a fallen comrade more pleasant.

The spell also works on severed body parts and the like.

*Arcane Material Component:* A pinch of salt, and a copper piece for each eye the corpse has (or had).

†*Heat Metal* – Transmutation (Fire)

**Domain:** Sun 2

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

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

**Target:** Metal equipment of one creature per two levels, no two of which can be more than 30ft apart; or 25 lbs of metal / level, all of which must be within a 30ft circle.

**Duration:** 7 rounds

**Saving Throw:** Will negates (object)

**Spell Resistance:** Yes (object)

*Heat Metal* makes metal extremely warm. Unattended, non-magical metal gets no saving throw. Magical metal is allowed a saving throw against the spell. (Magic items' saving throws are covered in the DMs Guide.) An item in a creature's possession uses the creature's saving throw bonus unless its own is higher.

A creature takes fire damage if its equipment is heated. It takes full damage if its armor is affected or if it is holding, touching, wearing, or carrying metal weighing one-fifth of its weight. The creature takes minimum damage (1 point or 2 points; see table) if it's not wearing metal armor and the metal that it's carrying weighs less than one-fifth of its weight.

On the first round of the spell, the metal becomes warm and uncomfortable to touch but deals no damage. The same effect also occurs on the last round of the spell's duration. During the second (and also the next-to-last) round, intense heat causes pain and damage. In the third, fourth, and fifth rounds, the metal is searing hot, causing more damage, as shown on the table below.

Round	Metal Temperature	Damage
1	Warm	None
2	Hot	1d4 points
3	Searing	2d4 points
4	Hot	1d4 points
5	Warm	None

Any cold intense enough to damage the creature negates fire damage from the spell (and vice versa) on a point-for-point basis. For example, if the damage roll from a *Heat Metal* spell indicates 2 points of fire damage and the subject is hit by a *Ray of Frost* in the same round and takes 3 points of cold damage, it winds up taking no fire damage and only 1 point of cold damage. If cast underwater, *Heat Metal* deals half damage and boils the surrounding water.

*Heat Metal* counters and dispels *Chill Metal*.

†*Hold Animal* – Enchantment (Compulsion)

(Mind-Affecting)

**Domain:** Animal 2

**Components:** V, S

**Casting Time:** 1 Standard Action

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

**Target:** One animal

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

**Saving Throw:** Will negates; (see text)

**Spell Resistance:** Yes

The subject becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any action, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect. (This is a full-round action that does not provoke attacks of opportunity.)

A winged creature who is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

*Hold Person* – Enchantment (Compulsion)

(Mind-Affecting)

**Components:** V, S

**Casting Time:** 1 Standard Action

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

**Target:** One humanoid creature

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

**Saving Throw:** Will negates; (see text)

**Spell Resistance:** Yes

This spell functions like *Hold Animal* (see above), except that it affects a humanoid instead of an animal.

*Arcane Focus:* A small, straight piece of iron.

†*Identify* – Divination

**Domain:** Magic 2

**Components:** V, S, M/DF

**Casting Time:** 1 hour

**Range:** Touch

**Target:** One touched object

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

The spell determines all magic properties of a single magic item, including how to activate those functions (if appropriate), and how many charges are left (if any).

*Identify* does not function when used on an artifact (see the DMs Guide for details on artifacts).

*Arcane Material Focus:* A pearl of at least 100gp value, crushed and stirred into wine with an owl feather; the infusion must be drunk prior to spellcasting.

*Inflict Moderate Wounds* – Necromancy

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Will ½

**Spell Resistance:** Yes

This spell functions like *Inflict Minor Wounds* (page 10), except that you deal 2d8 + 1 point per caster level (max. +10).

*\*Knife Spray* – Evocation

**Components:** V, S

**Casting Time:** 1 Standard Action

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

**Area:** Cone-shaped burst

**Duration:** Instantaneous

**Saving Throw:** Reflex ½

**Spell Resistance:** Yes

You cause moisture in the air to sparkle, coalesce, then spray away from your fingertips, driving into all creatures in the cone of effect. Each creature in the area takes 1d6 points of damage, plus 1 additional point per caster level (max. +5). A Reflex save is allowed for ½ damage.

*Make Whole* – Transmutation

**Components:** V, S

**Casting Time:** 1 Standard Action

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

**Target:** One object of up to 10 cu. ft / level

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless, object)

**Spell Resistance:** Yes (harmless, object)

This spell functions like *Mending* (page 4), except *Make Whole* completely repairs an object made of any substance, even one with multiple breaks, to be as strong as new. The spell does not restore the magical abilities of a broken magic item made whole, and it cannot mend broken magic rods, staffs, or wands. The spell does not repair items that have been warped, burned, disintegrated, ground to powder, melted, or vaporized, nor does it affect creatures (including constructs).

†*Invisibility* – Illusion (Glamer)

**Domain:** Trickery 1

**Components:** V, S, M/DF

**Casting Time:** 1 Standard Action

**Range:** Personal or touch

**Target:** You or a creature or object weighing no more than 100 lbs. / level

**Duration:** 1 min / level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The creature or object touched becomes invisible, vanishing from sight, even from darkvision. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10ft from it becomes visible, such as a trailing rope. Of course, the subject is not magically *Silenced*, and certain other conditions can render the recipient detectable (such as stepping in a puddle). The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe. (Exactly who is a foe depends on the invisible character's perceptions.) Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as *Bless* that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

See Table 8 – 5: Attack Roll Modifiers and Table 8 – 6: Armor Class Modifiers, page 151 of the PHB, for the effects of invisibility on combat.

*Invisibility* can be made permanent (on objects only) with a *Permanency* spell.

*Arcane Material Component:* An eyelash encased in a bit of gum arabic.

*Owl's Wisdom* – Transmutation

**Components:** V, S, M/DF

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 min / level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The transmuted creature becomes wiser. The spell grants a +4 enhancement bonus to Wisdom, adding the usual benefit to Wisdom-related skills. Clerics, druids, paladins, and rangers (and other Wisdom-based spellcasters) who receive *Owl's Wisdom* do not gain any additional bonus spells for the increased Wisdom, but the save DCs for their spells increase.

*Arcane Material Component:* A few feathers, or a pinch of droppings, from an owl.

*Remove Paralysis* – Conjunction (Healing)

**Components:** V, S

**Casting Time:** 1 Standard Action

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

**Target:** Up to four creatures, no two of which can be more than 30ft apart

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

You can free one of more creatures from the effects of any temporary paralysis or related magic, including a ghoul's touch or a *slow* spell. If the spell is cast on one creature, the paralysis is negated. If cast on two creatures, each receives another save with a +4 resistance bonus. If cast on three or four creatures, each receives another save with a +2 resistance bonus.

The spell does not restore ability scores reduced by penalties, damage or drain.

*Restoration, Lesser* – Conjunction (Healing)

**Components:** V, S

**Casting Time:** 3 rounds

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

*Lesser Restoration* dispels any magical effects reducing one of the subject's ability scores (such as *Ray of Enfeeblement*) or cures 1d4 points of temporary ability damage to one of the subject's ability scores (such as from a shadow's touch or from poison). It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain.

†*Produce Flames* – Evocation (Fire)

**Domain:** Fire 2

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** 0ft

**Effect:** Flame in your palm

**Duration:** 1 min / level

**Saving Throw:** None

**Spell Resistance:** Yes

Flames as bright as a torch appear in your open hand.

The flames harm neither you nor your equipment.

In addition to providing illumination, the flames can be hurled or used to touch enemies. You can strike an opponent with a melee touch attack, dealing fire damage equal to 1d6 + 1 point per caster level (max. +5).

Alternatively, you can hurl the flames up to 120ft as a thrown weapon. When doing so, you attack with a ranged touch attack (with no range penalty) and deal the same damage as with the melee attack. No sooner do you hurl the flames than a new set appears in your hand. Each attack you make reduces the remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after the attack resolves.

This spell does not function under-water.

*Resist Energy* - Abjuration

**Domain:** Fire 3

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Creature touch

**Duration:** 10 min / level

**Saving Throw:** Fortitude negates (harmless)

**Spell Resistance:** Yes (harmless)

This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains energy resistance 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7<sup>th</sup> level and to a maximum of 30 points at 11<sup>th</sup> level. The spell protects the recipient's equipment as well.

*Resist Energy* absorbs only damage. The subject could still suffer unfortunate side effects, such as drowning in acid (since drowning damage comes from lack of oxygen) or becoming encased in ice.

*Note:* *Resist Energy* overlaps (and does not stack with)

*Protection from energy*. If a character is warded by *Protection from Energy* and *Resist Energy*, the *protection* spell absorbs damage until its power is exhausted.

When casting this spell from the Fire domain, you can only cast *Resist Cold* or *Resist Fire*.

*Shatter* – Evocation (Sonic)

**Domain:** Destruction 2

**Components:** V, S, M/DF

**Casting Time:** 1 Standard Action

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

**Area or Target:** 5ft radius spread; or one solid object or one crystalline creature.

**Duration:** Instantaneous

**Saving Throw:** Will negates (object) or Fortitude ½

**Spell Resistance:** Yes (object)

*Shatter* creates a loud, ringing noise that breaks brittle, non-magical objects; sunders a single solid, nonmagical object; or damages a crystalline creature. Used as an area attack, *Shatter* destroys nonmagical objects of crystal, glass, ceramic, or porcelain, such as vials, bottles, flasks, jugs, windows, mirrors, and so forth. All such objects within a 5ft radius of the point of origin are smashed into dozens of pieces by the spell. Objects weighing more than 1 pound per your level are not affected, but all other objects of the appropriate composition are smashed.

Alternatively, you can target *Shatter* against a single solid object, regardless of composition, weighing up to 10 pounds per caster level.

Targeted against a crystalline creature (of any weight), *Shatter* deals 1d6 points of sonic damage per caster level (max. 10d6), with a Fortitude save for half damage.

*Arcane Material Component:* A chip of mica.

*Silence* – Illusion (Glamer)

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** Long (400ft + 40ft / level)

**Area:** 20ft radius emanation centered on a creature, object, or point in space

**Duration:** 1 min / level (D)

**Saving Throw:** Will negates or none (object)

**Spell Resistance:** Yes or no (object)

Upon the casting of this spell, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will save to negate the spell and can use spell resistance, if any. Items in a creature's possession or magic items that emit sound receive the benefits of saves and spell resistance, but unattended objects and points in space do not. This spell provides a defense against sonic or language-based attacks, such as *Command*, harpy's captivating song, a *Horn of Blasting*, and the like.

*Shield Other* – Abjuration

**Domain:** Protection 2

**Components:** V, S, F

**Casting Time:** 1 Standard Action

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

**Target:** One creature

**Duration:** 1 hour / level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

This spell wards the subject and creates a mystic connection between you and the subject so that some of its wounds are transferred to you. The subject gains a +1 deflection bonus to AC and a +1 resistance bonus on saves. Additionally, the subject takes only half damage from all wounds and attacks (including that dealt by special abilities) that deal it hit point damage. The amount of damage not taken by the warded creature is taken by you. Forms of harm that do not involve hit points, such as *Charm* effects, temporary ability damage, level draining, and death effects, are not affected. If the subject suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with you because it is not hit point damage. When the spell ends, subsequent damage is no longer divided between the subject and you, but damage already split is not reassigned to the subject.

If you and the subject of the spell move out of range of each other, the spell ends.

*Focus:* A pair of platinum rings (worth at least 50gp each) worn by both you and the warded creature.

†*Soften Earth and Stone* – Transmutation (Earth)

**Domain:** Earth 2

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

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

**Area:** 10ft square / level; see text

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

When this spell is cast, all natural, undressed earth or stone in the spell's area is softened. Wet earth becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay that is easily molded or chopped. You affect a 10ft square area to a depth of 1 to 4 feet, depending on the toughness or resilience of the ground at that spot (DM's option). Magical, enchanted, dressed, or worked stone cannot be affected. Earth or stone creatures are not affected.

A creature in mud must succeed on a Reflex save or be caught for 1d2 rounds and unable to move, attack, or cast spells. A creature that succeeds on its save can move through the mud at half speed, and it can't run or charge. Loose dirt is not as troublesome as mud, but all creatures in the area can move at only half their normal speed and can't run or charge over the surface.

Stone softened into clay does not hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before. For example, a party of adventurers trying to break out of a cavern might use this spell to soften a wall. While *Soften Earth and Stone* does not affect dressed or worked stone, cavern ceilings or vertical surfaces such as cliff faces can be affected.

Usually, this causes a moderate collapse or landslide as the loosened material peels away from the face of the wall or roof and falls.

A moderate amount of structural damage can be dealt to a manufactured structure (such as a wall or a tower) by softening the ground beneath it, causing it to settle.

However, most well-built structures will only be damaged by this spell, not destroyed.

*Sound Burst* – Evocation (Sonic)

**Components:** V, S, F/DF

**Casting Time:** 1 Standard Action

**Range:** Close (25ft + 5ft / 2 level)

**Area:** 10ft radius spread

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

You blast an area with a tremendous cacophony. Every creature in the area takes 1d8 points of sonic damage and must succeed on a Fortitude save to avoid being stunned for 1 round.

Creatures that cannot hear are not stunned but are still damaged.

*Arcane Focus:* A small musical instrument.

### *Spiritual Weapon* – Evocation (Force)

**Domain:** War 2

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

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

**Effect:** Magic weapon of force

**Duration:** 1 round / level (D)

**Saving Throw:** None

**Spell Resistance:** Yes

A weapon made of pure force springs into existence and attacks opponents at a distance, as you direct it, dealing 1d8 force damage per hit, +1 point per three caster levels (max. +5 at 15<sup>th</sup> level). The weapon takes the shape of a weapon favored by your deity or a weapon with some spiritual significance or symbolism to you (see below) and has the

same threat range and critical multipliers as a real weapon of its form. It strikes the opponent you designate, starting with one attack in the round the spell is cast and continuing each round thereafter on your turn. It uses your base attack bonus (possibly allowing it multiple attacks per round in subsequent rounds) plus your Wisdom modifier as its attack bonus. It strikes as a spell, not as a weapon, so, for example, it can damage creatures that have damage reduction. As a force effect, it can strike incorporeal creatures without the normal miss chance associated with incorporeality. The weapon always strikes from your direction. It does not get a flanking bonus or help a combatant get one. Your feats (such as Weapon Focus) or combat actions (such as charge) do not affect the weapon. If the weapon goes beyond the spell range, if it goes out of your sight, or if you are not directing it, the weapon returns to you and hovers.

Each round after the first, you can use a move action to redirect the weapon to a new target. If you do not, the weapon continues to attack the previous round's target. On any round that the weapon switches targets, it gets one attack.

Subsequent rounds of attacking that target allow the weapon to make multiple attacks if your base attack bonus would allow it to. Even if the *Spiritual Weapon* is a ranged weapon, use the spell's range, not the weapon's normal range increment, and switching targets still is a move action.

A *Spiritual Weapon* cannot be attacked or harmed by physical attacks, but *Dispel Magic*, *Disintegrate*, a *Sphere of Annihilation*, or a *Rod of Cancellation* affects it. A *Spiritual Weapon*'s AC against touch attack is 12 (10 + size bonus for Tiny object).

If an attacked creature has spell resistance, you make a caster level check (1d20 + caster level) against that spell resistance the first time the *Spiritual Weapon* strikes it. If the weapon is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell.

The weapon that you get is often a force replica of your deity's own personal weapon, many of which have individual names. A cleric without a deity gets a weapon based on his alignment. A neutral cleric without a deity can create a *Spiritual Weapon* of any alignment provided he is acting at least generally in accord with that alignment at the time. The weapons associated with each deity or alignment are as follows.

Deity or Alignment	Spiritual Weapon	Deity or Alignment	Spiritual Weapon
Boccob	Quarterstaff, "Staff of Boccob"	Olidammara	Rapier "Swiftstrike"
Corellon Larethian	Longsword "Sahandrian"	Pelor	Heavy mace "Sunceptor"
Ehlonna	Longbow "Jenevier"	St. Cuthbert	Heavy mace "The Mace of Cuthbert"
Erythnul	Morningstar "Agony"	Vecna	Dagger "Afterthought"
Fharlanghn	Quarterstaff "Traveler's Friend"	Wee Jas	Dagger "Discretion"
Garl Glittergold	Battleaxe "Arumdina"	Yondalla	Short sword "Hornblade"
Gruumsh	Spear "Blood Spear"	Chaos	Battleaxe "The Blade of Change"
Heironeous	Longsword "Justicebringer"	Evil	Flail "The Scourge of Souls"
Hextor	Flail "Executioner"	Good	Warhammer "The Hammer of Justice"
Kord	Greatsword "Kelmar"	Law	Longsword "The Sword of Truth"
Moradin	Warhammer "Soulhammer"		
Nerull	Scythe "Lifecutter"		
Obad-Hai	Quarterstaff "Stormstouch"		



*Status* – Divination

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** One living creature touched per three levels

**Duration:** 1 hour / level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

When you need to keep track of comrades who may get separated, *Status* allows you to mentally monitor their relative positions and general condition. You are aware of direction and distance to the creatures and any conditions affecting them: unharmed, wounded, disabled, staggered, unconscious, dying, nauseated, panicked, stunned, poisoned, diseased, *Confused*, or the like. Once the spell has been cast upon the subjects, the distance between them and the caster does not affect the spell as long as they are on the same plane, or if it dies, the spell ceases to function for it.

*Zone of Truth* – Enchantment (Compulsion)  
(Mind-Affecting)

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

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

**Area:** 20ft radius emanation

**Duration:** 1 minute / level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

Creatures within the emanation area (or those who enter it) can't speak any deliberate and intentional lies. Each potentially affected creature is allowed a save to avoid the effects when the spell is cast or when the creature first enters the emanation area. Affected creatures are aware of this enchantment. Therefore, they may avoid answering questions to which they would normally respond with a lie, or they may be evasive as long as they remain within the boundaries of the truth. Creatures who leave the area are free to speak as they choose.

*Summon Monster II* – Conjunction (Summoning)

**Components:** V, S, F/DF

**Casting Time:** 1 round

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

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

**Duration:** 1 round / level (D)

**Saving Throw:** None

**Spell Resistance:** No

This spell functions like *Summon Monster I* (page 12), except that can summon one creature from the 2<sup>nd</sup> – level list or 1d3 creatures of the same kind from the 1<sup>st</sup> – level list.

*Undetectable Alignment* – Abjuration

**Components:** V, S

**Casting Time:** 1 Standard Action

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

**Target:** One creature or object

**Duration:** 24 hours

**Saving Throw:** Will negates (object)

**Spell Resistance:** Yes (object)

An *Undetectable Alignment* spell conceals the alignment of an object or a creature from all forms of divination.

3<sup>rd</sup> – Level

*Animate Dead* – Necromancy (Evil)

**Domain:** Death 3

**Components:** V, S, M

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** One or more corpses touched

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

Regardless of the type of undead you create with this spell, you can't create more HD of undead than twice your caster level with a single casting of *Animate Dead*. (The *Desecrate* spell doubles this limit; see page 218 of the PHB.)

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

*Skeletons:* A skeleton can be created only from a mostly intact corpse or skeleton. The corpse must have bones, so creating a skeleton from a purple worm, for example, is not possible. If a skeleton is made from a corpse, the flesh falls off the bones. The statistics for a skeleton depend on its size; they do not depend on what abilities the creature may have had while alive. The Monster Manual has game statistics for skeletons.

*Zombies:* A zombie can be created only from a mostly intact corpse. The creature must be that of a creature with a true anatomy, so a dead gelatinous cube, for example, cannot be animated as a zombie. The statistics for a zombie depend on its size, not on what abilities the creature may have had while alive. The Monster Manual has game statistics for zombies.

*Material Component:* You must place a black onyx gem worth at least 25gp into the mouth or eye socket of each corpse you intend to animate. The magic of the spell turns these gems into worthless, burned-out shells.

*\*Beastmask* – Illusion (Glamer)

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Living creature touched

**Duration:** 5 minutes + 1 minute / level

**Saving Throw:** Will disbelieves

**Spell Resistance:** Yes

This spell disguises the target so that an animal or beast will believe the creature is a natural or dire animal. For example, an individual cloaked by this glamer as a wolf might move through a wolf pack unhindered. You must set the animal form at the time of casting. If the form you choose is more than one size larger or two sizes smaller than the target's size, the spell fails. Your illusion deceives the senses of animals and beasts: sight, hearing, smell, and touch. The spell does not allow communication with animals or beasts, nor bestows any of the animal form's characteristics.

*\*Blessed Aim* – Divination

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** 60ft

**Target:** 60ft spread, centered on you

**Duration:** Concentration

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** No

This spell grants a +2 morale bonus on all ranged attacks for your allies within the spread.

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

The undead can follow you, or can remain in an area and attack any creature (or just a specific kind of creature) entering the place. They remain animated until they are destroyed. (A destroyed skeleton or zombie can't be animated again.)

*Bestow Curse* – Transmutation

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Creature touched

**Duration:** Permanent

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You place a curse on the subject. You choose one of the three following effects, depending on the version selected:

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

You may also invent your own curse, but it should be no more powerful than those described above, and the DM has final say on the curse's effect.

The *curse* bestowed by this spell cannot be dispelled, but it can be removed with a *Break Enchantment*, *Limited Wish*, *Miracle*, *Remove Curse*, or *Wish* spell.

*Bestow Curse* counters *Remove Curse*.

*Blindness / Deafness* – Necromancy

**Components:** V

**Casting Time:** 1 Standard Action

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

**Target:** One living creature

**Duration:** Permanent (D)

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

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

*\*Chain of Eyes* – Divination

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Living creature touched

**Duration:** 1 hour / level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You can use a creature's vision instead of your own. While this spell gives you no control over the creature, each time it comes into physical contact with another living being, you can choose to transfer your sensor to the new creature. In this way, your sensor can infiltrate a closely guarded area. During your turn in a round, you can use a free action to switch from seeing through the current creature's eyes to seeing normally or back again.

†*Clairaudience / Clairvoyance* – Divination (Scrying)

**Domain:** Knowledge 3

**Components:** V, S, F/DF

**Casting Time:** 10 minutes

**Range:** Long (400ft +40ft / level)

**Effect:** Magical sensor

**Duration:** 1 min / level (D)

**Saving Throw:** None

**Spell Resistance:** No

*Clairaudience / Clairvoyance* creates an invisible magical sensor at a specific location that enables you to hear or see (your choice) almost as if you were there. You don't need line of sight or line of effect, but the locale must be known – a place familiar to you or an obvious one, such as behind a door, around a corner, or in a grove of trees. Once you have selected the locale, the sensor doesn't move, but you can rotate it in all directions to view the area as desired. Unlike other scrying spells, this spell does not allow magically or supernaturally enhanced senses to work through it. If the chosen locale is magically dark, you see nothing. If it is naturally pitch black, you can see in a 10ft radius around the center of the spell's effect. *Clairaudience / Clairvoyance* functions only on the plane of existence you are currently occupying.

*Arcane Focus:* A small horn (for hearing) or a glass eye (for seeing).

*\*Briar Web* – Transmutation

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

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

**Area:** Plants in a 40ft radius spread

**Duration:** 1 minute / level

**Saving Throw:** See text

**Spell Resistance:** No

This spell causes grasses, weeds, bushes, and even trees to grow thorns and then wrap, twist, and entwine about creatures in the area or those who enter the area, holding them fast. Creatures that stand still are entangled, but experience no other effect and take no damage. Those that attempt actions (attack, cast spell with a somatic component, move, and the like) take thorn damage of 1d4 points, plus 1 point per caster level, and must make a successful Reflex save or be entangled. A character who tries to cast a spell must also make a Concentration check (DC 15 + spell level + damage taken) or lose the spell.

A creature that fails the Reflex save is entangled, can't move, and suffers a -2 penalty on attack rolls and a -4 penalty to effective Dexterity. An entangled creature can try to break free and move at half normal speed by using a full-round action to make a Strength check or Escape Artist check (DC 20). A non-entangled creature can move through the area at half speed, taking damage as described above. Each round non-entangled creatures remain in the area, the plants attempt to entangle them.

The plants provide ¼ cover for every 5ft of substance between a creature in the area and an opponent — ½ for 10ft of briar web, ¾ for 15ft, and total cover for 20ft or more.

*Note:* The DM may alter the effects of the spell somewhat, based on the nature of the available plants.

*Contagion* – Necromancy (Evil)

**Domain:** Destruction 3

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Living Creature touched

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

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

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

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

See the DM's Guide for descriptions of each disease, as well as for the general effects of disease.

*Cure Serious Wounds* – Conjunction (Healing)

**Domain:** Healing 3

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Will ½ (harmless)

**Spell Resistance:** Yes (harmless)

This spell functions like *Cure Minor Wounds* (page 6), except that you deal 3d8 + 1 point per caster level (max. +15).

*Continual Flame* – Evocation (Light)

**Components:** V, S, M

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Object touched

**Effect:** Magical, heatless flame

**Duration:** Permanent

**Saving Throw:** None

**Spell Resistance:** No

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

Light spells counter and dispel darkness spells of an equal or lower level.

**Material Component:** You sprinkle ruby dust (worth 50gp) on the item that is to carry the flame.

*Create Food and Water* – Conjunction (Creation)

**Components:** V, S

**Casting Time:** 10 minutes

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

**Effect:** Food and water to sustain three humans or one horse / level for 24 hours

**Duration:** 24 hours (see text)

**Saving Throw:** None

**Spell Resistance:** No

The food that this spell creates is simple fare of your choice—highly nourishing, if rather bland. Food so created decays and becomes inedible within 24 hours, although it can be kept fresh for another 24 hours by casting a *Purify Food and Water* spell on it. The water created by this spell is just like clean rain water. The water doesn't go bad as the food does.

*\*Curse of the Brute* – Transmutation

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 round / level

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

You can grant an enhancement bonus up to +1 per caster level to one physical ability of the creature touched (Str, Dex, Con). However, this temporarily suppresses both the creature's Intelligence and Charisma, each by the amount of the enhancement bonus. If this lowers any ability below 3, the spell fails. Thus, a 5<sup>th</sup> level cleric might cast *Curse of the Brute* on a barbarian to increase the barbarian's Str by 4 points. Doing this increases the barbarian's Str by 4 points but lowers his Int and Cha by 4 points each. If the barbarian's original Int or Cha was 6 or lower, the spell would fail without effect.

*Daylight* – Evocation (Light)

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Object touched

**Duration:** 10 minutes / level (D)

**Saving Throw:** None

**Spell Resistance:** No

The object touched sheds light as bright as full daylight in a 60ft radius, and a dim light for an additional 60ft beyond that. Creatures that take penalties in bright light also take them while within the radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by bright light (such as vampires). If *Daylight* is cast on a small object that is then placed inside or under a lightproof covering, the spell's effects are blocked until the covering is removed.

*Daylight* brought into an area of magical darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

*Daylight* counters or dispels any darkness spell of equal or lower level, such as *Darkness*.

*Deeper Darkness* – Evocation (Darkness)

**Components:** V, M/DF

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Object touched

**Duration:** 1 day / level

**Saving Throw:** None

**Spell Resistance:** No

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

*Daylight* brought into an area of *Deeper Darkness* (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

*Deeper Darkness* counters and dispels any light spell of equal or lower level, including *Daylight* and *Light*.

### *Dispel Magic* – Abjuration

**Domain:** Magic 3

**Components:** V, S

**Casting Time:** 1 Standard Action

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

**Target:** One spellcaster, creature, or object;  
or 20ft radius burst

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

*Note:* The effect of a spell with an instantaneous duration can't be dispelled, because the magic effect is already over before the dispel magic can take effect. Thus, you can't use *Dispel Magic* to repair fire damage caused by a *Fireball* or to turn a petrified character back to flesh. In these cases, the magic has departed, leaving only burned flesh or perfectly normal stone in its wake.)

You choose to use *Dispel Magic* in one of three ways: a targeted dispel, an area dispel, or a counterspell:

*Targeted Dispel:* One object, creature, or spell is the target of the *Dispel Magic* spell. You make a dispel check (1d20 + your caster level, maximum +10) against the spell or against each ongoing spell currently in effect on the object or creature. The DC for this dispel check is 11 + spell's caster level.

For example, Mialee, at 5<sup>th</sup> level, targets *Dispel Magic* on a drow who is under the effects of *Haste*, *Mage Armored*, *Bull's Strength*. All three spells were cast on the drow by a 7<sup>th</sup>-level wizard. Mialee make a dispel check (1d20 + 5 against DC 18) three times, once each for the *Haste*, *Mage Armor* and *Bull's Strength* effects. If she succeeds at a particular check, that spell is dispelled (the drow's spell resistance doesn't help him); if she fails, that spell remains in effect.

If you target an object or creature who is the effect of an ongoing spell (such as a monster summoned by *monster summoning*), you make a dispel check to end the spell that conjured the object or creature.

If the object that you target is a magic item, you make a dispel check against the item's caster level. If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional interface (such as a *Bag of Holding*) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this.

You automatically succeed on your dispel check against any spell that you cast yourself.

*Area Dispel:* When *Dispel Magic* is used in this way, the spell affects everything within a 20ft radius.

For each creature within the area that is the subject of one or more spells, you make a dispel check against the spell with the highest caster level. If that fails, you make dispel checks against progressively weaker spells until you dispel one spell (which discharges the *Dispel* so far as that target is concerned) or fail all your checks. The creature's magic items are not affected.

For each object within the area that is the target of one or more spells, you make dispel checks as with creatures. Magic items are not affected by an area dispel.

For each ongoing area or effect spell whose point of origin is within the area of the *Dispel Magic* spell, you can make a dispel check to dispel the spell.

For each ongoing spell whose area overlaps that of the *Dispel Magic* spell, you can make a dispel check to end the effect, but only within the overlapping area.

If an object or creature that is the effect of an ongoing spell (such as a monster summoned by *monster summoning*) is in the area, you can make a dispel check to end the spell that conjured the object or creature (returning it whence it came) in addition to attempting to dispel spells targeting the creature or object.

You may choose to automatically succeed at dispel checks against any spell that you have cast.

*Counterspell:* When *Dispel Magic* is used in this way, the spell targets a spellcaster and is cast as a counterspell (page 170 of the PHB). Unlike a true counterspell, however, *Dispel Magic* may not work; you must make a dispel check to counter the other spellcaster's spell.

Because magic is powerful, so too is the ability to dispel magic. You can use *Dispel Magic* to end ongoing spells that have been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, to end ongoing spells (or at least their effects) within an area, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by *Dispel Magic*. *Dispel Magic* can dispel (but not counter) spell-like effects just as it does spells.

†*Dominate Animal* – Enchantment (Compulsion)  
(Mind-Affecting)

**Domain:** Animal 3

**Components:** V, S

**Casting Time:** 1 Standard Action

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

**Target:** One animal

**Duration:** 1 round / level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You can enchant an animal and direct it with simple commands such as “Attack,” “Run,” and “Fetch.” Suicidal or self-destructive commands (including an order to attack a creature two or more size categories larger than the *dominated* animal) are simply ignored.

*Dominate Animal* establishes a mental link between you and the subject creature. The animal can be directed by silent mental command as long as it remains in range. You need not see the creature to control it. You do not receive direct sensory input from the creature, but you know what it is experiencing. Because you are directing the animal with your own intelligence, it may be able to undertake actions normally beyond its own comprehension, such as manipulating objects with its paws and mouth. You need not concentrate exclusively on controlling the creature unless you are trying to direct it to do something it normally couldn’t do. Changing your instructions or giving a *dominated* creature a new command is the equivalent of redirecting a spell, so it is a move action.

†*Gaseous Form* - Transmutation

**Domain:** Air 3

**Components:** S, M/DF

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Willing corporeal creature touched

**Duration:** 2 min / level (D)

**Saving Throw:** None

**Spell Resistance:** No

The subject and all its gear become insubstantial, misty, and translucent. Its material armor (including natural armor) becomes worthless, though its size, Dexterity, deflection bonuses, and armor bonuses from force effects (for example, from the *Mage Armor* spell) still apply. The subject gains damage reduction 10/magic and becomes immune to poison and critical hits. It can’t attack or cast spells with verbal, somatic, material, or focus components while in gaseous form. (This does not rule out the use of certain spells that the subject may have prepared using the feats Silent Spell, Still Spell, and Eschew Materials.) The subject also loses supernatural abilities while in gaseous form. If it has a touch spell ready to use, that spell is discharged harmlessly when the *Gaseous Form* spell takes effect. A gaseous creature can’t run, but it can fly at a speed of 10ft (maneuverability perfect). It can pass through small holes or narrow openings, even mere cracks, with all it was wearing or holding in its hands, as long as the spell persists. The creature is subject to the effects of wind, and it can’t enter water or other liquid. It also can’t manipulate objects or activate items, even those carried along with its gaseous form. Continuously active items remain active, though in some cases their effects may be moot (such as those that supply armor or natural armor bonuses).

*Arcane Material Component:* A bit of gauze and a wisp of smoke.

\**Flame of Faith* – Evocation

**Components:** V, S, M

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Non-magical weapon touched

**Duration:** 1 round / level

**Saving Throw:** None

**Spell Resistance:** No

You can temporarily turn any single normal or masterwork melee weapon into a magical, flaming one. For the duration of the spell, the weapon acts as a +1 *flaming burst weapon* that deals an additional +1d6 points of fire damage. On a critical hit, the weapon deals +1d10 points of bonus fire damage if the weapon’s critical multiplier is x2, +2d10 points if the weapon’s multiplier is x3, and +3d10 points if the multiplier is x4. This spell effect does not stack with a weapon’s enhancement bonus or with a *flaming* or *flaming burst* weapon bonus.

*Material Focus:* A lump of phosphorus, touched to the target weapon.

†*Fly* - Transmutation

**Domain:** Travel 3

**Components:** V, S, F/DF

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 min / level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The subject can fly at a speed of 60ft (or 40ft if it wears medium or heavy armor, or if it carries a medium or heavy load). It can ascend at half speed and descend at double speed, and its maneuverability is good. Using a *Fly* spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a *Fly* spell can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears.

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60ft per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10ft of fall. Since dispelling a spell effectively ends it, the subject also descends in this way if the *Fly* spell is dispelled, but not if it is negated by an *Antimagic Field*.

*Arcane Focus:* A wing feather from any bird.

*Glyph of Warding* – Abjuration

**Components:** V, S, M

**Casting Time:** 10 minutes

**Range:** Touch

**Target or Area:** Object touched or up to 5 sq. ft / level

**Duration:** Permanent until discharged (D)

**Saving Throw:** See text

**Spell Resistance:** No (object) and Yes (see text)

object without speaking a password (which you set when casting the spell) is subject to the magic it stores.

Alternatively or in addition to a password trigger, *glyphs* can be set according to physical characteristics (such as height or weight) or creature type, subtype, or kind (such as drow, aberration, red dragon). *Glyphs* can also be set with respect to good, evil, law, or chaos, or to pass those of your religion. They cannot be set according to class, Hit Dice, or level. *Glyphs* respond to invisible creatures normally but are not triggered by those who travel past them ethereally. Multiple *glyphs* cannot be cast on the same area. However, if a cabinet has three drawers, each could be separately warded.

When casting the spell, you weave a tracery of faintly glowing lines around the warding sigil. The *glyph* can be placed to conform to any shape up to the limitations of your total square footage. When the spell is completed, the *glyph* and tracery become nearly invisible.

*Glyphs* cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. *Mislead*, *Polymorph*, and *Nondetection* (and similar magical effects) can fool a *glyph*, though non-magical disguises and the like can't.

*Read Magic* allows you to identify a *Glyph of Warding* with a DC 13 Spellcraft check. Identifying the *glyph* does not discharge it and allows you to know the basic nature of the *glyph* (version, type of damage caused, what spell is stored).

The DM may decide that the exact *glyphs* available to you depend on your deity. He or she might also make new *glyphs* available according to the magical research rules in the DM's Guide.

**Note:** Magic traps such as *Glyph of Warding* are hard to detect and disable. A rogue (only) can use the Search skill to find the *glyph* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 28 for *Glyph of Warding*.

Depending on the version selected, a *glyph* either blasts the intruder or activates a spell.

**Blast Glyph:** A blast deals 1d8 points of damage per two caster levels (max. 5d8) to the intruder and to all within 5ft of him or her. This damage is acid, cold, fire, electricity, or sonic (caster's choice, made at time of casting). Those affected can make Reflex saves to take half damage. Spell resistance applies against this effect.

**Spell Glyph:** You can store any harmful spell of 3<sup>rd</sup> level or lower that you know. All level-dependent features of the spell are based on your caster level at the time of casting the *glyph*. If the spell has a target, it targets the intruder. If the spell has an area or an amorphous effect (such as a cloud), the area or effect is centered on the intruder. If the spell summons creatures, they appear as close as possible to the intruder and attack. All saving throws and spell resistance operate as normal, except that the DC is based on the level of the spell stored in the *glyph*.

**Material Component:** You trace the *glyph* with incense, which must first be sprinkled with powdered diamond worth at least 200gp.

This powerful inscription harms those who enter, pass, or open the warded area or object. A *Glyph of Warding* can guard a bridge or passage, ward a portal, trap a chest or box, and so on.

You set the conditions of the ward. Typically, any creature entering the warded area or opening the warded



### *Helping Hand* – Evocation

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

**Range:** 5 miles

**Effect:** Ghostly hand

**Duration:** 1 hour / level

**Saving Throw:** None

**Spell Resistance:** No

Distance	Time to Locate
Up to 100ft	1 round
1000ft	1 minute
1 mile	10 minutes
2 miles	1 hour
3 miles	2 hours
4 miles	3 hours

You create the ghostly image of a hand, which you can send to find someone within 5 miles. The hand then beckons to that creature and leads it to you if the creature is willing to follow. When the spell is cast, the hand appears in front of you.

You then specify a person (or any creature) by physical description, which can include race, gender, and appearance but not ambiguous factors such as level, alignment, or class.

When the description is complete, the hand streaks off in search of a subject that fits the description. The amount of time it takes to find the subject depends on how far away the creature is.

Once the hand locates the subject, it beckons the creature to follow it. If the subject does so, the hand points in your direction, indicating the most direct, feasible route. The hand hovers 10ft in front of the subject, moving before it at a speed of as much as 240ft per round. Once the hand leads the 5 miles 4 hours subject back to you, it disappears.

The subject is not compelled to follow the hand or act in any particular way toward you. If the subject chooses not to follow, the hand continues to beckon for the duration of the spell, then disappears. If the spell expires while the subject is en route to you, the hand disappears; the subject must then rely on their own devices to locate you.

If more than one subject within a 5 mile radius meets the description, the hand locates the closest creature. If that creature refuses to follow the hand, the hand does not seek out a second subject.

If, at the end of 4 hours of searching, the hand has found no subject that matches the description within 5 miles, it returns to you, displays an outstretched palm (indicating that no such creature was found), and disappears.

The ghostly hand has no physical form. It is invisible to anyone except you and a potential subject. It cannot engage in combat or execute any other task aside from locating a subject and leading it back to you. The hand does not pass through solid objects but can ooze through small cracks and slits. The hand cannot travel more than 5 miles from the spot it appeared when you cast the spell.

### *Inflict Serious Wounds* – Necromancy

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Will ½

**Spell Resistance:** Yes

This spell functions like *Inflict Minor Wounds* (page 10), except that you deal 3d8 + 1 point per caster level (max. +15).

### *Invisibility Purge* – Evocation

**Components:** V, S

**Casting Time:** 1 Standard Action

**Target:** You

**Duration:** 1 minute / level

You surround yourself with a sphere of power with a radius of 5ft per caster level that negates all forms of invisibility. Anything invisible becomes visible while in the area.

### *\*Lesser Telepathic Bond* – Divination (Mind-Affecting)

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** 30ft

**Target:** You and one willing creature within 30ft

**Duration:** 10 minutes / level

**Saving Throw:** None

**Spell Resistance:** No

You forge a telepathic bond with another creature with an Intelligence score of 6 or higher. The bond can be established only with a willing subject. You can communicate telepathically through the bond regardless of language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another).

*Locate Object* – Divination

**Domain:** Travel 2

**Components:** V, S, F/DF

**Casting Time:** 1 Standard Action

**Range:** Long (400ft + 40ft / level)

**Area:** Circle, entered on you, with a radius of 400ft + 40ft / level

**Duration:** 1 minute / level

**Saving Throw:** None

**Spell Resistance:** No

You sense the direction of a well-known or clearly visualized object. The spell locates such objects as apparel, jewelry, furniture, tools, weapons, and even a ladder. You can search for general items such as a stairway, a sword, or a jewel, in which case you locate the nearest one of its kind if more than one is within range. Attempting to find a certain item, such as a particular piece of jewelry, requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. You cannot specify a unique object (such as “Baron Vulden’s signet ring”) unless you have observed that particular item firsthand (not through divination).

The spell is blocked by even a thin sheet of lead.

Creatures cannot be found by this spell. *Polymorph Any Object* fools it.

**Focus:** A forked twig.

*Magic Circle against (Chaos / Evil / Good / Law)* –

Abjuration (Lawful / Good / Evil / Chaotic)

**Domain:** Law 3 / Good 3 / Evil 3 / Chaotic 3

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

**Range:** Touch

**Area:** 10ft radius emanation from touched creature

**Duration:** 10 minutes / level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** No (see text)

All creatures within the area gain the effects of a *Protection from Alignment* spell, and no opposite aligned summoned creatures can enter the area either. You must overcome a creature’s spell resistance in order to keep it at bay (as in the third function of *Protection from Alignment*), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies’ spell resistance. This spell has an alternative version that you may choose when casting it. A *Magic Circle Against Alignment* can be focused inward, the spell binds a opposite aligned called creature (such as those called by the *Lesser Planar Binding*, *Planar Binding*, and *Greater Planar Binding* spells) for a maximum of 24 hours per caster level, provided that you cast the spell that calls the creature within 1 round of casting the *magic circle*. The creature cannot cross the circle’s *Arcane* boundaries. If a creature too large to fit into the spell’s area is the subject of the spell, the spell acts as a normal *Protection from Alignment* spell for that creature only.

A *magic circle* leaves much to be desired as a trap. If the circle of powdered silver laid down in the process of spellcasting is broken, the effect immediately ends. The trapped creature can do nothing that disturbs the circle, directly or indirectly, but other creatures can. If the called creature has spell resistance, it can test the trap once a day. If you fail to overcome its spell resistance, the creature breaks free, destroying the circle. A creature capable of any form of dimensional travel (*Astral Projection*, *Blink*, *Dimension Door*, *Etherealness*, *Gate*, *Plane Shift*, *Shadow walk*, *Teleport*, and similar abilities) can simply leave the circle through that means. You can prevent the creature’s extradimensional escape by casting a *Dimensional Anchor* spell on it, but you must cast the spell before the creature acts. If you are successful, the *anchor* effect as long as the *magic circle* does. The creature cannot reach across the *magic circle*, but its ranged attacks (ranged weapons, spells, magical abilities, and the like) can. The creature can attack any target it can reach with its ranged attacks except for the circle itself. You can add a special diagram (a two-dimensional bounded figure with no gaps along its circumference, augmented with various magical sigils) to make the *magic circle* more secure. Drawing the diagram by hand takes 10 minutes and requires a DC 20 Spellcraft check. The DM makes this check secretly. If the check fails, the diagram is ineffective. You can take 10 (see page 65 of the PHB) when drawing the diagram if you are under no particular time pressure to complete the task. This task also takes 10 full minutes. If time is no factor at all, and you devote 3 hours and 20 minutes to the task, you can take 20. A successful diagram allows you to cast a *Dimensional Anchor* spell on the *magic circle* during the round before casting any summoning spell. The *anchor* holds any called creatures in the *magic circle* for 24 hours per caster level. A creature cannot use its spell resistance against a *magic circle* prepared with a diagram, and none of its abilities or attacks can cross the diagram. If the creature tries a Charisma check to break free of the trap (see the *Lesser Planar Binding* spell), the DC increases by 5. The creature is immediately released if anything disturbs the diagram – even a straw laid across it. However, the creature itself cannot disturb the diagram either directly or indirectly, as noted above.

The spell is not cumulative with *Protection from Alignment* and vice versa.

**Arcane Material Component:** A little powdered silver with which you trace a 3ft diameter circle on the floor (or ground) around the creature to be warded.

*Magic Vestment* – Transmutation

**Domain:** Strength 3, War 3

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Armor or shield touched

**Duration:** 1 hour / level

**Saving Throw:** Will negates (harmless, object)

**Spell Resistance:** Yes (harmless, object)

You imbue a suit of armor or a shield with an enhancement bonus of +1 per four caster levels (max. +5 at 20<sup>th</sup> level). An outfit of regular clothing counts as armor that grants no AC bonus for the purpose of this spell.

†*Nondetection* – Abjuration

**Domain:** Trickery 3

**Components:** V, S, M

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Creature or object touched

**Duration:** 1 hour / level

**Saving Throw:** Will negates (harmless, object)

**Spell Resistance:** Yes (harmless, object)

The warded creature or object becomes difficult to detect by divination spells such as *Clairaudience* / *Clairvoyance*, *Locate Object*, and *Detect* spells. *Nondetection* also prevents location by such magic items as *crystal balls*. If a divination is attempted against the warded creature or item, the caster of the divination must succeed on a caster level check (1d20 + caster level) against DC of 11 + caster level of the spellcaster who cast *Nondetection*. If you cast *Nondetection* on yourself or on an item currently in your possession, the DC is 15 + your caster level.

If cast on a creature, *Nondetection* wards the creature's gear as well as the creature itself.

*Material Component:* A pinch of diamond dust worth 50gp.

*Meld into Stone* – Transmutation (Earth)

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

**Target:** You

**Duration:** 10 minutes / level (D)

*Meld into Stone* enables you to meld your body and possessions into a single block of stone. The stone must be to large enough accommodate your body in all three dimensions. When the casting is complete, you and not more than 100 lbs of nonliving gear merge with the stone. If either condition is violated, the spell fails and is wasted.

While in the stone, you remain in contact, however tenuous, with the face of the stone through which you melded. You remain aware of the passage of time and can cast spells on yourself while hiding in the stone. Nothing that goes on outside the stone can be seen, but you can still hear what happens around you. Minor physical damage to the stone does not harm you, but its partial destruction (to the extent that you no longer fit within it) expels you and deals you 5d6 points of damage. The stones complete destruction expels you and slays you instantly unless you make a DC 18 Fortitude save. Any time before the duration expires, you can step out of the stone through the surface that you entered. If the spell's duration expires or the effect is dispelled before you voluntarily exit the stone, you are violently expelled and take 5d6 points of damage.

The following spells harm you if cast upon the stone that you are occupying: *Stone to Flesh* expels you and deals 5d6 points of damage. *Stone Shape* deals you 3d6 points of damage but does not expel you. *Transmute Rock to Mud* expels you and then slays you instantly unless you make a DC 18 Fortitude save, in which case you are merely expelled. Finally, *Passwall* expels you without damage.

*Obscure Object* – Abjuration

**Components:** V, S, M/DF

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** One object touched of up to 100 lbs / level

**Duration:** 8 hours (D)

**Saving Throw:** Will negates (object)

**Spell Resistance:** Yes (object)

This spell hides an object from location by divination (scrying) effects, such as the *Scrying* spell or a *crystal ball*. Such an attempt automatically fails (if the divination is targeted on the object) or fails to perceive the object (if the divination is targeted on a nearby location, object, or person).

*Arcane Material Component:* A piece of chameleon skin.

†*Plant Growth* – Transmutation

**Domain:** Plant 3

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

**Range:** See text

**Target or Area:** See text

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

*Plant Growth* has different effects depending on the version chosen.

*Overgrowth:* This effect causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines) within long range (400ft + 40ft per caster level) to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. Speed drops to 5ft, or 10ft for Large or larger creatures. (The DM may allow faster movement for very small or very large creatures.) The area must have brush and trees in it for this spell to take effect.

At your option, the area can be a 100ft radius circle, a 150ft radius semicircle, or a 200ft quarter circle. You may designate places within the area that are not affected.

*Enrichment:* This effect targets plants within a range of one-half mile, raising their potential productivity over the course of the next year to one-third above normal.

In many farming communities, clerics or druids cast this spell at planting time as part of the spring festivals.

*Plant Growth* counters *Diminish Plants*.

This spell has no effect on plant creatures.

*Remove Blindness / Deafness* – Conjuraction (Healing)

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates (harmless)

**Spell Resistance:** Yes (harmless)

*Remove Blindness / Deafness* cures blindness or deafness (your choice), whether the effect is normal or magical in nature. The spell does not restore ears or eyes that have been lost, but it repairs them if they are damaged.

*Remove Blindness / Deafness* counters and dispels

*Blindness / Deafness*.

*Prayer* – Enchantment (Compulsion)

(Mind-Affecting)

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

**Range:** 40ft

**Area:** All allies and foes within a 30ft radius burst centered on you

**Duration:** 1 round / level

**Saving Throw:** None

**Spell Resistance:** Yes

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

*Protection from Energy* – Abjuration

**Domain:** Luck 3, Protection 3

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 minutes / level or until discharged

**Saving Throw:** Fortitude negates (harmless)

**Spell Resistance:** Yes (harmless)

*Protection from Energy* grants temporary immunity to the type of energy you specify when you cast it (acid, cold, electricity, fire, or sonic). When the spell absorbs 12 points per caster level of energy damage (to a maximum of 120 points at 10<sup>th</sup> level), it is discharged.

*Note:* *Protection from Energy* overlaps (and does not stack with) *Resist Energy*. If a character is warded by *Protection from Energy* and *Resist Energy*, the *protection* spell absorbs damage until its power is exhausted.

*Remove Curse* – Abjuration

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

*Remove Curse* instantaneously removes all curses on an object or creature. *Remove Curse* does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell typically enables the person afflicted with any such cursed item to remove and get rid of it. Certain special curses may not be countered by this spell or may be countered only by a caster of a certain level or higher.

*Remove Curse* counters and dispels *Bestow Curse*.

*Remove Disease* – Conjuraction (Healing)

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates (harmless)

**Spell Resistance:** Yes (harmless)

*Remove Disease* cures all diseases that the subject is suffering from. The spell also kills parasites, including green slime and others. Certain special diseases may not be countered by this spell or may be countered only by a caster of a certain level or higher.

*Note:* Since the spell's duration is instantaneous, it does not prevent reinfection after a new exposure to the same disease at a later date.

*Speak with Dead* – Necromancy (Language-Dependant)

**Components:** V, S, DF

**Casting Time:** 10 minutes

**Range:** 10ft

**Target:** One dead creature

**Duration:** 1 minute / level

**Saving Throw:** Will negates (see text)

**Spell Resistance:** No

You grant the semblance of life and intellect to a corpse, allowing it to answer several questions that you put to it. You may ask up to one question per two caster levels. Unasked questions are wasted if the duration expires. The corpse's knowledge is limited to what the creature knew during life, including the languages it spoke (if any). Answers are usually brief, cryptic, or repetitive. If the creature's alignment was different from yours, the corpse gets a Will save to resist the spell as if it were alive.

If the corpse has been subject to *Speak with Dead* within the past week, the new spell fails. You can cast this spell on a corpse that has been deceased for any amount of time, but the body must be mostly intact to be able to respond. A damaged corpse may be able to give partial answers or partially correct answers, but it must at least have a mouth in order to speak at all.

This spell does not let you actually speak to the person (whose soul has departed). It instead draws on the imprinted knowledge stored in the corpse. The partially animated body retains the imprint of the soul that once inhabited it, and thus it can speak with all the knowledge that the creature had while alive. The corpse, however, cannot learn new information. Indeed, it can't even remember being questioned.

This spell does not affect a corpse that has been turned into an undead creature.

*Searing Light* – Evocation

**Domain:** Sun 3

**Components:** V, S

**Casting Time:** 1 Standard Action

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

**Effect:** Ray

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

Focusing divine power like a ray of the sun, you project a blast of light from your open palm. You must succeed on a ranged touch attack to strike your target. A creature struck by this ray of light takes 1d8 points of damage per two caster levels (max. 5d8). An undead creature takes 1d6 points of damage per caster level (max. 10d6), an undead creature particularly vulnerable to bright light, such as vampires, takes 1d8 points of damage per caster level (max. 10d8). A construct and inanimate object takes only 1d6 points of damage per two caster levels (max. 5d6).

\**Spikes* – Transmutation

**Components:** V, S, M

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Wooden weapon touched

**Duration:** 1 hour / level

**Saving Throw:** None

**Spell Resistance:** No

As *Brambles*, except that the affected weapon gains a +2 enhancement bonus on its attacks, and its threat range is doubled.

*Stone Shape* – Transmutation (Earth)

**Domain:** Earth 3

**Components:** V, S, M/DF

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Stone or stone object touched,  
up to 10 cu. ft + 1 cu. ft / level

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

You can form an existing piece of stone into any shape that suits your purpose. For example, you can make a stone weapon, a special trapdoor, or a crude idol. *Stone Shape* also permits you to reshape a stone door to make an exit where one didn't exist or to seal a door shut. While it's possible to make crude coffers, doors, and so forth with *Stone Shape*, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work.

*Arcane Material Component:* Soft clay, which must be worked into roughly the desired shape of the stone object and then touched to the stone while the verbal component is uttered.

*Summon Monster III* – Conjunction (Summoning)

**Components:** V, S, F/DF

**Casting Time:** 1 round

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

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

**Duration:** 1 round / level (D)

**Saving Throw:** None

**Spell Resistance:** No

This spell functions like *Summon Monster I* (page 12), except that can summon one creature from the 3<sup>rd</sup> – level list or 1d3 creatures of the same kind from the 2<sup>nd</sup> – level list, or 1d4 + 1 creatures of the same kind from the 1st – level list.

*\*Sword Stream* – Evocation

**Components:** V, S

**Casting Time:** 1 Standard Action

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

**Target:** 5ft wide out to limit of range

**Duration:** Instantaneous

**Saving Throw:** Reflex ½

**Spell Resistance:** Yes

*Sword Stream* causes moisture in the air to sparkle, coalesce, then shoot away from our fingertips in a high-pressure stream. Each creature in the effect takes 1d8 points of damage, plus 1 additional point per caster level (max. +10).

*Water Walk* – Transmutation (Water)

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** One touched creature / level

**Duration:** 10 minutes / level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The transmuted creatures can tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subject's feet hover an inch or two above the surface. (Creatures crossing molten lava still take damage from the heat because they are near it.) The subjects can walk, run, charge, or otherwise move across the surface as if it were normal ground.

If the spell is cast under water (or while the subjects are partially or wholly submerged in whatever liquid they are in), the subjects are borne toward the surface at 60ft per round until they can stand on it.

creatures in gaseous form cannot pass through the wall (although it is no barrier to incorporeal creatures).

While the wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square wind walls to enclose specific points. A 5th level caster can create a wall up to 50ft long and up to 25ft high, which is sufficient to form a cylinder of wind 15ft in diameter.

*Arcane Material Component:* A tiny fan and a feather of exotic origin.

*\*Sweet Water* – Divination

**Components:** V, S, M

**Casting Time:** 1 Standard Action

**Range:** Long (400ft + 40ft / level)

**Effect:** A well shaft, 10ft diameter, up to 100ft deep

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

This spell locates a source of fresh water within 100ft of the surface. If a water source is in range, it excavates a well shaft down to that water. Otherwise, the spell fails.

*Material Component:* A shovel or spade.

*Water Breathing* – Transmutation

**Domain:** Water 3

**Components:** V, S, M/DF

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Living creatures touched

**Duration:** 2 hours / level; see text

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures you touch.

The spell does not make creatures unable to breathe air.

*Arcane Material Component:* A short reed or piece of straw.

*Wind Wall* – Evocation (Air)

**Domain:** Air 2

**Components:** V, S, M/DF

**Casting Time:** 1 Standard Action

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

**Effect:** Wall up to 10ft / level long and 5ft / level high (S)

**Duration:** 1 round / level

**Saving Throw:** None (see text)

**Spell Resistance:** Yes

An invisible vertical curtain of wind appears. It is 2ft thick and of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands. (A Reflex save allows a creature to maintain its grasp on an object.) Tiny and Small flying creatures cannot pass through the barrier. Loose materials and cloth garments fly upward when caught in a *Wind Wall*. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall suffers a 30% miss chance. (A giant-thrown boulder, a siege engine projectile, and other massive ranged weapons are not affected.) Gases, most gaseous breath weapons, and

4<sup>th</sup> – Level

*Air Walk* – Transmutation (Air)

**Domain:** Air 4

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Creature (Gargantuan or smaller)

**Duration:** 10 minutes / level

**Saving Throw:** None

**Spell Resistance:** Yes (harmless)

The subject can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45°, at a rate equal to one-half the air walker's normal speed. A strong wind (21+ mph) can push the subject along or hold it back. At the end of each round, the wind blows the air walker 5ft for each 5 miles per hour of wind speed. The creature can, at the DM's option, be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control over movement or suffering physical damage from being buffeted about. Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60ft per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10ft of fall. Since dispelling a spell effectively ends it, the subject also descend in this way if the *Air Walk* spell is dispelled, but not if it is negated by an *Antimagic Field*.

You can cast *Air Walk* on a specially trained mount so it can be ridden through the air. You can train a mount to move with the aid of *Air Walk* (counts as a trick; see page 74 of the PHB) with one week of work and a DC 25 Handle Animal check.

†*Chaos Hammer* – Evocation (Chaotic)

**Domain:** Chaos 4

**Components:** V, S

**Casting Time:** 1 Standard Action

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

**Area:** 20ft radius burst

**Duration:** Instantaneous (1d6 rounds); see text

**Saving Throw:** Will partial (see text)

**Spell Resistance:** Yes

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

The spell deals 1d8 points of damage per two caster levels (max. 5d8) to lawful creatures (or 1d6 points of damage per caster level, max. 10d6, to lawful outsiders) and slows them for 1d6 rounds. A *slowed* creature can take only a single move action or standard action each turn, but not both (nor may it take full-round actions). Additionally, it takes a -1 penalty on attack rolls, AC, and Reflex saves. A *slowed* creature moves at half its normal speed (round down to the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed. Multiple *slow* effects don't stack.

A successful Will save reduces the damage by half and negates the slow effect.

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

\**Beast Claws* – Transmutation

**Components:** V, S, M

**Casting Time:** 1 Standard Action

**Target:** You

**Duration:** 1 round / level

**Saving Throw:** None

**Spell Resistance:** No

*Beast Claws* changes your hands and fingers, giving you long, curving claws and heavy knuckles. These claws act as slashing melee weapons (damage 1d6 plus any magical or normal bonuses such as from Str, threat range 19-20). You can attack with your transformed hands and not provoke an attack of opportunity. The claws do not hinder your manual dexterity or spellcasting.

*Material Component:* The claw of a bird of prey, such as an eagle or falcon.

\**Castigate* – Evocation (Sonic)

**Components:** V

**Casting Time:** 1 Standard Action

**Range:** 10ft

**Area:** 10ft radius emanation

**Duration:** Instantaneous

**Saving Throw:** Fortitude ½

**Spell Resistance:** Yes

This spell allows you to verbally rebuke foes. By shouting your deity's teachings about other alignments, you inflict pain on those who hear, and those in the area need not understand your divine words to be affected. This spell has no effect on creatures that cannot hear. Otherwise, you deafen foes of the same alignment for 1d4 rounds (save for half). Foes within one alignment step of your alignment take 1 point of damage per caster level (max. 10). Foes whose alignment is more than one step different from yours take 1d4 points of damage per caster level (max. 10d4). A saving throw is allowed for half damage from this spell.

†*Command Plants* – Transmutation

**Domain:** Plant 4

**Components:** V

**Casting Time:** 1 Standard Action

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

**Targets:** Up to 2 HD / level of plant creatures,  
no two of which can be more than 30ft apart

**Duration:** One day / level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

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

You can affect a number of plant creatures whose combined level or HD do not exceed twice your level.

*Control Water* – Transmutation (Water)

**Domain:** Water 4

**Components:** V, S, M/DF

**Casting Time:** 1 Standard Action

**Range:** Long (400ft + 40ft / level)

**Area:** Water in a volume of 10ft / level by  
10ft / level by 2ft / level (S)

**Duration:** 10 minutes / level (D)

**Saving Throw:** None; see text

**Spell Resistance:** No

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

*Lower water:* This causes water or similar liquid to reduce by as much as 2ft per caster level (to a minimum depth of 1 inch). The water is lowered within a squarish depression whose sides are up to caster level x 10ft long. 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 (Will negates). The spell has no effect on other creatures.

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

With either version, you may reduce one horizontal dimension by half and double the other horizontal dimension.

*Arcane Material Component:* A drop of water (for *raise water*) or a pinch of dust (for *lower water*).

†*Confusion* – Enchantment (Compulsion)

(Mind-Affecting)

**Domain:** Trickery 4

**Components:** V, S, M/DF

**Casting Time:** 1 Standard Action

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

**Targets:** All creatures in a 15ft radius burst

**Duration:** 1 round / level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

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

d%	Behavior
01-10	Attack caster with melee or ranged weapons (or close with caster if attack is not possible).
11-20	Act normally.
21-50	Do nothing but babble incoherently.
51-70	Flee away from caster at top possible speed.
71-100	Attack nearest creature (for this purpose, a familiar counts as part of the subject's self.

A *confused* character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a *confused* character. Any *confused* character who is attacked automatically attacks its attackers on its next turn, as long as it is still *confused* when its turn comes. Note that a *confused* character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

*Arcane Material Component:* A set of three nut shells.

*Cure Critical Wounds* – Conjunction (Healing)

**Domain:** Healing 4

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Will ½ (harmless)

**Spell Resistance:** Yes (harmless)

This spell functions like *Cure Minor Wounds* (page 6), except that you deal 4d8 + 1 point per caster level (max. +20).



*Death Ward* – Necromancy

**Domain:** Death 4

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Living creature touched

**Duration:** 1 min / level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The subject is immune to all death spells, magical death effects, energy drain, and any negative energy effects (such as from *inflict* spells or *Chill Touch*).

This spell doesn't remove negative levels that the subject has already gained, nor does it affect the saving throw necessary 24 hours after gaining a negative level.

*Death Ward* does not protect against other sorts of attacks, such as hit point loss, poison, petrification, even if those attacks might be lethal.

*Dimensional Anchor* – Abjuration

**Components:** V, S

**Casting Time:** 1 Standard Action

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

**Effect:** Ray

**Duration:** 1 min / level

**Saving Throw:** None

**Spell Resistance:** Yes (harmless)

A green ray springs from your outstretched hand. You must make a ranged touch attack to hit the target. Any creature or object struck is covered with a shimmering emerald field that completely blocks extradimensional travel. Forms of movement barred by *Dimensional Anchor* include *Astral Projection*, *Blink*, *Dimension Door*, *Ethereal Jaunt*, *Etherealness*, *Gate*, *Maze*, *Plane shift*, *Shadow Walk*, *Teleport*, and similar spell-like or psionic abilities. The spell also prevents the use of a *Gate* or *Teleportation Circle* for the duration of the spell. The *Dimensional Anchor* does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms such as a basilisk's gaze. Also, *Dimensional Anchor* does not prevent summoned creatures from disappearing at the end of a summoning spell.

*Dismissal* – Abjuration

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

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

**Target:** One extraplanar creature

**Duration:** Instantaneous

**Saving Throw:** Will negates; see text

**Spell Resistance:** Yes

This spell forces an extraplanar creature back to its proper plane if it fails a special Will save (DC = spell's save DC + your caster level – creature's HD). If the spell is successful, the creature is instantly whisked away, but there is a 20% chance of actually sending the subject to a plane other than its own.

†*Dimension Door* – Conjuraction (Teleportation)

**Domain:** Travel 4

**Components:** V

**Casting Time:** 1 Standard Action

**Range:** Long (400ft + 40ft / level)

**Target:** You and touched objects or other touched willing creatures

**Duration:** Instantaneous

**Saving Throw:** None and Will negates (object)

**Spell Resistance:** No and Yes (object)

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired – whether by simply visualizing the area or by stating direction, such as “900ft straight downward,” or “upward to the northwest, 45° angle, 1,200ft.” After using this spell, you can't take any other actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be in contact with one another, and at least one of those creatures must be in contact with you. If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100ft of the intended location. If there is no free space within 100ft, you and each creature traveling with you take an additional 1d6 points of damage and are shunted to a free space within 1,000ft. If there is no free space within 1,000ft, you and each creature traveling with you take an additional 4d6 points of damage and the spell simply fails.

*Discern Lies* – Divination

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

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

**Target:** One creature / level, no two of which can be more than 30ft apart

**Duration:** Concentration, up to 1 round / level

**Saving Throw:** Will negates

**Spell Resistance:** No

Each round, you concentrate on one subject, who must be within range. You know if the subject deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions. Each round, you may concentrate on a different subject.

### *Divination* – Divination

**Domain:** Knowledge 4

**Components:** V, S, M

**Casting Time:** 10 minutes

**Target:** You

**Duration:** Instantaneous

Similar to *Augury* but more powerful, a *Divination* spell can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within one week. The advice can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen.

For example, suppose the question is “Will we do well if we venture into the ruined temple of Erythnul?” The DM knows that a terrible troll guarding 10,000gp and a +1 shield lurks near the entrance but estimates that your party could beat the troll after a hard fight. Therefore the divination response might be: “Ready oil and open flame light your way to wealth.” In all cases, the DM controls what information you receive. Note that if your party doesn’t act on the information, the conditions may change so that the information is no longer useful. (For example, the troll could move away and take the treasure with it.) The base chance for a correct divination is 70% + 1% per caster level, to a maximum of 90%. The DM adjusts the chance if unusual circumstance requires it (if, for example, unusual precautions against divination spells have been taken). If the dice roll fails, you know the spell failed, unless specific magic yielding false information is a work. As with *Augury*, multiple *Divinations* about the same topic by the same caster use the same dice result as the first *Divination* and yield the same answer each time.

**Material Component:** Incense and a sacrificial offering appropriate to your religion, together worth at least 25gp.

### *Freedom of Movement* – Abjuration

**Domain:** Luck 4

**Components:** V, S, M, DF

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** You or creature touched

**Duration:** 10 minutes / level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

This spell enables you or the creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, *Solid Fog*, *Slow*, and *Web*. The subject automatically succeeds on any grapple check made to resist a grapple attempt, as well as on grapple checks or Escape Artist checks made to escape a grapple or a pin.

The spell also allows a character to move and attack normally while underwater, even with slashing weapons such as axes and swords and with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled.

The *Freedom of Movement* spell does not, however, allow water breathing.

**Material Component:** A leather thong, bound around the arm or a similar appendage.

### *Divine Power* – Evocation

**Domain:** War 4

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

**Target:** You

**Duration:** 1 round / level

Calling upon the diving power of your patron, you imbue yourself with strength and skill in combat. Your base attack bonus becomes equal to your character level (which may give you additional attacks), you gain a +6 enhancement bonus to Strength, and you gain 1 temporary hit point per caster level.

### †*Fire Shield* – Evocation (Fire or Cold)

**Domain:** Fire 5, Sun 4

**Components:** V, S, M/DF

**Casting Time:** 1 Standard Action

**Target:** You

**Duration:** 1 round / level (D)

This spell wreathes you in flame and causes damage to each creature that attacks you in melee. The flames also protect you from either cold-based or fire-based attacks (your choice). Any creature striking you with its body or a handheld weapon deals normal damage, but at the same time the attacker takes 1d6 points of damage +1 point per caster level (max. +15). This damage is either cold damage (if the *shield* protects against fire-based attacks) or fire damage (if the *shield* protects against cold-based attacks). If the attacker has spell resistance, it applies to this effect. Creatures wielding weapons with exceptional reach, such as longswords, are not subject to this damage if they attack you.

When casting this spell, you appear to immolate yourself, but the flames are thin and wispy, giving off light equal to only half the illumination of a normal torch (10ft). The color of the flames is determined randomly (50% chance of either color) – blue or green if the *chill shield* is cast, violet or blue if the *warm shield* is employed. The special powers of each version are as follows.

**Warm Shield:** the flames are warm to the touch. You take only half damage from cold-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful save.

**Chill Shield:** The flames are cool to the touch. You take only half damage from fire-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful save.

**Arcane Material Component:** A bit of phosphorus for the *warm shield*; a live firefly or glowworm or the tail portions of four dead ones for the *chill shield*.

*Giant Vermin* – Transmutation

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

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

**Targets:** Up to 3 vermin, no two of which can be more than 30ft apart

**Duration:** 1 minute / level

**Saving Throw:** None

**Spell Resistance:** Yes

You turn three normal-sized centipedes, two normal-sized spiders, or a single normal-sized scorpion into larger forms. Only one type of vermin can be transmuted (so a single casting cannot affect both a centipede and a spider), and all must be grown to the same size. The size to which the vermin can be grown depends on your level; see the table below. The Monster Manual has game statistics for centipedes, spiders, and scorpions, as well as other kinds of vermin.

Any giant vermin created by this spell do not attempt to harm you, but your control of such creatures is limited to simple commands (“Attack,” “Defend,” “Stop,” and so forth). Orders to attack a certain creature when it appears or guard against a particular occurrence are too complex for the vermin to understand. Unless commanded to do otherwise, the giant vermin attack whoever or whatever is near them.

The DM can extend this spell’s effects to other kinds of insects, arachnids, or other vermin, such as ants, bees, beetles, praying mantises, and wasps, if he so chooses.

Caster Level	Vermin Size
9 <sup>th</sup> or lower	Medium
10 <sup>th</sup> – 13 <sup>th</sup>	Large
14 <sup>th</sup> – 17 <sup>th</sup>	Huge
18 <sup>th</sup> – 19 <sup>th</sup>	Gargantuan
20 <sup>th</sup> or higher	Colossal

†*Holy Smite* – Evocation (Good)

**Domain:** Good 4

**Components:** V, S

**Casting Time:** 1 Standard Action

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

**Area:** 20ft radius burst

**Duration:** Instantaneous (1 round); see text

**Saving Throw:** Will partial (see text)

**Spell Resistance:** Yes

You draw down holy power to smite your enemies. Only evil and neutral creatures are harmed by the spell; good creatures are unaffected.

The spell deals 1d8 points of damage per two caster levels (max. 5d8) to each evil creature in the area (or 1d6 points of damage per caster level, max. 10d6, to evil outsiders) and causes it to become blinded for 1 round. A successful

Will saving throw reduces damage to half and negates the blinded effect.

The spell deals only half damage against creatures who are neither good nor evil, and they are not blinded. Such a creature can reduce that damage by half (down to one-quarter of the roll) with a successful Will save.

\**Harrier* – Conjunction (Creation)

**Components:** V, S

**Casting Time:** 1 Standard Action

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

**Effect:** One creature

**Duration:** 1 round / level or until target dies

**Saving Throw:** None

**Spell Resistance:** No

Harrier creates an incorporeal magical bird of prey the size of a dire bat (roughly 5ft long with a 10ft wingspan). The bird operates independently of the caster for the duration of the spell.

When you invoke *Harrier*, choose a target. The bird then attacks the target for the duration of the spell, or until the target dies.

**Harrier:** CR 3; Large magical beast; HD 4d10 (22);

Initiative +5; Speed 20ft, Fly 50ft (good);

AC 19 (touch 14, flat-footed 9);

Attack +9 melee (1d8, energy);

Face/Reach 10ft by 5ft / 5ft;

SA Touch attack; SQ Incorporeal; AL N;

Saves Fort +4, Ref +9, Will +3;

Str --, Dex 20, Con --, Int 2, Wis 14, Cha 6.

Skills and Feats: Listen +7, Spot +7,

Weapon Finesse (Energy)

Touch Attack (SU): The harrier’s attack is a touch attack for the purpose of determining the AC of its target.

Incorporeal: Can be harmed only by other incorporeal creatures, magic weapons, or magic, with a 50% miss chance to ignore any damage from a corporeal source. Can pass through solid objects as will, and Harrier’s own attacks pass through armor. Always moves silently.

*Imbue with Spell Ability* – Evocation

**Domain:** Magic 4

**Components:** V, S, DF

**Casting Time:** 10 minutes

**Range:** Touch

**Target:** Creature touched; see text

**Duration:** Permanent until discharged (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

You transfer some of your currently prepared spells, and the ability to cast them, to another creature. Only a creature with an Intelligence score of at least 5 and a Wisdom score of at least 9 can receive this bestowal. Only cleric spells from the schools of abjuration, divination, or conjuration (healing) can be transferred. The number and level of spells that the subject can be granted depends on its Hit Dice; even multiple castings of *Imbue with Spell Ability* can't exceed this limit.

HD of Recipient	Spells Imbued
2 or lower	One 1 <sup>st</sup> level spell
3 – 4	One or two 1 <sup>st</sup> level spells
5+	One or two 1 <sup>st</sup> level spells and one 2 <sup>nd</sup> level spell

The transferred spell's variable characteristics (range, duration, area, and the like) function according to your level, not the level of the recipient.

Once you cast *Imbue with Spell Ability*, you cannot prepare a new 4<sup>th</sup> level spell to replace it until the recipient uses the transferred spells or is slain, or until you dismiss the *Imbue with Spell Ability* spell. In the meantime, you remain responsible to your deity or your principles for the use to which the spell is put. If the number of 4<sup>th</sup> – level spells you can cast decreases, and that number drops below your current number to active *Imbue with Spell Ability* spells, the more recently cast imbued spells are dispelled. To cast a spell with a verbal component, the subject must be able to speak. To cast a spell with a somatic component, it must have humanlike hands. To cast a spell with a material component or focus, it must have the materials or focus.

The creature is immune to any poison it is exposed to during the duration of the spell. Unlike with *Delay Poison*, such effects aren't postponed until after the duration – the creature need not make any saves against poison effects applied to it during the length of the spell.

This spell can instead neutralize the poison in a poisonous creature or object for the duration of the spell, at the caster's option.

*Arcane Material Component:* A bit of charcoal.

*Inflict Critical Wounds* – Necromancy

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Will ½

**Spell Resistance:** Yes

This spell functions like *Inflict Minor Wounds* (page 10), except that you deal 4d8 + 1 point per caster level (max. +20).

*Magic Weapon, Greater* – Transmutation

**Components:** V, S, M/DF

**Casting Time:** 1 Standard Action

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

**Target:** One weapon of fifty projectiles (all of which must be in contact with each other at the time of casting)

**Duration:** 1 hour / level

**Saving Throw:** Will negates (harmless, object)

**Spell Resistance:** Yes (harmless, object)

This spell functions like *Magic Weapon*, except that it gives a weapon an enhancement bonus on attack and damage rolls of +1 per four caster levels (max. +5). Alternatively, you can affect as many as fifty arrows, bolts, or bullets. The projectiles must be of the same kind, and they have to be together (in the same quiver or other other container). Projectiles, but not thrown weapons, lose their transmutation when used. (Treat shuriken as projectiles, rather than as thrown weapons, for the purpose of this spell.)

*Arcane Material Component:* Powdered lime and carbon.

*Neutralize Poison* – Conjuration (Healing)

**Components:** V, S, M/DF

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Creature or object of up to 1 cu. ft / level touched

**Duration:** 10 min / level

**Saving Throw:** Will negates (harmless, object)

**Spell Resistance:** Yes (harmless, object)

You detoxify any sort of venom in the creature or object touched. A poisoned creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own. For example, if a poison has dealt 3 points of Constitution damage to a character and threatens to deal more damage later, this spell prevents the future damage but does not repair the damage already done.

†*Order's Wrath* – Evocation (Law)

**Domain:** Law 4

**Components:** V, S

**Casting Time:** 1 Standard Action

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

**Area:** Non-lawful creatures within a burst that fills a 30ft cube

**Duration:** Instantaneous (1 round); see text

**Saving Throw:** Will partial (see text)

**Spell Resistance:** Yes

You channel lawful power to smite enemies. The power takes the form of a three-dimensional grid of energy. Only chaotic and neutral (not lawful) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (max. 5d8) to chaotic creatures (or 1d6 points of damage per caster level, max. 10d6, to chaotic outsiders) and causes them to be dazed for 1 round. A successful Will save reduces the damage to half and negates the daze effect.

The spell deals only half damage to creatures who are neither chaotic nor lawful, and they are not dazed. They can reduce the damage in half again (down to one-quarter of the roll) with a successful Will save.

*Poison* – Necromancy

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Living creature touched

**Duration:** Instantaneous; see text

**Saving Throw:** Fortitude negates; see text

**Spell Resistance:** Yes

Calling upon the venomous powers of natural predators, you inflict the subject with a horrible poison by making a successful melee touch attack. The poison deals 1d10 temporary Constitution damage immediately and another 1d10 of temporary Constitution damage 1 minute later. Each instance of damage can be negated by a Fortitude save (DC 10 + ½ caster level + caster's Wisdom modifier).

\**Recitation* – Conjunction (Creation)

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

**Range:** 60ft

**Area:** All allies and foes within a 60ft radius burst centered on you

**Duration:** 1 round / level

**Saving Throw:** None

**Spell Resistance:** Yes

By reciting a sacred passage or declaration, you invoke your deity's blessing upon yourself and your allies while causing confusion and weakness among your enemies. The spell affects all allies and foes within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus on attack rolls and saving throws, or a +3 luck bonus if they worship the same patron deity as you. Enemies suffer a -2 penalty on attack rolls and saving throws. After casting the spell, you are free to take further actions during the spell's duration as you see fit.

*Divine Focus:* In addition to your holy symbol, this spell requires a sacred text as a divine focus.

*Planar Ally, Lesser* – Conjunction (Calling)

**Components:** V, S, DF, XP

**Casting Time:** 10 minutes

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

**Effect:** One summoned elemental or outsider of 6 HD or less

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

By casting this spell, you request your deity to send you an elemental or outsider (of 6 HD or less) of the deity's choice. If you serve no particular deity, the spell is a general plea answered by a creature sharing your philosophical alignment. If you know an individual creature's name, you may request that individual by speaking the name during the spell (though you might get a different creature anyway).

You may ask the creature to perform one task in exchange for a payment from you. Tasks might range from the simple (fly us across the chasm, help us fight a battle) to the complex (spy on our enemies, protect us on our foray into the dungeon). You must be able to communicate with the creature called in order to bargain for its services.

The creature called requires a payment for its services. This payment can take a variety of forms, from donation gold or magic items to an allied temple, to a gift given directly to the creature, to some other action on your part that matches the creature's alignment and goals. Regardless, this payment must be made before the creature agrees to perform any services. The bargaining takes at least 1 round, so any actions by the creature begin in the round after it arrives.

A task taking up to 1 minute per caster level requires a payment of 100gp per HD of the creature called. For a task taking up to 1 hour per caster level, the creature requires a payment of 500gp per HD. A long-term task, one requiring up to one day per caster level, requires a payment of 1,000gp per HD.

A non-hazardous task requires only half the indicated payment, while an especially hazardous task might require a greater gift. Few if any creatures will accept a task that seems suicidal (remember, a called creature actually dies when it is killed, unlike a summoned creature). However, if the task is strongly aligned with the creature's ethos, the DM may halve or even waive the payment. For instance, a celestial creature called to battle demons might require a gift of only half the normal value.

At the end of its task, or when the duration bargained for expires, the creature returns to its home plane (after reporting back to you, if appropriate and possible).

Note: When you use a calling spell that calls an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type. For example, *Lesser Planar Ally* is a fire spell when it calls a fire elemental.

*XP Cost:* 100 XP.

*Repel Vermin* – Abjuration

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

**Range:** 10ft

**Area:** 10ft radius emanation centered on you

**Duration:** 10 minutes / level (D)

**Saving Throw:** None or Will negates; see text

**Spell Resistance:** Yes

An invisible barrier holds back vermin. A vermin with Hit Dice of less than one-third your level cannot penetrate the barrier. A vermin with Hit Dice of one-third your level or more can penetrate the barrier if it succeeds on a Will save. Even so, crossing the barrier deals the vermin 2d6 points of damage, and pressing against the barrier causes pain, which deters most vermin.

*Sending* – Evocation

**Components:** V, S, M/DF

**Casting Time:** 10 minutes

**Range:** See text

**Target:** One creature

**Duration:** 1 round; see text

**Saving Throw:** None

**Spell Resistance:** No

You contact a particular creature with which you are familiar and send a short message of 25 words or less to the subject.

The subject recognizes you if it knows you. It can answer in like manner immediately. Creature with Intelligence scores as low as 1 can understand the *Sending*, though the subject's ability to react is limited as normal by its Intelligence score. Even if the *Sending* is received, the subject is not obligated to act upon it in any manner. If the creature in question is not on the same plane of existence as you are, there is a 5% chance that the *Sending* does not arrive. (Local conditions on other planes may worsen this chance considerably, at the option of the DM.)  
*Arcane Material Component:* A short piece of fine copper wire.

*Restoration* – Conjunction (Healing)

**Components:** V, S, M

**Casting Time:** 3 rounds

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

This spell functions like *Lesser Restoration* (page 21), except that it also dispels negative levels and restores one experience level to a creature who has had a level drained. The drained level is restored only if the time since the creature lost the level is equal to or less than one day per caster level. Thus, if a 10<sup>th</sup> level character has been struck by a wight and drained to 9<sup>th</sup> level, *Restoration* brings the character up to exactly the minimum number of experience points necessary to restore him to 10<sup>th</sup> level (45,000 XP), gaining him an additional Hit Die and level functions accordingly.

*Restoration* cures all temporary ability damage, and it restores all points permanently drained from a single ability score (your choice if more than one is drained). It also eliminates any fatigue or exhaustion suffered by the target.

*Restoration* does not restore levels or Constitution points lost due to death.

*Material Component:* Diamond dust worth 100gp that is sprinkled over the target.

*Spell Immunity* – Abjuration

**Domain:** Protection 4, Strength 4

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 min / level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The warded creature is immune to the effects of one specified spell for every four levels you have. The spells must be of 4<sup>th</sup> level or lower. The warded creature effectively has unbeatable SR regarding the specified spell or spells.

Naturally, that *Spell Immunity* doesn't protect a creature from spells for which spell resistance doesn't apply. *Spell Immunity* protects against spells, spell-like effects of magic items, and innate spell-like abilities of creatures. It does not protect against supernatural or extraordinary abilities, such as breath weapons or gaze attacks. Only a particular spell can be protected against, not a certain domain or school of spells or a group of spells that are similar in effect. Thus, a creature given immunity to *Lightning Bolt* is still vulnerable to *Shocking Grasp* or *Chain Lightning*.

A creature can have only one *Spell Immunity* or *Greater Spell Immunity* spell in effect on it at a time.

†*Spike Stones* – Transmutation (Earth)

**Domain:** Earth 4

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

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

**Area:** One 20ft square / level

**Duration:** 1 hour / level (D)

**Saving Throw:** Reflex partial

**Spell Resistance:** Yes

Rocky ground, stone floors, and similar surfaces shape themselves into long, sharp points that blend into the background. *Spike Stones* impede progress through an area and deal damage. Any creature moving on foot into or through the spell's area moves at half speed.

In addition, each creature moving through the area takes 1d8 points of piercing damage for each 5ft of movement through the spiked area.

Any creature that takes damage from this spell must also succeed on a Reflex save to avoid injuries to its feet and legs. A failed save causes the creature's speed to be reduced to half normal for 24 hours or until the injured creature receives a *cure* spell (which also restores lost hit points). Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Heal check against the spell's save DC.

*Spike Stones* is a magic trap that can't be disabled with the Disable Device skill.

*Note:* Magic traps such as *Spike Stones* are hard to detect. A rogue (only) can use the Search skill to find *Spike Stones*. The DC is 25 + spell level, or DC 29 for *Spike Stones*.

*Summon Monster IV* – Conjunction (Summoning)

**Components:** V, S, F/DF

**Casting Time:** 1 round

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

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

**Duration:** 1 round / level (D)

**Saving Throw:** None

**Spell Resistance:** No

This spell functions like *Summon Monster I* (page 12), except that can summon one creature from the 4<sup>th</sup> – level list or 1d3 creatures of the same kind from the 3<sup>rd</sup> – level list, or 1d4 + 1 creatures of the same kind from the a lower level list.

†*Summon Nature's Ally IV* – Conjunction (Summoning)

**Domain:** Animal 4

**Components:** V, S, DF

**Casting Time:** 1 round

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

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

**Duration:** 1 round / level

**Saving Throw:** None

**Spell Resistance:** No

This spell summons a one or more natural creatures. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. For instance, a porpoise may only be summoned in an aquatic environment. The spell conjures one of the creatures from the 4<sup>th</sup> – level list or 1d3 3<sup>rd</sup> – level creatures or 1d4 + 1 creatures from a lower level list on the accompanying table on the following page. You choose which kind of creature or creatures to summon, and you can change that choice each time you cast the spell. All the creatures on the table are neutral unless otherwise noted.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

You can only summon animals when casting this spell from the Animal domain.

## Summon Nature's Ally

1 <sup>st</sup>	3 <sup>rd</sup>	5 <sup>th</sup>	7 <sup>th</sup>
Dire rat	Ape (animal)	Arrowhawk, adult	Arrowhawk, elder
Eagle (animal)	Dire weasel	Dear, polar (animal)	Dire tiger
Monkey (animal)	Dire wolf	Dire lion	Elemental, greater (any)
Octopus (animal)	Eagle, giant (NG)	Elasmosaurus (dinosaur)	Djinni (genie) (NG)
Owl (animal)	Owl, giant (NG)	Elemental, Large (any)	Invisible stalker
Porpoise (animal)	Satyr (CN, without pipes)	Griffon	Pixie (sprite)
Snake, Small viper (animal)	Shark, Large (animal)	Janni (genie)	(NG, with sleep arrows)
Wolf (animal)	Snake, constrictor (animal)	Rhinoceros (animal)	(Can't cast <i>Otto's Irresistible Dance</i> )
	Snake, Large viper (animal)	Satyr (CN, with pipes)	Squid, giant (animal)
2 <sup>nd</sup>	Thoquua	Snake, giant constrictor (animal)	Triceratops
Bear, black (animal)		Nizie (sprite)	Whale, cachalot (animal)
Dire badger	4 <sup>th</sup>	Tojanida, adult	Xorn, elder
Dire bat	Arrowhawk, juvenile	Whale, orca (animal)	
Elemental, Small (any)	Bear, brown (animal)		
Hippogriff	Crocodile, giant (animal)	6 <sup>th</sup>	8 <sup>th</sup>
Crocodile (animal)	Deinonychus (dinosaur)	Dire bear	Dire shark
Shark, Medium (animal)	Dire ape	Elemental, Huge (any)	Roc
Snake, Medium viper (animal)	Dire boar	Elephant (animal)	Slamander, noble (NE)
Squid (animal)	Dire wolverine	Girallon	Tojanida, elder
Wolverine (animal)	Elemental, Medium (any)	Megaraptor (dinosaur)	
	Slamander, flamebrother (NE)	Octopus, giant (animal)	9 <sup>th</sup>
	Sea cat	Pixie (sprite)	Elemental, elder
	Shark, Huge (animal)	(NG, no special arrows)	Grig (sprite)
	Snake, Huge Viper (animal)	(Can't cast <i>Otto's Irresistible Dance</i> )	(NG, with fiddle)
	Tiger (animal)	Salamander, average (NE)	Pixie (sprite) (NG, with sleep and memory loss arrows) (Can cast <i>Otto's Irresistible Dance</i> )
	Tojanida, juvenile	Whale, baleen	
	Unicorn (CG)	Xorn, average	
	Xorn, minor		

## Tongues – Divination

**Components:** V, M/DF

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Creature touch

**Duration:** 10 min / level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** No

This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. *Tongues* does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way. *Tongues* can be made permanent with a *Permanency* spell.

**Arcane Material Component:** A small clay model of a ziggurat, which shatters when the verbal component is pronounced.

## \*Unfailing Endurance – Transmutation

**Components:** V, S

**Casting Time:** 1 round

**Range:** Touch

**Target:** Living creature touched / level

**Duration:** 1 day / level

**Saving Throw:** None

**Spell Resistance:** Yes

You can render living creatures virtually immune to fatigue or exhaustion. You must touch each creature to be affected as you cast the spell. The benefits include:

**Endurance:** This feat confers a +4 bonus on any check made for performing a physical action that extends over a period of time (running, swimming, holding breath, and so on).

**Morale Bonus:** Subjects gain an additional +4 moral bonus that stacks with the bonus from the Endurance feat. This bonus also applies to saving throws against spells and magical effects that cause weakness, fatigue, exhaustion, or enfeeblement.

**Extended Activity:** Affected creatures may engage in up to 12 hours of hard labor or forced marching without suffering from fatigue or continue up to 16 hours and become fatigued instead of exhausted.



†*Unholy Blight* – Evocation (Evil)

**Domain:** Evil 4

**Components:** V, S

**Casting Time:** 1 Standard Action

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

**Area:** 20ft radius spread

**Duration:** Instantaneous (1d4 rounds); see text

**Saving Throw:** Will partial

**Spell Resistance:** Yes

You call up unholy power to smite your enemies. The power takes the form of a cold, cloying miasma of greasy darkness. Only good and neutral (not evil) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (max. 5d8) to a good creature (or 1d6 per caster level, max. 10d6, to a good outsider) and causes it to be sickened for 1d4 rounds. A successful Will save reduces damage to half and negates the sickened effect. The effects cannot be negated by *Remove Disease* or *Heal*, but *Remove Curse* is effective.

The spell deals only half damage to creatures who are neither evil nor good, and they are not sickened. Such a creature can reduce the damage in half again (down to one-quarter) with a successful Will save.

\**Weapon of the Deity* – Transmutation

**Components:** V, DF

**Casting Time:** 1 Standard Action

**Target:** Your weapon

**Duration:** 1 round / level

You must be using your deity's favored weapon to cast this spell. You may use the weapon as if you had proficiency with it even if you normally do not. The weapon gains a +1 enhancement bonus on attack and damage rolls and an additional special ability (see the list below. A double weapon gains this enhancement bonus and special ability for only one of its two heads, as chosen by the caster. When you reach 9<sup>th</sup> caster level, the enhancement bonus of the weapon increases to +2.

At 12<sup>th</sup> level, the bonus rises to +3, at 15<sup>th</sup> level it is +4, and at 18<sup>th</sup> level it is +5.

Deity's and their favored weapons that can be imbued with this spell are on the following page.

†*Wall of Fire* – Evocation (Fire)

**Domain:** Fire 4

**Components:** V, S, M/DF

**Casting Time:** 1 Standard Action

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

**Effect:** Opaque sheet of flame up to 20ft long / level or a ring of fire with a radius of up to

5ft per two levels; wither form 20ft high

**Duration:** Concentration + 1 round / level

**Saving Throw:** None

**Spell Resistance:** Yes

An immobile, blazing curtain of shimmering violet fire springs into existence. One side of the wall, selected by you, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10ft and 1d4 points of fire damage to those past 10ft but within 20ft. The wall deals this damage when it appears and on your turn each round to all creatures in the area. In addition, the wall deals 2d6 points of fire damage +1 point of fire damage per caster level (max. +20) to any creature passing through it. The wall deals double damage to undead creatures.

If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. If any 5ft length of wall takes 20 points of cold damage or more in 1 round, that length goes out. (Do not divide cold damage by 4, as normal for objects.)

*Wall of Fire* can be made permanent with a *Permanency* spell.

A permanent *Wall of Fire* that is extinguished by cold damage becomes inactive for 10 minutes, then reforms at normal strength.

*Arcane Material Component:* A small piece of phosphorus.

Annam (giants): +1 Improved Unarmed Attack, *defending*  
 Blibdoolpoolp (kuo-toa): +1 *shocking pincer staff*  
 Boccob: +1 *spell storing quarterstaff*  
 Callarduran Smoothhands (svirfneblin):  
   +1 *defending battleaxe*  
 Deep Sashelas (aquatic elves): +1 *keen longsword*  
 Diirinka (derro): +1 *spell storing dagger of venom*  
 Eadro (locathahs, merfolk): +1 *frost shortspear*  
 Ehlonna: +1 *forst longsword*  
 Erythnul: +1 *mighty cleaving morningstar*  
 Fharlanghn: +1 *defending quarterstaff*  
 Garl Glittergold (gnomes): +1 *throwing battleaxe*  
 Grolantor (hill giants, ettins, ogres):  
   +1 *mighty cleaving club*  
 Gruumsh (orcs): +1 *returning shortspear*  
 Heironeous: +1 *shocking longsword*  
 Hextor: +1 *mighty cleaving heavy flail*  
 Hiatea (giants, especially females): +1 *distance shortspear*  
 Hruggek (bugbears): +1 *mighty cleaving morningstar*  
 Iallanis (good giants): +1 Improved Unarmed Attack,  
   *Defending*  
 Iuz: +1 *mighty cleaving greatsword*  
 Kaelthiere (evil fire creatures): +1 *flaming shortspear*  
 Kord: +1 *mighty cleaving greatsword*  
 Kurtulmak (kobolds): +1 *shocking halfspear*  
 Laduguer (duergar): +1 *defending warhammer*  
 Laogzed (troglodytes): +1 *mighty cleaving javelin*  
 Lolth (driders, drow): +1 *keen whip*

*\*Weather Eye – Divination*

**Components:** V, S, M, DF

**Casting Time:** 1 hour

**Range:** 1 mile radius +1 mile / level

**Area:** 1 mile radius +1 mile / level, centered on you

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

You may accurately predict the natural weather up to one week into the future. If unnatural forces currently affect the weather, then *Weather Eye* reveals as much information as a *Detect Magic* spell.

*Material Component:* Incense.

*Divine Focus:* A scrying device of some kind (bowl, mirror, crystal ball, and so forth).

Maglubiyet (goblins, hobgoblins):

+1 *mighty cleaving battleaxe*

Memnor (evil cloud giants): +1 *mighty cleaving morningstar*

Merrshaulk (yuan-ti): +1 *longsword of venom* (as dagger)

Moradin (dwarves): +1 *throwing warhammer*

Nerull: +1 *keen scythe*

Obad-Hai: +1 *defending quarterstaff*

Olidammara: +1 *keen rapier*

Panzurriel (evil sea creatures): +1 *shocking quarterstaff*

Pelor: +1 *flaming heavy mace*

Sekolah (sahuagin): *trident of fish command*

Semuanya (lizardfolk): +1 *mighty cleaving greatclub*

Sixin (xill): +1 *frost short sword*

Skerrit (centaurs): +1 *flaming shortspear*

Skoraeus Stonebones (stone giants):

+1 *mighty cleaving warhammer*

St. Cuthbert: +1 *mighty cleaving heavy mace*

Stronmaus (storm and cloud giants): +1 *shocking warhammer*

Surtr (fire giants): +1 *flaming greatsword*

Thrym (frost giants): +1 *frost greataxe*

Vaprak (ogres): +1 *mighty cleaving greatclub*

Vecna: +1 *frost dagger*

Wee Jas: +1 *dagger of venom*

Yondalla (halflings): +1 *defending short sword*

Good: +1 *frost warhammer*

Evil: +1 *mighty cleaving light flail*

Neutral: +1 *defending heavy mace*

Law: +1 *flaming longsword*

Chaos: +1 *shocking battleaxe*

5<sup>th</sup> – Level

*Atonement* – Abjuration

**Components:** V, S, M, F, DF, XP

**Casting Time:** 1 hour

**Range:** Touch

**Target:** Living creature touched

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

you must intercede with your deity (requiring you to expend 500 XP) in order to expunge the subject's burden. Many casters first assign a subject of this sort a quest (see *Geas / Quest*) or similar penance to determine whether the creature is truly contrite before casting the *Atonement* spell on its behalf.

*Atonement* may be cast for one of several purposes, depending on the version selected.

**Reverse Magical Alignment Change:** If a creature has had its alignment magically changed, *Atonement* returns its alignment to its original status at no cost in experience points.

**Restore Class:** A paladin who has lost her class features due to committing an evil act may have her paladinhood restored to her by this spell.

**Restore Cleric or Druid Spell Powers:** A cleric or druid who has lost his ability to cast spells by incurring the anger of his or her deity may regain that ability by seeking *Atonement* from another cleric of the same deity or another druid. If the transgression was intentional, the casting cleric loses 500 XP for his intercession. If the transgression was unintentional, he does not lose XP.

**Redemption or Temptation:** You may cast this spell upon a creature of an opposing alignment in order to offer it a chance to change its alignment to match yours. The prospective subject must be present for the entire casting process. Upon completion of the spell, the subject freely chooses whether it retains its original alignment or acquiesces to your offer and changes to your alignment. No duress, compulsion, or magical influence can force the subject to take advantage of the opportunity offered if it is unwilling to abandon its old alignment. This use of the spell does not work on outsiders or any creature incapable of changing its alignment naturally.

Though the spell description refers to evil acts, *Atonement* can also be used on any creature that has performed acts against its alignment, whether those acts are evil, good, chaotic, or lawful.

Note: Normally, changing alignment is up to the player (for PCs) or the DM (NPCs). This use of *Atonement* simply offers a believable way for a character to change his or her alignment drastically, suddenly, and definitively.

**Material Component:** Burning incense.

**Focus:** In addition to your holy symbol or normal divining focus, you need a set of prayer beads (or other prayer device, such as a prayer wheel or prayer book) worth at least 500gp.

**XP Cost:** When cast for the benefit of creatures whose guilt was the result of deliberate acts, the cost to you is 500 XP per casting (see above).

*\*Bear's Heart* – Transmutation

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** 20ft

**Target:** One living ally / level within 20ft

**Duration:** 1 round / level

**Saving Throw:** Will negates

**Spell Resistance:** No

You turn your living allies (one per caster level) into fierce warriors, but exhaust them in the process. Allies gain a +4 enhancement bonus to Strength, and also +1d4 temporary hit points per caster level. When the spell ends, any remaining temporary hit points from its effect are lost, and each ally take 1 point of subdual damage per level of the caster.

*\*Blight* – Necromancy

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Plants within 100ft spread or plant creature

**Duration:** Instantaneous

**Saving Throw:** None or Fortitude half

**Spell Resistance:** Yes

This spell has two versions. To cast either version, you must touch a plant and breathe on it.

**Blight Area:** When the spell is cast on a single normal plant, all normal plants in a 100ft spread wither and die. Flowers wilt, leaves fall to the ground, and foliage withers. The spell has no effect on the soil, so new growth can replace the dead plants. This effect allows no saving throw.

**Blight Plant Creature:** When cast on a single mobile or intelligent plant, such as a shambling mound or a treant, this spell deals 1d6 points of damage per level of the caster (max. 15d6). The plant receives a Fortitude save for ½ damage.

*Break Enchantment* – Abjuration

**Components:** V, S

**Casting Time:** 1 minute

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

**Targets:** Up to one creature per level,  
all within 30ft of each other

**Duration:** Instantaneous

**Saving Throw:** See text

**Spell Resistance:** No

This spell frees victims from enchantments, transmutations, and curses. *Break Enchantment* can reverse even an instantaneous effect, such as *Flesh to Stone*. For each such effect, you make a caster level check (1d20 + caster level, max. +15) against a DC of 11 + caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For a cursed magic item, the DC is 25.

If the spell is one that cannot be dispelled by *Dispel Magic*, *Break Enchantment* works only if that spell is 5<sup>th</sup> level or lower. For instance, *Bestow Curse* cannot be dispelled by *Dispel Magic*, but *Break Enchantment* can dispel it.

If the effect comes from some permanent magic item, such as a cursed sword, *Break Enchantment* does not remove the curse from the item, but it does free the victim from the item's effects. For example, a cursed item can change the alignment of its user. *Break Enchantment* allows the victim to be rid of the item and negates the alignment change, but the item's curse is intact and affects the next creature to pick up the item – even if it's the recent recipient of the *Break Enchantment* spell.

† *Commune with Nature* – Divination

**Domain:** Animal 5

**Components:** V, S

**Casting Time:** 10 minutes

**Target:** You

**Duration:** Instantaneous

You become one with nature, attaining knowledge of the surrounding territory. You instantly gain knowledge of as many as three facts from among the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, or even the general state of the natural setting. For example, you could determine the location of any powerful undead creatures, the location of all major sources of safe drinking water, and the location of any buildings (which register as blind spots).

In outdoor settings, the spell operates in a radius of 1 mile per caster level. In natural underground settings – caves, caverns, and the like – the radius is limited to 100ft per caster level. The spell does not function where nature has been replaced by construction or settlement, such as in dungeons and towns.

*Command, Greater* – Enchantment (Compulsion)

(Language – Dependant) (Mind-Affecting)

**Components:** V

**Casting Time:** 1 Action

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

**Target:** One creature / level, no two of  
which can be more than 30ft apart.

**Duration:** 1 round / level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

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

*Commune* – Divination

**Components:** V, S, M, DF, XP

**Casting Time:** 10 minutes

**Target:** You

**Duration:** 1 round / level

You contact your deity—or agents thereof—and ask questions that can be answered by a simple yes or no. (A cleric of no particular deity contacts a philosophically allied deity.) You are allowed one such question per caster level. The answers given are correct within the limits of the entity's knowledge. "Unclear" is a legitimate answer, because powerful beings of the Outer Planes are not necessarily omniscient. In cases where a one-word answer would be misleading or contrary to the deity's interests, the DM should give a short phrase (five words or less) as an answer instead.

The spell, at best, provides information to aid character decisions. The entities contracted structure their answers to further their own purposes. If you lag, discuss the answers, or go off to do anything else, the spell ends.

**Material Component:** Holy (or unholy) water and incense.

**XP Cost:** 100 XP.

†*Control Winds* – Transmutation (Air)

**Domain:** Air 5

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** 40ft / level

**Area:** 40ft level radius cylinder 40ft high

**Duration:** 10 min / level

**Saving Throw:** Fortitude negates

**Spell Resistance:** No

You alter wind force in the area surrounding you. You can make the wind blow in a certain direction or manner, increase its strength, or decrease its strength. The new wind direction and strength persist until the spell ends or until you choose to alter your handiwork, which requires concentration. You may create an “eye” of calm air up to 80ft in diameter at the center of the area if you so desire, and you may choose to limit the area to any cylindrical area less than your full limit (for example, a 20ft diameter tornado centered 100ft away).

**Wind Direction:** You may choose one of four basic wind patterns to function over the spell’s area.

- ~ A downdraft blows from the outer edges in toward in equal strength in all directions.
- ~ An updraft blows from the outer edges in toward the center in equal strength from all directions, veering upward before impinging on the eye in the center.
- ~ A rotation causes the winds to circle the center in clockwise or counter-clockwise fashion.
- ~ A blast simply causes the winds to blow in one direction across the entire area from one side to the other.

**Wind Strength:** For every three caster levels, you can increase or decrease wind strength by one level. (The categories of wind strength are briefly described below, with more detail to be found in the DM’s Guide.) Each round on your turn, a creature in the wind must make a Fortitude save or suffer the effect of being in the windy area. Strong winds (21+ mph) make sailing difficult. A severe wind (31+ mph) causes minor ship and building damage.

A windstorm (51+ mph) drives most flying creatures from the skies, uproots small trees, knocks down light wooden structures, tears off roofs, and endangers ships.

Hurricane force winds (75+ mph) destroy wooden buildings, sometimes uproot even large trees, and cause most ships to founder.

A tornado (175+ mph) destroys all non-fortified buildings and often uproots large trees.

*Disrupting Weapon* - Transmutation

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** One melee weapon

**Duration:** 1 round / level

**Saving Throw:** Will negates (harmless, object); see text

**Spell Resistance:** Yes (harmless, object)

level must succeed on a Will save or be destroyed utterly if struck in combat with this weapon. Spell resistance does not apply against the destruction effect.

*Cure Light Wounds, Mass* – Conjunction (Healing)

**Domain:** Healing 5

**Components:** V, S

**Casting Time:** 1 Standard Action

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

**Target:** One creature / level, no two of which can be more than 30ft apart

**Duration:** Instantaneous

**Saving Throw:** Will half (harmless) or Will half; see text

**Spell Resistance:** Yes (harmless) or Yes; see text

You channel positive energy to cure 1d8 points of damage +1 point per caster level (maximum +25) in each selected creature.

Like other *cure* spells, *Mass Cure Light Wounds* deals damage to undead in its area rather than curing them. Each affected undead may attempt a Will save for half damage.

*Dispel (Chaos/Evil/Law/Good)* –

Abjuration (Lawful/Good/Chaotic/Evil)

**Domain:** Law 5 / Good 5 / Chaos 5 / Evil 5

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target or Targets:** You and a touched aligned creature from another plane; or you and an enchantment or aligned spell on a touched creature or object

**Duration:** 1 round / level or until discharged, whichever comes first

**Saving Throw:** See text

**Spell Resistance:** See text

Various colors of varying energies (depends on which alignment is chosen at casting) surrounds you. This power has three effects.

First, you gain a +4 deflection bonus to AC against attacks by chosen aligned creatures.

Second, on making a successful melee touch attack against an aligned creature from another plane, you can choose to drive that creature back to its home plane. The creature can negate the effects with a successful Will save (spell resistance applies). This use discharges and ends the spell.

Third, with a touch you can automatically dispel any one enchantment spell cast by a creature of the alignment chosen at casting of this spell or any one aligned spell. *Exception:* Spells that can’t be dispelled by *Dispel Magic* also can’t be dispelled by *Dispel Alignment*. Saving throws and spell resistance do not apply to this effect. This use discharges and ends the spell.

*\*Divine Agility* – Transmutation

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Living creature touched

**Duration:** 1 round / level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** No

Calling on the divine power of your patron, you imbue a living creature with agility and skill in combat. You confer the base Reflex save bonus of a rogue of your total character level, an enhancement bonus to Dexterity sufficient to raise the target creature's Dexterity score to 18 (if it is not already 18 or higher), and the Spring Attack feat on the target creature for the duration of the spell.

*Flame Strike* – Evocation (Fire)

**Domain:** Sun 5, War 5

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

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

**Area:** Cylinder (10ft radius / 40ft high)

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

A *Flame Strike* produces a vertical column of diving fire roaring downward. The spell deals 1d6 points of damage per caster level (max. 15d6). Half the damage is fire damage, but the other half results directly from diving power and is therefore not subject to being reduced by resistance to fire-based attacks, such as that granted by *Protection from Energy* (fire), *Fire Shield* (chill shield), and similar magic.

Third, any dead body interred in a *Hallowed* site cannot be turned into an undead creature.

Finally, you may choose to fix a single effect to the *Hallow* site. The spell effect lasts for one year and functions throughout the entire site, regardless of the normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures who share your faith or alignment, or creatures who adhere to another faith or alignment. For example, you may create a *Bless* effect that aids all creatures of your alignment or faith in the area, or a *Bane* effect that hinders creatures of the opposed alignment or an enemy faith. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting *Hallow* again.

Spell effects that may be tied to a *Hallow* site include *Aid*, *Bane*, *Bless*, *Cause Fear*, *Darkness*, *Daylight*, *Death Ward*, *Deeper Darkness*, *Detect Evil*, *Detect Magic*, *Dimensional Anchor*, *Discern Lies*, *Dispel Magic*, *Endure Elements*, *Freedom of Movement*, *Invisibility Purge*, *Protection from Energy*, *Remove Fear*, *Resist Energy*, *Silence*, *Tongues*, and *Zone of Truth*. Saving throws and spell resistance might apply to these spells' effects. (See the individual spell descriptions for details.)

An area can receive only one *Hallow* spell (and its associated spell effect) at a time.

*Hallow* counters but does not dispel *Unhallow*.

**Material Components:** Herbs, oils, and incense worth at least 1,000gp, plus 1,000gp per level of the spell to be included in the hallowed area.

*†False Vision* – Illusion (Glamour)

**Domain:** Trickery 5

**Components:** V, S, M

**Casting Time:** 1 Standard Action

**Range:** Touch

**Area:** 40ft radius emanation

**Duration:** 1 hour / level (D)

**Saving Throw:** None

**Spell Resistance:** No

Any divination (scrying) spell used to view anything within the area of this spell instead receives a false image (as the *Major Image* spell), as defined by you at the time of casting. As long as the duration lasts, you can concentrate to change the image as desired. While you aren't concentrating, the image remains static.

**Arcane Material Component:** The ground dust of a piece of jade worth at least 250gp, which is sprinkled into the air when the spell is cast.

*Hallow* – Evocation (Good)

**Components:** V, S, M, DF

**Casting Time:** 24 hours

**Range:** Touch

**Area:** 40ft radius emanating from the point touched.

**Duration:** Instantaneous

**Saving Throw:** See text

**Spell Resistance:** See text

*Hallow* makes a particular site, building, or structure a holy site. This has four major effects.

First, the site or structure is guarded by a *Magic Circle Against Evil* effect.

Second, all Charisma checks to turn undead gain a +4 sacred bonus, and Charisma checks to command undead suffer a -4 penalty. Spell resistance does not apply to this effect. (This provision does not apply to the druid version of the spell.)

†*Ice Storm* – Evocation (Cold)

**Domain:** Water 5

**Components:** V, S, M/DF

**Casting Time:** 1 Standard Action

**Range:** Long (400ft + 40ft / level)

**Area:** Cylinder (20ft radius, 40ft high)

**Duration:** 1 round

**Saving Throw:** None

**Spell Resistance:** Yes

Great magical hailstones pound down for 1 full round, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area. A -4 penalty applies to each Listen check made within the *Ice Storm*'s effect, and all land movement within its area is at half speed. At the end of the duration, the hail disappears, leaving no aftereffects (other than the damage dealt).

**Arcane Material Component:** A pinch of dust and a few drops of water.

*Insect Plague* – Conjunction (Summoning)

**Components:** V, S, DF

**Casting Time:** 1 full round

**Range:** Long (400ft + 40ft / level)

**Effect:** One swarm of locusts per three levels, each of which must be adjacent to at least one other swarm

**Duration:** 1 minute / level

**Saving Throw:** See text

**Spell Resistance:** No

You summon a number of swarms of locusts (one per three levels, to a maximum of six swarms at 18<sup>th</sup> level). The swarms must be summoned so that each one is adjacent to at least one other swarm (that is, the swarms must fill one contiguous area). You may summon the locust swarms so that they share the area of other creatures. Each swarm attacks any creatures occupying its area. The swarms are stationary after being summoned, and won't pursue creatures that flee.

See the Monster Manual for details on locust swarms.

*Plane Shift* – Transmutation

**Components:** V, S, F

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Creature touched, or up to eight willing creatures joining hands

**Duration:** Instantaneous

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You move yourself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the *Plane Shift* at the same time. Precise accuracy as to a particular arrival location on the intended plane is nigh impossible. From the Material Plane, you can reach any other plane, though you appear 5 to 500 miles (5d%) from your intended destination.

**Note:** *Plane Shift* transports the creatures instantaneously and then ends. The creatures need to find other means if they are to travel back.

**Focus:** A small, forked metal rod. The size and metal type dictates to which plane of existence or alternate dimension the spell sends the affected creatures. Forked rods keyed to certain planes may be difficult to come by, as decided by the DM.

*Inflict Light Wounds, Mass* – Necromancy

**Domain:** Destruction 5

**Components:** V, S

**Casting Time:** 1 Standard Action

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

**Target:** One creature / level, no two of which can be more than 30ft apart

**Duration:** Instantaneous

**Saving Throw:** Will half

**Spell Resistance:** Yes

Negative energy spreads out in all directions from the point of origin, dealing 1d8 points of damage +1 point per caster level (maximum +25) to nearby living enemies.

Like other *inflict* spells, *Mass Inflict Light Wounds* cures undead in its area rather than damaging them. A cleric capable of spontaneously casting *inflict* spells can also spontaneously cast *Mass Inflict Light Wounds*.

*Mark of Justice* – Transmutation

**Components:** V, S, DF

**Casting Time:** 10 minutes

**Range:** Touch

**Target:** Creature touched

**Duration:** Permanent; see text

**Saving Throw:** None

**Spell Resistance:** Yes

When moral suasion fails to win a criminal over to right conduct, you can use *Mark of Justice* to encourage the criminal to walk the straight and narrow path.

You draw an indelible mark on the subject and state some behavior on the part of the subject that will activate the mark. When activated, the mark curses the subject.

Typically, you designate some sort of criminal behavior that activates the mark, but you can pick any act you please. The effect of the mark is identical with the effect of *Bestow Curse*.

Since this spell takes 10 minutes to cast and involves writing on the target, you can cast it only on a creature that is willing or restrained.

Like the effect of *Bestow Curse*, a *Mark of Justice* cannot be dispelled, but it can be removed with a *Break Enchantment*, *Limited Wish*, *Miracle*, *Remove Curse*, or *Wish* spell. *Remove Curse* works only if the caster is equal to or higher than your *Mark of Justice* caster level. These restrictions apply regardless of whether the mark has activated.

*Raise Dead* – Conjuration (Healing)

**Components:** V, S, M, DF

**Casting Time:** 1 minute

**Range:** Touch

**Target:** Dead creature touched

**Duration:** Instantaneous

**Saving Throw:** None; see text

**Spell Resistance:** Yes (harmless)

You restore life to a deceased creature. You can raise a creature that has been dead for no longer than one day per caster level. In addition, the subject's soul must be free and willing to return (see *Bringing back the Dead*, page 171). If the subject's soul is not willing to return, the spell does not work; therefore, subjects who want to return receives no saving throw.

Coming back from the dead is an ordeal. The subject of the spell loses one level (or one Hit Die) when it is raised, as if it had lost a level or a Hit Die to an energy-draining creature. If the subject is 1<sup>st</sup> level, it loses 2 points of Constitution instead (if this would reduce its Con to 0 or less, it can't be raised. This level / HD loss or Constitution loss cannot be repaired by any means. A character who died with spells prepared has a 50% chance of losing any given spell upon being raised, in addition to losing spells for losing a level. A spellcasting creature that doesn't prepare spells (such as a sorcerer) has 50% chance of losing any given unused spell slot as if it had been used to cast a spell, in addition to losing spell slots for losing a level.

A raised creature has a number of hit points equal to its current Hit Dice. Any ability scores damaged to 0 are raised to 1. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell.

A creature who has been turned into an undead creature or killed by a death effect can't be raised by this spell.

Constructs, elementals, outsiders, and undead creatures can't be raised. The spell cannot bring back a creature that has died of old age.

**Material Component:** Diamonds worth a total of at least 5,000gp.

*Righteous Might* – Transmutation

**Domain:** Strength 5

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

**Target:** You

**Duration:** 1 round / level (D)

Your height immediately doubles, and your weight increases by a factor of eight. This increase changes your size category to the next larger one, and you gain a +8 size bonus to Strength and a +4 size bonus to Constitution. You gain a +4 enhancement bonus to your natural armor. You gain damage reduction 5/evil (if you normally channel positive energy) or damage reduction 5/good (if you normally channel negative energy). At 12<sup>th</sup> level this damage reduction becomes 10/evil or 10/good, and at 15<sup>th</sup> level it becomes 15/evil or 15/good (the maximum). Your size modifier for AC and attacks changes as appropriate to your new size category (if your just original size was Diminutive, Tiny, Small, Medium, or Large, the modifier decreases by 1; otherwise see *Size Modifier*, page 134).

Use the table below: *Creature Size and Scale* to determine your new space and reach. This spell doesn't change your speed.

If insufficient room is available for the desired growth, you attain the maximum possible size and may make a Strength check (using your increased Strength) to burst any enclosures in the process. If you fail, you are constrained without harm by the materials enclosing you – the spell cannot crush you by increasing your size.

All equipment you wear or carry is similarly enlarged by this spell. Melee and projectile weapons deal more damage (see Table 2 – 2 in the DM's Guide). Other magical properties are not affected by this spell. Any enlarged item that leaves your possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them).

Multiple magical effects that increase size do not stack, which means (among other things) that you can't use a second casting of this spell to further increase your size while you are still under the effect of the first casting.

<b>Creature Size</b>	<b>Space</b>	<b>Natural Reach</b>
Fine	½ ft	0 ft
Diminutive	1 ft	0 ft
Tiny	2 ½ ft	0 ft
Small	5 ft	5 ft
Medium	5 ft	5 ft
Large (tall)	10 ft	10 ft
Large (long)	10 ft	5 ft
Huge (tall)	15 ft	15 ft
Huge (long)	15 ft	10 ft
Gargantuan (tall)	20 ft	20 ft
Gargantuan (long)	20 ft	15 ft
Colossal (tall)	30 ft +	30 ft +
Colossal (long)	30 ft +	20 ft +



### *Scrying* – Divination

**Components:** V, S, M/DF, F

**Casting Time:** 1 hour

**Range:** See text

**Effect:** Magical sensor

**Duration:** 1 minute / level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You can see and hear some creature, which may be at any distance. If the subject succeeds on a Will save, the scrying attempt simply fails. The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature. Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save.

#### **Knowledge**

#### **Will save Modifier**

None (You must have some sort of connection to a creature you have no knowledge of.) +10

Secondhand (You have heard of the subject) +5

Firsthand (You have met the subject) 0

Familiar (You know the subject well) -5

#### **Connection**

#### **Will save Modifier**

Likeness or picture -2

Possession or garment -4

Body part, lock of hair, nail clippings, etc. -10

If the save fails, you can see and hear the subject and the subject's immediate surroundings (approximately 10ft in all directions of the subject). If the subject moves, the sensor follows at a speed of up to 150ft.

As with all divination (scrying) spells, the sensor has your full visual acuity, including any magical effects. In addition, the following spells have a 5% chance per caster level of operating through the sensor: *Detect Alignment*, *Detect Magic*, and *Message*.

If the save succeeds, you can't attempt to scry on that subject again for at least 24 hours.

**Arcane Material Component:** The eye of a hawk, an eagle, or a roc, plus nitric acid, copper, and zinc.

**Wizard, Sorcerer, or Bard Focus:** A mirror of finely wrought and highly polished silver costing not less than 1,000gp. The mirror must be at least 2ft by 4ft.

**Cleric Focus:** A holy water font costing not less than 100gp.

**Druid Focus:** A natural pool of water.

### *Slay Living* – Necromancy (Death)

**Domain:** Death 5

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Living creature touched

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

You can lay any one living creature. You must succeed on a melee touch attack to touch the subject, and it can avoid death with a successful Fortitude save. If it succeeds, it instead takes 3d6 points of damage +1 point per caster level. (Of course, the subject might die from damage even if it succeeds at her save.)

### *Spell Resistance* – Abjuration

**Domain:** Magic 5, Protection 5

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 minute / level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The creature gains spell resistance equal to 12 + your caster level.

### *Summon Monster V* – Conjunction (Summoning)

**Components:** V, S, F/DF

**Casting Time:** 1 round

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

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

**Duration:** 1 round / level (D)

**Saving Throw:** None

**Spell Resistance:** No

This spell functions like *Summon Monster I* (page 12), except that can summon one creature from the 5<sup>th</sup> – level list or 1d3 creatures of the same kind from the 4<sup>th</sup> – level list, or 1d4 + 1 creatures of the same kind from the a lower level list.

*Symbol of Pain* – Necromancy (Evil)

**Components:** V, S, M

**Casting Time:** 10 minutes

**Range:** 0ft; see text

**Effect:** One symbol

**Duration:** See text

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

This spell functions like *Symbol of Death* (page 89), except that each creature within the radius of a *Symbol of Pain* instead suffers wracking pains that impose a -4 penalty on attack rolls, skill checks, and ability checks. The effects last for 1 hour after the creature moves farther than 60ft from the symbol.

Unlike *Symbol of Death*, *Symbol of Pain* has no hit point limit; once triggered, a *Symbol of Pain* simply remains active for 10 minutes per casters level.

*Note:* Magic traps such as *Symbol of Pain* are hard to detect and disable. A rogue (only) can use the Search skill to find a *Symbol of Pain* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 30 for *Symbol of Pain*.

*Material Component:* Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 1,000gp.

*Symbol of Sleep* – Enchantment

(Compulsion) (Mind-Affecting)

**Components:** V, S, M

**Casting Time:** 10 minutes

**Range:** 0ft; see text

**Effect:** One symbol

**Duration:** See text

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell functions like *Symbol of Death* (page 89), except that all creature of 10 HD or less within 60ft of the *Symbol of Sleep* instead fall into a catatonic slumber for 3d6 x 10 minutes. Unlike with the *Sleep* spell, sleeping creature cannot be awakened by non-magical means before this time expires. Unlike *Symbol of Death*, *Symbol of Sleep* has not hit point limit; once triggered, a *Symbol of Sleep* simply remains active for 10 minutes per caster level.

*Note:* Magic traps such as *Symbol of Sleep* are hard to detect and disable. A rogue (only) can use the Search skill to find a *Symbol of Pain* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 30 for *Symbol of Sleep*.

*Material Component:* Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 1,000gp.

†*Teleport* – Conjunction (Teleportation)

**Domain:** Travel 5

**Components:** V

**Casting Time:** 1 Standard Action

**Range:** Personal and touch

**Targets:** You and touched objects or other touched willing creatures

**Duration:** Instantaneous

**Saving Throw:** None and Will negates (object)

**Spell Resistance:** No and Yes (object)

counts as two Large creature, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. As with all spells where the range is personal and the target is you, you need not make a saving throw, nor is spell resistance applicable to you. Only objects held or in use (attended) by another person receive saving throws and spell resistance.

You must have some clear idea of the destination. You can't simply teleport to the warlord's tent if you don't know where that tent is, what it looks like, or what's in it. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible.

To see how well the teleportation works, roll d% and consult the Teleport table. Refer to the following information for definitions of the terms on the table.

*Familiarity:* "Very familiar" is a place where you have been very often and where you feel at home. "Studied carefully" is a place you know well, either because you can currently see it, you've been there often, or you have used other means (such as *scrying*) to study the place for at least one hour. "See casually" is a place that you have seen more than once but with which you are not very familiar. "Viewed once" is a place that you have seen once, possibly using magic.

"False destination" is a place that does not truly exist, such as if you scryed on an enemy's sanctum but instead viewed a *False Vision*, or if you are teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to you (for instance, a home that has burned to the ground). When traveling to a false destination, roll 1d20 + 80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from.

*Continued onto next page...*

## Teleport

	On Target	Off Target	Similar Area	Mishap
<b>Familiarity</b>				
Very Familiar	01 – 97	98 – 99	100	–
Studied carefully	01 – 94	95 – 97	98 – 99	100
Seen casually	01 – 88	89 – 94	95 – 98	99 – 100
Viewed once	01 – 76	77 – 88	89 – 96	97 – 100
False destination (1d20 + 80)	–	–	81 – 92	93 – 100

*On Target:* You appear where you want to be.

*Off Target:* You appear safely a random distance away from the destination in a random direction. Distance off target is 1d10 x 1d10% of the distance that was to be traveled. For example, if you tried to travel 120 miles, landed off target, and rolled 5 and 3 on the two d10s, then you would be 15% off target. That's 18 miles, in this case. The DM determines the direction off target randomly, such as by rolling 1d8 and designating 1 as north, 2 as northeast, and so forth. If you were teleporting to a coastal city and wound up 18 miles out at sea, you could be in trouble.

*Similar Area:* You wind up in an area that's visually or thematically similar to the target area. A wizard heading for her home laboratory might wind up in another wizard's laboratory or in an alchemy supply shop that has many of the same tools and implements as in her laboratory. Generally, you appear in the closest similar place within range. If the DM determines no such area exists within the spell's range, the spell simply fails instead.

*Mishap:* You and anyone else teleporting with you have gotten "scrambled." You each take 1d10 points of damage, and you reroll on the chart to see where you wind up. For these rerolls, roll 1d20 + 20. Each time "Mishap" comes up, the characters take more damage and must reroll.

*True Seeing* – Divination

**Domain:** Knowledge 5

**Components:** V, S, M

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 minute / level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under *blur* or *displacement* effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus her vision to see into the Ethereal Plane (but not into extradimensional spaces). The range of *True Seeing* conferred is 120ft.

*True Seeing*, however, does not penetrate solid objects.

It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. *True Seeing* does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use *True Seeing* through a *crystal ball* or in conjunction with *Clairaudience/Clairvoyance*.

**Material Component:** An ointment for the eyes that costs 250gp and is made from mushroom powder, saffron, and fat.

*Unhallow* – Evocation (Evil)

**Components:** V, S, M

**Casting Time:** 24 hours

**Range:** Touch

**Area:** 40ft radius emanating from the touched point

**Duration:** Instantaneous

**Saving Throw:** See text

**Spell Resistance:** See text

*Unhallow* makes a particular site, building, or structure a unholy site. This has three major effects.

First, the site or structure is guarded by a *Magic Circle Against Good* effect.

Second, all turning checks to turn undead take a -4 penalty, and turning checks to rebuke undead gain a +4 profane bonus. Spell resistance does not apply to this effect. (This provision does not apply to the druid version of the spell.)

Finally, you may choose to fix a single effect to the *unhallowed* site. The spell effect lasts for one year and functions throughout the entire site, regardless of the normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures who share your faith or alignment, or creatures who adhere to another faith or alignment. For example, you may create a *Bless* effect that aids all creatures of your alignment or faith in the area, or a *Bane* effect that hinders creatures of the opposed alignment or an enemy faith. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting *Unhallow* again.

Spell effects that may be tied to a *unhallowed* site include *Aid*, *Bane*, *Bless*, *Cause Fear*, *Darkness*, *Daylight*, *Death Ward*, *Deeper Darkness*, *Detect Magic*, *Detect Good*, *Dimensional Anchor*, *Discern Lies*, *Dispel Magic*, *Endure Elements*, *Freedom of Movement*, *Invisibility Purge*, *Protection from Energy*, *Remove Fear*, *Resist Energy*, *Silence*, *Tongues*, and *Zone of Truth*. Saving throws and spell resistance might apply to these spells' effects. (See the individual spell descriptions for details.)

An area can receive only one *Unhallow* spell (and its associated spell effect) at a time.

*Unhallow* counters but does not dispel *Hallow*.

**Material Components:** Herbs, oils, and incense worth at least 1,000gp, plus 1,000gp per level of the spell to be included in the *unhallowed* area.

*Wall of Stone* – Conjuration (Creation) (Earth)

**Domain:** Earth 5

**Components:** V, S, M/DF

**Casting Time:** 1 Standard Action

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

**Effect:** Stone wall whose area is up to one 5ft square / level (S)

**Duration:** Instantaneous

**Saving Throw:** See text

**Spell Resistance:** No

This spell creates a wall of rock that merges into adjoining rock surfaces. It is typically employed to close passages, portals, and breaches against opponents. A *Wall of Stone* is 1 inch thick per four caster levels and composed of up to one 5ft square per level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

Unlike a *Wall of Iron*, you can create a *Wall of Stone* in almost any shape you desire. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20ft, the wall must be arched and buttressed. This requirement reduces the spell's area by half. Thus, a 20<sup>th</sup> level caster can create a span with a surface area of ten 5ft squares. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area.

Like any other stone wall, this one can be destroyed by a *Disintegrate* spell or by normal means such as breaking and chipping. Each 5ft square has 15 hit points per inch of thickness and hardness 8. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 20 + 2 per inch of thickness.

It is possible, but difficult, to trap mobile opponents within or under a *Wall of Stone*, provided the wall is shaped so it can hold the creatures. Creatures avoid entrapment with successful Reflex saves.

**Arcane Material Component:** A small block of granite.

† *Wall of Thorns* – Conjuraton (Creation)

**Domain:** Plant 5

**Components:** V, S

**Casting Time:** 1 Standard Action

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

**Effect:** Wall of thorny brush,  
up to one 10ft cube / level (S)

**Duration:** 10 min / level (D)

**Saving Throw:** None

**Spell Resistance:** No

Dexterity and doge bonuses to AC do not count for this calculation. (Creatures with an Armor Class of 25 or higher, without considering Dexterity and dodge bonuses, take no damage from contact with the wall.)

You can make the wall as thin as 5ft thick, which allows you to shape the wall as a number of 10-by-10-by-5-foot blocks equal to twice your caster level. This has no effect on the damage dealt by the thorns, but any creature attempting to break through takes that much less time to force its way through the barrier.

Creatures can force their way slowly through the wall by making a Strength check as a full-round action. For every 5 points by which the check exceeds 20, a creature moves 5 feet (up to a maximum distance equal to its normal land speed). For example, a creature that rolled 25 on its Strength check could move 5 feet in a round. Of course, moving or attempting to move through the thorns incurs damage as described above. A creature trapped in the thorns can choose to remain motionless in order to avoid taking any more damage.

Any creature within the area of the spell when it is cast takes damage as if it had moved into the wall and is caught inside. In order to escape, it must attempt to push its way free, or it can wait until the spell ends. Creatures with the ability to pass through overgrown areas unhindered can pass through a *Wall of Thorns* at normal speed without taking damage.

A *Wall of Thorns* can be breached by slow work with edged weapons. Chopping away at the wall creates a safe passage 1 foot deep for every 10 minutes of work. Normal fire cannot harm the barrier, but magical fire burns it away in 10 minutes. Despite its appearance, a *Wall of Thorns* is not actually a living plant, and thus is unaffected by spells that affect plants.

A *Wall of Thorns* spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a human's finger. Any creature forced into or attempting to move through a *Wall of Thorns* takes slashing damage per round of movement equal to 25 minus the creature's AC.

6<sup>th</sup> – level

*Animate Objects* – Transmutation

**Domain:** Chaos 6

**Components:** V, S

**Casting Time:** 1 Standard Action

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

**Target:** One Small object per caster level; see text

**Duration:** 1 round / level

**Saving Throw:** None

**Spell Resistance:** No

You imbue inanimate objects with mobility and a semblance of life. Each such animated object then immediately attacks whomever or whatever you initially designate. An animated object can be of any non-magical material—wood, metal, stone, fabric, leather, ceramic, glass, or the like. You may animate one Small or smaller object (such as a chair) or an equivalent number of larger objects per caster level. A Medium object (such as a coat rack) counts as two Small or smaller objects, a Large object (such as a table) as four, a Huge objects as eight, a Gargantuan objects as sixteen, and a Colossal object as thirty-two. You can change the designated target or targets as a move action, as if directing an active spell.

The Monster Manual has game statistics for animated objects.

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

*Animate Objects* can be made permanent with a *Permanency* spell.

*Bear's Endurance, Mass* – Transmutation

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

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

**Targets:** One creature / level, no two of which can be more than 30ft apart

**Duration:** 1 min / level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The affected creatures gains greater vitality and stamina.

The spell grants the subjects a +4 enhancement bonus to Constitution, adding the usual benefits to hit points, Fortitude saves, Constitution checks, and so forth.

Hit points gained by a temporary increase in Constitution score are not temporary hit points. They go away when the subjects Constitution drops back to normal. They are not lost first as temporary hit points are.

*Antilife Shell* – Abjuration

**Domain:** Animal 6

**Components:** V, S, DF

**Casting Time:** 1 full round

**Range:** 10ft

**Area:** 10ft emanation, centered on you

**Duration:** 10 minutes / level (D)

**Saving Throw:** None

**Spell Resistance:** Yes

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

This spell may be used only defensively, not aggressively.

Forcing an abjuration barrier against creatures that the spell keeps at bay collapses the barrier (see *Abjuration*, page 172).

*Banishment* – Abjuration

**Components:** V, S, F

**Casting Time:** 1 Standard Action

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

**Targets:** One or more extraplanar creatures, no two of which can be more than 30ft apart

**Duration:** Instantaneous

**Saving Throw:** Will negates

**Spell Resistance:** Yes

A *Banishment* spell is a more powerful version of the *Dismissal* spell. It enables you to force extraplanar creatures out of your home plane. As many as 2 Hit Die of creatures per caster level can be banished. You can improve the spell's chance of success by presenting at least one object or substance that it hates, fears, or otherwise opposes. For each such object or substance, you gain +1 on your caster level check to overcome the target's spell resistance (if any), the saving throw DC increases by 2. For example, if this spell were cast on a demon that hated light and was vulnerable to holy water and cold iron weapons, you might use iron, holy water, and a torch in the spell. The three items would add a +3 bonus on your check to overcome the demon's spell resistance and add 6 to the spell's DC.

At the DM's option, certain rare items might work twice as well as a normal item for the purpose of the bonuses (each providing +2 bonus on the caster level check against spell resistance and increasing the save DC by 4).

*Blade Barrier* – Evocation (Force)

**Domain:** Good 6, War 6

**Components:** V, S

**Casting Time:** 1 Standard Action

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

**Effect:** Wall of whirling blades up to 20ft long / level, or a ringed wall of whirling blades with a radius of up to 5ft per two levels; either form 20ft high

**Duration:** 1 minute / level

**Saving Throw:** Reflex half or Reflex negates; see text

**Spell Resistance:** Yes

An immobile, vertical curtain of whirling blades shaped of pure force springs into existence. Any creature passing through the wall takes 1d6 points of damage per caster level (max. 15d6), with a Reflex save for half damage. If you evoke the barrier so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall (ending up on the side of its choice) and thus take no damage by making a successful Reflex save.

A *Blade Barrier* provides cover (+4 bonus to AC, +2 bonus on Reflex saves) against attacks made through it.

†*Cone of Cold* – Evocation (Cold)

**Domain:** Water 6

**Components:** V, S, M/DF

**Casting Time:** 1 Standard Action

**Range:** 60ft

**Area:** Cone-shaped burst

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

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

*Arcane Material Component:* A very small crystal or glass cone.

*Bull's Strength, Mass* – Transmutation

**Domain:** Strength 2

**Components:** V, S, M/DF

**Casting Time:** 1 Standard Action

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

**Targets:** One creature / level, no two of which can be more than 30ft apart

**Duration:** 1 min / level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The subjects become stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

*Arcane Material Component:* A few hairs, or a pinch of dung, from a bull.

†*Chain Lightning* – Evocation (Electricity)

**Domain:** Air 6

**Components:** V, S, F

**Casting Time:** 1 Standard Action

**Range:** Long (400ft + 40ft / level)

**Targets:** One primary target, plus one secondary target / level (each of which must be within 30ft of the primary target)

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

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

The bolt deals 1d6 points of electricity damage per caster level (max. 20d6) to the primary target. After it strikes, lightning can arc to a number of secondary targets equal to your caster level (max. 20). The secondary bolts each strike one target and deal half as much damage as the primary one did (rounded down). For example, a 19<sup>th</sup> level sorcerer generates a primary bolt (19d6 points of damage) and as many as nineteen secondary bolts (each of which deals half as much damage as the primary bolt dealt). Each target can attempt a Reflex saving throw for half damage. You choose secondary targets as you like, but they must all be within 30ft of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum (to avoid allies in the area, for example).

*Focus:* A bit of fur; a piece of amber, glass, or a crystal rod; plus one silver pin for each of your caster levels.

*Create Undead* – Necromancy (Evil)

**Domain:** Death 6, Evil 6

**Components:** V, S, M

**Casting Time:** 1 hour

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

**Target:** One corpse

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

A much more potent spell than *Animate Dead* (page 26), this evil spell allows you to create more powerful sorts of undead: ghouls, ghosts, mummies, and mohrgs (see the Monster Manual for more information on all types of undead). The type or types of undead you can create is based on your caster level, as shown on the table below.

Cleric Level	Undead Created
11 <sup>th</sup> or lower	Ghoul
12 <sup>th</sup> – 14 <sup>th</sup>	Ghost
15 <sup>th</sup> – 17 <sup>th</sup>	Mummy
18 <sup>th</sup> – 20 <sup>th</sup>	Mohrg

You may create less powerful undead than your level would allow if you choose. For example, at 16<sup>th</sup> level you could decide to create a ghoul or ghost instead of a mummy. Doing this may be a good idea, because created undead are not automatically under the control of their animator. If you are capable of commanding undead, you may attempt to command the undead creature as it forms (see Turn or Rebuke Undead, page 159).

This spell must be cast at night.

**Material Component:** A clay pot filled with grave dirt and another filled with brackish water. The spell must be cast on a dead body. You must place a black onyx gem worth at least 50gp per HD of the undead to be created into the mouth or eye socket of each corpse. The magic of the spell turns these gems into worthless shells.

*Cure Moderate Wounds, Mass* – Conjunction (Healing)

**Components:** V, S

**Casting Time:** 1 Standard Action

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

**Target:** One creature / level, no two of which can be more than 30ft apart

**Duration:** Instantaneous

**Saving Throw:** Will half (harmless) or Will half; see text

**Spell Resistance:** Yes (harmless) or Yes; see text

You channel positive energy to cure 2d8 points of damage +1 point per caster level (maximum +30) in each selected creature.

Like other *cure* spells, *Mass Cure Moderate Wounds* deals damage to undead in its area rather than curing them. Each affected undead may attempt a Will save for half damage.

*Dispel Magic, Greater* – Abjuration

**Components:** V, S

**Casting Time:** 1 Standard Action

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

**Target:** One spellcaster, creature, or object; or 20ft radius burst

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

This spell functions like *Dispel Magic* (page 30), except that the maximum caster level on your dispel check is +20 instead of +10. Additionally, *Greater Dispel Magic* has a chance to dispel any effect that *Remove Curse* can remove, even if *Dispel Magic* can't dispel that effect.

*Eagle's Splendor, Mass* – Transmutation

**Components:** V, S, M/DF

**Casting Time:** 1 Standard Action

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

**Targets:** One creature / level, no two of which can be more than 30ft apart

**Duration:** 1 min / level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The transmuted creatures become more poised, articulate, and personally forceful. The spell grants a +4 enhancement bonus to Charisma, adding the usual benefits to Charisma-based skill checks and other uses of the Charisma modifier. Sorcerers and bards (and other spellcasters who rely on Charisma) affected by this spell do not gain any additional bonus spells for increased Charisma, but the save DCs for spells they cast while under this spell's effect do increase.

**Arcane Material Component:** A few feathers or a pinch of droppings from an eagle.



†*Fire Seeds* – Conjunction (Creation) (Fire)

**Domain:** Fire 6, Sun 6

**Components:** V, S, M

**Casting Time:** 1 Standard Action

**Range:** Touch

**Targets:** Up to four touched acorns or  
up to eight touched holly berries

**Duration:** 10 minutes / level or until used

**Saving Throw:** None or Reflex half; see text

**Spell Resistance:** No

Depending on the version of *Fire Seeds* you choose, you turn acorns into splash weapons that you or another character can throw, or you turn holly berries into bombs that you can detonate on command.

*Acorn Grenades:* As many as four acorns turn into special splash weapons that can be hurled as far as 100 feet. A ranged touch attack roll is required to strike the intended target. Together, the acorns are capable of dealing 1d6 points of fire damage per caster level (max. 20d6), divided up among the acorns as you wish. For example, a 20<sup>th</sup> level druid could create one 20d6 missile, two 10d6 missiles, one 11d6 and three 3d6 missiles, or any other combination totaling up to four acorns and 20d6 points of damage. Each acorn explodes upon striking any hard surface. In addition to its regular fire damage, it deals 1 point of splash damage per die, and it ignites any combustible materials within 10 feet. A creature within this area that makes a successful Reflex saving throw takes only half damage; a creature struck directly is not allowed a saving throw.

*Holly Berry Bombs:* You turn as many as eight holly berries into special bombs. The holly berries are usually placed by hand, since they are too light to make effective thrown weapons (they can only be tossed 5 feet). If you are within 200 feet and speak a word of command, each berry instantly bursts into flame, causing 1d8 points of fire damage +1 point per caster level to every creature in a 5 foot radius burst and igniting any combustible materials within 5 feet. A creature in the area that makes a successful Reflex saving throw takes only half damage.

*Material Component:* The acorns or holly berries.

*Find the Path* – Divination

**Domain:** Knowledge 6, Travel 6

**Components:** V, S, F

**Casting Time:** 3 rounds

**Range:** Personal or touch

**Target:** You or creature touched

**Duration:** 10 minutes / level

**Saving Throw:** None or Will negates (harmless)

**Spell Resistance:** No or Yes (harmless)

The recipient of this spell can find the shortest, most direct physical route to a specified destination, be it the way into or out of a locale. The locale can be outdoors, underground, or even inside a *Maze* spell. *Find the Path* works with respect to locales, not objects or creatures at a locale. Thus, the subject could not find the way to “a forest where a green dragon lives” or “a horde of platinum pieces,” but it could find the exit to a labyrinth. The location must be on the same plane as you are at the time of casting.

The spell enables the subject to sense the correct direction that will eventually lead him to his destination, indicating at the appropriate times the exact path to follow or physical actions to take. For example, the spell enables the subject to sense trip wires or the proper word to bypass a *Glyph of Warding*. The spell ends when the destination is reached or the duration expires, whichever comes first. *Find the Path* can be used to remove the subject and its companions from the effect of a *Maze* spell in a single round.

This divination is keyed to the recipient, not his companions, and its effect does not predict or allow for the actions of creatures (including guardians).

*Focus:* A set of divination counters of the sort favored by you—bones, ivory counters, sticks, carved runes, or the like.

*Forbiddance* – Abjuration

**Components:** V, S, M, DF

**Casting Time:** 6 rounds

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

**Area:** 60ft cube / level (S)

**Duration:** Permanent

**Saving Throw:** See text

**Spell Resistance:** Yes

*Forbiddance* seals an area against all planar travel into or or within it. This includes all teleportation spells (such as *Dimension Door* and *Teleport*), *Plane Shifting*, astral travel, ethereal travel, and all summoning spells. Such effects simply fail automatically.

In addition, it damages entering creatures whose alignments are different from yours. The effect on those attempting to enter the warded area is based on their alignment relative to yours (see below). A creature inside the area when the spell is cast takes no damage unless it exits the area and attempts to reenter, at which time it is affected as normal.

*Alignments identical:* No effect. The creature may enter freely (although not by planar travel).

*Alignments different with respect to either law/chaos or good/evil:* The creature takes 3d6 points of damage. A successful Will save halves the damage, and spell resistance applies.

*Alignments different with respect to both law/chaos and good/evil:* The creature takes 12d6 points of damage. A successful Will save halves the damage, and spell resistance applies.

At your option, the abjuration can include a password, in which case creatures of alignments different from yours can avoid the damage by speaking the password as they enter the area. You must select this option (and the password) at the time of casting.

*Dispel Magic* does not dispel a *Forbidden* effect unless the dispeller's level is at least as high as your caster level. You can't have multiple overlapping *Forbiddance* effects. In such a case, the more recent effect stops at the boundary of the older effect.

**Material Components:** A sprinkling of holy water and rare incenses worth at least 1,500gp, plus 1,500gp per 60ft cube. If a password is desired, this requires the burning of additional rare incenses worth at least 1,000gp, plus 1,000gp per 60ft cube.

*Geas / Quest* – Enchantment (Compulsion)

(Language Dependent) (Mind-Affecting)

**Components:** V

**Casting Time:** 10 minutes

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

**Target:** One living creature

**Duration:** 1 day / level or until discharged (D)

**Saving Throw:** None

**Spell Resistance:** Yes

*Geas/Quest* places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by you. This affects a creature of any Hit Die and allows no saving throw. While a *geas* cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity. The *geased* creature must follow the given instructions until the *geas* is completed, no matter how long it takes.

If the instructions involve some open-ended task that the recipient cannot complete through his own actions (such as "Wait here" or "Defend this area against attack"), the spell remains in effect for a maximum of one day per caster level. A clever recipient can subvert some instructions: For example, if you order the recipient to protect you from all harm, it might place you in a nice, safe dungeon for the duration of the spell.

If the subject is prevented from obeying the *Geas/Quest* for 24 hours, it takes 3d6 points of damage each day it does not attempt to follow the *Geas/Quest*. Additionally, each day it must make a Fortitude saving throw or become sickened. These effects end 24 hours after the creature attempts to resume the *Geas/Quest*.

A *Remove Curse* spell ends a *Geas/Quest* spell only if its caster level is at least two higher than your caster level. *Break Enchantment* does not end the *Geas/Quest*, although *Limited Wish*, *Miracle*, and *Wish* do.

Bards, sorcerers, and wizards usually refer to his spell as *Geas*, while clerics call the same spell *Quest*.

*Glyph of Warding, Greater* – Abjuration

**Components:** V, S, M

**Casting Time:** 10 minutes

**Range:** Touch

**Target or Area:** Object touched or up to 5 sq. ft / level

**Duration:** Permanent until discharged (D)

**Saving Throw:** See text

**Spell Resistance:** No (object) and Yes (see text)

This spell functions like *Glyph of Warding* (page 32), except that a *greater blast glyph* deals up to 10d8 points of damage, and a *greater spell glyph* can store a spell of 6<sup>th</sup> level or lower. **Material Component:** You trace the *glyph* with incense, which must first be sprinkled with powdered diamond worth at least 400gp.

*Harm* – Necromancy

**Domain:** Destruction 6

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Will half; see text

**Spell Resistance:** Yes

*Harm* charges a subject with negative energy that deals 10 points of damage per caster level (to a maximum of 150 points at 15<sup>th</sup> level). If the creature successfully save, *Harm* deals half this amount, but it cannot reduce the target's hit points to less than 1.

If used on an undead creature, *Harm* acts like *Heal*.

*Heroes' Feast* – Conjunction (Creation)

**Components:** V, S, DF

**Casting Time:** 10 minutes

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

**Effect:** Feast for one creature / level

**Duration:** 1 hour plus 12 hours; see text

**Saving Throw:** None

**Spell Resistance:** Yes (harmless)

You bring forth a great feast, including a magnificent table, chairs, service, and food and drink. The feast takes 1 hour to consume, and the beneficial effects do not set in until this hour is over. Every creature partaking of the feast is cured of all diseases, sickness, and nausea; becomes immune to poison for 12 hours; and gains 1d8 temporary hit points +1 point per two caster levels (max. +10). The ambrosial food that is consumed grants each creature that partakes a +1 morale bonus on attack rolls and Will saves and immunity to fear effects for 12 hours.

If the feast is interrupted for any reason, the spell is ruined and all effects of the spell are negated.

*Inflict Moderate Wounds, Mass* – Necromancy

**Components:** V, S

**Casting Time:** 1 Standard Action

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

**Target:** One creature / level, no two of which can be more than 30ft apart

**Duration:** Instantaneous

**Saving Throw:** Will half

**Spell Resistance:** Yes

Negative energy spreads out in all directions from the point of origin, dealing 2d8 points of damage +1 point per caster level (maximum +30) to nearby living enemies. Like other *inflict* spells, *Mass Inflict Moderate Wounds* cures undead in its area rather than damaging them. A cleric capable of spontaneously casting *inflict* spells can also spontaneously cast *Mass Inflict Moderate Wounds*.

*Heal* – Conjunction (Healing)

**Domain:** Healing 6

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

*Heal* enables you to channel positive energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: ability damage, blinded, *confused*, dazed, dazzled, deafened, diseased, exhausted, fatigued, *feebleminded*, insanity, nauseated, sickened, stunned, and poisoned. It also cures 10 hit points of damage per level of the caster, to a maximum of 150 points at 15<sup>th</sup> level.

*Heal* does not remove negative levels, restore permanently drained levels, or restore permanently drained ability score points.

If used against an undead creature, *Heal* instead acts like *Harm*.

†*Hold Monster* – Enchantment (Compulsion)  
(Mind-Affecting)

**Components:** V, S, M/DF

**Casting Time:** 1 Standard Action

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

**Target:** One living creature

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

**Saving Throw:** Will negates; see text

**Spell Resistance:** Yes

This spell functions like *Hold Person* (page 19), except that it affects any living creature that fails its Will save.

The subject becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any action, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect. (This is a full-round action that does not provoke attacks of opportunity.)

A winged creature who is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

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

†*Mislead* – Illusion (Figment, Glamer)

**Domain:** Luck 6, Trickery 6

**Components:** S

**Casting Time:** 1 Standard Action

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

**Target / Effect:** You/one illusory double

**Duration:** 1 round / level (D) and  
concentration + 3 rounds; see text

**Saving Throw:** None or Will disbelief  
(if interacted with); see text

**Spell Resistance:** No

You become invisible (as *Improved Invisibility*, a glamer), and at the same time, an illusory double of you (as *Major Image*, a figment) appears. You are then free to go elsewhere while your double moves away. The double appears within range but thereafter moves as you direct it (which requires concentration beginning on the first round after the casting). You can make the figment appear superimposed perfectly over your own body so that observers don't notice an image appearing and you turning invisible. You and the figment can then move in different directions. The double moves at your speed and can talk and gesture as if it were real, but it cannot attack or cast spells, though it can pretend to do so.

The illusory double lasts as long as you concentrate upon it, plus 3 additional rounds. After you cease concentration, the illusory double continues to carry out the same activity (for instance, fleeing down a hallway) until the duration expires. The *Improved Invisibility* lasts for 1 round per level, regardless of concentration.

†*Repel Wood* - Transmutation

**Domain:** Plant 6

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** 60ft

**Area:** 60ft line shaped emanation from you

**Duration:** 1 min / level (D)

**Saving Throw:** None

**Spell Resistance:** No

Waves of energy roll forth from you, moving in the direction that you determine, causing all wooden objects in the path of the spell to be pushed away from you to the limit of the range. Wooden objects larger than 3 inches in diameter or smaller that are fixed in place splinter and break, and the pieces move with the wave of energy. Objects affected by the spell are repelled at the rate of 40ft per round.

Objects such as wooden shields, spears, wooden weapon shafts and hafts, and arrows and bolts are pushed back, dragging those carrying them along. (A creature being dragged by an item it is carrying can let go. A creature being dragged by a shield can loose it as a move action and drop it as a free action.) If a spear is planted (set) to prevent this forced movement, it splinters. Even magic items with wooden sections are repelled, although an *Antimagic Field* blocks the effects.

The waves of energy continue to sweep down the set path for the spell's duration. After you cast the spell, the path is set, and you can then do other things or go elsewhere without affecting the spell's power.

*Owl's Wisdom, Mass* – Transmutation

**Components:** V, S, M/DF

**Casting Time:** 1 Standard Action

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

**Targets:** One creature / level, no two of  
which can be more than 30ft apart

**Duration:** 1 min / level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The transmuted creatures become wiser. The spell grants a +4 enhancement bonus to Wisdom, adding the usual benefit to Wisdom-related skills. Clerics, druids, paladins, and rangers (and other Wisdom-based spellcasters) who receive *Owl's Wisdom* do not gain any additional bonus spells for the increased Wisdom, but the save DCs for their spells increase.

*Arcane Material Component:* A few feathers, or a pinch of droppings, from an owl.

*Planar Ally* – Conjuraton (Calling)

**Components:** V, S, DF, XP

**Casting Time:** 10 minutes

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

**Effect:** One or two called elementals or outsider,  
totaling no more than 12 HD, which cannot  
be more than 30ft apart when they appear

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

As *Lesser Planar Ally* (page 45), except you may call a single creature of up 16HD or a number of creatures whose HD total no more than 16. The creatures, as a group, agree to perform one task for you and request one favor in return.

*XP Cost:* 250 XP.

†*Stoneskin* – Abjuration

**Domain:** Earth 6, Strength 6

**Components:** V, S, M

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 minutes / level or until discharged

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The warded creature gains resistance to blows, cuts, stabs, and slashes. The subject gains damage reduction 10/adamantine. (It ignores the first 10 points of damage each time it takes damage from a weapon, though an adamantine weapon bypasses the reduction.) Once the spell has prevented a total of 10 points of damage per caster level (max. 150 points), it is discharged.

**Material Component:** Granite and 250gp worth of diamond dust sprinkled on the target's skin.

*Symbol of Persuasion* – Enchantment (Charm)  
(Mind-Affecting)

**Components:** V, S, M

**Casting Time:** 10 minutes

**Range:** 0ft; see text

**Effect:** One symbol

**Duration:** See text

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell functions like *Symbol of Death* (page 89), except that all creature within the radius of a *Symbol of Persuasion* instead become *charmed* by the caster (as the *Charm Monster* spell) for 1 hour per caster level.

Unlike *Symbol of Death*, *Symbol of Persuasion* has no hit point limit; once triggered, a *Symbol of Persuasion* simply remains active for 10 minutes per casters level.

**Note:** Magic traps such as *Symbol of Persuasion* are hard to detect and disable. A rogue (only) can use the Search skill to find a *Symbol of Persuasion* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 31 for *Symbol of Persuasion*.

**Material Component:** Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000gp.

*Summon Monster VI* – Conjunction (Summoning)

**Components:** V, S, F/DF

**Casting Time:** 1 round

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

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

**Duration:** 1 round / level (D)

**Saving Throw:** None

**Spell Resistance:** No

This spell functions like *Summon Monster I* (page 12), except that can summon one creature from the 6<sup>th</sup> – level list or 1d3 creatures of the same kind from the 5<sup>th</sup> – level list, or 1d4 + 1 creatures of the same kind from the a lower level list.

*Symbol of Fear* – Necromancy (Fear, Mind-Affecting)

**Components:** V, S, M

**Casting Time:** 10 minutes

**Range:** 0ft; see text

**Effect:** One symbol

**Duration:** See text

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell functions like *Symbol of Death* (page 89), except that all creature within 60ft of the *Symbol of Fear* instead become panicked for 1 round per caster level.

**Note:** Magic traps such as *Symbol of Fear* are hard to detect and disable. A rogue (only) can use the Search skill to find a *Symbol of Fear* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 31 for *Symbol of Fear*.

**Material Component:** Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 1,000gp.

*Undeath to Death* – Necromancy

**Components:** V, S, M/DF

**Casting Time:** 1 Standard Action

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

**Area:** Several undead creatures within a 40ft radius burst

**Duration:** Instantaneous

**Saving Throw:** Will negates

**Spell Resistance:** Yes

A *Undeath to Death* spell slays 1d4 HD worth of undead creatures per caster level (max. 20d4). Creatures with the fewest HD are affected first; among creatures with equal HD, those who are closest to the burst's point of origin are affected first. No creature of 9 or more HD can be affected, and Hit Dice that are not sufficient to affect a creature are wasted.

**Material Component:** The powder of a crushed diamond worth at least 500gp.

*Wind Walk* – Transmutation (Air)

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** You and one touched creature per 3 levels

**Duration:** 1 hour / level (D); see text

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

You alter the substance of your body to a cloudlike vapor (as the *Gaseous Form* spell, on page 31) and move through the air, possibly at great speed. You can take other creatures with you, each of which acts independently. Normally, a *wind walker* flies at a speed of 10ft with perfect maneuverability. If desired by the subject, a magical wind wafts a *wind walker* along at up to 600ft per round (60 mph) with poor maneuverability. *Wind walkers* are not invisible but rather appear misty and translucent. If fully clothed in white, they are 80% likely to be mistaken for clouds, fog, vapors, or the like.

A *wind walker* can regain its physical form as desired and later resume the cloud form. Each change to and from vaporous form requires 5 rounds, which counts toward the duration of the spell (as does any time spent in physical form). As noted above, you can dismiss the spell, and you can even dismiss it for individual *wind walkers* and not others.

For the last minute of the spell, a *wind walker* in cloud form automatically descends 60ft per round (for a total of 600ft), though it may descend faster if it wishes. This descent serves as a warning that the spell is about to end.

*Word of Recall* – Conjunction (Teleportation)

**Components:** V

**Casting Time:** 1 Standard Action

**Range:** Unlimited

**Target:** You and touched objects or other willing creatures

**Duration:** Instantaneous

**Saving Throw:** None or Will negates (object, harmless)

**Spell Resistance:** No or Yes (object, harmless)

*Word of Recall* teleports you instantly back to your sanctuary when the word is uttered. You must designate the sanctuary when you prepare the spell, and it must be a very familiar place. The actual point of arrival is a designated area no larger than 10ft by 10ft. You can be transported any distance within a plane but cannot travel between planes. You can transport, in addition to yourself, any objects you carry, as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. Exceeding this limit causes the spell to fail.

An unwilling creature can't be teleported by *Word of Recall*. Likewise, a creature's Will save (or spell resistance) prevents items in its possession from being teleported. Unattended, non-magical objects receive no saving throw.

7<sup>th</sup> – level

†*Acid Fog* – Conjunction (Creation) (Acid)

**Domain:** Water 7

**Components:** V, S, M/DF

**Casting Time:** 1 Standard Action

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

**Effect:** Fog spreads in 20ft radius, 20ft high

**Duration:** 1 round / level

**Saving Throw:** None

**Spell Resistance:** No

*Acid Fog* creates a billowing mass of misty vapors similar to that are so thick that any creature attempting to move through it progresses at a speed of 5 feet, regardless of its normal speed, and it takes a -2 penalty on all melee attack and melee damage rolls. The vapors prevent effective ranged weapon attacks (except for magic rays and the like). A creature or object that falls into *Acid Fog* is slowed, so that each 10 feet of vapor that it passes through reduces falling damage by 1d6. A creature can't take a 5-foot step while in *Acid Fog*. In addition to slowing creatures down and obscuring sight, this spell's vapors are highly acidic. Each round on your turn, starting when you cast the spell, the fog deals 2d6 points of acid damage to each creature and object within it.

*Arcane Material Component:* A pinch of dried, powdered peas combined with powdered animal hoof.

†*Animate Plants* – Transmutation

**Domain:** Plant 7

**Components:** V

**Casting Time:** 1 Standard Action

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

**Targets:** One Large plant per three caster levels or all plants within range; see text

**Duration:** 1 round / level or 1 hour / level; see text

**Saving Throw:** None

**Spell Resistance:** No

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

Use the statistics for animated objects found in the *Monster Manual*, except that plants smaller than Large don't have hardness unless the DM rules otherwise for a given case.

*Animate Plants* cannot affect plant creatures (such as treants), nor does it affect nonliving vegetable material (such as a cotton tunic or hempen rope).

*Entangle:* Alternatively, you may imbue all plants within range with a degree of mobility, which allows them to entwine around creatures in the area. This usage of the spell duplicates the effect of an *Entangle* spell (page 9). Spell resistance does not keep creatures from being entangled. This effect lasts 1 hour per caster level.

†*Animal Shapes* – Transmutation

**Domain:** Animal 7

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

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

**Targets:** Up to one willing creature per level, all within 30ft of each other

**Duration:** 1 hour / level (D)

**Saving Throw:** None; see text

**Spell Resistance:** Yes (harmless)

As *Polymorph*, except you polymorph up to one willing creature per caster level into an animal of your choice; the spell has no effect on unwilling creature. All creature must take the same kind of animal form; for example, you can't turn one subject into a hawk and another into a dire wolf. Recipients remain in the animal form until the spell expires or until you dismiss it for all recipients. In addition, an individual subject may choose to resume its normal form as a full-round action; doing so ends the spell for that subject alone. The maximum HD of an assumed form is equal to the subject's HD or your caster level, whichever is lower, to a maximum of 20 HD at 20<sup>th</sup> level.

Upon changing, the subject regains lost hit points as if it had rested for a night (though this healing does not restore temporary ability damage or provide other benefits of resting; and changing back does not heal the subject further). If slain, the subject reverts to its original form, though it remains dead. The subject gains the Strength, Dexterity, and Constitution scores of the new form but retains its own Intelligence, Wisdom, and Charisma scores. It also gains all extraordinary special attacks possessed by the form (such as constrict, improved grab, and poison) but does not gain the extraordinary special qualities possessed by the new form (such as blindsense, fast healing, regeneration, and scent) or any supernatural or spell-like abilities.

Incorporeal or gaseous creatures are immune to being *Polymorphed*, and a creature with the shapechanger subtype such as a lycanthrope or a doppelganger) can revert to its natural form as a standard action.

†*Bigby's Grasping Hand* – Evocation (Force)

**Domain:** Strength 7

**Components:** V, S, F/DF

**Casting Time:** 1 Standard Action

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

**Effect:** 10ft hand

**Duration:** 1 round / level

**Saving Throw:** None

**Spell Resistance:** Yes

This spell functions like *Bigby's Interposing Hand*, except that hand can also grapple one opponent that you select. The *grasping hand* gets one grapple attack per round. Its attack bonus to make contact equals your caster level + your Intelligence, Wisdom, or Charisma modifier (for wizards, clerics, and sorcerers, respectively), +10 for the hand's Strength score (31), -1 for being Large. Its grapple bonus is this same figure, except with a +4 modifier for being Large instead of -1. The hand holds but does not harm creature it grapples. Directing the spell to a new target is a move action.

The *grasping hand* can also bull rush an opponent as *Bigby's Forceful Hand* does, but at a +16 bonus on the Strength check (+10 for Strength 31, +4 for being Large, and a +2 bonus for charging, which it always gets). The hand always moves with the opponent to push that target back the full distance allowed, and it has no speed limit. The *grasping hand* can also interpose itself as *Bigby's Interposing Hand* does, moving between you and one opponent, remaining between the two of you, regardless of where you move or how the opponent tries to get around it, providing cover (+4 AC) for you against that opponent. Nothing can fool the hand – it sticks with the selected opponent in spite of darkness, invisibility, polymorphing, or any other attempt at hiding or disguise. The hand will not pursue an opponent, while interposing itself.

A *Bigby's Hand* is 10 feet long and about that wide with its fingers outstretched. It has as many hit points as you do when you're undamaged, and its AC is 20 (-1 size, +11 natural). It takes damage as a normal creature, but most magical effects that don't cause damage do not affect it. The hand never provokes attacks of opportunity from opponents. It cannot push through a *Wall of Force* or enter an *Antimagic Field*, but it suffers the full effect of a *Prismatic Wall* or *Prismatic Sphere*. The hand makes saving throws as its caster. *Disintegrate* or a successful *Dispel Magic* destroys it.

Any creature weighing 2,000 pounds or less that tries to push past the hand is slowed to half its normal speed. The hand cannot reduce the speed of a creature weighing more than 2,000 pounds, but it still affects the creature's attacks. Clerics who cast this spell name it for their deities – *Kord's Grasping Hand*, for example.

*Arcane Focus:* A leather glove.

*Blasphemy* – Evocation (Evil) (Sonic)

**Domain:** Evil 7

**Components:** V

**Casting Time:** 1 Standard Action

**Range:** 40ft

**Area:** Non-evil creatures in a 40ft radius spread centered on you

**Duration:** Instantaneous

**Saving Throw:** None or Will negates; see text

**Spell Resistance:** Yes

Any non-evil creature within the area of a *Blasphemy* spell suffers the following ill effects.

#### HD

Equal to caster level

Up to caster level -1

Up to caster level -5

Up to caster level -10

#### Effect

Dazed

Weakened, dazed

Paralyzed, weakened and dazed

Killed (If not killed then paralyzed, weakened and dazed.)

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

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

*Weakened:* The creature's Strength score decreases by 2d6 points for 1d4 rounds.

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

*Killed:* Living creatures die. Undead creatures are destroyed. Furthermore, if you are on your home plane when you cast this spell, non-evil extraplanar creatures within the area are instantly banished back to their home planes. Creature so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the *Blasphemy*. The banishment effect allows a Will save (at a -4 penalty) to negate.

Creatures whose Hit Dice exceed your caster level are unaffected by *Blasphemy*.



*Control Weather* – Transmutation

**Domain:** Air 7

**Components:** V, S

**Casting Time:** 10 minutes; see text

**Range:** 2 miles

**Area:** 2 mile radius circle, centered on you; see text

**Duration:** 4d12 hours; see text

**Saving Throw:** None

**Spell Resistance:** No

You change the weather in the local area. It takes 10 minutes to cast the spell and an additional 10 minutes for the effects to manifest. The current, natural weather conditions are determined by the DM. You can call forth weather appropriate to the climate and season of the area you are in.

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

You control the general tendencies of the weather, such as the direction and intensity of the wind. You cannot control specific applications of the weather—where lightning strikes, for example, or the exact path of a tornado. When you select a certain weather condition to occur, the weather assumes that condition 10 minutes later (changing gradually, not abruptly).

The weather continues as you left it for the duration, or until you use a standard action to designate a new kind of weather (which fully manifests itself 10 minutes later). Contradictory conditions are not possible simultaneously—fog and strong wind, for example.

*Control Weather* can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

Druids casting this spell double the duration and affect a circle with a 3-mile radius.

*Cure Serious Wounds, Mass* – Conjuration (Healing)

**Components:** V, S

**Casting Time:** 1 Standard Action

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

**Target:** One creature / level, no two of which can be more than 30ft apart

**Duration:** Instantaneous

**Saving Throw:** Will half (harmless) or Will half; see text

**Spell Resistance:** Yes (harmless) or Yes; see text

You channel positive energy to cure 3d8 points of damage +1 point per caster level (maximum +35) in each selected creature.

Like other *cure* spells, *Mass Cure Serious Wounds* deals damage to undead in its area rather than curing them. Each affected undead may attempt a Will save for half damage.

*Destruction* – Necromancy (Death)

**Domain:** Death 7

**Components:** V, S, F

**Casting Time:** 1 Standard Action

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

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

This spell instantly slays the subject and consumes its remains (but not its equipment and possessions) utterly. If the target's Fortitude saving throw succeeds, it instead takes 10d6 points of damage. The only way to restore life to a character who has failed to save against this spell is to use *True Resurrection*, a carefully worded wish spell followed by *Resurrection*, or *Miracle*.

**Focus:** A special holy (or unholy) symbol of silver marked with verses of anathema (cost 500gp).

*Dictum* – Evocation (Lawful) (Sonic)

**Domain:** Law 7

**Components:** V

**Casting Time:** 1 Standard Action

**Range:** 40ft

**Area:** Non-lawful creatures in a 40ft radius spread centered on you

**Duration:** Instantaneous

**Saving Throw:** None or Will negates; see text

**Spell Resistance:** Yes

Any non-lawful creature within the area of a *Dictum* spell suffers the following ill effects.

HD	Effect
Equal to caster level	Deafened
Up to caster level -1	<i>Slowed</i> , dazed
Up to caster level -5	Paralyzed, <i>slowed</i> and deafened
Up to caster level -10	Killed (If not killed then paralyzed, <i>slowed</i> and deafened.)

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

*Deafened:* The creature is deafened for 1d4 rounds.

*Slowed:* The creature is *slowed*, as by the *Slow* spell, for 2d4 rounds.

An affected creature moves and attacks at a drastically slowed rate. A *slowed* creature can take only a single move action or standard action each turn, but not both (nor may it take full-round actions). Additionally, it takes a -1 penalty on attack rolls, AC, and Reflex saves. A *slowed* creature moves at half its normal speed (round down to the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed.

Multiple *slow* effects don't stack.

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

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

Furthermore, if you are on your home plane when you cast this spell, non-lawful extraplanar creatures within the area are instantly banished back to their home planes. Creature so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the *Dictum*. The banishment effect allows a Will save (at a -4 penalty) to negate.

Creatures whose Hit Dice exceed your caster level are unaffected by *Dictum*.

material creatures or objects have attacks or effects that work on the Ethereal Plane (such as a basilisk's gaze attack). Treat other ethereal creatures and ethereal objects as if they were material.

If you end the spell and become material while inside a material object (such as a solid wall), you are shunted off to the nearest open space and take 1d6 points of damage per 5ft that you so travel.

†*Disintegrate* – Transmutation

**Domain:** Destruction 7

**Components:** V, S, M/DF

**Casting Time:** 1 Standard Action

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

**Effect:** Ray

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial (object)

**Spell Resistance:** Yes

A thin, green ray springs from your pointing finger. You must make a successful ranged touch attack to hit. Any creature struck by the ray takes 2d6 points of damage per caster level (to a maximum of 40d6). Any creature reduced to 0 or fewer hit points by this spell is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected.

When used against an object, the ray simply disintegrates as much as one 10ft cube of nonliving matter. Thus, the spell disintegrates only part of any very large object or structure targeted. The ray affects even objects constructed entirely of force, such as *Bigby's Forceful Hand* or a *Wall of Force*, but not magical effects such as a *Globe of Invulnerability* or an *Antimagic Field*.

A creature or object that makes a successful Fortitude save is partially affected, taking only 5d6 points of damage. If this damage reduces the creature or object to 0 or fewer hit points, it is entirely disintegrated.

Only the first creature or object struck can be affected; that is, the ray affects only one target per casting.

*Arcane Material Component:* A lodestone and a pinch of dust.

*Ethereal Jaunt* – Transmutation

**Components:** V, S

**Casting Time:** 1 Action

**Target:** You

**Duration:** 1 round / level (D)

You become ethereal, along with your equipment. For the duration of the spell, you are in a place called the Ethereal Plane, which overlaps the normal, physical, Material Plane. When the spell expires, you return to material existence.

An ethereal creature is invisible, insubstantial, and capable of moving in any direction, even up or down, albeit at half normal speed. As an insubstantial creature, you can move through solid objects, including living creatures. An ethereal creature can see and hear the Material Plane, but everything looks gray and ephemeral. Sight and hearing onto the Material Plane are limited to 60ft. Force effects (such as *Magic Missile* and *Wall of Force*) and abjurations affect the creature normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain

*Holy Word* – Evocation (Good) (Sonic)

**Domain:** Good 7

**Components:** V

**Casting Time:** 1 Standard Action

**Range:** 40ft

**Area:** Non-good creatures in a 40ft radius spread centered on you

**Duration:** Instantaneous

**Saving Throw:** None or Will negates; see text

**Spell Resistance:** Yes

Any non-good creature within the area of a *Holy Word* spell suffers the following ill effects.

HD	Effect
Equal to caster level	Deafened
Up to caster level -1	Blinded, deafened
Up to caster level -5	Paralyzed, blinded and deafened
Up to caster level -10	Killed (If not killed then paralyzed, blinded and deafened.)

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

*Deafened:* The creature is deafened for 1d4 rounds.

*Blinded:* The creature is blinded for 2d4 rounds.

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

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

Furthermore, if you are on your home plane when you cast this spell, non-good extraplanar creatures within the area are instantly banished back to their home planes.

Creature so banished cannot return for at least 24 hours.

This effect takes place regardless of whether the creatures hear the *Holy Word*. The banishment effect allows a Will save (at a -4 penalty) to negate.

Creatures whose Hit Dice exceed your caster level are unaffected by *Holy Word*.

*Inflict Serious Wounds, Mass* – Necromancy

**Components:** V, S

**Casting Time:** 1 Standard Action

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

**Target:** One creature / level, no two of which can be more than 30ft apart

**Duration:** Instantaneous

**Saving Throw:** Will half

**Spell Resistance:** Yes

Negative energy spreads out in all directions from the point of origin, dealing 3d8 points of damage +1 point per caster level (maximum +35) to nearby living enemies.

Like other *inflict* spells, *Mass Inflict Serious Wounds* cures undead in its area rather than damaging them. A cleric capable of spontaneously casting *inflict* spells can also spontaneously cast *Mass Inflict Serious Wounds*.

†*Legend Lore* – Divination

**Domain:** Knowledge 7

**Components:** V, S, M, F

**Casting Time:** See text

**Target:** You

**Duration:** See text

*Legend Lore* brings to your mind legends about an important person, place, or thing. If the person or thing is at hand, or if you are in the place in question, the casting time is only 1d4 x 10 minutes. If you have only detailed information on the person, place, or thing, the casting time is 1d10 days, and the resulting lore is less complete and specific (though it often provides enough information to help you find the person, place, or thing, thus allowing a better *Legend Lore* result next time). If you know only rumors, the casting time is 2d6 weeks, and the resulting lore is vague and incomplete (though it often directs you to more detailed information, thus allowing a better *Legend Lore* result next time).

During the casting, you cannot engage in other than routine activities: eating, sleeping, and so forth. When completed, the divination brings legends (if any) about the person, place, or things to your mind. These may be legends that are still current, legends that have been forgotten, or even information that has never been generally known. If the person, place, or thing is not of legendary importance, you gain no information.

As a rule of thumb, characters who are 11<sup>th</sup> level and higher are “legendary,” as are the sorts of creatures they contend with, the major magic items they wield, and the places where they perform their key deeds.

Examples of *Legend Lore* results include the following.

A divination about a mysterious magic axe you have at hand: “Woe to the evildoer whose hand touches the axe, for even the haft chops the hand of the evil ones. Only a true Son or Daughter of Stone, one who loves Moradin and whom Moradin loves, may awaken the true powers of the axe, and only with the sacred word “*Rudnogg*” on the lips.”

A divination about a legendary paladin about whom you know many details: “Vanashon has been denied the glory of death and the duty of life. He waits patiently beneath the Forbidden Mountain.” (The paladin has been turned to stone in the caverns under the mountain.)

A divination about ancient ruins about which you have only a passing reference in a partially damaged tome: “the sorcerer who called herself Ryth built a library without words and a temple without gods. Those who read and those who pray tore it down in a night and a day.” (These clues may be enough for you to find out more and get the details you need to cast a better *Legend Lore*.)

*Material Component:* Incense worth at least 250gp.

*Focus:* Four strips of ivory (worth 50gp each) formed into a rectangle.

†*Power Word Blind* – Enchantment (Compulsion)  
(Mind-Affecting)

**Domain:** War 7

**Components:** V

**Casting Time:** 1 Standard Action

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

**Target:** One creature with 200 HP or less

**Duration:** See text

**Saving Throw:** None

**Spell Resistance:** Yes

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

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

*Regenerate* – Conjunction (Healing)

**Domain:** Healing 7

**Components:** V, S, DF

**Casting Time:** 3 full rounds

**Range:** Touch

**Target:** Living creature touched

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates (harmless)

**Spell Resistance:** Yes (harmless)

The subject's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multi-headed creatures), broken bones, and ruined organs grow back. After the spell is cast, the physical regeneration is complete in 1 round if the severed members are present and touching the creature. It takes 2d10 rounds otherwise. *Regenerate* also cures 4d8 points of damage +1 point per caster level (max. +35), rids the subject of exhaustion and / or fatigue, and eliminates all non-lethal damage the subject has taken. It has no effect on non-living creatures (including undead).

*Refuge* – Conjunction (Teleportation)

**Components:** V, S, M

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Object touched

**Duration:** Permanent until discharged

**Saving Throw:** None

**Spell Resistance:** No

You create powerful magic in some specially prepared object—a statuette, a jeweled rod, a gem, or the like. This object contains the power to instantaneously transport its possessor across any distance within the same plane to your abode. Once the item is transmuted, you must give it willingly to a creature and at the same time inform it of a command word to be spoken when the item is to be used. To make use of the item, the subject speaks the command word at the same time that it rends or breaks the item (a standard action). When this is done, the individual and all objects it is wearing and carrying (to a maximum of the character's heavy load) are instantly transported to your abode. No other creatures are affected (aside from a familiar that is touching the subject). You can alter the spell when casting it so that it transports you to within 10ft of the possessor of the item when it is broken and the command word spoken. You will have a general idea of the location and situation of the item possessor at the time the *Refuge* spell is discharged, but once deciding to alter the spell in this fashion you have no choice whether or not to be transported.

*Material Component:* The specially prepared object, whose construction includes gems worth 1,500gp.

*Repulsion* – Abjuration

**Domain:** Protection 7

**Components:** V, S, F/DF

**Casting Time:** 1 Standard Action

**Range:** Up to 10ft / level

**Area:** Up to 10ft radius / level emanation centered on you

**Duration:** 1 round / level (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

An invisible, mobile field surrounds you and prevents creatures from approaching you. You decide how big the field is at the time of casting (to the limit your level allows). Any creature within or entering the field must attempt a save. If it fails, it becomes unable to move toward you for the duration of the spell. Repelled creatures' actions are not otherwise restricted. They can fight other creatures and can cast spells and attack you with ranged weapons. If you move closer to an affected creature, nothing happens. (The creature is not forced back.) The creature is free to make melee attacks against you if you come within reach. If a repelled creature moves away from you and then tries to turn back toward you, it cannot move any closer if it is still within the spell's area.

*Arcane Focus:* A pair of small iron bars attached to two small canine statuettes, one black and one white, the whole array worth 50gp.

*Restoration, Greater* – Conjunction (Healing)

**Components:** V, S, XP

**Casting Time:** 10 minutes

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

This spell functions like *Lesser Restoration* (page 21), except that it dispels all negative energy levels afflicting the healed creature. This effect also reverses level drains by a force or creature, restoring the creature to the highest level it had previously attained. The drained levels are restored only if the time since the creature lost the level is no more than 1 week per caster level.

*Greater Restoration* also dispels all magical effects penalizing the character's abilities, cures all temporary ability damage, and restores all points permanently drained from all ability scores. It also eliminates fatigue and exhaustion, and removes all forms of insanity, *confusion*, and similar mental effects. *Greater Restoration* does not restore levels or Constitution points lost due to death.

*XP Cost:* 500 XP.

*\*Righteous Wrath of the Faithful* – Enchantment

(Compulsion) (Mind-Affecting)

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

**Range:** 30ft

**Target:** All allies within 30ft radius burst centered on you

**Duration:** 1 round / level

**Saving Throw:** None

**Spell Resistance:** Yes

When you cast this spell, you fire your allies and companions with a divine madness or fury that greatly enhances their combat ability. Allies who are fighting on your side are affected as if they had received an *Aid* spell, gaining a +1 morale bonus on attack rolls and saving throws against fear effects, plus 1d8 temporary hit points for the duration of the spell.

Allies who worship the same deity as you are infused with the *Righteous Wrath*. They gain one additional melee attack each round, at their highest attack bonus, and a +2 morale bonus on attack and damage rolls and saving throws. They gain an additional 1d8 temporary hit points (for a total of 2d8) and a +3 morale bonus on saving throws against mind-affecting spells or effects.

When the spell duration expires, any allies who were affected by the full *Righteous Wrath* are fatigued (-2 Str, -2 Dex, can't charge or run) for 10 minutes.

*Resurrection* – Conjunction (Healing)

**Components:** V, S, M, DF

**Casting Time:** 10 minutes

**Range:** Touch

**Target:** Dead creature touched

**Duration:** Instantaneous

**Saving Throw:** None (see text)

**Spell Resistance:** Yes (harmless)

This spell functions like *Raise Dead* (page 56), except you are able to restore life and complete strength to any deceased creature. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be resurrected, but the portion receiving the spell must have been part of the creature's body at the time of death. (The remains of a creature hit by a *Disintegrate* spell count as a small portion of its body). The creature can have been dead no longer than 10 years per caster level.

Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of prepared spells. However, the subject loses one level, or 2 points of Constitution if the subject was 1<sup>st</sup> level. (If this reduction would bring its Con to 0 or lower, it can't be resurrected.) This level loss or Constitution loss cannot be repaired by any means.

You can resurrect someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. You cannot revive someone who has died of old age. Constructs, elementals, outsiders, and undead creatures can't be resurrected.

*Material Components:* A sprinkle of holy water and a diamonds worth a total of at least 10,000gp.

†*Screen* – Illusion (Glamer)

**Domain:** Trickery 7

**Components:** V, S

**Casting Time:** 10 minutes

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

**Area:** 30ft cube / level (S)

**Duration:** 24 hours

**Saving Throw:** None or Will disbelief

(if interacted with); see text

**Spell Resistance:** No

This spell combines several elements to create a powerful protection from scrying and direct observation. When casting the spell, you dictate what will and will not be observed in the spell's area. The illusion created must be stated in general terms. Thus, you could specify the illusion of yourself and another character playing chess for the duration of the spell, but you could not have the illusory chess players take a break, make dinner and then resume their game. You could have a crossroads appear quiet and empty even while an army is actually passing through the area. You could specify that no one be seen (including passing strangers), that your troops be undetected, or even that every fifth person or unit should be visible. Once the conditions are set, they cannot be changed.

Attempts to scry the area automatically detect the image stated by you with no save allowed. Sight and sound are appropriate to the illusion created. A band of people standing in a meadow could be concealed as an empty meadow with birds chirping, for instance.

Direct observation may allow a save (as per a normal illusion), if there is cause to disbelieve what is seen.

Certainly onlookers in the area would become suspicious if a marching army disappeared at one point to reappear at another. Even entering the area does not cancel the illusion or necessarily allow a save, assuming that hidden beings take care to stay out of the way of those affected by the illusion.

*Scrying, Greater* - Divination

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** See text

**Effect:** Magical sensor

**Duration:** 1 hour / level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell functions like *Scrying* (page 57), except as noted above. Additionally, all of the following spells function reliably through the sensor: *Detect Alignment*, *Detect Magic*, *Message*, *Read Magic*, and *Tongues*.

\**Slime Wave* – Conjunction (Summoning)

**Components:** V, S, M

**Casting Time:** 1 Standard Action

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

**Area:** 15ft radius spread

**Duration:** 1 round / level

**Saving Throw:** Reflex negates

**Spell Resistance:** No

You create a wave of green slime that begins at the range you choose and violently spreads to the limit of the area. The wave splashes and splatters as it passes; some slime clings to any wall or ceiling. Green slime devours flesh and organic materials on contact, and even dissolves metal. Each creature is covered with one patch of green slime for every 5ft of its face.

A patch of green slime deals 1d6 temporary Constitution damage per round while it devours flesh. Against wood or metal, green slime deals 2d6 points of damage per round, ignoring metal's hardness but not that of wood. It does not harm stone.

On the first round of contact, the slime can be scraped off a creature (most likely destroying the scraping device), but after that it must be frozen, burned, or cut away (applying damage to the victim as well). Extreme cold or heat, sunlight, or a *Remove Disease* spell destroys the green slime. Unlike normal green slime, the slime created by this spell gradually evaporates, disappearing by the end of the duration.

*Material Component:* A few drops of stagnant pond water.

†*Spell Turning* – Abjuration

**Domain:** Luck 7, Magic 7

**Components:** V, S, M/DF

**Casting Time:** 1 Standard Action

**Target:** You

**Duration:** Until expended or 10 min / level

Spells and spell-like effects targeted on you are turned back upon the original caster. The abjuration turns only spells that have you as a target. Effect and area spells are not affected. *Spell Turning* also fails to stop touch range spells. Thus, a *Charm Person* spell cast at you could be turned back upon the caster and possibly enable you to use the *charm* effect on that individual, but a *Fireball* could not be turned back, and neither could *Inflict Critical Wounds*. From seven to ten (1d4 + 6) spell levels are affected by the turning. The DM secretly rolls the exact number. When a spell is turned, the DM subtracts its level from the amount of spell turning left.

When you are targeted by a spell of higher level than the amount of spell turning you have left, that spell is partially turned. The DM subtracts the amount of spell turning left from the spell level of the incoming spell, then divides the result by the spell level of the incoming spell to see what fraction of the effect gets through. For damaging spells, you and the caster each take a fraction of the damage. For non-damaging spells, each of you has a proportional chance to be affected.

For example, if you had three levels of spell turning left and were targeted by a *Magic Missile* spell heightened to 4<sup>th</sup> level, you would turn three-fourths of the spell back at the caster. You would take one-fourth of the damage, while the caster takes three-fourths of the damage. If you were targeted by a wizard's *Fear* spell (also a 4<sup>th</sup> level spell) in the same situation, you would have a one in four (25%) chance to be affected by the spell, while the caster would have a three in four (75%) to be affected.

If you and a spellcasting attacker are both warded by *Spell Turning* effects in operation, a resonating field is created. Roll randomly to determine the result.

d%	Effect
01 – 70	Spell drains away without effect
71 – 80	Spell affects both of you equally at full effect.
81 – 97	Both turning effects are rendered nonfunctional for 1d4 minutes.
98 – 100	Both of you go through a rift into another plane.

*Arcane Material Component:* A small silver mirror.

*Summon Monster VII* – Conjunction (Summoning)

**Components:** V, S, F/DF

**Casting Time:** 1 round

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

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

**Duration:** 1 round / level (D)

**Saving Throw:** None

**Spell Resistance:** No

This spell functions like *Summon Monster I* (page 12), except that can summon one creature from the 7<sup>th</sup> – level list or 1d3 creatures of the same kind from the 6<sup>th</sup> – level list, or 1d4 + 1 creatures of the same kind from the a lower level list.

†*Sunbeam* – Evocation (Light)

**Domain:** Sun 7

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

**Range:** 60ft

**Area:** Line from your hand

**Duration:** 1 round / level or until all beams are exhausted

**Saving Throw:** Reflex negates and Reflex half; see text

**Spell Resistance:** Yes

For the duration for this spell, you can use a standard action to evoke a dazzling beam of intense light each round. You can call forth one beam per three caster levels (max. six beams at 18<sup>th</sup> level). The spell ends when its duration runs out or your allotment of beams is exhausted.

Each creature in the beam is blinded and take 4d6 points of damage. Any creatures to which sunlight is harmful or unnatural take double damage. A successful Reflex save negates the blindness and reduces the damage by half.

An undead creature caught within the beam takes 1d6 points of damage per caster level (max. 20d6), or half damage if a Reflex save is successful. In addition, the beam results in the destruction of any undead creature specifically harmed by bright light (such as a vampire) if it fails its save.

The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

*Symbol of Stunning* – Enchantment (Compulsion)

**Components:** V, S, M

**Casting Time:** 10 minutes

**Range:** 0ft; see text

**Effect:** One symbol

**Duration:** See text

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell functions like *Symbol of Death* (page 89), except that all creatures within 60ft of a *Symbol of Stunning* instead become stunned for 1d6 rounds.

*Note:* Magic traps such as *Symbol of Stunning* are hard to detect and disable. A rogue (only) can use the Search skill to find a *Symbol of Stunning* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 32 for *Symbol of Stunning*.

*Material Component:* Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000gp.

†*Teleport, Greater* – Conjunction (Teleportation)

**Domain:** Travel 7

**Components:** V

**Casting Time:** 1 Standard Action

**Range:** Personal and touch

**Targets:** You and touched objects or other touched willing creatures

**Duration:** Instantaneous

**Saving Throw:** None and Will negates (object)

**Spell Resistance:** No and Yes (object)

This spell functions like *Teleport* (page 58), except that there is no range limit and there is no chance you arrive off target. In addition, you need not have seen the destination, but in that case you must have at least a reliable description of the place to which you are teleporting (such as a detailed description from someone else or a particularly precise map). If you attempt to teleport with insufficient information (or with misleading information), you disappear and simply reappear in your original location. Interplanar travel is not possible.

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

*Deafened:* The creature is deafened for 1d4 rounds.

*Stunned:* The creature is stunned for 1 round.

*Confused:* The creature is *confused*, as by the *Confusion* spell (page 40), for 1d10 rounds. This is a mind-affecting enchantment effect.

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

Furthermore, if you are on your home plane when you cast this spell, non-chaotic extraplanar creatures within the area are instantly banished back to their home planes. Creature so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the *Word of Chaos*. The banishment effect allows a Will save (at a -4 penalty) to negate.

Creatures whose Hit Dice exceed your caster level are unaffected by *Word of Chaos*.

*Symbol of Weakness* – Necromancy

**Components:** V, S, M

**Casting Time:** 10 minutes

**Range:** 0ft; see text

**Effect:** One symbol

**Duration:** See text

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

This spell functions like *Symbol of Death* (page 89), except that every creature within 60ft of a *Symbol of Weakness* instead suffers crippling weakness that deals 3d6 points of Strength damage. Unlike *Symbol of Death*, *Symbol of Weakness* has no hit point limit; once triggered, a *Symbol of Weakness* simply remains active for 10 minutes per caster level.

*Note:* Magic traps such as *Symbol of Weakness* are hard to detect and disable. A rogue (only) can use the Search skill to find a *Symbol of Weakness* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 32 for *Symbol of Weakness*.

*Material Component:* Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000gp.

*Word of Chaos* – Evocation (Chaotic) (Sonic)

**Domain:** Chaos 7

**Components:** V

**Casting Time:** 1 Standard Action

**Range:** 40ft

**Area:** Non-evil creatures in a 40ft radius spread centered on you

**Duration:** Instantaneous

**Saving Throw:** None or Will negates; see text

**Spell Resistance:** Yes

Any non-chaotic creature within the area of a *Word of Chaos* spell suffers the following ill effects.

HD	Effect
Equal to caster level	Deafened
Up to caster level -1	Stunned, deafened
Up to caster level -5	Confused, stunned and deafened
Up to caster level -10	Killed (If not killed then confused, stunned and deafened.)



8<sup>th</sup> – level

*Antimagic Field* – Abjuration

**Domain:** Magic 6, Protection 6

**Components:** V, S, M/DF

**Casting Time:** 1 Standard Action

**Range:** 10ft

**Area:** 10ft radius emanation, centered on you

**Duration:** 10 minutes / level (D)

**Saving Throw:** None

**Spell Resistance:** See text

dispel it. A *hasted* creature, for example, is not *hasted* while inside the field, but the spell resumes functioning when the creature leaves the field. Time spent within an *Antimagic Field* counts against the suppressed spell's duration.

Summoned creatures of any type and incorporeal undead wink out if they enter an antimagic field. They reappear in the same spot once the field goes away. Time spent winked out counts normally against the duration of the conjuration that is maintaining the creature. If you cast *Antimagic Field* in an area occupied by a summoned creature that has spell resistance, you must make a caster level check (1d20 + caster level) against the creature's spell resistance to make it wink out. (The effects of instantaneous conjurations, such as *Create Water*, are not affected by the *Antimagic Field* because the conjuration itself is no longer in effect, only its result.)

A normal creature (a normally encountered griffon rather than a conjured one, for instance) can enter the area, as can normal missiles. Furthermore, while a magic sword does not function magically within the area, it is still a sword (and a masterwork sword at that). The spell has no effect on golems and other constructs that are imbued with magic during their creation process and are thereafter self-supporting (unless they have been summoned, in which case they are treated like any other summoned creatures). Elementals, corporeal undead and outsiders are likewise unaffected unless summoned. These creatures' spell-like or supernatural abilities, however, may be temporarily nullified by the field.

*Dispel Magic* does not remove the field. Two or more *Antimagic Fields* sharing any of the same space have no effect on each other. Certain spells, such as *Wall of Force*, *Prismatic Sphere*, and *Prismatic Wall* remain unaffected by *Antimagic Field* (see the individual spell descriptions). Artifacts and deities are unaffected by moral magic such as this. (See the DM's Guide for more about artifacts.)

Should a creature be larger than the area enclosed by the barrier, any part of it that lies outside the barrier is unaffected by the field.

*Arcane Material Component:* A pinch of powdered iron or iron filings.

†*Bigby's Clenched Fist* – Evocation (Force)

**Domain:** Strength 8

**Components:** V, S, F/DF

**Casting Time:** 1 Standard Action

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

**Effect:** 10ft hand

**Duration:** 1 round / level

**Saving Throw:** None

**Spell Resistance:** Yes

its ability to notice or attack invisible or concealed creatures is no better than yours.

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

The *clenched fist* can also interpose itself as *Bigby's Interposing Hand* does, or it can bull rush an opponent as *Bigby's Forceful Hand* does, but at a +15 bonus on the Strength check. (See page 72, *Bigby's Grasping Hand*, for game statistics on how a *hand* interacts with other creatures.)

Clerics who cast this spell name it for their deities – *Pelor's Clenched Fist*, for example.

*Arcane Focus:* A leather glove.

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

An *Antimagic Field* suppresses any spell or magical effect used within, brought into, or cast into the area, but does not

This spell functions like *Bigby's Interposing Hand*, except that the hand can interpose itself, push, or strike one opponent that you select. The floating hand can move as far as 60ft and can attack in the same round. Since this hand is directed by you,

*\*Brain Spider* – Divination (Mind-Affecting)

**Components:** V, S, M, DF

**Casting Time:** 1 round

**Range:** Long (400ft + 40ft / level)

**Targets:** Up to eight living creatures within range

**Duration:** 1 minute / level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell allows you to eavesdrop as a standard action on the thoughts of up to eight other creatures at once, hearing as desired:

- ~ The ceaseless chaos of surface thoughts of images
- ~ Individual trains of thought in whatever order you desire
- ~ Information from all minds about one particular topic, thing, or being, one nugget of information per caster level.
- ~ A study of the thoughts and memories of one creature of the group in detail.

Once per round, if you do not perform a detailed study of one creature's mind, you can attempt (as a standard action) to implant a *Suggestion* in the mind of any one of the affected creatures. The creature can make another Will saving throw to resist the *Suggestion*, using the save DC of the *Brain Spider*. (Creatures with special resistance to enchantment spells can use this resistance to keep from being affected by the *Suggestion*.) Success at this saving throw does not negate the other effects of the *Brain Spider* for that creature.

*Cloak of Chaos* – Abjuration (Chaotic)

**Domain:** Chaos 8

**Components:** V, S, F

**Casting Time:** 1 Standard Action

**Range:** 20ft

**Target:** One creature / level in a 20ft radius burst centered on you

**Duration:** 1 round / level (D)

**Saving Throw:** See text

**Spell Resistance:** Yes (harmless)

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

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus to saves. Unlike *Protection from Law*, the benefit of this spell applies against all attacks, not just against attacks by lawful creatures.

Second, each warded creature gains spell resistance 25 against lawful spells and spells cast by lawful creatures.

Third, the abjuration blocks possession and mental influence, just as *Protection from Law* does.

Finally, if a lawful creature succeeds on a melee attack against a warded creature, the offending attacker is *confused* for 1 round (Will save negates, as with the *Confusion* spell (page 40), but against the save DC of *Cloak of Chaos*).

**Focus:** A tiny reliquary containing some sacred relic, such as a scrap of parchment from a chaotic text. The reliquary costs at least 500gp.

*\*Chain of Chaos* – Enchantment

(Compulsion) (Mind-Affecting)

**Components:** V

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Living, intelligent creature touched

**Duration:** 1 day / 5 caster levels from the day touched

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This powerful instrument of chaos spreads madness by touch. The caster infects the first victim by making a successful melee touch attack. A subject who fails a Will save is afflicted with *Insanity* (a continuous *confusion* effect). This condition is permanent until countered, and the madness can be passed to anyone the victim touches.

Anyone who makes the initial saving throw is immune to that casting of the *Chain of Chaos* spell.

Each person the subject touches during the spell's duration (including by successful melee attack) must make a Will save at the spell's DC or suffer the *Insanity* effect. Each additional victim in turn can pass the madness on for a period of one day per five caster levels after being infected.

The spell affects a maximum of five persons per caster level. Individual victims can be restored by any means effective against *Insanity*, for example, *Greater Restoration*, *Limited Wish*, *Miracle*, or *Wish*. Anyone restored cannot be affected again by that casting of the *Chain of Chaos* spell.

**DM Note:** When dealing with the effect of this spell on a large non-adventuring population over a period of time, it is not necessary to track each individual affected by this spell. Instead, just decide if individuals encountered are mad and whether they are infectious based on your judgment of the progress of the chain madness.

†*Control Plants* – Transmutation

**Domain:** Plant 8

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

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

**Targets:** Up to 2 HD / level of plant creatures,  
no two of which can be more than 30ft apart

**Duration:** 1 min / level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell enables you to control the actions of one or more plant creatures for a short period of time. You command the creatures by voice and they understand you, no matter what language you speak. Even if vocal communication is impossible (in the area of a *Silence* spell, for instance), the controlled plants do not attack you. At the end of the spell, the subjects revert to their normal behavior.

Suicidal or self-destructive commands are simply ignored.

*Cure Critical Wounds, Mass* – Conjunction (Healing)

**Domain:** Healing 8

**Components:** V, S

**Casting Time:** 1 Standard Action

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

**Target:** One creature / level, no two of  
which can be more than 30ft apart

**Duration:** Instantaneous

**Saving Throw:** Will half (harmless) or Will half; see text

**Spell Resistance:** Yes (harmless) or Yes; see text  
You channel positive energy to cure 4d8 points of damage +1 point per caster level (maximum +40) in each selected creature.

Like other *cure* spells, *Mass Cure Critical Wounds* deals damage to undead in its area rather than curing them. Each affected undead may attempt a Will save for half damage.

*Discern Location* – Divination

**Domain:** Knowledge 8

**Components:** V, S, DF

**Casting Time:** 10 minutes

**Range:** Unlimited

**Target:** One creature or object

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

A *Discern Location* spell is among the most powerful means of locating creatures or objects. Nothing short of a *Mind Blank* spell or the direct intervention of a deity keeps you from learning the exact location of a single individual or object. *Discern Location* circumvents normal means of protection from scrying or location. The spell reveals the name of the creature or object's location (place, name, business name, building name, or the like), community, country (or similar political division), continent, and plane of existence where the target lies.

To find a creature with the spell, you must have seen the creature or have some item that once belonged to it. To find an object, you must have touched the object at least once.

*Create Greater Undead* – Necromancy (Evil)

**Domain:** Death 8

**Components:** V, S, M

**Casting Time:** 1 hour

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

**Target:** One corpse

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

This spell functions like *Create Undead* (page 64), except that that you can create more powerful and intelligent sorts of undead: shadows, wraiths, specters, and devourers (see the *Monster Manual* for more information of all types of undead). The type or types of undead you can create is based on your caster level, as shown on the table below.

Cleric Level	Undead Created
15 <sup>th</sup> or lower	Shadow
16 <sup>th</sup> – 17 <sup>th</sup>	Wraith
18 <sup>th</sup> – 19 <sup>th</sup>	Spectre
20 <sup>th</sup> or higher	Devourer

*Dimensional Lock* – Abjuration

**Components:** V, S

**Casting Time:** 1 Standard Action

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

**Area:** 20ft radius emanation centered on a point in space

**Duration:** One day / level

**Saving Throw:** None

**Spell Resistance:** Yes

You create a shimmering emerald barrier that completely blocks extradimensional travel. Forms of movement barred include *Astral Projection*, *Blink*, *Dimension Door*, *Ethereal Jaunt*, *Etherealness*, *Gate*, *Maze*, *Plane Shift*, *Shadow Walk*, *Teleport*, and similar spell-like or psionic abilities. Once *Dimensional Lock* is in place, extradimensional travel into or out of the area is not possible.

A *Dimension Lock* does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms, such as a basilisk's gaze. Also, the spell does not prevent summoned creatures from disappearing at the end of a summoning spell.

*Earthquake* – Evocation (Earth)

**Domain:** Destruction 8, Earth 7

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

**Range:** Long (400ft + 40ft / level)

**Area:** 80ft radius spread (S)

**Duration:** 1 round

**Saving Throw:** See text

**Spell Resistance:** No

When you cast *Earthquake*, an intense but highly localized tremor rips the ground. The shock knocks creatures down, collapses structures, opens cracks in the ground, and more. The effect lasts 1 round, during which time creatures on the ground can't move or attack. A spellcaster on the ground must make a Concentration check (DC 20 + spell level) or lose any spell he or she tries to cast. The earthquake affects all terrain, vegetation, structures, and creatures in the area. The specific effect of an *Earthquake* spell depend on the nature of the terrain and where it is cast.

*Cave, Cavern, or Tunnel:* The spell collapses the roof, dealing 8d6 points of bludgeoning damage to any creature caught under the cave-in (Reflex DC 15 for half damage) and pinning that creature beneath the rubble (see below).

An *Earthquake* cast on the roof of a very large cavern could also endanger those outside the actual area but below the falling debris.

*Cliffs:* *Earthquake* causes a cliff to crumble, creating a landslide that travels horizontally as far as it fell vertically. An *Earthquake* cast at the top of 100ft cliff would sweep debris 100 feet outward from the base of the cliff. Any creature in the path takes 8d6 points of bludgeoning damage (Reflex DC 15 for half damage) and is pinned beneath the rubble (see below).

*Open Ground:* Each creature standing in the area must make a DC 15 Reflex save or fall down. Fissures open in the earth, and every creature on the ground has a 25% chance to fall into one (Reflex DC 20 to avoid a fissure). At the end of the spell, all fissures grind shut, killing any creatures still trapped within.

*Structure:* Any structure standing on open ground takes 100 points of damage, enough to collapse a typical wooden or masonry building, but not a structure built of stone or reinforced masonry. Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is. (See the DM's Guide for information on hit points for walls and the like.) Any creature caught inside a collapsing structure takes 8d6 points of bludgeoning damage (Reflex DC 15 for half damage) and is pinned beneath the rubble (see below).

*River, Lake, or Marsh:* Fissures open underneath the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down creatures and structures. Each creature in the area must make a DC 15 Reflex save or sink down in the mud and quicksand. At the end of the spell, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.

*Pinned beneath Rubble:* Any creature pinned beneath rubble takes 1d6 points of non-lethal damage per minute while pinned. If a pinned character falls unconscious, he or she must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

*Fire Storm* – Evocation (Fire)

**Domain:** Fire 7

**Components:** V, S

**Casting Time:** 1 round

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

**Area:** Two 10ft cubes / level (S)

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

When a *Fire Storm* spell is cast, the whole area is shot through with sheets of roaring flame. The raging flames do not harm natural vegetation, ground cover, and any plant creatures in the area that you wish to exclude from damage. Any other creature within the area takes 1d6 points of fire damage per caster level (max. 20d6).

*Holy Aura* – Abjuration (Good)

**Domain:** Good 8

**Components:** V, S, F

**Casting Time:** 1 Standard Action

**Range:** 20ft

**Target:** One creature / level in a 20ft radius burst centered on you

**Duration:** 1 round / level (D)

**Saving Throw:** See text

**Spell Resistance:** Yes (harmless)

A brilliant divine radiance surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by evil creatures, and causing evil creatures that strike the subjects to become blinded. This abjuration has four effects. First, each warder creature gains a +4 deflection bonus to AC and a +4 resistance bonus to saves. Unlike *Protection from Evil*, the benefit of this spell applies against all attacks, not just against attacks by evil creatures.

Second, each warder creature gains spell resistance 25 against evil spells and spells cast by evil creatures.

Third, the abjuration blocks possession and mental influence, just as *Protection from Evil* does.

Finally, if an evil creature succeeds on a melee attack against a warder creature, the offending attacker is blinded for 1 round (Fortitude save negates, as *Blindness / Deafness* (page 27), but against the save DC of *Holy Aura*).

*Focus:* A tiny reliquary containing some sacred relic, such as a scrap of cloth from a saint's robe or a piece of parchment from a holy text. The reliquary costs at least 500gp.

†*Horrid Wilting* – Necromancy

**Domain:** Water 8

**Components:** V, S, M/DF

**Casting Time:** 1 Standard Action

**Range:** Long (400ft + 40ft / level)

**Targets:** Living creatures, no two of which can be more than 60ft apart

**Duration:** Instantaneous

**Saving Throw:** Fortitude half

**Spell Resistance:** Yes

This spell evaporates moisture from the body of each subject living creature, dealing 1d6 points of damage per caster level (max. 20d6). This spell is especially devastating to water elementals and plant creatures, which instead take 1d8 points of damage per caster level (max. 20d8).

*Arcane Material Component:* A bit of sponge.

†*Iron Body* - Transmutation

**Domain:** Earth 8

**Components:** V, S, M/DF

**Casting Time:** 1 Standard Action

**Target:** You

**Duration:** 1 minute / level

This spell transforms your body into living iron, which grants you several powerful resistances and abilities. You gain damage reduction 15/adamantine. You are immune to blindness, critical hits, ability score damage, deafness, disease, drowning, electricity, poison, stunning, and all spells or attacks that affect your physiology or respiration, because you have no physiology or respiration while this spell is in effect. You take only half damage from acid and fire of all kinds. However, you also become vulnerable to all special attacks that affect iron golems. You gain +6 enhancement bonus to your Strength score, but you take a -6 penalty to Dexterity as well (to a minimum Dexterity score of 1), and your speed is reduced to half normal. You have an arcane spell failure chance of 50% and a -8 armor check penalty, just as if you were clad in full plate armor. You cannot drink (and thus can't use potions) or play wind instruments. Your unarmed attacks deal damage equal to a club sized for you (1d4 for Small characters or 1d6 for medium characters), and you are considered armed when making unarmed attacks.

Your weight increases by a factor of ten, causing you to sink in water like a stone. However, you could survive the crushing pressure and lack of air at the bottom of the ocean – at least until the spell duration expires.

*Arcane Material Component:* A small piece of iron that was once part of either an iron golem, a hero's armor, or a war machine.

†*Incendiary Cloud* – Abjuration (Creation) (Fire)

**Domain:** Fire 8

**Components:** V, S

**Casting Time:** 1 Standard Action

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

**Effect:** Cloud spreads in 20ft radius, 20ft high

**Duration:** 1 round / level

**Saving Throw:** Reflex half; see text

**Spell Resistance:** No

through with white-hot embers. The smoke obscures all sight through with white-hot embers. The smoke obscures all sight as a *Fog Cloud* does, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). In addition, the white-hot embers within the cloud deal 4d6 points of fire damage to everything within the cloud on your turn each round. All targets can make Reflex saves each round to take half damage.

As with a *Cloudkill* spell, the smoke moves away from you at 10 feet per round. Figure out the smoke's new spread each round based on its new point of origin, which is 10 feet farther away from where you were when you cast the spell. By concentrating, you can make the cloud (actually its point of origin) move as much as 60 feet each round. Any portion of the cloud that would extend beyond your maximum range dissipates harmlessly, reducing the remainder's spread thereafter.

*Inflict Critical Wounds, Mass* – Necromancy

**Components:** V, S

**Casting Time:** 1 Standard Action

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

**Target:** One creature / level, no two of which can be more than 30ft apart

**Duration:** Instantaneous

**Saving Throw:** Will half

**Spell Resistance:** Yes

Negative energy spreads out in all directions from the point of origin, dealing 4d8 points of damage +1 point per caster level (maximum +40) to nearby living enemies. Like other *inflict* spells, *Mass Inflict Critical Wounds* cures undead in its area rather than damaging them. A cleric capable of spontaneously casting *inflict* spells can also spontaneously cast *Mass Inflict Critical Wounds*.

†*Mind Blank* – Abjuration

**Domain:** Protection 8

**Components:** V, S

**Casting Time:** 1 Standard Action

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

**Target:** One creature

**Duration:** 24 hours

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The subject is protected from all devices and spells that detect, influence, or read emotions or thoughts. This spell protects against all mind-affecting spells and effects as well as information gathering by divination spells or effects. *Mind Blank* even foils *Limited Wish*, *Miracle*, and *Wish* spells when they are used in such a way as to affect the subject's mind or to gain information about it. In the case of scrying that scans an area the creature is in, such as *Arcane Eye*, the spell works but the creature simply isn't detected. Scrying attempts that are targeted specifically at the subject do not work at all.

†*Phase Door* – Conjunction (Creation)

**Domain:** Travel 8

**Components:** V

**Casting Time:** 1 Standard Action

**Range:** 0ft

**Effect:** Ethereal 5ft by 8ft opening,  
10ft deep + 5ft deep per three levels

**Duration:** One usage per two levels

**Saving Throw:** None

**Spell Resistance:** No

This spell creates an ethereal passage through wooden, plaster, or stone walls, but not other materials. The *Phase Door* is invisible and inaccessible to all creatures except you, and only you can use the passage. You disappear when you enter the *Phase Door* and appear when you exit. If you desire, you can take one other creature (Medium or smaller) through the door. This counts as two uses of the door. The door does not allow light, sound, or spell effects through it, nor can you see through it without using it. Thus, the spell can provide an escape route, though certain creatures, such as phase spiders, can follow with ease. A *gem of true seeing* or similar magic reveals the presence of a *Phase Door* but does not allow its use.

A *Phase Door* is subject to *Dispel Magic*. If anyone is within the passage when it is dispelled, he is harmlessly ejected just as if he were inside a *Passwall* effect.

You can allow other creatures to use the *Phase Door* by setting some triggering condition for the door. Such conditions can be as simple or elaborate as you desire. They can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, Hit Dice, and hit points don't qualify.

*Phase Door* can be made permanent with a *Permanency* spell.

†*Moment of Prescience* – Divination

**Domain:** Luck 8

**Components:** V, S

**Casting Time:** 1 Standard Action

**Target:** You

**Duration:** 1 hour / level or until discharged

This spell grants you a powerful sixth sense in relation to yourself. Once during the spell's duration, you may choose to use its effect. This spell grants you an insight bonus equal to your caster level (max. +25) on any single attack roll, opposed ability or skill check, or saving throw. Alternatively, you can apply the insight bonus to your AC against a single attack (even if flat-footed). Activating the effect doesn't take an action; you can even activate it on another character's turn if needed. You must choose to use the *Moment of Prescience* before you make the roll it is to modify. Once used, the spell ends.

You can't have more than one *Moment of Prescience* active on you at the same time.

*Planar Ally, Greater* – Conjunction (Calling)

**Components:** V, S, DF, XP

**Casting Time:** 10 minutes

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

**Effect:** Up to three called elementals or outsiders,  
totaling no more than 18 HD, no two of which  
can be more than 30ft apart when they appear.

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

This spell functions like *Lesser Planar Ally* (page 45), except you may call a single creature of 18 HD or less, or up to three creatures of the same kind whose Hit Dice total no more than 18. The creatures agree to help you and request your return payment together.

†*Polymorph Any Object* - Transmutation

**Domain:** Trickery 8

**Components:** V, S, M/DF

**Casting Time:** 1 Standard Action

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

**Target:** One creature, or one non-magical object of up to 100 cu. ft / level

**Duration:** See text

**Saving Throw:** Fortitude negates (object); see text

**Spell Resistance:** Yes (object)

This spell functions like *Polymorph*, except that it changes one object or creature into another. The duration of the spell depends on how radical a change is made from the original state to its enchanted state. The DM determines the duration by using the following guidelines.

Changed Subject Is:	Increase to Duration Factor	Duration		Example
		Factor	Duration	
Same kingdom (animal, vegetable, mineral)	+5	0	20 minutes	Pebble to human
		2	1 hour	Marionette to human
Same class (mammals, Fungi, metals, etc.)	+2	4	3 hours	Human to marionette
		5	12 hours	Lizard to mantichore
Same size	+2	6	2 days	Sheep to wool coat
Related (twig is to tree, wolf fur is to wolf, etc.)	+2	7	1 week	Shrew to mantichore
		9+	Permanent	Mantichore to shrew
Same or lower Intelligence	+2			
Add all that apply. Look up the total on the next table.				

Upon changing, the subject regains lost hit points as if it had rested for a night (though this healing does not restore temporary ability damage or provide other benefits of resting; and changing back does not heal the subject further). If slain, the subject reverts to its original form, though it remains dead.

The subject gains the Strength, Dexterity, and Constitution scores of the new form and unlike *Polymorph*, *Polymorph Any Object* does grant the creature the Intelligence score of its new form. If the original form didn't have a Wisdom or Charisma score, it gains those scores as appropriate for the new form. It also gains all extraordinary special attacks possessed by the form (such as constrict, improved grab, and poison) but does not gain the extraordinary special qualities possessed by the new form (such as blindsense, fast healing, regeneration, and scent) or any supernatural or spell-like abilities.

Incorporeal or gaseous creatures are immune to being *Polymorphed*, and a creature with the shapechanger subtype such as a lycanthrope or a doppelganger) can revert to its natural form as a standard action.

Damage taken by the new form can result in the injury or death of the polymorphed creature. For example, it is possible to polymorph a creature into rock and then grind it to dust, causing damage, perhaps even death. If the creature was changed to dust to start with, more creative methods to damage it would be needed. Perhaps you could use a *Gust of Wind* spell to scatter the dust as far and wide. In general, damage occurs when the new form is changed through physical force, although the DM must adjudicate many of these situations.

A non-magical object cannot be made into a magic item with this spell. Magic items aren't affected by this spell.

This spell cannot create material of great intrinsic value, such as copper, silver, gems, silk, gold, platinum, mithral, or adamantite. It also cannot reproduce the special properties of cold iron in order to overcome the damage reduction of certain creatures.

This spell can also be used to duplicate the effects of *Baleful Polymorph*, *Polymorph*, *Flesh to Stone*, *Stone to Flesh*, *Transmute Mud to Rock*, *Transmute Metal to Wood*, or *Transmute Rock to Mud*.

*Arcane Material Component:* Mercury, gum arabic, and smoke.

†*Power Word Stun* – Enchantment (Compulsion)

**Domain:** War 8

**Components:** V

**Casting Time:** 1 Standard Action

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

**Target:** One creature with 150 hp or less

**Duration:** See text

**Saving Throw:** None

**Spell Resistance:** Yes

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

**Hit Points**

50 or less

51 – 100

101 – 150

**Duration**

4d4 rounds

2d4 rounds

1d4 rounds

*Shield of Law* – Abjuration (Lawful)

**Domain:** Law 8

**Components:** V, S, F

**Casting Time:** 1 Standard Action

**Range:** 20ft

**Target:** One creature / level in a 20ft radius burst centered on you

**Duration:** 1 round / level (D)

**Saving Throw:** See text

**Spell Resistance:** Yes (harmless)

A dim, blue glow surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by chaotic creatures, and *slowing* chaotic creatures when they strike the subjects. This abjuration has four effects.

**Components:** V, S, F/DF

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus to saves. Unlike *Protection from Chaos*, the benefit of this spell applies against all attacks, not just against attacks by chaotic creatures.

Second, each warded creature gains spell resistance 25 against chaotic spells and spells cast by chaotic creatures.

Third, the abjuration blocks possession and mental influence, just as *Protection from Chaos* does.

Finally, if a chaotic creature succeeds on a melee attack against a warded creature, the offending attacker is *slowed* (Will save negates, as the *Slow* spell, but against the save DC of *Shield of Law*). A *slowed* creature moves at half its normal speed (round down to the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed.

Multiple *slow* effects don't stack.

**Focus:** A tiny reliquary containing some sacred relic, such as a scrap of parchment from a lawful text. The reliquary costs at least 500gp.

†*Protection from Spells* - Abjuration

**Domain:** Magic 8

**Components:** V, S, M, F

**Casting Time:** 1 Standard Action

**Range:** Touch

**Targets:** Up to one creature touched per four levels

**Duration:** 10 min / level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The subject gains a +8 resistance bonus on saving throws against spells and spell-like abilities (but not against supernatural and extraordinary abilities).

**Material Component:** A diamond of at least 500gp value, which must be crushed and sprinkled over the targets.

**Focus:** One 1,000gp diamond per creature to be granted the protection. Each subject must carry one such gem for the duration of the spell. If a subject loses the gem, the spell ceases to affect him.

*Spell Immunity, Greater* – Abjuration

**Components:** V, S, DF

**Casting Time:** 1 Standard Action

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 min / level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

This spell functions like *Spell Immunity* (page 46), except that immunity applies to spells of 8<sup>th</sup> level or lower.

A creature can have only one *Spell Immunity* or *Greater Spell Immunity* spell in effect on it at a time.

*Summon Monster VIII* – Conjunction (Summoning)

**Casting Time:** 1 round

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

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

**Duration:** 1 round / level (D)

**Saving Throw:** None

**Spell Resistance:** No

This spell functions like *Summon Monster I* (page 12), except that can summon one creature from the 8<sup>th</sup> – level list or 1d3 creatures of the same kind from the 7<sup>th</sup> – level list, or 1d4 + 1 creatures of the same kind from the a lower level list.



†*Summon Nature's Ally IV* – Conjuraction (Summoning)

**Domain:** Animal 8

**Components:** V, S, DF

**Casting Time:** 1 round

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

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

**Duration:** 1 round / level

**Saving Throw:** None

**Spell Resistance:** No

This spell functions like *Summon Nature's Ally IV* (page 47), except that can summon one creature from the 8<sup>th</sup> – level list or 1d3 creatures of the same kind from the 7<sup>th</sup> – level list, or 1d4 + 1 creatures of the same kind from the a lower level list.

You can only summon animals when casting this spell from the Animal Domain.

*Symbol of Death* – Necromancy (Death)

**Components:** V, S, M

**Casting Time:** 10 minutes

**Range:** 0ft; see text

**Effect:** One symbol

**Duration:** See text

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

This spell allows you to scribe a potent rune of power upon a surface. When triggered, *Symbol of Death* slays one or more creatures within 60ft of the symbol (treat as a burst) whose combined total current hit points do not exceed 150. The *Symbol of Death* affects the closest creatures first, skipping creatures with too many hit points to affect. Once triggered, the *symbol* becomes active and glows, lasting for 10 minutes per caster level or until it has affected 150 hit points' worth of creatures, whichever comes first. Any creature that enters the area while the *Symbol of Death* is active is subject to its effect, whether or not that creature was in the area when it was triggered. A creature need save against the *symbol* only once as long as it remains within the area, though if it leaves the area and returns while the *symbol* is still active, it must save again.

Until it is triggered, the *Symbol of Death* is inactive (though visible and legible at a distance of 60 feet). To be effective, a *Symbol of Death* must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders the *Symbol of Death* ineffective, unless a creature removes the covering, in which case the *Symbol of Death* works normally. As a default, a *Symbol of Death* is triggered whenever a creature does one or more of the following, as you select: looks at the rune; reads the rune; touches the rune; passes over the rune; or passes through a portal bearing the rune. Regardless of the trigger method or methods chosen, a creature more than 60ft from a *Symbol of Death* can't trigger it (even if it meets one or more of the triggering conditions, such as reading the rune). Once the spell is cast, a *Symbol of Death's* triggering conditions cannot be changed.

In this case, "reading" the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a *Symbol of Death* to render it inoperative triggers it if the symbol reacts to touch. You can't use a *Symbol of Death* offensively; for instance, a touch-triggered *Symbol of Death* remains untriggered if an item bearing the *Symbol of Death* is used to touch a creature. Likewise, a *Symbol of Death* cannot be placed on a weapon and set to activate when the weapon strikes a foe.

You can also set special triggering limitations of your own. These can be as simple or elaborate as you desire. Special conditions for triggering a *Symbol of Death* can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, Hit Dice, and hit points don't qualify. For example, a *Symbol of Death* can be set to activate when a lawful good creature approaches, but not when a paladin approaches. When scribing a *Symbol of Death*, you can specify a password or phrase that prevents a creature using it from triggering the effect. Anyone using the password remains immune to that particular rune's effects so long as the creature remains within 60 feet of the rune. If the creature leaves the radius and returns later, it must use the password again.

*Continued onto next page...*

†*Sunburst* – Evocation (Light)

**Domain:** Sun 8

**Components:** V, S, M/DF

**Casting Time:** 1 Standard Action

**Range:** Long (400ft +40ft / level)

**Area:** 80ft radius burst

**Duration:** Instantaneous

**Saving Throw:** Reflex partial; see text

**Spell Resistance:** Yes

*Sunburst* causes a globe of searing radiance to explode silently from a point you select. All creatures in the globe are blinded and take 6d6 points of damage. A creature to which sunlight is harmful or unnatural takes double damage. A successful Reflex save negates the blindness and reduces the damage by half.

An undead creature caught within the globe takes 1d6 points of damage per caster level (max. 25d6), or half damage if a Reflex save is successful. In addition, the burst results in the destruction of any undead creature specifically harmed by bright light (such as a vampire) if it fails its save.

The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

*Sunburst* dispels any darkness spells of lower than 9<sup>th</sup> level within its area.

*Arcane Material Component:* A piece of sunstone and a naked flame.

## *Symbol of Death*

You also can attune any number of creatures to the *Symbol of Death*, but doing this can extend the casting time. Attuning one or two creatures takes negligible time, and attuning a small group (as many as ten creatures) extends the casting time to 1 hour. Attuning a large group (as many as twenty-five creatures) takes 24 hours. Attuning larger groups take proportionately longer, as the DM sees fit. Any creature attuned to a *Symbol of Death* cannot trigger it and is immune to its effects, even if within its radius when triggered. You are automatically considered attuned to your own *Symbols of Death*, and thus always ignore the effects and cannot inadvertently trigger them.

*Read Magic* allows you to identify a *Symbol of Death* with a DC 19 Spellcraft check. Of course, if the *Symbol of Death* is set to be triggered by reading it, this will trigger the symbol.

A *Symbol of Death* can be removed by a successful *Dispel Magic* targeted solely on the rune. An *Erase* spell has no effect on a *Symbol of Death*. Destruction of the surface where a *Symbol of Death* is inscribed destroys the symbol but also triggers it.

*Symbol of Death* can be made permanent with a *Permanency* spell. A permanent *Symbol of Death* that is disabled or that has affected its maximum number of hit points becomes inactive for 10 minutes, then can be triggered again as normal.

*Note:* Magic traps such as *Symbol of Death* are hard to detect and disable. A rogue (only) can use the Search skill to find a *Symbol of Death* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 33 for *Symbol of Death*.

*Material Component:* Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000gp.

### *Symbol of Insanity* – Enchantment (Compulsion)

(Mind-Affecting)

**Components:** V, S, M

**Casting Time:** 10 minutes

**Range:** 0ft; see text

**Effect:** One symbol

**Duration:** See text

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell function like *Symbol of Death* (page 89), except that all creatures within the radius of the *Symbol of Insanity* instead become permanently insane (as the *Insanity* spell).

Unlike *Symbol of Death*, *Symbol of Insanity* has no hit point limit; once triggered, a *Symbol of Insanity* simply remains active for 10 minutes per caster level.

*Note:* Magic traps such as *Symbol of Insanity* are hard to detect and disable. A rogue (only) can use the Search skill to find a *Symbol of Insanity* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 33 for *Symbol of Insanity*.

*Material Component:* Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000gp.

### *Unholy Aura* – Abjuration (Evil)

**Domain:** Evil 8

**Components:** V, S, F

**Casting Time:** 1 Standard Action

**Range:** 20ft

**Target:** One creature / level in a 20ft radius burst centered on you

**Duration:** 1 round / level (D)

**Saving Throw:** See text

**Spell Resistance:** Yes (harmless)

A malevolent darkness surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by good creatures, and weakening good creatures when they strike the subjects. This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus to saves. Unlike *Protection from Good*, the benefit of this spell applies against all attacks, not just against attacks by good creatures.

Second, each warded creature gains spell resistance 25 against good spells and spells cast by good creatures.

Third, the abjuration blocks possession and mental influence, just as *Protection from Good* does.

Finally, if good creature succeeds on a melee attack against a warded creature, the offending attacker takes 1d6 points of temporary Strength damage (Fortitude save negates).

*Focus:* A tiny reliquary containing some sacred relic, such as a piece of parchment from an unholy text. The reliquary costs at least 500gp.

† *Whirlwind* – Evocation (Air)

**Domain:** Air 8

**Components:** A, S, DF

**Casting Time:** 1 Standard Action

**Range:** Long (400ft + 40ft / level)

**Effect:** Cyclone 10ft wide at base,  
30ft wide at top, and 30ft tall

**Duration:** 1 round / level (D)

**Saving Throw:** Reflex negates; see text

**Spell Resistance:** Yes

This spell creates a powerful cyclone of raging wind that moves through the air, along the ground, or over water at a speed of 60ft per round. You can concentrate on controlling the cyclone's every movement or specify a simple program, such as move straight ahead, zigzag, circle, or the like. Directing the cyclone's movement or changing its programmed movement is a standard action for you. The cyclone always moves during your turn. If the cyclone exceeds the spell's range, it moves in a random, uncontrolled fashion for 1d3 rounds – possibly endangering you or your allies – and then dissipates. (You can't regain control of the cyclone, even if it comes back within range.)

Any Large or smaller creature that comes in contact with the spell effect must succeed on a Reflex save or take 3d6 points of damage. A Medium or smaller creature that fails its first save must succeed on a second one or be picked up bodily by the cyclone and held suspended in its powerful winds, taking 1d8 points of damage each round on your turn with no save allowed. You may direct the cyclone to eject any carried creatures whenever you wish, depositing the hapless souls wherever the cyclone happens to be when they are released.

9<sup>th</sup> – level

*Astral Projection* – Necromancy

**Domain:** Travel 9

**Components:** V, S, M

**Casting Time:** 30 minutes

**Range:** Touch

**Targets:** You plus one additional willing creature touched per two caster levels

**Duration:** See text

**Saving Throw:** None

**Spell Resistance:** Yes

By freeing your spirit from your physical body, this spell allows you to project an astral body onto another plane altogether. You can bring the astral forms of other willing creatures with you, provided that these subjects are linked in a circle with you at the time of the casting. These fellow travelers are dependent upon you and must accompany you at all times. If something happens to you during the journey, the companions are stranded wherever you left them.

You project your astral self onto the Astral Plane, leaving your physical body behind on the Material Plane in a state of suspended animation. The spell projects an astral copy of you and all you wear or carry onto the Astral Plane. Since the Astral Plane touches upon other planes, you can travel astrally to any of these other planes as you will. To enter one, you leave the Astral Plane, forming a new physical body (and equipment) on the plane of existence you have chosen to enter. While you are on the Astral Plane, your astral body is connected at all times to your physical body by a silvery cord. If the cord is broken, you are killed, astrally and materially. Luckily, very few things can destroy a silver cord (see the DM's Guide for more information). When a second body is formed on a different plane, the incorporeal silvery cord remains invisibly attached to the new body. If the second body or the astral form is slain, the cord simply returns to your body where it rests on the Material Plane, reviving it from its state of suspended animation. Although astral projections are able to function on the Astral Plane, their actions affect only creatures existing on the Astral Plane; a physical body must be materialized on other planes.

You and your companions may travel through the Astral Plane indefinitely. Your bodies simply wait behind in a state of suspended animation until you choose to return your spirits to them. The spell lasts until you desire to end it, or until it is terminated by some outside means, such as *Dispel Magic* cast upon either the physical body or the astral form, the breaking of the silver cord, or the destruction of your body back on the Material Plane (which kills you).

**Material Component:** A jacinth worth at least 1,000gp, plus a sliver bar worth 5gp for each person to be affected.

†*Bigby's Crushing Hand* – Evocation (Force)

**Domain:** Strength 9

**Components:** V, S, M, F/DF

**Casting Time:** 1 Standard Action

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

**Effect:** 10ft hand

**Duration:** 1 round / level

**Saving Throw:** None

**Spell Resistance:** Yes

This spell functions like *Bigby's Interposing Hand*, except that the hand can interpose itself, push, or crush one opponent that you select.

The *crushing hand* can grapple an opponent like *Bigby's Grasping Hand* does. Its grapple bonus equals your caster level + your Intelligence, Wisdom, or Charisma modifier (for a wizard, cleric, or sorcerer, respectively), +12 for the hand's Strength score (35), +4 for being Large. The hand deals 2d6 + 12 points of damage (lethal, not non-lethal) on each successful grapple check against an opponent.

The *crushing hand* can also interpose itself as *Bigby's Interposing Hand* does, or it can bull rush an opponent as *Bigby's Forceful Hand* does, but at a +18 bonus on the Strength check. (See page 72, *Bigby's Grasping Hand*, for game statistics on how a *hand* interacts with other creatures.)

Clerics who cast this spell name it for their deities – *St. Cuthbert's Crushing Hand*, for example.

**Arcane Material Component:** The shell of an egg.

**Arcane Focus:** A glove of snakeskin.

†Elemental Swarm – Conjunction (Summoning) (See text)

**Domain:** Air 9, Earth 9, Fire 9, Water 9

**Components:** V, S

**Casting Time:** 10 minutes

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

**Effect:** Two or more summoned creatures,  
no two of which can be more than 30ft apart

**Duration:** 10 min / level (D)

**Saving Throw:** None

**Spell Resistance:** No

This spell opens a portal to an Elemental Plane and summons elementals from it. A druid can choose the plane (Air, Earth, Fire, or Water); a cleric opens a portal to the plane matching his domain.

When the spell is complete, 2d4 Large elementals appear. Ten minutes later, 1d4 Huge elementals appear. Ten minutes after that one greater elemental appears. Each elemental has maximum hit points per HD. Once these creatures appear, they serve you for the duration of the spell.

The elementals obey you explicitly and never attack you, even if someone else manages to gain control over them. You do not need to concentrate to maintain control over the elementals. You can dismiss them singly or in groups at any time.

When you use a summoning spell to summon an air, earth, fire, or water creature, it is a spell of that type. For example, *Elemental Swarm* is a fire spell when you cast it to summon fire elementals and a water spell when you use it to summon water elementals.

*Etherealness* – Transmutation

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** Touch; see text

**Targets:** You and one other touched creature per 3 levels

**Duration:** 1 minute / level (D)

**Spell Resistance:** Yes

This spell functions like *Ethereal Jaunt* (page 74), except that you and other willing creatures joined by linked hands (along with their equipment) become ethereal. Besides yourself, you can bring one creature per three caster levels to the Ethereal Plane. Once ethereal, the subjects need not stay together.

When the spell expires, all affected creatures on the Ethereal Plane return to material existence.

general idea of what action you might take to best protect yourself – duck, jump right, close your eyes, and so on – and gives you a +2 insight bonus to AC and Reflex saves. This insight bonus is lost whenever you would lose a Dexterity bonus to AC. When another creature is the subject of the spell, you receive warnings about that creature. You must communicate what you learn to the other creature for the warning to be useful, and the creature can be caught unprepared in the absence of such a warning. Shouting a warning, yanking a person back, and even telepathically communicating (via an appropriate spell) can all be accomplished before some danger befalls the subject, provided you act on the warning without delay. The subject, however, does not gain the insight bonus to AC and Reflex saves.

*Arcane Material Component:* A hummingbird's feather.

*Energy Drain* – Necromancy

**Components:** V, S

**Casting Time:** 1 Standard Action

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

**Effect:** Ray of negative energy

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

This spell functions like *Enervation*, except that the creature struck by a successful ranged touch attack gains 2d4 negative levels, and the negative levels last longer.

If the subject has at least as many negative levels as HD, it dies. Each negative level gives a creature a -1 penalty on attack rolls, saving throws, skill checks, ability checks, and effective level (for determining the power, duration, DC, and other details of spells or special abilities). Additionally, a spellcaster loses one spell or spell slot from his or her highest available level. Negative levels stack.

There is no saving throw to avoid gaining the negative levels, but 24 hours after gaining them, the subject must make a Fortitude saving throw (DC = *Energy Drain* spell's save DC) for each negative level. If the save succeeds, that negative level is removed. If it fails, the negative level also goes away, but one of the subject's character levels is permanently drained.

An undead creature struck by the ray gains 2d4 x 5 temporary hit points for 1 hour.

†*Foresight* – Divination

**Domain:** Knowledge 9

**Components:** V, S, M/DF

**Casting Time:** 1 Standard Action

**Range:** Personal or touch

**Target:** See text

**Duration:** 10 min / level

**Saving Throw:** None or will negates (harmless)

**Spell Resistance:** No or Yes (harmless)

This spell grants you a powerful sixth sense in relation to yourself or another. Once *Foresight* is cast, you receive instantaneous warnings of impending danger or harm to the subject of the spell. Thus, if you are the subject of the spell, you would be warned in advance if a rogue were about to attempt a sneak attack on you, or if a creature were about to leap out from a hiding place, or if an attacker were specifically targeting you with a spell or ranged weapon. You are never surprised or flat-footed. In addition, the spell gives you a

*Gate* – Conjunction (Creation or Calling)

**Components:** V, S, XP; see text

**Casting Time:** 1 Standard Action

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

**Effect:** See text

**Duration:** Instantaneous or concentration

(up to 1 round / level); see text

**Saving Throw:** None

**Spell Resistance:** No

Casting a *Gate* spell has two effects. First, it creates an interdimensional connection between your plane of existence and a plane you specify, allowing travel between those two planes in either direction.

Second, you may then call a particular individual or kind of being through the *gate*. The *gate* itself is a circular hoop or disk from 5 to 20 feet in diameter (caster's choice), oriented in the direction you desire when it comes into existence (typically vertical and facing you). It is a two-dimensional window looking into the plane you specified when casting the spell, and anyone or anything that moves through is shunted instantly to the other side.

A *gate* has a front and a back. Creatures moving through the *gate* from the front are transported to the other plane; creatures moving through it from the back are not.

*Planar Travel:* As a mode of planar travel, a *Gate* spell functions much like a *Plane Shift* spell, except that the *gate* opens precisely at the point you desire (a creation effect). Deities and other beings who rule a planar realm can prevent a *gate* from opening in their presence or personal demesnes if they so desire. Travelers need not join hands with you – anyone who chooses to step through the portal is transported. A *gate* cannot be opened to another point on the same plane; the spell works only for interplanar travel.

You could position a *gate* in a hallway in order to absorb any attack or force coming at you by shunting it to another plane. Whether the denizens of that plane appreciate this tactic is, of course, another matter.

You may hold the *gate* open only for a brief time (no more than 1 round per caster level), and you must concentrate on doing so, or else the interplanar connection is severed.

*Calling Creatures:* The second effect of the *Gate* spell is to call an extraplanar creature to your aid (a calling effect). By naming a particular being or kind of being as you cast the spell, you cause the *gate* to open in the immediate vicinity of the desired creature and pull the subject through, willing or unwilling. Deities and unique beings are under no compulsion to come through the *gate*, although they may choose to do so of their own accord. This use of the spell creates a *gate* that remains open just long enough to transport the called creatures. This use of the spell has an XP cost (see below)

If you choose to call a kind of creature instead of a known individual – for instance, a bearded devil or a ghaele eladrin – you may call either a single creature (of any HD) or several creatures. You can call and control several creatures as long as their HD total does not exceed your caster level. In the case of a single creature, you can control it if its HD do not exceed twice your caster level. A single creature with more HD than twice your caster level can't be controlled. Deities and unique beings cannot be controlled in any event. An uncontrolled being acts as it pleases, making the calling of such creatures rather dangerous. An uncontrolled being may return to its home plane at any time.

A controlled creature can be commanded to perform a service for you. Such services fall into two categories: immediate tasks and contractual service. Fighting for you in a single battle or taking any other actions that can be accomplished within 1 round per caster level counts as an immediate task; you need not make any agreement or pay any reward for the creature's help. The creature departs at the end of the spell.

If you choose to exact a longer or more involved form of service from a called creature, you must offer some fair trade in return for that service. The service exacted must be reasonable with respect to the promised favor or reward; see the *Lesser Planar Ally* (page 45) spell for appropriate rewards. (Some creatures may want their payment in "livestock" rather than in coin, which could involve complications.) Immediately upon completion of the service, the being is transported to your vicinity, and you must then and there turn over the promised reward. After this is done, the creature is instantly freed to return to its own plane.

Failure to fulfill the promise to the letter results in your being subjected to service by the creature or by its liege and master, at the very least. At worst, the creature or its kin may attack you.

*Note:* When you use a calling spell such as *Gate* to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it becomes a spell of that type. For example, *Gate* is a chaotic and evil spell when you cast it to call a demon.

*XP Cost:* 1,000 XP (only for the *calling creatures* function).

*Heal, Mass* – Conjunction (Healing)

**Domain:** Healing 9

**Components:** V, S

**Casting Time:** 1 Standard Action

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

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

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

This spell functions like *Heal* (page 67), except as noted above. The maximum number of hit points restored to each creature is 250.

*Miracle* – Evocation

**Domain:** Luck 9

**Components:** V, S, XP; see text

**Casting Time:** 1 Standard Action

**Range:** See text

**Target, Effect, or Area:** See text

**Duration:** See text

**Saving Throw:** See text

**Spell Resistance:** Yes

You don't so much cast a *Miracle* as request one. You state what you would like to have happen and request that your deity (or the power you pray to for spells) intercede. The DM then determines the particular effect of the *Miracle*.

A *Miracle* can do any of the following things.

- ~ Duplicate any cleric spell of up to 8<sup>th</sup> level or lower (including spells to which you have access because of your domains).
- ~ Duplicate any other spell of up to 7<sup>th</sup> level.
- ~ Undo the harmful effects of certain spells, such as *Feeblemind* or *Insanity*.
- ~ Have any effect whose power level is in line with the above effects.

If the *Miracle* has any of the above effects, casting it has no experience point cost.

Alternatively, the cleric can make a very powerful request. Casting such a *Miracle* costs the cleric 5,000 XP because of the powerful divine energies involved. Examples of especially powerful *Miracles* of this sort could include the following:

- ~ Swinging the tide of a battle in your favor by raising fallen allies to continue fighting.
- ~ Moving you and your allies, with all your and their gear, from one plane to another through planar barriers to a specific locale with no chance of error.
- ~ Protecting a city from an earthquake, volcanic eruption, flood, or other major natural disaster.

In any event, a request that is out of line with the deity's (or alignment's) nature is refused.

A duplicated spell allows saving throws and spell resistance as normal, but the save DCs are for a 9<sup>th</sup> level spell. When a *Miracle* duplicates a spell that has an XP cost, you must pay that cost. When a *Miracle* spell duplicates a spell with a material component that costs more than 100gp, you must provide that component.

*XP Cost:* 5,000 XP (for some uses of the *Miracle* spell; see above).

*Implosion* – Evocation

**Domain:** Destruction 9

**Components:** V, S

**Casting Time:** 1 Standard Action

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

**Targets:** One corporeal creature / round

**Duration:** Concentration (up to 4 rounds)

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

You create a destructive resonance in a corporeal creature's body. For each round you concentrate, you cause one creature to collapse in on itself, killing it. (This effect, being instantaneous, cannot be dispelled.)

You can target a particular creature only once with each casting of the spell.

*Implosion* has no effect on creature in gaseous form or on incorporeal creatures.

†*Mordenkainen's Disjunction* – Abjuration

**Domain:** Magic 9

**Components:** V

**Casting Time:** 1 Standard Action

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

**Area:** All magical effects and  
magic items within a 40ft radius burst

**Duration:** Instantaneous

**Saving Throw:** Will negates (object)

**Spell Resistance:** No

All magical effects and magic items within the radius of the spell, except for those that you carry or touch, are disjoined. That is, spells and spell-like effects are separated into their individual components (ending the effect as a *Dispel Magic* spell does), and each permanent magic item must make a successful Will save or be turned into a normal item. An item in a creature's possession uses its own Will save bonus or its possessor's Will save bonus, whichever is higher.

You also have a 1% chance per caster level of destroying an *Antimagic Field*. If the *Antimagic Field* survives the *disjunction*, no items within it are disjoined.

Even artifacts are subject to *disjunction*, though there is only a 1% chance per caster level of actually affecting such powerful items. Additionally, if an artifact is destroyed, you must make a DC 25 Will save or permanently lose all spell-casting abilities. (These abilities cannot be recovered by mortal magic, not even *Miracle* or *Wish*.)

*Note:* Destroying artifacts is a dangerous business, and it is 95% likely to attract the attention of some powerful being who has an interest in or connection with the device.

attack you or pass through suffer the effects of each color, one at a time.

Typically, only the upper hemisphere of the globe will exist, since you are at the center of the sphere, so the lower half is usually excluded by the floor surface you are standing on.

The colors of the sphere have the same effects as the colors of a *Prismatic Wall*.

Each color in the sphere has a special effect. The table on the next page shows the seven colors of the sphere, the order in which they appear, their effects on creatures trying to attack you or pass through the wall, and the magic needed to negate each color.

The sphere can be destroyed, color by color, in consecutive order, by various magical effects; however, the first color must be brought down before the second can be affected, and so on. A *Rod of Cancellation* or a *Mordenkainen's Disjunction* spell destroys a *Prismatic Sphere*, but an *Antimagic Field* fails to penetrate it. *Dispel Magic* and *Greater Dispel Magic* cannot dispel the wall or anything beyond it. Spell resistance is effective against a *Prismatic Sphere*, but the caster level check must be repeated for each color present.

*Prismatic Sphere* can be made permanent with a *Permanency* spell.

†*Power Word Kill* – Enchantment (Compulsion)  
(Death, Mind-Affecting)

**Domain:** War 9

**Components:** V

**Casting Time:** 1 Standard Action

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

**Target:** One living creature with 100 hp or less

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

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

†*Prismatic Sphere* – Abjuration

**Domain:** Protection 9, Sun 9

**Components:** V

**Casting Time:** 1 Standard Action

**Range:** 10ft

**Effect:** 10ft radius sphere centered on you

**Duration:** 10 min / level (D)

**Saving Throw:** See text

**Spell Resistance:** See text

This spell functions like *Prismatic Wall*, except you conjure up an immobile, opaque globe of shimmering, multicolored light that surrounds you and protects you from all forms of attack. The sphere flashes in all colors of the visible spectrum. The sphere's *blindness* effect on creatures with less than 8 HD lasts 2d4 x 10 minutes.

You can pass into and out of the *Prismatic Sphere* and remain near it without harm. However, when you're inside it, the sphere blocks any attempt to project something through the sphere (including spells). Other creatures that attempt to



### *Prismatic Sphere*

<b>Color</b>	<b>Order</b>	<b>Effect of Color</b>	<b>Negated by</b>
Red	1 <sup>st</sup>	Stops non-magical ranged weapons. Deals 20 points of fire damage (Reflex half).	<i>Cone of Cold</i>
Orange	2 <sup>nd</sup>	Stops magical ranged weapons. Deals 40 points of acid damage (Reflex half).	<i>Gust of Wind</i>
Yellow	3 <sup>rd</sup>	Stops poisons, gases, and petrification. Deals 80 points of electricity damage (Reflex half).	<i>Disintegrate</i>
Green	4 <sup>th</sup>	Stops breath weapons. Poison (Kills; Fortitude partial for 1d6 points of Con damage instead).	<i>Passwall</i>
Blue	5 <sup>th</sup>	Stops divination and mental attacks. Turned to stone (Fortitude negates).	<i>Magic Missile</i>
Indigo	6 <sup>th</sup>	Stops all spells. Will save or become insane (as <i>Insanity</i> spell).	<i>Daylight</i>
Violet	7 <sup>th</sup>	Energy field destroys all objects and effects. (This effect makes the special effects of the other six colors redundant, but these six effects are included here because certain magic items can create prismatic effects one color at a time, and spell resistance might render some colors ineffective (see above). Creatures sent to another plane (Will negates).	<i>Dispel Magic</i>

### †*Shambler* – Conjunction (Creation)

**Domain:** Plant 9

**Components:** V, S

**Casting Time:** 1 Standard Action

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

**Effect:** Three or more shambling mounds, no two of which can be more than 30ft apart; see text

**Duration:** Seven days or seven months (D); see text

**Saving Throw:** None

**Spell Resistance:** No

The *Shambler* spell creates 1d4 + 2 shambling mounds with 11 HD each. (See the Monster Manual for details about shambling mounds) The creatures willingly aid you in combat or battle, perform a specific mission, or serve as bodyguards. The creatures remain with you for seven days unless you dismiss them. If the shamblers are created only for guard duty, however, the duration of the spell is seven months. In this case, the shamblers can only be ordered to guard a specific site or location. Shamblers summoned to guard duty cannot move outside the spell's range, which is measured from the point where each first appeared.

The shamblers have resistance to fire as normal shambling mounds do only if the terrain is rainy, marshy, or damp.

†*Shapechange* – Transmutation

**Domain:** Animal 9

**Components:** V, S, M

**Casting Time:** 1 Standard Action

**Target:** You

**Duration:** 10 min / level (D)

This spell functions like *Polymorph*, except that it enables you to assume the form of any single non-unique creature (of any type) from Fine to Colossal size. The assumed form cannot have more than your caster level in Hit Dice (to a max. of 25 HD). Unlike *Polymorph*, this spell allows incorporeal or gaseous forms to be assumed.

You gain all extraordinary and supernatural abilities (both attacks and qualities) of the assumed form, but you lose your own supernatural abilities. You also gain the type of the new form (for example, dragon or magical beast) in place of your own. The new form does not disorient you. Parts of your body or pieces of equipment that are separated from you do not revert to their original forms. Upon changing, the subject regains lost hit points as if it had rested for a night (though this healing does not restore temporary ability damage or provide other benefits of resting; and changing back does not heal the subject further). If slain, the subject reverts to its original form, though it remains dead.

The subject gains the Strength, Dexterity, and Constitution scores of the new form but retains its own Intelligence, Wisdom, and Charisma scores.

You can become just about anything you are familiar with. You can change form once each round as a free action.

The change takes place either immediately before your regular action or immediately after it, but not during the action. For example, you are in combat and assume the form of a will-o'-wisp. When this form is no longer useful, you change into a stone golem and walk away. When pursued, you change into a flea, which hides on a horse until it can hop off. From there, you can become a dragon, an orc, or just about anything else you are familiar with. If you use this spell to create a disguise, you get a +10 bonus on your disguise check.

**Focus:** A jade circlet worth no less than 1,500gp, which you must place on your head when casting the spell. (The focus melds into your new form when you change shape.)

**Fourth Round:** Hailstones rain down in the area, dealing 5d6 points of bludgeoning damage (no save).

**Fifth Round through Tenth Rounds:** Violent rain and wind gusts reduce visibility. The rain obscures all sight, including darkvision, beyond 5ft. A creature 5ft away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). Speed is reduced by three-quarters. Ranged attacks within the area of the storm are impossible. Spells cast within the area are disrupted unless the caster succeeds at a Concentration check against a DC equal to the *Storm of Vengeance's* save DC + the level of the spell the caster is trying to cast.

*Soul Bind* – Necromancy

**Components:** V, S, F

**Casting Time:** 1 Standard Action

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

**Target:** Corpse

**Duration:** Permanent

**Saving Throw:** Will negates

**Spell Resistance:** No

You draw the soul from a newly dead body and imprison it in a black sapphire gem. The subject must have been dead no more than 1 round per caster level. The soul, once trapped in the gem, cannot be returned through *Clone*, *Raise Dead*, *Reincarnation*, *Resurrection*, *True Resurrection*, or even a *Miracle* or a *Wish*. Only by destroying the gem or dispelling the spell on the gem can one free the soul (which is then still dead).

**Focus:** A black sapphire of at least 1,000gp value for every Hit Dice possessed by the creature whose soul is to be bound. If the gem is not valuable enough, it shatters when the binding is attempted. (While creatures have no concept of level or Hit Dice as such, the value of the gem needed to trap an individual can be researched. Remember that this value can change over time as creatures gain more Hit Dice.)

*Storm of Vengeance* – Conjuraction (Summoning)

**Components:** V, S

**Casting Time:** 1 round

**Range:** Long (400ft + 40ft / level)

**Effect:** 360ft radius storm cloud

**Duration:** Concentration (max. 10 rounds) (D)

**Saving Throw:** See text

**Spell Resistance:** Yes

This spell creates an enormous black storm cloud. Lightning and crashing slaps of thunder appear within the storm. Each creature beneath the cloud must succeed on a Fortitude save or be deafened for 1d4 x 10 minutes.

If you do not maintain concentration on the spell after casting it, the spell ends. If you continue to concentrate, the spell generates additional effects in each following rounds, as noted below. Each effect occurs during your turn.

**Second Round:** Acid rains down in the area, dealing 1d6 points of acid damage (no save).

**Third Round:** You call six bolts of lightning down from the cloud. You decide where the bolts strike. No two bolts may be directed at the same target. Each bolt deals 10d6 points of electricity damage. A creature struck can attempt a Reflex save for half damage.

*Summon Monster VIII* – Conjunction (Summoning)

**Casting Time:** 1 round

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

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

**Duration:** 1 round / level (D)

**Saving Throw:** None

**Spell Resistance:** No

This spell functions like *Summon Monster I* (page 12), except that can summon one creature from the 9<sup>th</sup> – level list or 1d3 creatures of the same kind from the 8<sup>th</sup> – level list, or 1d4 + 1 creatures of the same kind from the a lower level list.

When this spell is cast from one of the alignment based domains, it is a spell of that alignment only.

*True Resurrection* – Conjunction (Healing)

**Components:** V, S, M, DF

**Casting Time:** 10 minutes

**Range:** Touch

**Target:** Dead creature touched

**Duration:** Instantaneous

**Saving Throw:** None; see text

**Spell Resistance:** Yes (harmless)

This spell functions like *Raise Dead* (page 56), except that you can resurrect a creature that has been dead for as long as 10 years per caster level. This spell can even bring back creatures whose bodies have been destroyed, provided that you unambiguously identify the deceased in some fashion (reciting the deceased's time and place of birth or death is the most common method).

Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of level (or Constitution points) or prepared spells. You can revive someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. This spell can also resurrect elementals or outsiders, but it can't resurrect constructs or undead creatures.

Even *True Resurrection* can't restore to life a creature who has died of old age.

**Material Component:** A sprinkle of holy water and diamonds worth at least 25,000gp.

†*Time Stop* – Transmutation

**Domain:** Trickery 9

**Components:** V

**Casting Time:** 1 Standard Action

**Target:** You

**Duration:** 1d4 + 1 rounds (apparent time); see text

This spell seems to make time cease to flow for everyone but you. In fact, you speed up so greatly that all other creatures seem frozen, though they are actually still moving at their normal speeds. You are free to act for 1d4 + 1 rounds of apparent time. Normal and magical fire, cold, gas, and the like can still harm you. While the *Time Stop* is in effect, other creatures are invulnerable to your attacks and spells; you cannot target such creatures with any attack or spell. A spell that affects an area and has a duration longer than the remaining duration of the *Time Stop* (such as *Cloudkill*) have their normal effects on other creatures once the *Time Stop* ends. Most spellcasters use the additional time to improve their defenses, summon allies, or flee from combat.

You cannot move or harm items held, carried, or worn by a creature stuck in normal time, but you can affect any item that is not in another creature's possession. You are undetectable while *Time Stop* lasts. You cannot enter an area protected by an *Anitmagic Field* while under the effect of *Time Stop*.

†*Wail of the Banshee* – Necromancy (Death, Sonic)

**Domain:** Death 9

**Components:** V

**Casting Time:** 1 Standard Action

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

**Area:** One living creature / level within a 40ft radius spread

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

You emit a terrible scream that kills creatures that hear it (except for yourself). Creatures closest to the point of origin are affected first.

This book was made possible by the letter E and the number 2. Additional assistance was made possible by Ken Stanford and by viewers like you.

If you have a comment or suggestion about this book or any of my books, send me a message to NachoVilla@juno.com.