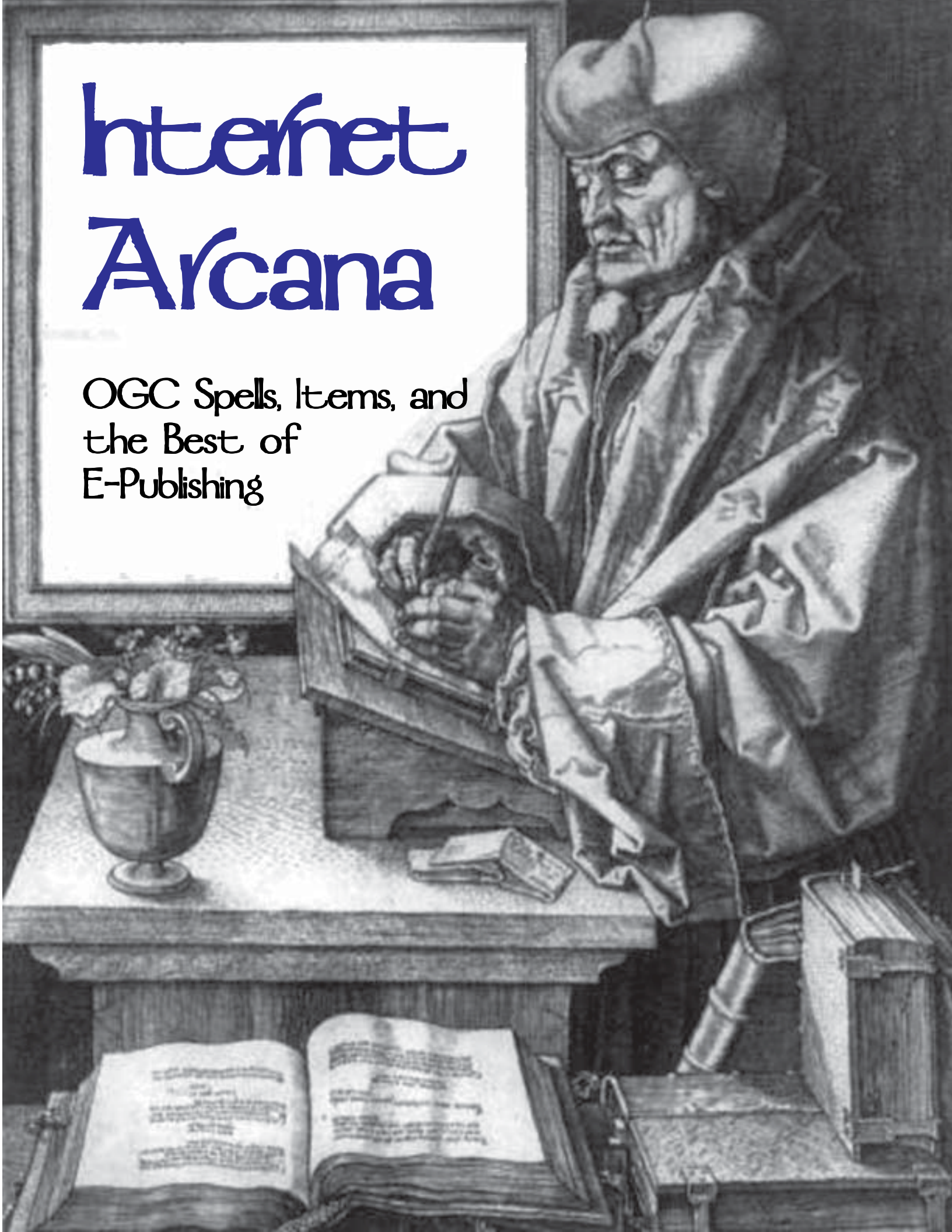


Internet Arcana

OGC Spells, Items, and
the Best of
E-Publishing



INTRODUCTION

Welcome to the *Internet Arcana*! Never before have the wonders of magic been at your fingertips like they are now. *Internet Arcana* contains the SRD spells and items + 60 pages of spells and items from the best of internet OGC publishing companies (around 30%). Within these electronic covers you'll be amazed and delighted to find over 4500 links and anchors to speed your maneuvering. Enjoy the experience of rediscovering ease of use and look out for anything in red, for it is truly some of the best material available via electronic publishing today.

The major sources of hyperlinking in *Internet Arcana* are the spell lists (linked directly to spell description), the new "created items" heading under each spell that shows what magic items are made with that spell and directly links to the magic item description, and the magic item list (linked to the item description). Also note that each piece of OGC has its source listed. Click on the source to go to where you can buy the original product or click on the source company name to to their website.

Internet Arcana began as a simple idea: when using PDFs, information should be found faster than when using hardcopy books. We hope the execution of that idea matches it in simplicity and elegance.

Welcome again, and enjoy!

Joseph Browning and Suzi Yee
Expeditious Retreat Press
May, 2003.

SCHOOLS OF MAGIC

Almost every spell belongs to one of eight schools of magic. A school of magic is a group of related spells that work in similar ways. A small number of spells are universal, belonging to no school.

Abjuration

Abjurations are protective spells. They create physical or magical barriers, negate magical or physical abilities, harm trespassers, or even banish the subject to another plane of existence.

If more than one abjuration spell is active within 10 feet of another for 24 hours or more, the magical fields interfere with each other and create barely visible energy fluctuations. The DC to find such spells with the Search skill drops by 4.

If an abjuration creates a barrier that keeps certain types of creatures at bay, the barrier cannot be used to push away those creatures. If the character forces the barrier against such a creature, the character feels a discernible pressure against the barrier. If the character continues to apply pressure, the character breaks the spell.

Conjuration

Conjurations bring manifestations of objects, creatures, or some form of energy to the character (summoning), actually transport creatures from another plane of existence to the character's plane (calling), heal (healing), or create such objects or effects on the spot (creation). Creatures the character conjures usually, but not always, obey the character's commands.

A creature or object brought into being or transported to the character's location by a conjuration spell cannot appear inside another creature or object, nor can it appear floating in an empty space. It must arrive in an open location on a surface capable of supporting it. The creature or object must appear within the spell's range, but it does not have to remain within the range.

Calling: The spell fully transports a creature from another plane to the plane the character is on. The spell grants the creature the one-time ability to return to its plane of origin, although the spell may limit the circumstances under which this is possible. Creatures who are called actually die when they are killed; they do not disappear and reform, as do those brought by a summoning spell (see below). The duration of a calling spell is instantaneous, which means that the called creature can't be dispelled.

Spells that call powerful extraplanar creatures are most useful when the conjurer has a magical trap to hold the summoned creature. The simplest type of trap is a *magic circle* spell (*magic circle against chaos*, *magic circle against evil*, etc.). When focused inward, a *magic circle* spell binds a called creature for a maximum of 24 hours per caster level, provided that the character casts

the spell that calls the creature within 1 round of casting the *magic circle*. However, if the circle 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 the character fails to overcome the spell resistance, the creature breaks free, destroying the circle. A creature capable of any form of dimensional travel can simply leave the circle through that means. The character can prevent the creature's extradimensional escape by casting a *dimensional anchor* spell on it, but the character must cast the spell before the creature acts. If successful, the anchor effect lasts as long as the *magic circle* does. The creature cannot reach across the *magic circle*, but its ranged attacks (ranged weapons, spells, magical abilities, etc.) can. The creature can attack any target it can reach with its ranged attacks except for the circle itself.

The character can use a special diagram to make the trap more secure. Drawing the diagram by hand takes 10 minutes and requires a Spellcraft check (DC 20). The DM makes this check secretly. If the check fails, the diagram is ineffective. The character can take 10 when drawing the diagram if the character is under no particular time pressure to complete the task. This also takes 10 full minutes. If time is no factor at all, and the character devotes 3 hours and 20 minutes to the task, the character can take 20. A successful diagram allows the character to cast a *dimensional anchor* spell on the trap during the round before casting any summoning spell. The anchor holds any called creatures in the diagram for 24 hours per caster level. A creature cannot use its spell resistance against a trap 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, the DC increases by 5. The creature is immediately released if anything disturbs the diagram—even a straw laid across it. However, the creature cannot disturb the diagram itself either directly or indirectly, as noted above.

Creation: The spell manipulates matter to create an object or creature in the place the spellcaster designates (subject to the limits noted above for conjurations). If the spell has a duration other than instantaneous, magic holds the creation together, and when the spell ends or is dispelled, the conjured creature or object vanishes without a trace. If the spell has an instantaneous duration, the created object or creature is merely assembled through magic. It lasts indefinitely and does not depend on magic for its existence.

Healing: Certain divine conjurations heal creatures or even bring them back to life. These include cure spells, which good clerics can cast spontaneously.

Summoning: The spell instantly brings a creature or object to a place the character designates. When the spell ends or is dispelled, a summoned creature is instantly sent back to where it came from, but a summoned object is not sent back unless the spell description specifically indicates this. A summoned creature also goes away if it is killed or dropped to 0 hit points. It is not really dead. It takes 24 hours for the creature to reform, during which time it can't be summoned again.

When the spell that summoned a creature ends and the creature disappears, all the spells it has cast end (if they haven't already). A summoned creature cannot use any innate summoning abilities it may have, and it refuses to cast any spells or use any spell-like abilities that would cost it XP.

Divination

Divination spells enable the character to learn secrets long forgotten, to predict the future, to find hidden things, and to foil deceptive spells.

Many divination spells have cone-shaped areas. These move with the character and extend in the direction the character looks. The cone defines the area that the character can sweep each round. If the character studies the same area for multiple rounds, the character can often gain additional information, as noted in the descriptive text for the spell.

Enchantment

Enchantment spells affect the minds of others, influencing or controlling their behavior.

All enchantments are mind-affecting spells. Two types of enchantment spells grant the character influence over a subject creature:

Charm: The spell changes the way the subject views the character, typically making the subject see the character as a good friend.

Compulsion: The spell forces the subject to act in some manner or changes the way her mind works. Some spells determine the subject's actions (or the effects on the subject), some allow the character to determine the subject's actions when the character casts the spell, and others give the character ongoing control over the subject.

Evocation

Evocation spells manipulate energy or tap an unseen source of power to produce a desired end. In effect, they create something out of nothing. Many of these spells produce spectacular effects, and evocation spells can deal large amounts of damage.

Illusion

Illusion spells deceive the senses or minds of others. They cause people to see things that are not there, not see things that are there, hear phantom noises, or remember things that never happened. Illusions come in five types: figments, glamers, patterns, phantasms, and shadows.

Figment: A figment spell creates a false sensation. Those who perceive the figment perceive the same thing, not their own slightly different versions of the figment. (It is not a personalized mental impression.) Figments cannot make something seem to be something else. A figment that includes audible effects cannot duplicate intelligible speech unless the spell description specifically says it can. If intelligible speech is possible, it must be in a language the character can speak. If the character tries to duplicate a language the character cannot speak, the image produces gibberish. Likewise, the character cannot make a visual copy of something unless the

character knows what it looks like.

Because figments and glamers (see below) are unreal, they cannot produce real effects the way that other types of illusions can. They cannot cause damage to objects or creatures, support weight, provide nutrition, illuminate darkness, or provide protection from the elements. Consequently, these spells are useful for confounding or delaying foes, but useless for attacking them directly.

Glamer: A glamer spell changes a subject's sensory qualities, making it look, feel, taste, smell, or sound like something else, or even seem to disappear.

Pattern: Like a figment, a pattern spell creates an image that others can see, but a pattern also affects the minds of those who see it or are caught in it. All patterns are mind-affecting spells.

Phantasm: A phantasm spell creates a mental image that usually only the caster and the subject (or subjects) of the spell can perceive. This impression is totally in the minds of the subjects. It is a personalized mental impression. (It's all in their heads and not a fake picture or something that they actually see.) Third parties viewing or studying the scene don't notice the phantasm at all. All phantasms are mind-affecting spells.

Shadow: A shadow spell creates something that is partially real (quasi-real). The caster weaves it from extradimensional energies. Such illusions can have real effects. If a creature takes damage from a shadow illusion, that damage is real.

Saving Throws and Illusions (Disbelief):

Creatures encountering an illusion effect usually do not receive saving throws to recognize it as illusory until they study it carefully or interact with it in some fashion. A successful saving throw against an illusion reveals it to be false, but a figment or phantasm remains as a translucent outline.

A failed saving throw indicates that a character fails to notice something is amiss. A character faced with incontrovertible proof that an illusion isn't real needs no saving throw. If any viewer successfully disbelieves an illusion and communicates this fact to other viewers, each such viewer gains a saving throw with a +4 bonus.

Necromancy

Necromancy spells manipulate the power of death. Spells involving undead creatures make up a large part of this school.

Transmutation

Transmutation spells change the properties of some creature, thing, or condition. A transmutation usually changes only one property at a time, but it can be any property.

ARCANE SPELLS

Preparing Arcane Spells

A wizard's level limits the number of spells the wizards can prepare and cast. A wizard's high Intelligence score might allow the wizard to prepare a few extra spells. The wizard can prepare the same spell more than once, but each preparation counts as one spell toward the wizard's daily limit. To do so, the wizard must have an Intelligence score of at least 10 plus the spell's level.

Rest: To prepare daily spells a wizard must first sleep for 8 hours. The wizard does not have to slumber for every minute of the time, but must refrain from movement, combat, spellcasting, skill use, conversation, or any other fairly demanding physical or mental task during the rest period. If the wizard's rest is interrupted, each interruption adds 1 hour to the total amount of time the wizard has to rest in order to clear his or her mind, and the wizard must have at least 1 hour of rest immediately prior to preparing spells. If the wizard does not need to sleep for some reason, the character still must have 8 hours of restful calm before preparing any spells.

Recent Casting Limit/Rest Interruptions: When the wizard prepares spells for the coming day, all spells the wizard has cast within the last 8 hours count against the wizard's daily limit.

Preparation Environment: To prepare any spell, the wizard must have enough peace, quiet, and comfort to allow for proper concentration. The wizard's surroundings must be free from overt distractions, such as combat nearby or other loud noises. Exposure to inclement weather prevents the necessary concentration, as does any injury or failed saving throw the character might suffer while studying. Wizards also must have access to their spellbooks to study from and sufficient light to read them by.

One exception: A wizard can prepare a read magic spell even without a spellbook.

Spell Preparation Time: After resting, a wizard must study his or her spellbook to prepare any spells that day. If the wizard wants to prepare all the wizard's spells, the process takes 1 hour. Preparing some smaller portion of the wizard's daily capacity takes a proportionally smaller amount of time, but always at least 15 minutes.

Spell Selection and Preparation: Until the character prepares spells from the character's spellbook, the only spells a wizard has available to cast are the ones that the character already had prepared from the previous day and has not yet used. During the study period, a wizard chooses which spells to prepare. If a wizard already has spells prepared (from the previous day) that have not been cast, the character can abandon some or all of them to make room for new spells.

When preparing spells for the day, the wizard can leave some spell slots open. Later during that day, the wizard can repeat the preparation process as often as the character likes, time and circumstances permitting. During these extra sessions of preparation, a wizard can fill these unused spell slots. The character cannot,

however, abandon a previously prepared spell to replace it with another one or fill a slot that is empty because the wizard has cast a spell in the meantime. That sort of preparation can only be done during the first study period after resting. Like the first session of the day, this preparation takes at least 15 minutes, and it takes longer if the wizard prepares more than one-quarter of the wizard's spells.

Prepared Spell Retention: Once a wizard prepares a spell, it remains in the character's mind until the character triggers it (or until the character abandons it). Upon casting, the spell is purged from the character's mind. Certain other events, such as the effects of magic items or special attacks from monsters, can wipe a prepared spell from a character's mind.

Death and Prepared Spell Retention: If the character dies, all spells stored in the character's mind are wiped away.

Arcane Magical Writings

To decipher an arcane magical writing (such as a single spell in written form in another's spellbook or on a scroll), a character must make a successful Spellcraft check (DC 20 + the spell's level). If the skill check fails, the character cannot attempt to read that particular spell until the next day. A read magic spell automatically deciphers a magical writing without a skill check. If the person who created the magical writing is on hand to help the reader, success is also automatic.

Once a character deciphers a particular magical writing, the character does not need to decipher it again. Deciphering a magical writing allows the reader to identify the spell and gives some idea of its effects (as explained in the spell description). If the magical writing was a scroll and the reader can cast arcane spells, the character can attempt to use the scroll.

Wizard Spells and Borrowed Spellbooks

A wizard can use a borrowed spellbook to prepare a spell the character already knows and has recorded in the character's own spellbook, but preparation success is not assured. First, the wizard must decipher the writing in the book (see Arcane Magical Writings, above). Once a spell from another spellcaster's book is deciphered, the reader must make a successful Spellcraft check (DC 15 + spell's level) to prepare the spell. If the check succeeds, the wizard can prepare the spell. The wizard must repeat the check to prepare the spell again, no matter how many times the character has prepared the spell before. If the check fails, the character cannot try to prepare the spell from the same source again until the next day. (However, as explained above, the character does not need to repeat a check to decipher the writing.)

Adding Spells to a Wizard's Spellbook

Wizards can add new spells to their spellbooks through several methods. If a wizard has chosen to specialize in a school of magic, the wizard can learn spells only from schools the character can cast.

Spells Copied from Another's Spellbook or a

Scroll: A wizard can also add spells to the wizard's spellbook whenever the wizard encounters a new spell on a magic scroll or in another wizard's spellbook. No matter what the spell's source, the character must first decipher the magical writing (see Arcane Magical Writings, above). Next, the wizard must spend a day studying the spell. At the end of the day, the character must make a Spellcraft check (DC 15 + spell's level). A wizard who has specialized in a school of spells gains a +2 bonus to the check if the new spell is from the character's specialty school. The character cannot, however, learn any spells from the character's prohibited schools.

If the check succeeds, the wizard understands the spell and can copy it into the character's spellbook (see Writing a New Spell into a Spellbook, below). The process leaves a spellbook that was copied from unharmed, but a spell successfully copied from a magic scroll disappears from the scroll.

If the check fails, the wizard cannot understand the spell and cannot attempt to learn it again, even if the character studies it from another source, until the character gains another rank in Spellcraft. If the check fails, the character cannot copy the spell from another's spellbook, and the spell does not vanish from the scroll. Independent Research: A wizard also can research a spell independently, duplicating an existing spell or creating an entirely new one.

Writing a New Spell into a Spellbook

Once a wizard understands a new spell, the wizard can record it into his or her spellbook.

Time: The process requires 1 day plus 1 additional day per spell level. Zero-level spells require 1 day.

Space in the Spellbook: A spell takes up 2 pages of the spellbook per spell level. A 0-level spell takes a single page. A spellbook has 100 pages.

Materials and Costs: Materials for writing the spell cost 100 gp per page.

Note that a wizard does not have to pay these costs in time or gold for the spells gained for free at each new level. The wizard adds these to the wizard's spellbook as part of the wizard's ongoing research.

Replacing and Copying Spellbooks

A wizard can use the procedure for learning a spell to reconstruct a lost spellbook. If the character already has a particular spell prepared, the character can write it directly into a new book at a cost of 100 gp per page (as noted in Writing a New Spell into a Spellbook). The process wipes the prepared spell from the character's mind, just as casting it would. If the character does not have the spell prepared, the character can prepare it from a borrowed spellbook and then write it into a new book.

Duplicating an existing spellbook uses the same procedure as replacing it, except that the time requirement and cost per page are halved.

Arcane Spellcasters Who Are Not Wizards

Some arcane spellcasters do not have spellbooks and

do not prepare spells. Such a character's level limits the number of spells the character can cast.

Daily Reading of Spells: Each day these characters need 8 hours of rest (just like a wizard), after which they spend 15 minutes concentrating. A bard must sing or play an instrument of some kind while concentrating. Without such a period of rest the character does not regain the spell slots used up the day before.

Recent Casting Limit: As with wizards, any spells cast within the last 8 hours count against the character's daily limit.

Adding Spells to a Sorcerer's or Bard's Repertoire: Most spellcasters that do not prepare spells like wizards gain new spells each time they attain new experience levels and never gain spells any other way.

DIVINE SPELLS

Preparing Divine Spells

Divine spellcasters prepare their spells in largely the same manner as wizards, but with a few differences.

Time of Day: A divine spellcaster chooses and prepares spells ahead of time, just as a wizard does. However, divine spellcasters do not require a period of rest to prepare spells. Instead, the character chooses a particular part of the day to pray and receive spells. Some deities set the time or impose other special conditions for granting spells to their clerics. If some event prevents the character from praying at the proper time, the character must do so as soon as possible. If the character does not stop to pray for spells at the first opportunity, the character must wait until the next day to prepare spells.

Spell Selection and Preparation: A divine spellcaster selects and prepares spells ahead of time through prayer and meditation at a particular time of day. The time required to prepare spells is the same as for a wizard (1 hour), as is the requirement for a relatively peaceful environment in which to perform the preparation. A divine spellcaster does not have to prepare all his or her spells at once. However, the character cannot fill a slot that is empty because the character has cast a spell or abandoned a previously prepared spell at any time other than the first daily spell preparation. However, the character can spontaneously cast cure or inflict spells in place of certain prepared spells (see Spontaneous Casting of Cure and Inflict Spells, below).

Divine spellcasters do not require spellbooks. However, a character's spell selection is limited to the spells on the list for the character's class. Clerics also have access to two domains determined during their character creation. Each domain gives a cleric access to a domain spell at each spell level, as well as a special granted power. With access to two domain spells at each given spell level—one from each of the cleric's two domains—a cleric must prepare, as an extra domain

spell, one or the other each day for each level of spell the cleric can cast. If a domain spell is not on the Cleric Spells List, it can only be prepared in a domain slot.

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

Spontaneous Casting of Cure and Inflict Spells:

A good cleric (or a cleric of a good deity) can spontaneously cast a cure spell in place of a prepared spell of the same level or higher, but not in place of an extra domain spell. An evil cleric (or a cleric of an evil deity) can spontaneously cast an inflict spell in place of a prepared nondomain spell of the same level or higher. Each neutral cleric of a neutral deity either spontaneously casts cure spells like a good cleric or inflict spells like an evil one, depending on which option the player chooses when creating the character.

Divine Magical Writings

Divine spells can be written down and deciphered just as arcane spells can (see Arcane Magical Writings, above). Any character with the Spellcraft skill can attempt to decipher the divine magical writing and identify it. However, only characters who have the spell in question (in its divine form) on their class-based spell lists can cast a divine spell from a scroll.

New Divine Spells

Divine spellcasters most frequently gain new spells in one of the following two ways:

Spells Gained at a New Level: Characters who can cast divine spells undertake a certain amount of study of divine magic between adventures. Each time a character receives a new level of divine spells, the character learns new spells from that level automatically.

Independent Research: The character also can research a spell independently, much as an arcane spellcaster can. Only the creator of such a spell can prepare and cast it, unless he decides to share it with others. Some such creators share their research with their churches, but others do not. The character can create a magic scroll (provided the character has the Scribe Scroll feat) or write a special text similar to a spellbook to contain spells the character has independently researched. Other divine spellcasters who find the spell in written form can learn to cast it, provided they are of sufficient level to do so and are of the same class as the creator. The process requires deciphering the writing (see Arcane Magical Writings, above).

BARD SPELLS

0-LEVEL BARD SPELLS (CANTRIPS)

Dancing Lights. Figment torches or other lights.
Daze. Creature loses next action.
Detect Magic. Detects spells and magic items within 60 ft.
Flare. Dazzles one creature (-1 attack).
Ghost Sound. Figment sounds.
Light. Object shines like a torch.
Mage Hand. 5-pound telekinesis.
Mending. Makes minor repairs on an object.
Open/Close. Opens or closes small or light things.
Prestidigitation. Performs minor tricks.
Protection from Pests. Ignore vermin, +1 AC vs. giant vermin.
Read Magic. Read scrolls and spellbooks.
Resistance. Subject gains +1 on saving throws.
Sure Thing. Subject believes he had the losing side of a wager.

1st-LEVEL BARD SPELLS

Alarm. Wards an area for 2 hours/level.
Cause Fear. One creature flees for 1d4 rounds.
Charm Person. Makes one person the caster's friend.
Contrariness. Target must lie and be generally disagreeable and difficult.
Cure Light Wounds. Cures 1d8 +1/level damage (max +5).
Darkhood. Hood blinds target.
Detect Secret Doors. Reveals hidden doors within 60 ft.
Distract. Subject becomes flat-footed.
Erase. Mundane or magical writing vanishes.
Expeditious Retreat. Doubles the caster's speed.
Feather Fall. Objects or creatures fall slowly.
Grease. Makes 10-ft. square or one object slippery.
Guilt. One evil target is denied an action.
Hypnotism. Fascinates 2d4 HD of creatures.
Identify. Determines single feature of magic item.
Mage Armor. Gives subject +4 armor bonus.
Magic Weapon. Weapon gains +1 bonus.
Message. Whispered conversation at distance.
Protection from Chaos/Evil/Good/Law. +2 AC and saves, counter mind control, hedge out elementals and outsiders.
Silent Image. Creates minor illusion of the caster's design.
Silent Sound. Ranged touch attack. 1d6/level of sonic damage (max. 5d6).
Sleep. Put 2d4 HD of creatures into comatose slumber.
Summon Monster I. Calls outsider to fight for the caster.
Tame. Target animal puts up less resistance.
Unseen Servant. Creates invisible force that obeys the caster's commands.
Ventriloquism. Throws voice for 1 min./level.

2nd-LEVEL BARD SPELLS

Animal Trance. Fascinates 2d6 HD of animals.
Befuddle. *Confusion* affects a single target
Blindness/Deafness. Makes subject blind or deaf.

Blur. Attacks miss subject 20% of the time.
Bull's Strength. Subject gains 1d4+1 Str for 1 hr./level.
Cat's Grace. Subject gains 1d4+1 Dex for 1 hr./level.
Chatterbox. Enchanted mouth dumfounds.
Cure Moderate Wounds. Cures 2d8 +1/level damage (max +10).
Darkness. 20-ft. radius of supernatural darkness.
Daylight. 60-ft. radius of bright light.
Delay Poison. Stops poison from harming subject for 1 hour/level.
Detect Thoughts. Allows "listening" to surface thoughts.
Enthrall. Captivates all within 100 ft. + 10 ft./level.
Exhaustion. Subject feels tired and listless.
Focus of the Magical Mind. +1 bonus to Will saves, +2 enhancement bonus to all Concentration checks.
Fox's Guile. Target gains 1d4+1 Cha for 1 hour / level.
Glitterdust. Blinds creatures, outlines invisible creatures.
Hideous Laughter. Subject loses actions for 1d3 rounds.
Hold Person. Holds one person helpless for 1 round/level.
Hypnotic Pattern. Fascinates 2d4+1 HD/level of creatures.
Invisibility. Subject is invisible for 10 min./level or until it attacks.
Levitate. Subject moves up and down at the caster's direction.
Locate Object. Senses direction toward object (specific or type).
Magic Mouth. Speaks once when triggered.
Minor Curse. -3 on attacks, saves and checks.
Minor Image. As *silent image*, plus some sound.
Mirror Image. Creates decoy duplicates of the caster (1d4 +1/three levels, max 8).
Misdirection. Misleads divinations for one creature or object.
Moonspray. Moonlight does 1d8 +1/level damage.
Mute. Subject cannot speak.
Obscure Object. Masks object against divination.
Pyrotechnics. Turns fire into blinding light or choking smoke.
Scare. Panics creatures up to 5 HD (15-ft. radius).
See Invisibility. Reveals invisible creatures or objects.
Shatter. Sonic vibration damages objects or crystalline creatures.
Silence. Negates sound in 15-ft. radius.
Sound Burst. Deals 1d8 sonic damage to subjects; may stun them.
Suggestion. Compels subject to follow stated course of action.
Summon Monster II. Calls outsider to fight for the caster.
Summon Swarm. Summons swarm of small crawling or flying creatures.
Tongues. Speak any language.
Undetectable Alignment. Conceals alignment for 24 hours.
Whispering Wind. Sends a short message one mile/level.

3rd-LEVEL BARD SPELLS

Animal Mind. Subject believes it is a specific kind of animal.

Aura of Peace. Creatures near caster have combat penalties.

Bestow Curse. -6 to an ability; -4 on attacks, saves, and checks; or 50% chance of losing each action.

Blink. The caster randomly vanishes and reappears for 1 round/level.

Blood Lust. Subject must attack; foes before friends.

Charm Monster. Makes monster believe it is the caster's ally.

Clairaudience/Clairvoyance. Hear or see at a distance for 1 min./level.

Confusion. Makes subject behave oddly for 1 round/level.

Cure Serious Wounds. Cures 3d8 +1/level damage (max +15).

Dispel Magic. Cancels magical spells and effects.

Displacement. Attacks miss subject 50%.

Emotion. Arouses strong emotion in subject.

Euphoria. Subject feels good despite danger or pain.

Evasion. grants the subject the benefit of the evasion ability.

Fear. Subjects within cone flee for 1 round/level.

Gaseous Form. Subject becomes insubstantial and can fly slowly.

Greater Magic Weapon. +1 bonus/three levels (max +5).

Greater Sleep. Puts 4d6 HD (max 10 HD) worth of creatures to sleep.

Gust of Wind. Blows away or knocks down smaller creatures.

Haste. Extra partial action and +4 AC.

Illusory Script. Only intended reader can decipher.

Indecision. Target delays action; Will saving to do anything.

Invisibility Sphere. Makes everyone within 10 ft. invisible.

Keen Edge. Doubles normal weapon's threat range.

Lesser Geas. Commands subject of 7 HD or less.

Magic Circle against Chaos/Evil/Good/Law. As protection spells, but 10-ft. radius and 10 min./level.

Major Image. As *silent image*, plus sound, smell and thermal effects.

Phantom Steed. Magical horse appears for 1 hour/level.

Remove Curse. Frees object or person from curse.

Remove Disease. Cures all diseases affecting subject.

Scrying. Spies on subject from a distance.

Sculpt Sound. Creates new sounds or changes existing ones.

Sepia Snake Sigil. Creates text symbol that immobilizes reader.

Slow. One subject/level takes only partial actions, -2 AC, -2 melee rolls.

Snake's Speed. Subject gains the benefit of the Dodge, Mobility, and Quick Draw feats.

Summon Monster III. Calls outsider to fight for the caster.

Tiny Hut. Creates shelter for 10 creatures.

Wind Wall. Deflects arrows, smaller creatures, and gases.

4th-LEVEL BARD SPELLS

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

Cure Critical Wounds. Cures 4d8 +1/level damage (max +20).

Detect Scrying. Alerts the caster of magical eavesdropping.

Dimension Door. Teleports the caster and up to 500 lb.

Dismissal. Forces a creature to return to native plane.

Dominate Person. Controls humanoid telepathically.

Hallucinatory Terrain. Makes one type of terrain appear like another (field into forest, etc.).

Hold Monster. As *hold person*, but any creature.

Improved Invisibility. As *invisibility*, but subject can attack and stay invisible.

Legend Lore. Learn tales about a person, place, or thing.

Locate Creature. Indicates direction to familiar creature.

Modify Memory. Changes 5 minutes of subject's memories.

Neutralize Poison. Detoxifies venom in or on subject.

Rainbow Pattern. Lights prevent 24 HD of creatures from attacking or moving away.

Secure Shelter. Creates sturdy cottage.

Shout. Deafens all within cone and deals 2d6 damage.

Subvert Charm. Transfers original charm effect to caster's control.

Summon Monster IV. Calls outsider to fight for the caster.

5th-LEVEL BARD SPELLS

Contact Other Plane. Ask question of extraplanar entity.

Control Water. Raises or lowers bodies of water.

Deliver Message. Target must say something to someone else.

Dream. Sends message to anyone sleeping.

False Vision. Fools scrying with an illusion.

Greater Dispelling. As *dispel magic*, but +20 on check.

Healing Circle. Cures 1d8 +1/level damage in all directions.

Hold the Slain. *Hold person* vs undead.

Mind Fog. Subjects in fog get -10 Wis, Will checks.

Mirage Arcana. As *hallucinatory terrain*, plus structures.

Mislead. Turns the caster invisible and creates illusory double.

Nightmare. Sends vision dealing 1d10 damage, fatigue.

Persistent Image. As *major image*, but no concentration required.

Summon Monster V. Calls outsider to fight for the caster.

6th-LEVEL BARD SPELLS

Control Weather. Changes weather in local area.

Eyebite. Charm, fear, sicken or sleep one subject.

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

Greater Scrying. As *scrying*, but faster and longer.

Mass Haste. As *haste*, affects one/level subjects.

Mass Suggestion. As *suggestion*, plus one/level subjects.
Minotaur's Might. +2d4 Strength.
Permanent Image. Includes sight, sound, and smell.
Plane Shift. Up to eight subjects travel to another plane.
Programmed Image. As *major image*, plus triggered by event.
Project Image. Illusory double can talk and cast spells.
Repulsion. Creatures can't approach the caster.
Summon Monster VI. Calls outsider to fight for the caster.
Veil. Changes appearance of group of creatures.

CLERIC SPELLS

0-LEVEL CLERIC SPELLS (Orisons)

Call Spirits. Talk to spirits as Gather Information.
Candle. Conjures a lit candle.
Clarity of Mind. Grants +1 to Concentration checks.
Create Water. Creates 2 gallons/level of pure water.
Cure Minor Wounds. Cures 1 point of damage.
Detect Magic. Detects spells and magic items within 60 ft.
Detect Poison. Detects poison in one creature or small object.
Guidance. +1 on one roll, save, or check.
Inflict Minor Wounds. Touch attack, 1 point of damage.
Invoke the Word. +1 on one roll.
Light. Object shines like a torch.
Mending. Makes minor repairs on an object.
Oration. Speak over a crowd.
Pet Cemetery. Animates one tiny animal skeleton.
Protection from Pests. Ignore vermin, +1 AC vs. giant vermin.
Purify Food and Drink. Purifies 1 cu. ft./level of food or water.
Read Magic. Read scrolls and spellbooks.
Renew the Tide of Unlife. Prepares a corpse for animation.
Resistance. Subject gains +1 on saving throws.
Rosewater. Removes fatigue and heals 1d8 +1/level subdual damage.
Timely Awakening. Awake at set time.
Tongue of Angels. Speak Celestial.
Tongue of Fiends. Speak Infernal.
Virtue. Subject gains 1 temporary hp.

1st-LEVEL CLERIC SPELLS

Armor Contingency. Summons armor in certain conditions.
Bane. Enemies suffer -1 attack, -1 on saves against fear.
Bless. Allies gain +1 attack and +1 on saves against fear.
Bless Water. Makes holy water.
Cause Fear. One creature flees for 1d4 rounds.
Claws of the Demon. Hands change to claws dealing 2d8 damage.
Command. One subject obeys one-word command for 1 round.

Comprehend Languages. Understand all spoken and written languages.
Crystal Shard. Launches crystal that inflicts 1d8+2 points of damage.
Cure Light Wounds. Cures 1d8 +1/level damage (max +5).
Curse Water. Makes unholy water.
Deathwatch. Sees how wounded subjects within a 30 ft. area.
Detect Chaos/Evil/Good/Law. Reveals creatures, spells, or objects.
Detect Patron. Detect the faith of an object or person.
Detect Undead. Reveals undead within 60 ft.
Divine Favor. The caster gains attack, damage bonus, +1/three levels.
Doom. One subject suffers -2 on attacks, damage, saves, and checks.
Endure Elements. Ignores 5 damage/round from one energy type.
Entropic Shield. Ranged attacks against the caster suffer 20% miss chance.
Faith of Arms. Allies receive a +2 morale bonus to damage.
Guilt. One evil target is denied an action.
Headache. Target gets a migraine.
Inflict Light Wounds. Touch, 1d8 +1/level damage (max +5).
Invisibility to Undead. Undead can't perceive one subject/level.
Iron Jaw. Subject is immune to all subdual damage.
Magic Stone. Three stones gain +1 attack, deal 1d6+1 damage.
Magic Weapon. Weapon gains +1 bonus.
Minor Mendings of the Fallen. Heals damage to undead.
Obscuring Mist. Fog surrounds the caster.
Protection from Chaos/Evil/Good/Law. +2 AC and saves, counter mind control, hedge out elementals and outsiders.
Random Action. One creature acts randomly for one round.
Remove Fear. +4 on saves against fear for one subject +1/four levels.
Sanctuary. Opponents can't attack the caster, and the caster can't attack.
Shield of Faith. Aura grants +2 or higher deflection bonus.
Skeletal Cohort. Animates a single skeleton.
Summon Monster I. Calls outsider to fight for the caster.

2nd-LEVEL CLERIC SPELLS

Aid. +1 attack, +1 on saves against fear, 1d8 temporary hit points.
Animal Messenger. Sends a Tiny animal to a specific place.
Augury. Learns whether an action will be good or bad.
Aura of Death. +2 intimidate, -2 on enemy will saves.
Bone Armor. +7 natural armor bonus until 2X/level damage absorbed.
Bull's Strength. Subject gains 1d4+1 Str for 1 hr./level.
Calm Emotions. Calms 1d6 subjects/level, negating emotion effects.
Channeling Ward. Gives undead turn resistance
Consecrate. Fills area with positive energy, making undead weaker.

Crystal of Reflection. Reflects ray attacks back at attacker.

Cure Moderate Wounds. Cures 2d8 +1/level damage (max +10).

Dark Aura. 10% miss chance, -1 to be hit, +4 intimidate.

Darkness. 20-ft. radius of supernatural darkness.

Dead Eyes. Provides sensory link with undead.

Death Knell. Kills dying creature; the caster gain 1d8 temporary hp, +2 Str, and +1 level.

Delay Poison. Stops poison from harming subject for 1 hour/level.

Desecrate. Fills area with negative energy, making undead stronger.

Endurance. Gain 1d4+1 Con for 1 hr./level.

Enhance Magical Flow. +1 to spell save DCs.

Enthrall. Captivates all within 100 ft. + 10 ft./level.

Find Traps. Notice traps as a rogue does.

Gentle Repose. Preserves one corpse.

Hold Person. Holds one person helpless; 1 round/level.

Inflict Moderate Wounds. Touch attack, 2d8 +1/level damage (max +10).

Lesser Restoration. Dispel magic ability penalty or repairs 1d4 ability damage.

Make Whole. Repairs an object.

Mask Death. Masks undead from undead detection.

Minor Curse. -3 on attacks, saves and checks.

One With The Dead. Disguise self as a corpse.

Osseous Staff. Creates a staff of bone.

Remove Paralysis. Frees one or more creatures from paralysis, *hold*, or *slow*.

Resist Elements. Ignores 12 damage/round from one energy type.

Sacrificial Speed. Caster forgoes actions to allow other to act faster.

Shatter. Sonic vibration damages objects or crystalline creatures.

Shield Mind. +5 saves vrs. mind-affecting spells.

Shield Other. The caster takes half of subject's damage.

Silence. Negates sound in 15-ft. radius.

Sound Burst. Deals 1d8 sonic damage to subjects; may stun them.

Speak with Animals. The caster can communicate with natural animals.

Spiritual Weapon. Magical weapon attacks on its own.

Static Veil. +1/level to DC of scry checks.

Summon Monster II. Calls outsider to fight for the caster.

Undetectable Alignment. Conceals alignment for 24 hours.

Zombie Cohort. Animates a single zombie.

Zone of Truth. Subjects within range cannot lie.

3rd-LEVEL CLERIC SPELLS

Animate Dead. Creates undead skeletons and zombies.

Aura of Peace. Creatures near caster have combat penalties.

Bestow Curse. -6 to an ability; -4 on attacks, saves, and checks; or 50% chance of losing each action.

Blindness/Deafness. Makes subject blind or deaf.

Blessing of Arms. Allies receive a +1/2 levels morale bonus to damage.

Contagion. Infects subject with chosen disease.

Continual Flame. Makes a permanent, heatless torch.

Create Food and Water. Feeds three humans (or one horse)/level.

Cure Serious Wounds. Cures 3d8 +1/level damage (max +15).

Daylight. 60-ft. radius of bright light.

Deeper Darkness. Object sheds absolute darkness in 60-ft. radius.

Dispel Magic. Cancels magical spells and effects.

Euphoria. Subject feels good despite danger or pain.

Glyph of Warding. Inscription harms those who pass it.

Godspeed. Movement rate increases to 60 feet and adds +2 to AC.

Helping Hand. Ghostly hand leads subject to the caster.

Inflict Serious Wounds. Touch attack, 3d8 +1/level damage (max +15).

Invisibility Purge. Dispel invisibility within 5 ft./level.

Locate Object. Senses direction toward object (specific or type).

Magic Circle against Chaos/Evil/Good/Law. As protection spells, but 10-ft. radius and 10 min./level.

Magic Vestment. Armor or shield gains +1 enhancement/three levels.

Meld into Stone. The caster and the caster's gear merge with stone.

Mend the Fallen. Heals damage to undead.

Mute. Subject cannot speak.

Negative Energy Protection. Subject resists level and ability drains.

Obscure Object. Masks object against divination.

Prayer. Allies gain +1 on most rolls, and enemies suffer -1.

Protection from Elements. Absorb 12 damage/level from one kind of energy.

Remove Blindness/Deafness. Cures normal or magical conditions.

Remove Curse. Frees object or person from curse.

Remove Disease. Cures all diseases affecting subject.

Searing Light. Ray deals 1d8/two levels, more against undead.

Shrapnel. Cone of shrapnel deals 1d10 +1/lvl (max +10).

Speak with Dead. Corpse answers one question/two levels.

Speak with Plants. The caster can talk to normal plants and plant creatures.

Stone Shape. Sculpts stone into any form.

Strength of the Dead. D6+2 strength, 1 negative level.

Summon Monster III. Calls outsider to fight for the caster.

Wall of the Grave. Forms a wall of bones.

Water Breathing. Subjects can breathe underwater.

Water Walk. Subject treads on water as if solid.

Wind Wall. Deflects arrows, smaller creatures, and gases.

4th-LEVEL CLERIC SPELLS

Aeonian Lantern. Magical nonmoving lantern imparts -2 to foes' attacks, saving throws, and checks.

Air Walk. Subject treads on air as if solid (climb at 45-degree angle).

Animal Mind. Subject believes it is a specific kind of animal.

Charnel Blight. Target's skeleton decays from disease.

Control Water. Raises or lowers bodies of water.

Cure Critical Wounds. Cures 4d8 +1/level damage (max +20).

Death Ward. Grants immunity to death spells and effects.

Dimensional Anchor. Bars extradimensional movement.

Discern Lies. Reveals deliberate falsehoods.

Dismissal. Forces a creature to return to native plane.

Divination. Provides useful advice for specific proposed actions.

Divine Power. The caster gains attack bonus, 18 Str, and 1 hp/level.

Exoskeletal Animation. Animates giant vermin undead.

Find True Self. Allows additional saves vrs. mind-affecting spells.

Freedom of Movement. Subject moves normally despite impediments.

Giant Vermin. Turns insects into giant vermin.

Greater Magical Flow Enhancement. +2 to spell save DCs.

Greater Magic Weapon. +1 bonus/three levels (max +5).

Hold the Slain. *Hold person* vs undead.

Imbue with Spell Ability. Transfer spells to subject.

Inflict Critical Wounds. Touch attack, 4d8 +1/level damage (max +20).

Lesser Planar Ally. Exchange services with an 8 HD outsider.

Minor Globe of Negative Energy. Globe deals 1d4 negative levels.

Neutralize Poison. Detoxifies venom in or on subject.

Poison. Touch deals 1d10 Con damage, repeats in 1 minute.

Repel Vermin. Insects stay 10 ft. away.

Restoration. Restores level and ability score drains.

Sending. Delivers short message anywhere, instantly.

SkinWalking. Target can assume likeness of someone slain.

Spell Immunity. Subject is immune to one spell/four levels.

Status. Monitors condition, position of allies.

Summon Monster IV. Calls outsider to fight for the caster.

Tongues. Speak any language.

5th-LEVEL CLERIC SPELLS

Atonement. Removes burden of misdeeds from subject.

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

Circle of Doom. Deals 1d8 +1/level damage in all directions.

Commune. Deity answers one yes-or-no question/level.

Deliver Message. Target must say something to someone else.

Dispel Chaos/Evil/Good/Law. +4 bonus against attacks.

Ethereal Jaunt. The caster becomes ethereal for 1 round/level.

Flame Strike. Smites foes with divine fire (1d6/level).

Gar'Udok's Aura. Animates creatures slain during the spell

Gar'Udok's Blessing. Boosts undead's abilities.

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

Hallow. Designates location as holy.

Healing Circle. Cures 1d8 +1/level damage in all directions.

Insect Plague. Insect horde limits vision, inflicts damage, and weak creatures flee.

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

Plane Shift. Up to eight subjects travel to another plane.

Raise Dead. Restores life to subject who died up to 1 day/level ago.

Righteous Might. The caster's size increases, and the caster gains +4 Str.

Scrying. Spies on subject from a distance.

Slay Living. Touch attack kills subject.

Spell Resistance. Subject gains +12 +1/level SR.

Summon Monster V. Calls outsider to fight for the caster.

True Seeing. See all things as they really are.

Unhallow. Designates location as unholy.

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

6th-LEVEL CLERIC SPELLS

Animate Objects. Objects attack the caster's foes.

Antilife Shell. 10-ft. field hedges out living creatures.

Army of Shrapnel. Skeletons explode (1d10+1/lvl) if slain.

Banishment. Banishes 2 HD/level extraplanar creatures.

Blade Barrier. Blades encircling the caster deal 1d6 damage/level.

Create Undead. Ghouls, shadows, ghosts, wights, or wraiths.

Dark Forces. *Dark aura* for 1 target / level.

Etherealness. Travel to Ethereal Plane with companions.

Find the Path. Shows most direct way to a location.

Forbiddance. Denies area to creatures of another alignment.

Forbidden Conversion. Subject is converted to your religion/ethos.

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

Globe of Negative Energy. Globe causes 2d4 negative levels.

Glory of the Beast. Animal or beast gains celestial template, maximum hit points, and +2 to all ability scores

Greater Dispelling. As *dispel magic*, but up to +20 on check.

Greater Glyph of Warding. As *glyph of warding*, but up to 10d8 damage or 6th level spell.

Harm. Subject loses all but 1d4 hp.

Heal. Cures all damage, diseases, and mental conditions.

Heroes' Feast. Food for one creature/level cures and blesses.

Light of the Earth. Shining earth-light inflicts 3d8 points of damage to evil creatures and 5d8 to undead.

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

Plague. Infects all creatures within 30 ft. with a disease.

Subvert Summoning. Caster takes control of another caster's summoned creatures.

Summon Monster VI. Calls outsider to fight for the caster.

Wind Walk. The caster and the caster's allies turn vaporous and travel fast.

Word of Recall. Teleports the caster back to designated place.

7th-LEVEL CLERIC SPELLS

Blasphemy. Kills, paralyzes, weakens, or dazes nonevil subjects.

Control Weather. Changes weather in local area.

Crystal Eruption. Crystal shards burst from the ground, inflicting 1d6 points of damage per level and stun.

Destruction. Kills subject and destroys remains.

Dictum. Kills, paralyzes, weakens, or dazes nonlawful subjects.

Gar'Udok's Greater Blessing. Boosts undead's abilities.

Greater Restoration. As *restoration*, plus restores all levels and ability scores

Greater Scrying. As *scrying*, but faster and longer.

Holy Word. Kills, paralyzes, weakens, or dazes nongood subjects.

Refuge. Alters item to transport its possessor to the caster.

Regenerate. Subject's severed limbs grow back.

Repulsion. Creatures can't approach the caster.

Resurrection. Fully restore dead subject.

Risen Armies. Animates all corpses in range.

Summon Monster VII. Calls outsider to fight for the caster.

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

8th-LEVEL CLERIC SPELLS

Antimagic Field. Negates magic within 10 ft.

Cloak of Chaos. +4 AC, +4 resistance, and SR 25 against lawful spells.

Create Greater Undead. Mummies, spectres, vampires, or ghosts.

Discern Location. Exact location of creature or object.

Earthquake. Intense tremor shakes 5-ft./level radius.

Fire Storm. Deals 1d6 fire damage/level.

Greater Planar Ally. As *lesser planar ally*; up to 24 HD.

Holy Aura. +4 AC, +4 resistance, and SR 25 against evil spells.

Mass Heal. As *heal*, but with several subjects.

Shield of Law. +4 AC, +4 resistance, and SR 25 against chaotic spells.

Summon Monster VIII. Calls outsider to fight for the caster.

Symbol. Triggered runes have array of effects.

Unholy Aura. +4 AC, +4 resistance, and SR 25 against good spells.

9th-LEVEL CLERIC SPELLS

Astral Projection. Projects the caster and companions into Astral Plane.

Energy Drain. Subject gains 2d4 negative levels.

Gate. Connects two planes for travel or summoning.

Implosion. Kills one creature/round.

Miracle. Requests a deity's intercession.

Soul Bind. Traps newly dead soul to prevent resurrection.

Storm of Vengeance. Storm rains acid, lightning, and hail.

Summon Monster IX. Calls outsider to fight for the caster.

Sunfire Tomb. Imprisons target in the sun.

Thrall. Permanently dominate another creature.

True Resurrection. As *resurrection*, plus remains aren't needed.

CLERIC DOMAINS

Air Domain

Granted Powers: Turn or destroy earth creatures as a good cleric turns undead. Rebuke or command air creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + the character's Charisma modifier.

Air Domain Spells

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

*Cast as an air spell only.

Animal Domain

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

Animal Domain Spells

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

Bones Domain

Granted Power: Rebuke or command skeletons, constructs made of bone and other skeletal undead as an evil cleric rebukes undead, up to 3 times per day plus the cleric's Charisma modifier.

Bones Domain Spells

1. **Skeletal Cohort.** Animates a single skeleton
2. **Osseous Staff.** Creates a staff of bone
3. **Shrapnel.** Cone of shrapnel deals 1d10 +1/lvl (max +10)
4. **Bone Arrow.** 1d4/lvl (max 10d4) ray, create skeleton
5. **Bone Field.** Produce a field of bone caltrops

6. **Army of Shrapnel.** Skeletons explode (1d10+1/lvl) if slain
7. **Control Undead.** Undead don't attack you
8. **Summon Monster VIII.** Colossal Skeleton only
9. **Necropolis.** Animate all dead in a destroyed settlement

Chaos Domain

Granted Power: The character casts chaos spells at +1 caster level.

Chaos Domain Spells

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

*Cast as a chaos spell only.

Death Domain

Granted Power: The character may use a death touch once per day. The character's death touch is a spell-like ability that is a death effect. The character must succeed at a melee touch attack against a living creature (using the rules for touch spells). When the character touches, roll 1d6 per the character's cleric level. If the total at least equals the creature's current hit points, it dies.

Death Domain Spells

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

Destruction Domain

Granted Power: The character gains the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to the character's cleric level (if the character hits). The character must declare the smite before making the attack. It is usable once per day.

Destruction Domain Spells

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

Earth Domain

Granted Power: Turn or destroy air creatures as a good cleric turns undead. Rebuke or command earth creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + the character's Charisma modifier.

Earth Domain Spells

1. **Magic Stone.** Three stones become +1 projectiles, 1d6+1 damage.
2. **Soften Earth and Stone.** Turns stone to clay or dirt to sand or mud.
3. **Stone Shape.** Sculpts stone into any form.
4. **Spike Stones.** Creatures in area take 1d8 damage, may be slowed.
5. **Wall of Stone.** Creates a stone wall that can be shaped.
6. **Stoneskin.** Stops blows, cuts, stabs, and slashes.
7. **Earthquake.** Intense tremor shakes 5-ft./level radius.
8. **Iron Body.** The character's body becomes living iron.
9. **Elemental Swarm.*** Summons multiple elementals.

*Cast as an earth spell only.

Evil Domain

Granted Power: The character casts evil spells at +1 caster level.

Evil Domain Spells

1. **Protection from Good.** +2 AC and saves, counter mind control, hedge out elementals and outsiders
2. **Desecrate.** Fills area with negative energy, making undead stronger.
3. **Magic Circle against Good.** As *protection* spells, but 10-ft. radius and 10 min./level
4. **Unholy Blight.** Damages and sickens good creatures.
5. **Dispel Good.** +4 bonus against attacks by good creatures.
6. **Create Undead.** Ghouls, shadows, ghosts, wights, or wraiths.
7. **Blasphemy.** Kills, paralyzes, weakens, or dazes nonevil subjects.
8. **Unholy Aura.** +4 AC, +4 resistance, SR 25 against good spells.

9. **Summon Monster IX.*** Calls outsider to fight for the caster.

*Cast as an evil spell only.

Fire Domain

Granted Power: Turn or destroy water creatures as a good cleric turns undead. Rebuke or command fire creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + the character's Charisma modifier.

Fire Domain Spells

1. **Burning Hands.** 1d4 fire damage/level (max 5d4).
2. **Produce Flame.** 1d4 +1/two levels damage, touch or thrown.
3. **Resist Elements.*** Ignore first 12 damage from one energy type each round.
4. **Wall of Fire.** Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 +1/level.
5. **Fire Shield.** Creatures attacking the caster take fire damage; the caster is protected from heat or cold.
6. **Fire Seeds.** Acorns and berries become grenades and bombs.
7. **Fire Storm.** Deals 1d6 fire damage/level.
8. **Incendiary Cloud.** Cloud deals 4d6 fire damage/round.
9. **Elemental Swarm.**** Summons multiple elementals.

*Resist cold or fire only.

**Cast as a fire spell only.

Good Domain

Granted Power: The character casts good spells at +1 caster level.

Good Domain Spells

1. **Protection from Evil.** +2 AC and saves, counter mind control, hedge out elementals and outsiders.
2. **Aid.** +1 attack, +1 on saves against fear, 1d6 temporary hit points.
3. **Magic Circle against Evil.** As *protection* spells, but 10-ft. radius and 10 min./level.
4. **Holy Smite.** Damages and blinds evil creatures.
5. **Dispel Evil.** +4 bonus against attacks by evil creatures.
6. **Blade Barrier.** Blades encircling the caster deal 1d6 damage/level.
7. **Holy Word.** Kills, paralyzes, weakens, or dazes nongood subjects.
8. **Holy Aura.** +4 AC, +4 resistance, and SR 25 against evil spells.
9. **Summon Monster IX.*** Calls outsider to fight for the caster.

*Cast as a good spell only.

Healing Domain

Granted Power: The character casts healing spells at +1 caster level.

Healing Domain Spells

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

Knowledge Domain

Granted Power: All Knowledge skills are class skills. The character casts divinations at +1 caster level.

Knowledge Domain Spells

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

Law Domain

Granted Power: The character casts Law spells at +1 caster level.

Law Domain Spells

1. **Protection from Chaos.** 2 AC and saves, counter mind control, hedge out elementals and outsiders.
2. **Calm Emotions.** Calms 1d6 creatures/level, negating emotion effects.
3. **Magic Circle against Chaos.** As *protection* spells, but 10-ft. radius and 10 min./level.
4. **Order's Wrath.** Damages and dazes chaotic creatures.
5. **Dispel Chaos.** +4 bonus against attacks by chaotic creatures.
6. **Hold Monster.** As *hold person*, but any creature.
7. **Dictum.** Kills, paralyzes, weakens, or dazes nonlawful subjects.
8. **Shield of Law.** +4 AC, +4 resistance, and SR 25 against chaotic spells.
9. **Summon Monster IX.*** Calls outsider to fight for the caster.

*Cast as a law spell only.

Luck Domain

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

Luck Domain Spells

1. **Entropic Shield.** Ranged attacks against the caster suffer 20% miss chance.
2. **Aid.** +1 attack, +1 against fear, 1d8 temporary hit points.
3. **Protection from Elements.** Absorb 12 damage/level from one kind of energy.
4. **Freedom of Movement.** Subject moves normally despite impediments.
5. **Break Enchantment.** Frees subjects from enchantments, alterations, curses, and petrification.
6. **Mislead.** Turns the caster invisible and creates illusory double.
7. **Spell Turning.** Reflect 1d4+6 spell levels back at caster.
8. **Holy Aura.** +4 AC, +4 resistance, and SR 25 against evil spells.
9. **Miracle.** Requests a deity's intercession.

Magic Domain

Granted Power: Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half the character's cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if the character is also a wizard, actual wizard levels and these effective wizard levels stack.

Magic Domain Spells

1. **Undetectable Aura.** Masks magic item's aura.
2. **Identify.** Determines single feature of magic item.
3. **Dispel Magic.** Cancels magical spells and effects.
4. **Imbue with Spell Ability.** Transfer spells to subject.
5. **Spell Resistance.** Subject gains +12 +1/level SR.
6. **Antimagic Field.** Negates magic within 10 ft.
7. **Spell Turning.** Reflect 1d4+6 spell levels back at caster.
8. **Protection from Spells.** Confers +8 resistance bonus.
9. **Disjunction.** Dispels magic, disenchant magic items.

Plant Domain

Granted Powers: Rebuke or command plant creatures as an evil cleric rebukes or commands undead. Use these abilities a total number of times per day equal to 3 + the character's Charisma modifier.
Knowledge (nature) is a class skill.

Plant Domain Spells

1. **Entangle.** Plants entangle everyone in 40-ft.-radius circle.
2. **Barkskin.** Grants +3 natural armor bonus (or

higher).

3. **Plant Growth.** Grows vegetation, improves crops.
4. **Control Plants.** Talk to and control plants & fungi.
5. **Wall of Thorns.** Thorns damage anyone who tries to pass.
6. **Repel Wood.** Pushes away wooden objects.
7. **Changestaff.** The caster's staff becomes a treant on command.
8. **Command Plants.** Plants animate and vegetation entangles.
9. **Shambler.** Summons 1d4+2 shambling mounds to fight for the caster.

Protection Domain

Granted Power: The character can generate a *protective ward*, a spell-like ability to grant someone the character touches a resistance bonus equal to the character's level on the recipient's next saving throw. Activating this power is a standard action. The *protective ward* is an abjuration effect with a duration of 1 hour that is usable once per day.

Protection Domain Spells

1. **Sanctuary.** Opponents can't attack the caster, and the caster can't attack.
2. **Shield Other.** The caster takes half of subject's damage.
3. **Protection from Elements.** Absorb 12 damage/level from one kind of energy.
4. **Spell Immunity.** Subject is immune to one spell/four levels.
5. **Spell Resistance.** Subject gains 12 +1/level SR.
6. **Antimagic Field.** Negates magic within 10 ft.
7. **Repulsion.** Creatures can't approach the caster.
8. **Mind Blank.** Subject is immune to mental/emotional magic and scrying.
9. **Prismatic Sphere.** As *prismatic wall*, but surrounds on all sides.

Strength Domain

Granted Power: The character can perform a feat of strength, which is the supernatural ability to gain an enhancement bonus to Strength equal to the character's level. Activating the power is a free action, the power lasts 1 round, and is usable once per day.

Strength Domain

1. **Endure Elements.** Ignores 5 damage/round from one energy type.
2. **Bull's Strength.** Subject gains 1d4+1 Str for 1 hr./level.
3. **Magic Vestment.** Armor or shield gains +1 enhancement three level.
4. **Spell Immunity.** Subject is immune to one spell/four levels.
5. **Righteous Might.** The caster's size increases, and the caster gains +4 Str.
6. **Stoneskin.** Stops blows, cuts, stabs, and slashes.
7. **Grasping Hand.** Hand provides cover, pushes, or grapples.
8. **Clenched Fist.** Large hand attacks the caster's foes.
9. **Crushing Hand.** As *grasping hand*, but stronger.

Sun Domain

Granted Power: Once per day, the character can perform a greater turning against undead in place of a regular turning (or rebuking) attempt. The greater turning is like a normal turning (or rebuking) attempt except that the undead creatures that would be turned (or rebuked or commanded) are destroyed instead.

Sun Domain Spells

1. **Endure Elements.*** Ignores 5 damage/round from one energy type.
2. **Heat Metal.** Make metal so hot it damages those that touch it.
3. **Searing Light.** Ray deals 1d8/two levels, more against undead.
4. **Fire Shield.** Creatures attacking the caster take fire damage; the caster is protected from heat or cold.
5. **Flame Strike.** Smite foes with divine fire (1d6/level).
6. **Fire Seeds.** Acorns and berries become grenades and bombs.
7. **Sunbeam.** Beam blinds and deals 3d6 damage.
8. **Sunburst.** Blinds all within 10 ft., deals 3d6 damage.
9. **Prismatic Sphere.** As *prismatic wall*, but surrounds on all sides.

*Endure cold or fire only.

Travel Domain

Granted Powers: For a totaltime per day of 1 round per the character's cleric level, the character can act normally regardless of magical effects that impede movement (similar to the effect of the spell freedom of movement). This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds). This is a spell-like ability.

Wilderness Lore is a class skill.

Travel Domain Spells

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

Trickery Domain

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

Trickery Domain Spells

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

War Domain

Granted Power: Free Martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon.

War Domain Spells

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

Water Domain

Granted Power: Turn or destroy fire creatures as a good cleric turns undead. Rebuke or command water creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + the character's Charisma modifier.

Water Domain Spells

1. **Obscuring Mist.** Fog surrounds the caster.
2. **Fog Cloud.** Fog obscures vision.
3. **Water Breathing.** Subjects can breathe underwater.
4. **Control Water.** Raise or lower bodies of water.
5. **Ice Storm.** Hail deals 5d6 damage in cylinder 40 ft. across.
6. **Cone of Cold.** 1d6 cold damage/level.
7. **Acid Fog.** Fog deals acid damage.
8. **Horrid Wilting.** Deals 1d8 damage/level within 30 ft.
9. **Elemental Swarm.*** Summons multiple elementals.

*Cast as a water spell only.

DRUID SPELLS

0-LEVEL DRUID SPELLS (Orisons)

Call Spirits. Talk to spirits as Gather Information.
Candle. Conjures a lit candle.
Clarity of Mind. Grants +1 to Concentration checks.
Create Water. Creates 2 gallons/level of pure water.
Cure Minor Wounds. Cures 1 point of damage.
Detect Magic. Detects spells and magic items within 60 ft.
Detect Poison. Detects poison in one creature or small object.
Flare. Dazzles one creature (-1 attack).
Guidance. +1 on one roll, throw, or check.
Know Direction. The caster discerns north.
Light. Object shines like a torch.
Mending. Makes minor repairs on an object.
Protection from Pests. Ignore vermin, +1 AC vs. giant vermin.
Purify Food and Drink. Purifies 1 cu. ft./level of food or water.
Read Magic. Read scrolls and spellbooks.
Resistance. Subject gains +1 on saving throws.
Tame. Target animal puts up less resistance.
Timely Awakening. Awake at set time.
Virtue. Subject gains 1 temporary hp.

1st-LEVEL DRUID SPELLS

Animal Friendship. Gains permanent animal companions.
Burning Brand. Torch inflicts 1d6 points of damage as a touch attack (2d6 points of damage to undead).
Calm Animals. Calms 2d4 +1/level HD of animals, beasts, and magical beasts.
Charm Animal. As *charm person* only against animals.
Crystal Shard. Launches crystal that inflicts 1d8+2 points of damage.
Cure Light Wounds. Cures 1d8 +1/level damage (max +5).
Detect Animals or Plants. Detects species of animals or plants.
Detect Patron. Detect the faith of an object or person.
Detect Snares and Pits. Reveals natural or primitive traps.
Endure Elements. Ignores 5 damage/round from one energy type.
Entangle. Plants entangle everyone in 40-ft.-radius circle.
Faerie Fire. Outlines subjects with light, canceling blur, concealment, etc.
Goodberry. 2d4 berries each cure 1 hp (max 8 hp/24 hours).
Invisibility to Animals. Animals can't perceive one subject/level.
Magic Fang. One natural weapon of subject creature gets +1 bonus to attack and damage.
Obscuring Mist. Fog surrounds the caster.
Pass without Trace. One subject/level leaves no tracks.

Shillelagh. Cudgel or quarterstaff becomes +1 weapon (1d10 damage) for 1 minute/level.
Summon Nature's Ally I. Calls creature to fight.

2nd-LEVEL DRUID SPELLS

Animal Messenger. Sends a Tiny animal to a specific place.
Animal Trance. Fascinates 2d6 HD of animals.
Barkskin. Grants +3 natural armor bonus (or higher).
Charm Person or Animal. Makes one person or animal the caster's friend.
Chill Metal. Cold metal damages those who touch it.
Crystal of Reflection. Reflects ray attacks back at attacker.
Delay Poison. Stops poison from harming subject for 1 hour/level.
Fire Trap. Opened object deals 1d4 +1/level damage.
Flame Blade. Touch attack deals 1d8 +1/two levels damage.
Flaming Sphere. Rolling ball of fire, 2d6 damage, lasts 1 round/level.
Fox's Guile. Target gains 1d4+1 Cha for 1 hour / level.
Heat Metal. Hot metal damages those who touch it.
Hold Animal. Holds one animal helpless; 1 round/level.
Iron Jaw. Subject is immune to all subdual damage.
Keen Eyes of the Hunter. +2 to checks, +1 to non-magical ranged attacks.
Lesser Restoration. Dispels magic ability penalty or repairs 1d4 ability damage.
Produce Flame. 1d4 +1/two levels damage, touch or thrown.
Resist Elements. Ignores first 12 damage from one energy type each round.
Soften Earth and Stone. Turns stone to clay or dirt to sand or mud.
Speak with Animals. The caster can communicate with natural animals.
Summon Nature's Ally II. Calls creature to fight.
Summon Swarm. Summons swarm of small crawling or flying creatures.
Tree Shape. The caster looks exactly like a tree for 1 hour/level.
Warp Wood. Bends wood (shaft, handle, door, plank).
Wild Stealth. Grants +10 bonus to Move Silently and Hide checks outdoors.
Wood Shape. Rearranges wooden objects to suit the caster.

3rd-LEVEL DRUID SPELLS

Animal Mind. Subject believes it is a specific kind of animal.
Carnivorous Defender. Plant wraps around caster and attacks those that attack her.
Call Lightning. Directs lightning bolts (1d10/level) during storms.
Contagion. Infects subject with chosen disease.
Cure Moderate Wounds. Cures 2d8 +1/level damage (max +10).
Diminish Plants. Reduces size or blights growth of normal plants.
Dominate Animal. Subject animal obeys silent mental commands.

Greater Magic Fang. One natural weapon of subject creature gets +1 bonus to attack and damage per three caster levels (max +5)

Meld into Stone. The caster and the caster's gear merge with stone.

Neutralize Poison. Detoxifies venom in or on subject.

Plant Growth. Grows vegetation, improves crops.

Poison. Touch deals 1d10 Con damage, repeats in 1 minute.

Protection from Elements. Absorb 12 damage/level from one kind of energy.

Remove Disease. Cures all diseases affecting subject.

Snare. Creates a magical booby trap.

Speak with Plants. The caster can talk to normal plants and plant creatures.

Spike Growth. Creatures in area take 1d4 damage, may be slowed.

Stone Shape. Sculpts stone into any form.

Summon Nature's Ally III. Calls creature to fight.

Water Breathing. Subjects can breathe underwater.

4th-LEVEL DRUID SPELLS

Antiplant Shell. Keeps animated plants at bay.

Bind with Plants. Plants hold one creature helplessly.

Charnel Blight. Target's skeleton decays from disease.

Control Plants. Talk to and control plants & fungi.

Cure Serious Wounds. Cures 3d8 +1/level damage (max +15).

Dispel Magic. Cancels magical spells and effects.

Flame Strike. Smites foes with divine fire (1d6/level).

Freedom of Movement. Subject moves normally despite impediments.

Giant Vermin. Turns insects into giant vermin.

Mortification of the Flesh. Partial immunity to critical hits.

Quench. Extinguishes nonmagical fires or one magic item.

Reincarnate. Brings dead subject back in a random body.

Repel Vermin. Insects stay 10 ft. away.

Rusting Grasp. The caster's touch corrodes iron and alloys.

Scrying. Spies on subject from a distance.

Sleet Storm. Hampers vision and movement.

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

Summon Nature's Ally IV. Calls creature to fight.

Woodlands Prison. Imprisons one helpless or willing creature in the woods.

5th-LEVEL DRUID SPELLS

Animal Growth. One animal/two levels doubles in size, HD.

Atonement. Removes burden of misdeeds from subject.

Awaken. Animal or tree gains human intellect.

Commune with Nature. Learn about terrain for one mile/level.

Control Winds. Change wind direction and speed.

Cure Critical Wounds. Cures 4d8 +1/level damage (max +20).

Death Ward. Grants immunity to all death spells and effects.

Glory of the Beast. Animal or beast gains celestial template, maximum hit points, and +2 to all ability scores

Hallow. Designates location as holy.

Ice Storm. Hail deals 5d6 damage in cylinder 40 ft. across.

Insect Plague. Insect horde limits vision, inflicts damage, and weak creatures flee.

Summon Nature's Ally V. Calls creature to fight.

Transmute Mud to Rock. Transforms two 10-ft. cubes/level.

Transmute Rock to Mud. Transforms two 10-ft. cubes/level.

Tree Stride. Step from one tree to another far away.

Unhallow. Designates location as unholy.

Wall of Fire. Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 +1/level.

Wall of Thorns. Thorns damage anyone who tries to pass.

6th-LEVEL DRUID SPELLS

Antilife Shell. 10-ft. field hedges out living creatures.

Find the Path. Shows most direct way to a location.

Fire Seeds. Acorns and berries become grenades and bombs.

Greater Dispelling. As *dispel magic*, but +20 on check.

Healing Circle. Cures 1d8 +1/level damage in all directions.

Ironwood. Magical wood is strong as steel.

Light of the Earth. Shining earth-light inflicts 3d8 points of damage to evil creatures and 5d8 to undead.

Liveoak. Oak becomes treant guardian.

Plague. Infects all creatures in 30 feet with a disease.

Repel Wood. Pushes away wooden objects.

Scattered Escape. Become a swarm of insects.

Spellstaff. Stores one spell in wooden quarterstaff.

Stone Tell. Talk to natural or worked stone.

Summon Nature's Ally VI. Calls creature to fight.

Transport via Plants. Move instantly from one plant to another of the same species.

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

7th-LEVEL DRUID SPELLS

Changestaff. The caster's staff becomes a treant on command.

Control Weather. Changes weather in local area.

Creeping Doom. Carpet of insects attacks at the caster's command.

Crystal Eruption. Crystal shards burst from the ground, inflicting 1d6 points of damage per level and stun.

Fire Storm. Deals 1d6 fire damage/level.

Greater Scrying. As *scrying*, but faster and longer.

Harm. Subject loses all but 1d4 hp.

Heal. Cures all damage, diseases, and mental conditions.

Summon Nature's Ally VII. Calls creature to fight.

Sunbeam. Beam blinds and deals 3d6 damage.

Transmute Metal to Wood. Metal within 40 ft. becomes wood.

True Seeing. See all things as they really are.

Wind Walk. The caster and the caster's allies turn vaporous and travel fast.

8th-LEVEL DRUID SPELLS

Animal Shapes. One ally/level *polymorphs* into chosen animal.

Command Plants. Plants animate and vegetation entangles.

Finger of Death. Kills one subject.

Repel Metal or Stone. Pushes away metal and stone.

Reverse Gravity. Objects and creatures fall upward.

Summon Nature's Ally VIII. Calls creature to fight.

Sunburst. Blinds all within 10 ft., deals 3d6 damage.

Whirlwind. Cyclone inflicts damage and can pick up creatures.

Word of Recall. Teleports the caster back to designated place.

9th-LEVEL DRUID SPELLS

Antipathy. Object or location affected by spell repels certain creatures.

Earthquake. Intense tremor shakes 5-ft./level radius.

Elemental Swarm. Summons multiple elementals.

Foresight. "Sixth sense" warns of impending danger.

Magma Burst. Creates a huge volcanic pit that inflicts 20d6 damage.

Mass Heal. As *heal*, but with several subjects.

Shambler. Summons 1d4+2 shambling mounds to fight for the caster.

Shapechange. Transforms the caster into any creature, and change forms once per round.

Summon Nature's Ally IX. Calls creature to fight.

Sunfire Tomb. Imprisons target in the sun.

Sympathy. Object or location attracts certain creatures.

Protection from Evil. +2 AC and saves, counter mind control, hedge out elementals and outsiders.

Protection from Pests. Ignore vermin, +1 AC vrs. giant vermin.

Read Magic. Read scrolls and spellbooks.

Resistance. Subject gains +1 on saving throws.

Virtue. Subject gains 1 temporary hp.

2nd-LEVEL PALADIN SPELLS

Blessing of Arms. Allies receive a +1/2 levels morale bonus to damage.

Delay Poison. Stops poison from harming subject for 1 hour/level.

Dispel Fear. Allies immune to fear for 1 hour or allows additional save against fear effects.

Heartglow. All evil creatures within 10 feet suffer -1 penalty to all attack rolls, saving throws, and checks.

Remove Paralysis. Frees one or more creatures from paralysis, *hold* or *slow*.

Resist Elements. Ignores 12 damage/round from one energy type.

Shield Other. The caster takes half of subject's damage.

Undetectable Alignment. Conceals alignment for 24 hours.

3rd-LEVEL PALADIN SPELLS

Cure Moderate Wounds. Cures 2d8 +1/level (max +10).

Discern Lies. Reveals deliberate falsehoods.

Dispel Magic. Cancels magical spells and effects.

Godspeed. Movement rate increases to 60 feet and adds +2 to AC.

Greater Magic Weapon. +1 bonus/three levels (max +5).

Heal Mount. As *heal* on warhorse or other mount.

Magic Circle against Evil. As *protection* spells, but 10-ft. radius and 10 min./level.

Prayer. Allies gain +1 on most rolls, enemies suffer -1.

Remove Blindness/Deafness. Cures normal or magical conditions.

Shadow Bane. Sneak attacks provoke an attack of opportunity.

4th-LEVEL PALADIN SPELLS

Battle Prayer. Allies gain +2 on most rolls, enemies suffer -2.

Cure Serious Wounds. Cures 3d8 +1/level (max +15*).

Death Ward. Grants immunity to death spells and effects.

Dispel Evil. +4 bonus against attacks by evil creatures.

Freedom of Movement. Subject moves normally despite impediments.

Holy Sword. Weapon becomes +5, does double damage against evil.

Neutralize Poison. Detoxifies venom in or on subject.

Righteousness of Arms. Additional damage like optimized Power Attack.

*Paladin's maximum effective caster level is 10

PALADIN SPELLS

1st-LEVEL PALADIN SPELLS

Armor Contingency. Summons armor in certain conditions.

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

Bless Water. Makes holy water.

Bless Weapon. Weapon gains +1 bonus.

Burning Brand. Torch inflicts 1d6 points of damage as a touch attack (2d6 points of damage to undead).

Create Water. Creates 2 gallons/level of pure water.

Cure Light Wounds. Cures 1d8 +1/level damage (max +5).

Detect Poison. Detects poison in one creature or small object.

Detect Undead. Reveals undead within 60 ft.

Divine Favor. The caster gains attack, damage bonus, +1/three levels.

Endure Elements. Ignores 5 damage/round from one energy type.

Faith of Arms. Allies receive a +2 morale bonus to damage.

Illuminated Weapon. Weapon imposes -2 penalty to attacks, saves, and checks upon undead struck.

Magic Weapon. Weapon gains +1 bonus.

RANGER SPELLS

1st-LEVEL RANGER SPELLS

Alarm. Wards an area for 2 hours/level.

Animal Friendship. Gains permanent animal companions.

Burning Brand. Torch inflicts 1d6 points of damage as a touch attack (2d6 points of damage to undead).

Charm Animal. As *charm person* only against animals.

Delay Poison. Stops poison from harming subject for 1 hour/level.

Detect Animals or Plants. Detects species of animals or plants.

Detect Snares and Pits. Reveals natural or primitive traps.

Entangle. Plants entangle everyone in 40-ft.-radius circle.

Magic Fang. One natural weapon of subject creature gets +1 bonus to attack and damage.

Pass without Trace. One subject/level leaves no tracks.

Protection from Pests. Ignore vermin, +1 AC vrs. giant vermin.

Read Magic. Read scrolls and spellbooks.

Resist Elements. Ignores first 12 damage from one energy type each round.

Speak with Animals. The caster can communicate with natural animals.

Summon Nature's Ally I. Calls animal to fight for the caster.

2nd-LEVEL RANGER SPELLS

Animal Messenger. Sends a Tiny animal to a specific place.

Blight Enemy. Favored enemy suffers 1d6 damage per level.

Cure Light Wounds. Cures 1d8 +1/level damage (max +5).

Detect Chaos/Evil/Good/Law. Reveals creatures, spells, or objects.

Deep Shadows. Shadows give concealment and +4 hide.

Hold Animal. Holds one animal helpless; 1 round/level.

Keen Eyes of the Hunter. +2 to checks, +1 to non-magical ranged attacks.

Protection from Elements. Absorb 12 damage/level from one kind of energy.

Sleep. Put 2d4 HD of creatures into comatose slumber.

Snare. Creates a magical booby trap.

Speak with Plants. The caster can talk to normal plants and plant creatures.

Summon Nature's Ally II. Calls animal to fight for the caster.

Tame. Target animal puts up less resistance.

Wild Stealth. Grants +10 bonus to Move Silently and Hide checks outdoors.

3rd-LEVEL RANGER SPELLS

Animal Mind. Subject believes it is a specific kind of animal.

Control Plants. Talk to and control plants & fungi.

Cure Moderate Wounds. Cures 2d8+1/level damage (max +10).

Diminish Plants. Reduces size or blights growth of normal plants.

Greater Magic Fang. One natural weapon of subject creature gets +1 bonus to attack and damage per three caster levels (max +5).

Neutralize Poison. Detoxifies venom in or on subject.

Plant Growth. Grows vegetation, improves crops.

Remove Disease. Cures all diseases affecting subject.

Summon Nature's Ally III. Calls animal to fight for the caster.

Tree Shape. The caster looks exactly like a tree for 1 hour/level.

Water Walk. Subject treads on water as if solid.

4th-LEVEL RANGER SPELLS

Aeonian Lantern. Magical nonmoving lantern imparts -2 to foes' attacks, saving throws, and checks.

Cure Serious Wounds. Cures 3d8 +1/level damage (max +15).

Freedom of Movement. Subject moves normally despite impediments.

Nondetection. Hides subject from divination, scrying.

Polymorph Self. The caster assumes a new form.

Summon Nature's Ally IV. Calls animal to fight for the caster.

Tree Stride. Step from one tree to another far away.

Unite Allies. Grants allies a +1 favored enemy bonus.

Wind Wall. Deflects arrows, smaller creatures, and gases.

SORCERER AND WIZARD SPELLS

0-LEVEL SORCERER AND WIZARD SPELLS (Cantrips)

Abjur **Cushion Blow.** Stops minor blows, cuts, stabs, and slashes.

Evade. +1 dodge bonus to AC.

Resistance. Subject gains +1 on saving throws.

Protection from Pests. Ignore vermin, +1 AC vrs. giant vermin.

Conj **Candle.** Conjures a lit candle.

Ray of Frost. Ray deals 1d3 cold damage.

Div **Detect Poison.** Detects poison in one creature or small object.

Timely Awakening. Awake at set time.

Ench **Daze.** Creature loses next action.

Sure Thing. Subject believes he had the losing side of a wager.

Evoc **Flare.** Dazzles one creature (-1 attack).

Light. Object shines like a torch.

Illus **Dancing Lights.** Fignment torches or other lights.

Ghost Sound. Figment sounds.

Necro **Call Spirits.** Talk to spirits as Gather Information.

Disrupt Undead. Deals 1d6 damage to one undead.

Pet Cemetery. Animates one tiny animal skeleton.

Trans **Mage Hand.** 5-pound telekinesis.

Mending. Makes minor repairs on an object.

Open/Close. Opens or closes small or light things.

Tongue of Angels. Speak Celestial.

Tongue of Fiends. Speak Infernal.

Univ **Arcane Mark.** Inscribes a personal rune (visible or invisible).

Detect Magic. Detects spells and magic items within 60 ft.

Prestidigitation. Performs minor tricks.

Read Magic. Read scrolls and spellbooks.

1st-LEVEL SORCERER AND WIZARD SPELLS

Abjur **Alarm.** Wards an area for 2 hours/level.

Endure Elements. Ignores 5 damage/round from one energy type.

Headache. Target gets a migraine.

Hold Portal. Holds door shut.

Iron Jaw. Subject is immune to all subdual damage.

Prevent Flanking. Prevents flank attacks.

Protection from Chaos/Evil/Good/Law. +2 AC and saves, counter mind control, hedge out elementals and outsiders.

Shield. Invisible disc gives cover and blocks magic missiles.

Conj **Darkhood.** Hood blinds target.

Grease. Makes 10-ft. square or one object slippery.

Mage Armor. Gives subject +4 armor bonus.

Mount. Summons riding horse for 2 hr./level.

Obscuring Mist. Fog surrounds the caster.

Summon Monster I. Calls outsider to fight for the caster.

Unseen Servant. Creates invisible force that obeys the caster's commands.

Div **Comprehend Languages.** Understands all spoken and written languages.

Dead Man's Eyes. See dying vision.

Detect Secret Doors. Reveals hidden doors within 60 ft.

Detect Undead. Reveals undead within 60 ft.

Identify. Determines single feature of magic item.

True Strike. Adds +20 bonus to the caster's next attack roll.

Ench **Charm Person.** Makes one person the caster's friend.

Contrariness. Target must lie and be generally disagreeable and difficult.

Distract. Subject becomes flat-footed.

Guilt. One evil target is denied an action.

Hypnotism. Fascinates 2d4 HD of creatures.

Sleep. Put 2d4 HD of creatures into comatose slumber.

Evoc **Flame Bolt.** 1d4+1 flame damage; +1 missile/two levels above 1st.

Floating Disk. 3-ft.-diameter horizontal disk that holds 100 lb./level.

Magic Missile. 1d4+1 damage; +1 missile/two levels above 1st (max 5).

Silent Sound. Ranged touch attack. 1d6/level of sonic damage (max. 5d6).

Spider Bite. 1 damage on first attack +2 damage every other.

Illus **Change Self.** Changes the caster's appearance.

Color Spray. Knocks unconscious, blinds, or stuns 1d6 weak creatures.

Deep Shadows. Shadows give concealment and +4 hide.

Magic Aura. Grants object false magic aura.

Silent Image. Creates minor illusion of the caster's design.

Undetectable Aura. Masks magic item's aura.

Ventriloquism. Throws voice for 1 min./level.

Necro **Call Undead.** Calls undead to caster.

Bone Armor. +7 natural armor bonus until 2X/level damage absorbed.

Cause Fear. One creature flees for 1d4 rounds.

Chill Touch. 1 touch/level deals 1d6 damage and possibly 1 Str damage.

Grave Claws. Claws do 1d6 damage and dig quickly.

Identify Undead. Identifies undead up to caster level.

Ray of Enfeeblement. Ray reduces Str by 1d6 points +1 point/two levels.

Renew the Tide of Unlife. Prepares a corpse for animation.

Skeletal Cohort. Animates a single skeleton.

Weeping Wounds. All attacks on target deal +1d6 damage.

Trans **Animate Rope.** Makes a rope move at the caster's command.

Burning Hands. 1d4 fire damage/level (max: 5d4).

Claws of the Demon. Hands change to claws dealing 2d8 damage.

Enlarge. Object or creature grows +10%/level (max +50%).

Erase. Mundane or magical writing vanishes.

Expeditious Retreat. Doubles the caster's speed.

Feather Fall. Objects or creatures fall slowly.

Forgetfulness. -2 int skill check penalty, Concentration check to cast spells.

Jump. Subject gets +30 on Jump checks.

Magic Weapon. Weapon gains +1 bonus.

Message. Whispered conversation at distance.

Reduce. Object or creature shrinks 10%/level (max 50%).

Shocking Grasp. Touch delivers 1d8 +1/level electricity.

Spider Climb. Grants ability to walk on walls and ceilings.

2ND-LEVEL SORCERER AND WIZARD SPELLS

Abjur **Arcane Lock.** Magically locks a portal or chest.
Armour Skin. Stops blows, cuts, stabs, and slashes.
Focus of the Magical Mind. +1 bonus to Will saves, +2 to all Concentration checks.
Obscure Object. Masks object against divination.
Protection from Arrows. Subject immune to most ranged attacks.
Resist Elements. Ignores 12 damage/round from one energy type.
Shield Mind. +5 saves vrs. mind-affecting spells.
Static Veil. +1/level to DC of scry checks.

Conj **Acid Arrow.** Ranged touch attack; 2d4 damage for 1 round + 1 round/three levels.
Acid Shield. Reduces damage and hurts attackers.
Fog Cloud. Fog obscures vision.
Glitterdust. Blinds creatures, outlines invisible creatures.
Goblin Stench. Shorter, smaller *stinking cloud*.
Osseous Staff. Creates a staff of bone.
Summon Monster II. Calls outsider to fight for the caster.
Summon Swarm. Summons swarm of small crawling or flying creatures.
Torrent of Blood. Blood cause s-3 to all actions, and 1/2 movement.
Web. Fills 20-ft-radius spread with sticky spider webs.

Div **Dead Eyes.** Provides sensory link with undead.
Detect Thoughts. Allows "listening" to surface thoughts.
Keen Eyes of the Hunter. +2 to checks, +1 to non-magical ranged attacks.
Locate Object. Senses direction toward object (specific or type).
See Invisibility. Reveals invisible creatures or objects.

Ench **Exhaustion.** Subject feels tired and listless.
Frighten. One creature flees for 1d4 rounds.
Hideous Laughter. Subject loses actions for 1d3 rounds.
Mute. Subject cannot speak.
Uncontrollable Weeping. Target weeps helplessly.

Evoc **Black Lightning.** Lightning deals 1d6 damage/2 levels.
Continual Flame. Makes a permanent, heatless torch.
Darkness. 20-ft. radius of supernatural darkness.
Daylight. 60-ft. radius of bright light.
Flaming Sphere. Rolling ball of fire, 2d6 damage, lasts 1 round/level.
Moonspray. Moonlight does 1d8 +1/level damage.
Shatter. Sonic vibration damages objects or crystalline creatures.
Shrapnel. Cone of shrapnel deals 1d10 +1/lvl (max +10).

Illus

Sumarlidi's Uncontrollable Fire. Fire does 4d4 damage, but is hard to control.
Blur. Attacks miss subject 20% of the time.
Chatterbox. Enchanted mouth dumbfounds.
Dark Aura. 10% miss chance, -1 to be hit, +4 intimidate.
Hypnotic Pattern. Fascinates 2d4+1 HD/level of creatures.
Invisibility. Subject is invisible for 10 min./level or until it attacks.
Magic Mouth. Speaks once when triggered.
Mask Death. Masks undead from undead detection.
Minor Image. As *silent image*, plus some sound.
Mirror Image. Creates decoy duplicates of the caster (1d4 +1/three levels, max 8).
Misdirection. Misleads divinations for one creature or object.
Trap . Makes item seem trapped.

Necro **Absorb Dead Flesh.** Heals self from corpse's flesh.
Aura of Death. +2 intimidate, -2 on enemy will saves
Ghoul Touch. Paralyzes one subject, who exudes stench (-2 penalty) nearby.
Scare. Panics creatures up to 5 HD (15-ft. radius).
Spectral Hand. Creates disembodied glowing hand to deliver touch attacks.
Visceral Wounds. All wounds on target bleed 1 damage/round.
Zombie Cohort. Animates a single zombie.

Trans **Acidic Vapors.** Adds acid damage to gas spells.
Alter Self. As *change self*, plus more drastic changes.
Blindness/Deafness. Makes subject blind or deaf.
Bull's Strength. Subject gains 1d4+1 Str engh for 1 hr./level.
Cat's Grace. Subject gains 1d4+1 Dexterity for 1 hr./level.
Darkvision. See 60 ft. in total darkness.
Endurance. Subject gains 1d4+1 Constitution for 1 hr./level.
Fox's Guile. Target gains 1d4+1 Charisma for 1 hr./level.
One With The Dead. Disguise self as a corpse.
Knock. Opens locked or magically sealed door.
Levitate. Subject moves up and down at the caster's direction.
Minor Curse. -3 on attacks, saves and checks.
Pyrotechnics. Turns fire into blinding light or choking smoke.
Rope Trick. Up to eight creatures hide in extradimensional space.
Whispering Wind. Sends a short message one mile/level.

Univ **Enhance Magical Flow.** +1 to spell save DCs.

3rd-LEVEL SORCERER AND WIZARD SPELLS

Abjur	<p>Dispel Magic. Cancels magical spells and effects.</p> <p>Explosive Runes. Deals 6d6 damage when read.</p> <p>Magic Circle against Chaos/Evil/Good/Law. As <i>protection</i> spells, but 10-ft. radius and 10 min./level.</p> <p>Nondetection. Hides subject from divination, scrying.</p> <p>Protection from Elements. Absorb 12 damage/level from one kind of energy.</p>	<p>Greater Chill Touch. 2d6 damage +2 Strength drain.</p> <p>Halt Undead. Immobilizes undead for 1 round/level.</p> <p>Strength of the Dead. 1D6+2 strength, 1 negative level.</p> <p>Touch of the Wraith. Touch does 1d6 +1 point of Constitution damage/2 levels.</p> <p>Vampiric Touch. Touch deals 1d6/two caster levels; caster gains damage as hp.</p>
Conj	<p>Bone Field. Produce a field of bone caltrops</p> <p>Flame Arrow. Shoots flaming projectiles (extra damage) or fiery bolts (4d6 damage).</p> <p>Phantom Steed. Magical horse appears for 1 hour/level.</p> <p>Sepia Snake Sigil. Creates text symbol that immobilizes reader.</p> <p>Sleet Storm. Hampers vision and movement.</p> <p>Stinking Cloud. Nauseating vapors, 1 round/level.</p> <p>Summon Monster III. Calls outsider to fight for the caster.</p> <p>Wall of the Grave. Forms a wall of bones.</p>	<p>Trans Acidic Vitae. Acidic spray injures those who attack target.</p> <p>Blink. The caster randomly vanishes and reappears for 1round/level.</p> <p>Claim from the Earth. Exhumes one person or object.</p> <p>Evasion. grants the subject the benefit of the evasion ability.</p> <p>Fly. Subject flies at speed of 90.</p> <p>Gaseous Form. Subject becomes insubstantial and can fly slowly.</p> <p>Greater Magic Weapon. +1/three levels (max +5).</p> <p>Haste. Extra partial action and +4 AC.</p> <p>Keen Edge. Doubles normal weapon's threat range.</p> <p>Life's Veil. Disguises undead as the living.</p> <p>Secret Page. Changes one page to hide its real content.</p> <p>Shrink Item. Object shrinks to one-twelfth size.</p> <p>Skeletal Strength. Increase toughness of target's bones.</p> <p>SkinWalking. Target can assume likeness of someone slain.</p> <p>Slow. One subject/level takes only partial actions, -2 AC, -2 melee rolls.</p> <p>Snake's Speed. Subject gains the benefit of the Dodge, Mobility, and Quick Draw feats.</p> <p>Water Breathing. Subjects can breathe underwater.</p>
Div	<p>Clairaudience/Clairvoyance. Hear or see at a distance for 1 min./level.</p>	
Ench	<p>Tongues. Speak any language.</p> <p>Befuddle. <i>Confusion</i> affects a single target.</p> <p>Blood Lust. Subject must attack, foes before friends.</p> <p>Euphoria. Subject feels good despite danger or pain.</p> <p>Greater Sleep. Puts 4d6 HD (max 10 HD) worth of creatures to sleep.</p> <p>Hold Person. Holds one person helpless; 1 round/level.</p> <p>Indecision. Target delays action; Will saving to do anything.</p> <p>Suggestion. Compels subject to follow stated course of action.</p>	
Evoc	<p>Dessicate. Removes moisture from target.</p> <p>Fireball. 1d6 damage per level, 20-ft. radius.</p> <p>Gust of Wind. Blows away or knocks down smaller creatures.</p> <p>Lightning Bolt. Electricity deals 1d6 damage/level.</p> <p>Tiny Hut. Creates shelter for 10 creatures.</p> <p>Wind Wall. Deflects arrows, smaller creatures, and gases.</p>	
Illus	<p>Displacement. Attacks miss subject 50%.</p> <p>Illusory Script. Only intended reader can decipher.</p> <p>Invisibility Sphere. Makes everyone within 10 ft. invisible.</p> <p>Major Image. As <i>silent image</i>, plus sound, smell and thermal effects.</p>	
Necro	<p>Blood Knife. Dagger deals 1d6 +1/lvl.</p> <p>Boiling Blood. Blood boils for 3X/level damage (maximum 48)</p> <p>Cannibalize. Gain hp from undead.</p> <p>Channeling Ward. Gives undead turn resistance</p> <p>Gentle Repose. Preserves one corpse.</p>	
<h2>4th-LEVEL SORCERER AND WIZARD SPELLS</h2>		
Abjur	<p>Dimensional Anchor. Bars extradimensional movement.</p> <p>Find True Self. Allows additional saves vrs. mind-affecting spells.</p> <p>Fire Trap. Opened object deals 1d4 +1/level damage.</p> <p>Minor Globe of Invulnerability. Stops 1st-through 3rd-level spell effects.</p> <p>Remove Curse. Frees object or person from curse.</p> <p>Stoneskin. Stops blows, cuts, stabs, and slashes.</p>	
Conj	<p>Black Tentacles. 1d4 +1/level tentacles grapple randomly within 15 ft.</p> <p>Bone Arrow. 1d4/lvl (max 10d4) ray, create skeleton</p> <p>Minor Creation. Creates one cloth or wood object.</p> <p>Poison Goblet. Small object covered with</p>	

	contact poison.		
	Secure Shelter. Creates sturdy cottage.		
	Solid Fog. Blocks vision and slows movement.		
	Summon Monster IV. Calls outsider to fight for the caster.		
Div	Arcane Eye. Invisible floating eye moves 30 ft./round.	Trans	Contagion. Infects subject with chosen disease.
	Detect Scrying. Alerts the caster of magical eavesdropping.		Enervation. Subject gains 1d4 negative levels.
	Locate Creature. Indicates direction to familiar creature.		Fear. Subjects within cone flee for 1 round/level.
	Scrying. Spies on subject from a distance.		Bestow Curse. -6 to an ability; -4 on attacks, saves, and checks; or 50% chance of losing each action.
Ench	Animal Mind. Subject believes it is a specific kind of animal.		Dimension Door. Teleports the caster and up to 500 lb.
	Aura of Peace. Creatures near caster have combat penalties.		Grafted Armament. Mount weapons on undead limbs.
	Boorishness. Subject's Cha drops to 1 for limited time.		Magnetic Covering. Target is immobilized by dust and rock.
	Charm Monster. Makes monster believe it is the caster's ally.		Mnemonic Enhancer. Prepares extra spells or retains one just cast. <i>Wizard only.</i>
	Confusion. Makes subject behave oddly for 1 round/level.		Mortification of the Flesh. Partial immunity to critical hits.
	Emotion. Arouses strong emotion in subject.	Univ	Polymorph Other. Gives one subject a new form.
	Foolishness. Subject's Wis drops to 1 for limited time.		Polymorph Self. The caster assumes a new form.
	Lesser Geas. Commands subject of 7 HD or less.		Greater Magical Flow Enhancement. +2 to spell save DCs.
	Subvert Summoning. Caster takes control of another caster's summoned creatures.		
Evoc	Blast of Earth. 1d4+1/lvl blast of earth buries targets.	Abjur	Dismissal. Forces a creature to return to native plane.
	Fire Shield. Creatures attacking the caster take fire damage; the caster is protected from heat or cold.		Dragonskin. +5 AC bonus and stops blows, cuts, stabs, and slashes.
	Ice Storm. Hail deals 5d6 damage in cylinder 40 ft. across.	Conj	Iron Skin. Stops blows, cuts, stabs, and slashes.
	Resilient Sphere. Force globe protects but traps one subject.		Caustic Spray. Acid cone deals 1d8 / level (max 10d8)
	Shadowbound. Shadows merge, limiting movement.		Cloudkill. Kills 3 HD or less; 4-6 HD save or die.
	Shout. Deafens all within cone and deals 2d6 damage.		Faithful Hound. Phantom dog can guard, attack.
	Wall of Fire. Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 +1/level.		Lesser Planar Binding. Traps outsider until it performs a task.
	Wall of Ice. <i>Ice plane</i> creates wall with 15 hp +3/level, or <i>hemisphere</i> can trap creatures inside.		Major Creation. As <i>minor creation</i> , plus stone and metal.
Illus	Hallucinatory Terrain. Makes one type of terrain appear like another (field into forest, etc.).		Summon Monster V. Calls outsider to fight for the caster.
	Illusory Wall. Wall, floor, or ceiling looks real, but anything can pass through.	Div	Secret Chest. Hides expensive chest on Ethereal Plane; the caster retrieves it at will.
	Improved Invisibility. As <i>invisibility</i> , but subject can attack and stay invisible.		Wall of Iron. 30 hp/four levels; can topple onto foes.
	Phantasmal Killer. Fearsome illusion kills subject or deals 3d6 damage.	Ench	Wall of Stone. Creates a stone wall that can be shaped.
	Rainbow Pattern. Lights prevent 24 HD of creatures from attacking or moving away.		Contact Other Plane. Ask question of extraplanar entity.
	Shadow Conjuration. Mimics conjuring below 4th level.		Prying Eyes. 1d4 floating eyes +1/level scout for the caster.
Necro	Burrowing Bony Digits. Five finger bones		Telepathic Bond. Link lets allies communicate.
			Deliver Message. Target must say something to someone else.
			Dominate Person. Controls humanoid telepathically.
			Feeblemind. Subject's Int drops to 1.
			Hold Monster. As <i>hold person</i> , but any creature.

5th-LEVEL SORCERER AND WIZARD SPELLS

		Mind Fog. Subjects in fog get -10 Wis, Will checks.			Greater Dispelling. As <i>dispel magic</i> , but +20 on check.
		Phobia. Subject become panicked by a creature, place or thing.			Guards and Wards. Array of magic effects protect area.
		Subvert Charm. Transfers original charm effect to caster's control.			Repulsion. Creatures can't approach the caster.
Evoc		Army of Shrapnel. Skeletons explode (1d10+1/lvl) if slain.	Conj		Acid Fog. Fog deals acid damage.
		Cone of Cold. 1d6 cold damage/level.			Planar Binding. As <i>lesser planar binding</i> , but up to 16 HD.
		Interposing Hand. Hand provides 90% cover against one opponent.	Div		Summon Monster VI. Calls outsider to fight for the caster.
		Sending. Delivers short message anywhere, instantly.			Analyze Dweomer. Reveals magical aspects of subject.
Illus		Wall of Force. Wall is immune to damage.			Legend Lore. Learn tales about a person, place, or thing.
		Dark Forces. Dark aura for 1 target / level.	Ench		True Seeing. See all things as they really are.
		Dream. Sends message to anyone sleeping.			Buried Suggestion. As <i>suggestion</i> , but delayed at least three days.
		False Vision. Fools scrying with an illusion.			Geas/Quest. As <i>lesser geas</i> , plus it affects any creature.
		Final Glimpse. Horrific visions drive target mad.			Mass Suggestion. As <i>suggestion</i> , plus one/level subjects.
		Greater Shadow Conjuration. As <i>shadow conjuration</i> , but up to 4th level and 40% real.	Evoc		Chain Lightning. 1d6 damage/level; secondary bolts.
		Mirage Arcana. As <i>hallucinatory terrain</i> , plus structures.			Contingency. Sets trigger condition for another spell.
		Nightmare. Sends vision dealing 1d10 damage, fatigue.			Forceful Hand. Hand pushes creatures away.
		Persistent Image. As <i>major image</i> , but no concentration required.			Freezing Sphere. Freezes water or deals cold damage.
		Seeming. Changes appearance of one person/two levels.	Illus		Greater Shadow Evocation. As <i>shadow evocation</i> , but up to 5th level.
		Shadow Evocation. Mimics evocation less than 5th level.			Horrific Aspect. Aspect horrifies viewers.
Necro		Animate Dead. Creates undead skeletons and zombies.			Mislead. Turns the caster invisible and creates illusory double.
		Arcane Poison. Touch attack inflicts 2d6 Constitution damage.			Permanent Image. Includes sight, sound, and smell.
		Hold the Slain. Hold person vs undead.			Programmed Image. As <i>major image</i> , plus triggered by event.
		Magic Jar. Enables possession of another creature.			Project Image. Illusory double can talk and cast spells.
		Minor Globe of Negative Energy. Globe deals 1d4 negative levels.			Shades. As <i>shadow conjuration</i> , but up to 5th level and 60% real.
Trans		Animal Growth. One animal/two levels doubles in size, HD.			Veil. Changes appearance of group of creatures.
		Fabricate. Transforms raw materials into finished items.	Necro		Circle of Death. Kills 1d4 HD/level.
		Passwall. Breaches walls 1 ft. thick/level.			Disrupt Negative Energy. Destroy weak undead and backlash.
		Stone Shape. Sculpts stone into any form.			Exoskeletal Animation. Animates giant vermin undead.
		Telekinesis. Lifts or moves 25 lb./level at long range.	Trans		Rot Flesh. Flesh rots for 1d6/level damage.
		Teleport. Instantly transports the caster anywhere.			Control Water. Raises or lowers bodies of water.
		Transmute Mud to Rock. Transforms two 10-ft. cubes/level.			Control Weather. Changes weather in local area.
		Transmute Rock to Mud. Transforms two 10-ft. cubes/level.			Disintegrate. Makes one creature or object vanish.
Univ		Permanency. Makes certain spells permanent; costs XP.			Eyebite. Charm, fear, sicken or sleep one subject.
					Flesh to Stone. Turns subject creature into statue.
					Lucubration. Recalls spell of 5th level or less. Wizard Only.
Abjur		Antimagic Field. Negates magic within 10 ft.			Minotaur's Might. +2d4 Strength.
		Globe of Invulnerability. As <i>minor globe</i> , plus 4th level.			Mass Haste. As <i>haste</i> , affects one/level subjects.
					Move Earth. Digs trenches and build hills.

6th-LEVEL SORCERER AND WIZARD SPELLS

Stone to Flesh. Restores petrified creature.
Transformation. The caster gains combat bonuses.

7th-LEVEL SORCERER AND WIZARD SPELLS

Abjur **Banishment.** Banishes 2 HD/level extraplanar creatures.
Diamond Skin. Stops blows, cuts, stabs, and slashes.
Sequester. Subject is invisible to sight and scrying.
Spell Turning. Reflect 1d4+6 spell levels back at caster.

Conj **Instant Summons.** Prepared object appears in the caster's hand.
Magnificent Mansion. Door leads to extradimensional mansion.
Phase Door. Invisible passage through wood or stone.
Power Word, Stun. Stuns creature with up to 150 hp.
Summon Monster VII. Calls outsider to fight for the caster.

Div **Greater Scrying.** As *scrying*, but faster and longer.
Vision. As *legend lore*, but quicker and strenuous.

Ench **Insanity.** Subject suffers continuous confusion.
Unforgettable. Subject is easily remembered by people he has casually met.

Evoc **Delayed Blast Fireball.** 1d6 fire damage/level; the caster can delay blast for 5 rounds.
Grasping Hand. Hand provides cover, pushes, or grapples.
Forcecage. Cube of force imprisons all inside.
Prismatic Spray. Rays hit subjects with variety of effects.
Sword. Floating magic blade strikes opponents.

Illus **Mass Invisibility.** As *invisibility*, but affects all in range.
Shadow Walk. Step into shadow to travel rapidly.
Simulacrum. Creates partially real double of a creature.

Necro **Ageless.** Stops ageing for one day.
Control Undead. Undead don't attack the caster while under the caster's command.
Finger of Death. Kills one subject.
Gar'Udok's Aura. Animates creatures slain during the spell
Gar'Udok's Blessing. Boosts undead's abilities.
Globe of Negative Energy. Globe causes 2d4 negative levels.
Plague. Infects all creatures in 30 feet with a disease.
Spirit Knife. Knife does 1d6 Constitution damage + Fortitude save or die.
Venomous Strike. Touch attack inflicts 3d6 Constitution damage.

Trans **Ethereal Jaunt.** The caster becomes ethereal

for 1 round/level.

Plane Shift. Up to eight subjects travel to another plane.

Reverse Gravity. Objects and creatures fall upward.

Statue. Subject can become a statue at will.
Teleport without Error. As *teleport*, but no off-target arrival.

Vanish. As *teleport*, but affects a touched object.

Univ **Limited Wish.** Alters reality-within spell limits.

8th-LEVEL SORCERER AND WIZARD SPELLS

Abjur **Dispel Physical Barrier.** 100hp damage/level to non-living physical barriers .
Mind Blank. Subject is immune to mental/emotional magic and scrying.
Prismatic Wall. Wall's colors have array of effects.
Protection from Spells. Confers +8 resistance bonus.

Conj **Greater Planar Binding.** As *lesser planar binding*, but up to 24 HD.
Incendiary Cloud. Cloud deals 4d6 fire damage/round.
Maze. Traps subject in extradimensional maze.
Power Word, Blind. Blinds 200 hp worth of creatures.
Summon Monster VIII. Calls outsider to fight for the caster.

Div **Trap the Soul.** Imprisons subject within gem.
Discern Location. Exact location of creature or object.

Ench **Antipathy.** Object or location affected by spell repels certain creatures.
Binding. Array of techniques to imprison a creature.
Charm Contagion. Subjects sing your praises to others, charming them in turn.
Coma. Put 1d4 HD / level creatures to sleep for 1 day / level.
Demand. As *sending*, plus the caster can send suggestion.
Mass Charm. As *charm monster*, but all within 30 ft.
Irresistible Dance. Forces subject to dance.
Sympathy. Object or location attracts certain creatures.

Evoc **Clenched Fist.** Large hand attacks the caster's foes.
Telekinetic Sphere. As *resilient sphere*, but the caster moves sphere telekinetically.
Sunburst . Blinds all within 10 ft., deals 3d6 damage.

Illus **Screen.** Illusion hides area from vision, scrying.
Necro **Clone.** Duplicate awakens when original dies.
Horrid Wilting. Deals 1d8 damage/level within 30 ft.

Trans **Risen Armies.** Animates all corpses in range.
Etherealness. Travel to Ethereal Plane with companions.

Iron Body. The caster's body becomes living iron.

Polymorph Any Object. Changes any subject into anything else.

Temporal Slam. Target cast out of time.

Univ **Symbol.** Triggered runes have array of effects.

9th-LEVEL SORCERER AND WIZARD SPELLS

Abjur **Disjunction.** Dispels magic, disenchant magic items.

Freedom. Releases creature suffering imprisonment.

Imprisonment. Entombs subject beneath the earth.

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

Conj **Gate.** Connects two planes for travel or summoning.

Power Word, Kill. Kills one tough subject or many weak ones.

Magma Burst. Creates a huge volcanic pit that inflicts 20d6 damage.

Summon Monster IX. Calls outsider to fight for the caster.

Div **Foresight.** "Sixth sense" warns of impending danger.

Ench **Dominate Monster.** As *dominate person*, but any creature.

Thrall. Permanently dominate another creature.

Evoc **Crushing Hand.** As *interposing hand*, but

stronger.

Meteor Swarm. Deals 24d6 fire damage, plus bursts.

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

Necro **Astral Projection.** Projects the caster and companions into Astral Plane.

Drain Life. Subject permanently loses 1d6 +caster level/2 hp.

Energy Drain. Subject gains 2d4 negative levels.

Gar'Udok's Greater Blessing. Boosts undead's abilities.

Necropolis. Animate all dead in a destroyed settlement

Soul Bind. Traps newly dead soul to prevent resurrection.

Wail of the Banshee. Kills one creature/level.

Trans **Arcana Form.** Caster becomes pure energy that can power spells

Refuge. Alters item to transport its possessor to the caster.

Shapechange. Transforms the caster into any creature, and change forms once per round.

Teleportation Circle. Circle teleports any creature inside to designated spot.

Temporal Stasis. Puts subject into suspended animation.

Time Stop. The caster acts freely for 1d4+1 rounds.

Univ **Wish.** As *limited wish*, but with fewer limits.

SPELLS

The spells are presented in alphabetical order.

Absorb Dead Flesh

Necromancy (Evil)

Level: Sor/Wiz 2

Components: S, M

Casting Time: 1 action

Range: Touch

Target: Caster

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Source: 101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires

Source Company: Ronin Arts

By placing a hand upon a corpse (a dead, and not undead, body) the caster absorbs the flesh of the corpse, healing himself for 1d6 points plus 1 point per level of the caster. Once cast on a corpse, the corpse shrivels and decomposes rapidly, leaving only a bare skeleton. This spell may only be used once on any corpse. *Absorb Dead Flesh* does not work on any corpse that does not have some rotten meat hanging from its bones.

Material Component: A corpse.

Acid Arrow

Conjuration (Creation) [Acid]

Level: Sor/Wiz 2

Components: V, S, M, F

Casting Time: 1 action

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

Effect: One arrow of acid

Duration: 1 round +1 round/three levels

Saving Throw: None

Spell Resistance: Yes

A magical arrow of acid springs from the character's hand and speeds to its target. The character must succeed at a ranged touch attack to hit the character's target. The arrow deals 2d4 points of acid damage. There is no splash damage.

For every three caster levels (maximum 18), the acid, unless somehow neutralized, lasts for another round, dealing another 2d4 points of damage for that round. At 3rd–5th level, the acid lasts for 2 rounds; at 6th–8th level, the acid lasts for 3 rounds, to a maximum of 7 rounds at 18th level.

Acid Fog

Conjuration (Creation) [Acid]

Level: Sor/Wiz 6, Water 7

Components: V, S, M/DF

Casting Time: 1 action

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

Effect: Fog spreads 30 ft., 20 ft. high

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

A bank of fog billows out from the point the character designates. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has one-half concealment (attacks suffer a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). The fog is so thick that any creature attempting to move through it progresses at one-tenth normal speed, and all melee attack and melee damage rolls suffer a –2 penalty. The vapors prevent effective ranged weapon attacks (except for magic rays and the like). A creature or object that falls into the fog is slowed, so that each 10 feet of vapor that the creature or objects passes through reduces falling damage by 1d6.

Each round, starting when the character casts the spell, the fog deals 2d6 points of acid damage to creatures and objects within it.

Only a severe wind (31+ mph) disperses these vapors, and it does so in 1 round.

Acid Shield

Conjuration (Creation) [Acid]

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One creature

Duration: 1 round +1 round/level

Saving Throw: None

Spell Resistance: No

Source: 101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires

Source Company: Ronin Arts

A magical shield of acid surrounds the targeted creature or character. The target's worn belongings are unharmed. As long as it is in effect, the shield reduces all damage from physical attacks by 1 point per die of damage. Anyone touching the shielded creature or character suffers 1 point of damage per level of the spellcaster. The acid shield gives off a faint green light. This is not enough light to illuminate a dark area clearly.

Material Component: The tongue of a poisonous snake.

Acidic Vapors

Transmutation (Acid)

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

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

Effect: One for or gas type spell already in effect at time of casting

Duration: 1 round/level or until affected spell expires

Saving Throw: Fort half

Spell Resistance: Yes

Source: 101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires

Source Company: Ronin Arts

The spell turns any pre-existing fog or gas-related spell (*obscuring mist*, *stinking cloud*, etc.) into corrosive fumes. The properties and effects of the existing spell remain unchanged. In addition to those effects, all creatures within the fog take 1d6 points of damage for every 3 caster levels each round they remain within its confines.

Material Component: The stomach of a poisonous toad.

Acidic Vitae

Transmutation

Level: Sor/Wiz 3

Components: V,S,M

Casting Time: 1 action

Range: Touch

Target: Creature Touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Source: The Compleat Librum of Gar'Udok's Necromantic Artes

Source Company: E. N. Publishing

Closed Content: The name *acidic vitae* is closed content

This spell causes the target to bleed acid, burning anyone wounding them. While under the effect of this spell, any wounds the target takes causes acid to splash around them. While the target of the spell is immune to the damage from their own blood, those around them are not so fortunate. While affected by this spell, any piercing or slashing damage taken causes an acid splash in the direction from which the attack came.

Characters within 5 feet must make a Reflex save (DC 10 + amount of damage done), or suffer 1d4 points of acid damage +1 point for every 2 damage dealt to the target in the attack that triggered the splash (1d4+20 max). The acid automatically deals damage to any normal weapon that breaks skin, and magic weapons are afforded the same save as the attacker.

Material Components: a small vial (1 dram) of acid.

Aeonian Lantern

Conjuration (Creation)

Level: Clr 4, Rgr 4

Components: V, S

Casting Time: One action

Range: Touch

Effect: A glowing, stationary lantern

Duration: Permanent (D)

Saving Throw: No

Spell Resistance: No

Source: The Book of Hallowed Might

Source Company: Malhavoc Press

Closed Content: The name *aeonian lantern* is closed content.

The caster creates a magical glowing lantern. In its eternal light, which is equal to that of a normal lantern (30-foot radius), all foes suffer a -2 morale penalty to attacks, saves, and checks. The lantern can float in mid-

air or rest upon a surface, but once created it does not move. It is not a physical object, just a manifestation of light and energy. As such, it cannot be damaged, although it can be extinguished. The caster (and those who learn the specific command word unique to each lantern) can douse the light with a word, returning the light upon command whenever desired. Many temples or frequent campsites in the wilderness are protected by one or more aeonian lanterns.

Ageless

Necromancy

Level: Sor/Wiz 7

Components: V,S,M

Casting Time: 1 hour

Range: Touch

Target: Creature Touched

Duration: 24 hours

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Source: The Compleat Librum of Gar'Udok's Necromantic Artes

Source Company: E. N. Publishing

Closed Content: The name *ageless* is closed content

This spell completely stops ageing for its duration. This spell negates the effects of ageing on the recipient for a period of one day. It has no effect on ageing caused by magical or divine means. Multiple *ageless* spells cast within the same day have no additional effect. Cast each day, this spell does, of course, grant the recipient immortality of a type, they will no longer age whilst the spell is in effect, though death of less pleasant means is always possible.

Material Component: One pint of blood from a creature of the same race, but at least half the age of the recipient of this spell.

Aid

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 2, Good 2, Luck 2

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes (harmless)

The subject gains a morale bonus of +1 on attack rolls, a morale bonus of +1 on saving throws against fear effects, and gains 1d8 temporary hit points.

Air Walk

Transmutation

Level: Air 4, Clr 4

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature (Gargantuan or smaller) touched
Duration: 10 minutes/level
Saving Throw: None
Spell Resistance: Yes (harmless)
Created Items: *Ring of elemental command (air)*

The target creature can tread on air as if walking on solid ground. The maximum upward or downward angle possible is 45 degrees, at a rate equal to one-half the creature's normal speed.

A strong wind (21+ mph) can push an air walker along or hold the walker back. At the end of the walker's turn each round, the wind blows the walker 5 feet for each 5 miles per hour of wind speed. The creature can, at the DM's option, be subject to additional penalties in exceptionally strong or turbulent winds.

The character can cast *air walk* on a specially trained mount so it can be ridden through the air. The character trains a mount to *air walk* with the Handle Animal skill (*air walking* counts as an unusual task).

Alarm

Abjuration

Level: Brd 1, Rgr 1, Sor/Wiz 1

Components: V, S, F/DF

Casting Time: 1 action

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

Area: 25-ft.-radius emanation centered on a point in space

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

Created Items: *Rod of alertness, stone of alarm*

Alarm sounds a mental or audible alarm each time a creature of Tiny or larger size enters the area or touches it. A creature who speaks the password (determined by the character at the time of casting) does not set off the *alarm*. The character decides at the time of casting whether the *alarm* will be mental or audible.

Mental Alarm: A mental *alarm* alerts the character (and only the character) so long as the character remains within a mile of the warded area. The character notes a single mental alert that awakens the character from normal sleep but does not otherwise disturb concentration. A *silence* spell has no effect on a mental *alarm*.

Audible Alarm: An audible *alarm* produces the sound of a hand bell, and anyone within 60 feet of the warded area can hear it clearly. Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each substantial interposing wall. In quiet conditions, the ringing can be heard faintly up to 180 feet away. The ringing lasts for 1 round. Creatures within a *silence* spell cannot hear the ringing.

Ethereal or astral creatures do not trigger the *alarm* unless the intruder becomes material while in the warded area.

Alter Self

Transmutation

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 10 minutes/level (D)

Create Items: *Glamered*

The character can alter the character's appearance and form—including clothing and equipment—to appear taller or shorter, thin, fat, or in between. The assumed form must be corporeal. The character's body can undergo a limited physical transmutation, including adding or subtracting one or two limbs, and the character's weight can be changed up to one-half. If the form selected has wings, the character can fly at a speed of 30 feet with poor maneuverability. If the form has gills, the character can breathe underwater.

The character's attack rolls, natural armor bonus, and saves do not change. The spell does not confer special abilities, attack forms, defenses, ability scores, or mannerisms of the chosen form. Once the new form is chosen, it remains for the duration of the spell. If the character is slain, the character automatically returns to the character's normal form.

If the character uses this spell to create a disguise, the character gets a +10 bonus on the character's Disguise check.

Analyze Dweomer

Divination

Level: Sor/Wiz 6

Components: V, S, F

Casting Time: 8 hours

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

Target: One object or creature

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: No

The character discerns spells and magical properties present in a creature or object. One property, spell, or power is revealed each round, from lowest level (or weakest power) to highest (or strongest). For each spell or power, the character makes a caster level check (1d20 + caster level). If the result is equal to or higher than the spell's or power's caster level, the character identifies it. Otherwise, the character fails to identify that spell or power, and the character can check for the next one next round.

Analyze dweomer does not function when used on an artifact.

After the character analyzes one object or creature, the spell ends, even if its duration has not expired yet. The character must make a Fortitude save (DC 21) when the spell ends or be exhausted and unable to do anything but rest for the next 1d8 hours.

Focus: The focus must be worth at least 1,500 gp.

Animal Friendship

Enchantment (Charm) [Mind-Affecting]

Level: Drd 1, Rgr 1

Components: V, S, M

Casting Time: 1 action

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

Target: One animal

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Created Items: *Ring of animal friendship, staff of the woodlands, pipes of the sewers, initiate's saddle, defender's saddle, captain's saddle*

The character wins the loyalty of an animal. The spell functions only if the character actually wishes to be the animal's friend. If the character is not willing to treat the animal as a the spell fails. An animal's loyalty is natural (not magical) and lasting.

The character can teach the befriended animal three specific tricks or tasks for each point of Intelligence it possesses. They cannot be complex (complex tricks require the Handle Animal skill).

At most, the character can have animal friends whose Hit Dice total no more than twice the character's caster level (though the demands of adventuring generally restrict a character to half that number).

The character may dismiss animal friends to enable the character to befriend new ones.

Animal Growth

Transmutation

Level: Drd 5, Sor/Wiz 5

Components: V, S

Casting Time: 1 action

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

Targets: Up to one animal/two levels, no two of which can be more than 30 ft. apart

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

A number of animals grow to twice their normal size. This doubles each animal's height, length, and width, increasing its weight by a factor of eight. This increase in size has a number of effects:

Hit Dice: The creature's HD double, doubling the creature's base attack bonus and increasing its saves accordingly.

Size: The creature's size increases one step. This increase reduces its AC (according to the new size), reduces its attack bonus (according to the new size), affects its ability to grapple, and so on. The creature gains an enlargement bonus to Strength and Constitution scores, and its damage with natural attacks increases. This spell does not affect Colossal creatures.

When the spell ends, the creature's hit points return to normal, and all damage the creature has taken while enlarged is divided by 2.

The spell gives the character no special means of command or influence over the enlarged animals.

Animal Mind

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 3, Clr 4, Drd 3, Rgr 3, Sor/Wiz 4

Components: V, S

Casting Time: 1 action

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

Target: One creature with Intelligence greater than 2

Duration: 1 hour / level

Saving Throw: Will negates

Spell Resistance: Yes

Source: Joe's Book of Enchantment

Source Company: Throwing Dice Games

Choose an animal type when you cast this spell. The subject believes it is an animal of that type. If the subject does not know how such an animal would act, it acts in a manner that it believes an animal should act. While affected by this spell, spells and abilities that target animals will also affect the subject. Any attempt to interact with the subject requires a Handle Animal check where the DC equals 10 + ½ character level of the subject + the subjects Charisma modifier.

Animal Messenger

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 2, Drd 2, Rgr 2

Components: V, S, M

Casting Time: 1 action

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

Target: One Tiny animal

Duration: 1 day/level

Saving Throw: None

Spell Resistance: Yes

The character compels a Tiny animal to go to a spot the character designates. The animal cannot be one tamed or trained by someone else.

Using some type of food desirable to the animal as a lure, the character calls the animal to the character. It advances and awaits the character's bidding. The character can mentally impress on the animal a certain place well known to the character or an obvious landmark. The directions must be simple, because the animal depends on the character's knowledge and can't find a destination on its own. The character can attach some small item or note to the messenger. The animal then goes to the designated location and waits there until the duration of the spell expires, whereupon it resumes its normal activities.

During this period of waiting, the messenger allows others to approach it and remove any scroll or token it carries. The intended recipient of a message gains no special ability to communicate with the animal or read any attached message.

The spell works only on animals with an Intelligence score of 1 or 2.

Animal Shapes

Transmutation

Level: Animal 7, Drd 8

Components: V, S, DF

Casting Time: 1 action

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

Targets: One willing creature/level, all within 30 ft. of each other

Duration: 1 hour/level (D)

Saving Throw: None (see text)

Spell Resistance: Yes (harmless)

The character polymorphs up to one willing creature per level into an animal of the character's choice; the spell has no effect on unwilling creatures. Recipients remain in the animal form until the spell expires or the character dismisses the spell for all recipients. In addition, an individual subject may choose to resume the character's normal form (as a full-round action); doing so ends the spell for that character alone.

The allowed size of the animal form depends on the caster's level:

Caster Level	Allowed Sizes
Up to 16th	Small or Medium-size
17th-19th	Tiny through Large
20th	Diminutive through Huge

Upon changing, the subject regains lost hit points as if having rested for a day (though this healing does not restore temporary ability damage and provide other benefits of resting for a day; changing back does not heal the creature further).

The polymorphed creature acquires the physical and natural abilities of the creature it has been polymorphed into while retaining its own mind. Physical abilities include natural size and Strength, Dexterity, and Constitution scores. Natural abilities include armor, attack routines and similar gross physical qualities. Natural abilities also include mundane movement capabilities, such as walking, swimming, flight, and low-light vision.

Any part of the body that is separated from the whole reverts to its original form.

The creature's new scores and faculties are average ones for the race or species into which it has been transformed.

The subject retains its Intelligence, Wisdom, and Charisma scores, level and class, hit points (despite any change in its Constitution score), alignment, base attack bonus, and base saves. (New Strength, Dexterity, and Constitution scores may affect final attack and save bonuses.) The subject retains its own type, extraordinary abilities, spells, and spell-like abilities, but not its supernatural abilities. The subject can cast spells for which it has components. It needs a humanlike voice for verbal components and humanlike hands for somatic components. The subject does not gain the extraordinary abilities of the new creature. When the polymorph occurs, the creature's equipment, if any, melds into the new form and becomes

nonfunctional. Material components and focuses melded in this way cannot be used to cast spells.

The character can freely designate the new form's minor physical qualities (such as hair color, hair texture, and skin color) within the normal ranges for a creature of that type. The new form's significant physical qualities (such as height, weight, and gender) are also under the character's control, but must fall within the norms for the new form's species.

The subject is effectively disguised as an average member of the new form's race. If the character uses this spell to create a disguise, the character get a +10 bonus on the character's Disguise check.

Animal Trance

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Brd 2, Drd 2

Components: V, S

Casting Time: 1 action

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

Targets: Animals, beasts, or magical beasts of Intelligence 1 or 2

Duration: Concentration

Saving Throw: Will negates (see text)

Spell Resistance: Yes

The character compels animals, beasts, and magical beasts to do nothing but watch the character. Only creatures with Intelligence scores of 1 or 2 can be affected by this spell. Roll 2d6 to determine the total number of HD that the character entrances. The closest targets are selected first until no more targets within range can be affected.

Animals trained to attack or guard, beasts, and magical beasts are allowed saving throws; animals not trained to attack or guard are not. An entranced creature can be struck (with a +2 bonus to the attack roll, as if it were stunned), but it then recovers from the compulsion and is no longer affected by the spell.

Animate Dead

Necromancy [Evil]

Level: Clr 3, Death 3, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Touch

Targets: One or more corpses touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Created Items: *Hand of glory, arrow of animate dead, staff of dancing bones, orb of animation and control*

This spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow the character's spoken commands. The skeletons or zombies can follow the character, or can remain in an area and attack any creature (or just a specific type of creature) entering the place. The undead remain animated until they are destroyed. (A destroyed skeleton or zombie can't be animated again.)

Regardless of the type of undead, the character can't create more HD of undead than the character has caster levels with a single casting of *animate dead*.

The undead the character creates remain under the character's control indefinitely. No matter how many times the character uses this spell, however, the character can control only 2 HD worth of undead creatures per caster level. If the character exceeds this number, all the newly created creatures fall under the character's control, and any excess undead from previous castings become uncontrolled (the character chooses which creatures are released). If the character is a cleric, any undead the character might command by virtue of the character's power to command or rebuke undead do not count toward the limit.

Skeletons: A skeleton can be created only from a mostly intact corpse or skeleton. The corpse must have bones. 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.

Zombies: A zombie can be created only from a mostly intact corpse. The creature must have a true anatomy. The statistics for a zombie depend on its size, not on what abilities the creature may have had while alive.

Material Component: The material component must be worth at least 50 gp.

Animate Objects

Transmutation

Level: Chaos 6, Clr 6

Components: V, S

Casting Time: 1 action

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

Target: Objects or matter, 1 cu. ft./level

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Created Items: *Animated, dancing, rod of alertness, figurines of wondrous power (all except silver raven), mask of the skull, rope of entanglement, stone horse, apparatus of the crab, broom of animated attack*

The character imbues inanimate objects with mobility and a semblance of life. The animated object, or objects, then attack whomever or whatever the character initially designates. The animated object can be of any nonmagical material. The character can also animate masses of raw matter as long as the volume of material does not exceed 1 cubic foot per caster level.

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

Animate Rope

Transmutation

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

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

Target: One ropelike object, length up to 50 ft. + 5 ft./level

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Created Items: *Rope of climbing, rope of entanglement*

The character can animate a nonliving ropelike object. The maximum length assumes a rope with a 1-inch diameter. Reduce the total length by 50% for every additional inch of thickness, and increase the length by 50% for each reduction of the rope's width by half. The possible commands are "Coil" (form a neat, coiled stack), "Coil and knot," "Loop," "Loop and knot," "Tie and knot," and the opposites of all of the above. One command can be given each round as a standard action.

The rope can enwrap only a creature or an object within 1 foot of it—it cannot move—it does not move outward—so it must be thrown near the intended target. Doing so requires a successful ranged touch attack roll. The rope has a range increment of 10 feet. A typical rope has 2 hit points, AC 10, and can be burst with a Strength check (DC 23). The rope does not deal damage of any type, but it can be used to trip or to entangle a single opponent who fails a Reflex saving throw. An entangled creature suffers a -2 penalty to attack rolls and a -4 penalty to effective Dexterity. If the rope can anchor itself to an immobile object, the entangled creature cannot move. Otherwise, it can move at half speed but can't run or charge. A creature capable of spellcasting that is bound by this spell must make a Concentration check (DC 15) to cast a spell. An entangled creature can slip free with an Escape Artist check (DC 20).

The rope itself, and any knots tied in it, are not magical.

This spell grants a +2 bonus to any Use Rope checks the character makes when using the transmuted rope.

Antilife Shell

Abjuration

Level: Animal 6, Clr 6, Drd 6

Components: V, S, DF

Casting Time: 1 full round

Range: 10 ft.

Area: 10-ft.-radius emanation, centered on the character

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: Yes

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

Note: This spell may be used only defensively, not aggressively; forcing an abjuration barrier against creatures whom the spell keeps at bay collapses the barrier.

Antimagick Field

Abjuration

Level: Clr 8, Magic 6, Protection 6, Sor/Wiz 6

Components: V, S, M/DF

Casting Time: 1 action

Range: 10 ft.

Area: 10-ft.-radius emanation, centered on the character

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: See text

An invisible barrier surrounds the character and moves with the character. 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 *antimagick field* suppresses any spell or magical effect used within, brought into, or cast into the area, but does not dispel it. Time spent within an *antimagick field* counts against the suppressed spell's duration.

Golems and other magical constructs, elementals, outsiders, and corporeal undead, still function in an antimagic area (though the antimagic area suppresses their supernatural, spell-like, and spell abilities normally). If such creatures are summoned or conjured, however, see below.

Summoned or conjured creatures of any type and incorporeal undead wink out if they enter an *antimagick field*. They reappear in the same spot once the field goes away. Time spent winked out counts normally against the duration of the conjuration that's maintaining the creature. If the character casts *antimagick field* in an area occupied by a conjured creature who has spell resistance, the character must make a caster level check (1d20 + caster level) against the creature's SR to make it wink out.

Normal creatures can enter the area, as can normal missiles. The spell has no effect on constructs that are imbued with magic during their creation process and are thereafter self-supporting (unless they have been summoned, in which case they are treated like any other summoned creatures). Undead and outsiders are likewise unaffected unless summoned. These creatures' spell-like or supernatural abilities, however, may be temporarily nullified by the field.

Dispel magic does not remove the field. Two or more *antimagick fields* sharing any of the same space have no effect on each other. Certain spells remain unaffected by *antimagick field* (see the individual spell descriptions). Artifacts and creatures of demigod or higher status are unaffected.

Note: Should the character be larger than the area enclosed by the barrier, any part of the character's person that lies outside the barrier is unaffected by the field.

Antipathy

Enchantment (Compulsion) [Mind-Affecting]

Level: Drd 9, Sor/Wiz 8

Components: V, S, M/DF

Casting Time: 1 hour

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

Target: One location (up to a 10-ft. cube/level) or one object

Duration: 2 hours/level

Saving Throw: Will partial

Spell Resistance: Yes

The character causes an object or location to emanate magical vibrations that repel either a specific order of intelligent creature or creatures of a particular alignment, as defined by the character. The particular sort of creature to be affected must be named specifically. Larger groups (types and subtypes) are not specific enough. Likewise, the specific alignment must be named. A compulsion forces creatures of the designated sort or alignment to abandon the area or item, never willingly returning to it while the spell is in effect. A creature who makes a successful saving throw can stay in the area or touch the item, but feels very uncomfortable doing so. This discomfort reduces the creature's Dexterity score by 4 points.

Antipathy counters and dispels *sympathy*.

This spell cannot be cast upon living creatures.

Antiplant Shell

Abjuration

Level: Drd 4

Components: V, S, DF

Casting Time: 1 action

Range: 10 ft.

Area: 10-ft.-radius emanation, centered on the character

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: Yes

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

Arcana Form

Transmutation

Level: Sor/Wiz 9

Components: V, S

Casting Time: One action

Range: Personal

Target: Caster

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

Source: The Book of Eldritch Might

Source Company: Malhavoc Press

Closed Content: The name *arcana form* is closed content.

The caster transforms into a being of pure magical energy. The caster is incorporeal, immune to critical

hits, and can fly with good maneuverability at a speed of 100.

Because he can draw magical essence from his own form, the caster can use this energy to cast spells. At the cost of 5 hit points per spell level, he can cast spells with no loss of prepared spells or spell slots (he can cast only spells he knows, or those he has prepared for that day, if he prepares spells). At the cost of a Constitution point (temporary damage), the caster can use a charged item and not expend a charge; 2 Constitution points will save two charges, if needed.

If the caster enters an *antimagic field*, he ceases to exist for the rest of the spell's duration (or the antimagic's duration, whichever is shorter).

Arcane Eye

Divination

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 10 minutes

Range: Unlimited

Effect: Magical sensor

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

The character creates an invisible magical sensor that sends the character visual information. The arcane eye travels at 30 feet per round (300 feet per minute) if viewing an area ahead as a human would (primarily looking at the floor) or 10 feet per round (100 feet per minute) if examining the ceiling and walls as well as the floor ahead. The *arcane eye* sees exactly as the character would see if the character were there. The *arcane eye* can travel in any direction as long as the spell lasts. Solid barriers prevent the passage of an *arcane eye*, although it can pass through a space no smaller than a small mouse hole (1 inch in diameter).

The character must concentrate to use the eye. If the character does not concentrate, the eye is inert until the character again concentrates. The powers of the eye cannot be enhanced by other spells or items (though the character can use magic to improve the character's own eyesight). The character is subject to any gaze attack met by the eye. A successful *dispel magic* cast on the character or the eye ends the spell. With respect to blindness, magical darkness, and other phenomena that affect vision, the *arcane eye* is considered an independent sensory organ of the character's.

Any creature with Intelligence 12 or higher can sense the *arcane eye* by making a Scry check or an Intelligence check (DC 20). Spells such as *detect scrying* can also detect the eye.

Arcane Lock

Abjuration

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: The door, chest, or portal touched, up to 30 sq. ft./level in size

Duration: Permanent

Saving Throw: None

Spell Resistance: No

An *arcane lock* spell cast upon a door, chest, or portal magically locks it. The character can freely pass the character's own lock without affecting it; otherwise, a door or object secured with *arcane lock* can be opened only by breaking in or by a successful dispel magic or knock spell. Add +10 to the normal DC to break open a door or portal affected by this spell. Note that a *knock* spell does not remove an *arcane lock*. It only suppresses it for 10 minutes.

Arcane Mark

Universal

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: 0 ft.

Effect: One personal rune or mark, all of which must fit within 1 ft. square

Duration: Permanent

Saving Throw: None

Spell Resistance: No

This spell allows the character to inscribe the character's personal rune or mark, which can be no taller than 6 inches in height and consist of no more than six characters. The writing can be visible or invisible. An *arcane mark* spell enables the character to etch the rune upon any substance without harm to the material upon which the mark is placed. If an invisible mark is made, a *detect magic* spell causes it to glow and be visible (though not necessarily understandable). See *invisibility*, *true seeing*, a *gem of seeing*, or a *robe of eyes* likewise allows their users to see an invisible *arcane mark*. A *read magic* spell reveals the words, if any. The mark cannot be dispelled, but it can be removed by the caster or by an *erase* spell. If cast on a living being, normal wear gradually causes the mark to fade in about a month.

Arcane mark must be cast on an object prior to casting *instant summons* on the same object.

Arcane Poison

Necromancy

Level: Sor/Wiz 5

Components: S, M

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude (half)

Spell Resistance: Yes

Source: 101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires

Source Company: Ronin Arts

With this spell the caster infects the target creature with a deadly poison. The successful touch attack inflicts 2d6 Constitution damage and then one minute later the target suffers 1d6 Constitution damage. Each time damage may occur the target makes a Fortitude check (DC 10 + caster level) and, on a successful check, the target suffers only half damage.

Material Component: The head of a poisonous snake.

Armor Contingency

Conjuration (Calling)

Level: Clr 1, Pal 1

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Effect: One suit of armor

Duration: One hour/level

Saving Throw: No

Spell Resistance: No

Source: The Book of Hallowed Might

Source Company: Malhavoc Press

Closed Content: The name *armor contingency* is closed content.

The caster sets up a contingency with his armor, so that if a predetermined event takes place during the duration, the armor appears on him, fully donned and prepared. Such an event can include a specific word or gesture from you as a free action. The armor must be within 1 mile per level for this spell to function, and it cannot bring anything else with it. For example, the caster cannot attach his weapon to his armor and expect it to appear with the armor. A shield cannot be prepared with this contingency, only a suit of armor. An obvious contingency event might be, "If I am attacked."

Material Component: A few drops of scented oil

Armour Skin

Abjuration

Level: Sor/ Wiz 2

Components: V, S, M.

Casting Time: 1 action.

Range: Touch.

Targets: Creature touched.

Duration: 5 minutes/level (D).

Saving Throw: Will negates (harmless).

Spell Resistance: Yes (harmless).

Source: Academy Handbook: Saint John's College of Abjuration and defence against the offensive arts

Source Company: Malladin's Gate Press

The protected creature gains resistance to blows, cuts, stabs or slashes. The subject gains damage reduction of 5/+2. (It ignores the first 5 points of damage each round but a magical weapon of +2 or more ignores this reduction.) Once this spell has prevented a total of 5 point per caster level of damage, up to a maximum of 60, the spell is ended.

Material component: A gauntlet from masterwork armour and a piece of leather.

Army of Shrapnel

Evocation (Force)

Level: Clr 6, Sor/Wiz 5, Bones 6

Components: V, S, M

Casting Time: 3 rounds

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

Target: 2 skeletons/level

Duration: Destruction of undead or 10 minutes / level

Saving Throw: Will negates, Reflex half

Spell Resistance: Yes

Source: The Compleat Librum of Gar'Udok's Necromantic Artes

Source Company: E. N. Publishing

Closed Content: The name *army of shrapnel* is closed content

This spell allows the caster to set an augmented version of shrapnel in skeletons that he targets. Upon either the skeleton's demise, or the duration listed above, the spell is released, destroying the skeleton. Unwilling skeletons can make a Will save to negate the effects of the spell upon them. All targets within 25 ft. of the skeleton take 1d10 piercing damage +1 force damage/caster level (max 1d10+10) from the shrapnel blasting outwards from the entire skeleton's detonation. A reflex save reduces the damage by half.

Material Component: 10 pounds of bone.

Astral Projection

Necromancy

Level: Clr 9, Sor/Wiz 9, Travel 9

Components: V, S, M

Casting Time: 30 minutes

Range: Touch

Targets: The character plus one additional creature touched per two levels

Duration: See text

Saving Throw: None

Spell Resistance: Yes

Created Items: *Staff of passage, robe of stars*

Freeing the character's spirit from the character's physical body, this spell allows the character to project an astral body into another plane. The character can bring the astral forms of other creatures with the character, provided the creatures are linked in a circle with the character at the time of the casting. These fellow travelers are dependent upon the character and must accompany the character at all times. If something happens to the character during the journey, the companions are stranded wherever the character left them.

The character projects the character's astral self into the Astral Plane, leaving the character's physical body behind on the Material Plane in a state of suspended animation. The spell projects an astral copy of the character and all the character wears or carries onto the Astral Plane. Since the Astral Plane touches upon other planes, the character can travel astrally to any of these other planes as the character wishes. The

character then leaves the Astral Plane, forming a new physical body (and equipment) on the plane of existence the character has chosen to enter.

When on the Astral Plane or another plane, the character's astral body is connected at all times to the character's material body by a silvery cord. If the cord is broken, the character is killed, astrally and materially. Very few things can destroy a silver cord. When a second body is formed on a different plane, the incorporeal silvery cord remains invisibly attached to the new body. If the second body or the astral form is slain, the cord simply returns to the character's body where it rests on the Material Plane, reviving it from its state of suspended animation. Although astral projections are able to function on the Astral Plane, their actions affect only creatures existing on the Astral Plane; a physical body must be materialized on other planes.

The character and the character's companions may travel through the Astral Plane indefinitely. The character's bodies simply wait behind in a state of suspended animation until the character chooses to return to the physical body. The spell lasts until the character desires to end it, or until it is terminated by some outside means, such as *dispel magic* cast upon either the physical body or the astral form, or the destruction of the character's body back on the Material Plane (which kills the character).

Material Components: The components must be worth at least 1,000 gp, plus a 5 gp worth of silver for each person to be affected.

Atonement

Abjuration

Level: Clr 5, Drd 5

Components: V, S, M, F, DF, XP

Casting Time: 1 hour

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

This spell removes the burden of evil acts or misdeeds from the subject. The creature seeking atonement must be truly repentant and desirous of setting right its misdeeds. If the atoning creature committed the evil act unwittingly or under some form of compulsion, *atonement* operates normally at no cost to the character. However, in the case of a creature atoning for deliberate misdeeds and acts of knowing and willful nature, the character must intercede with the character's deity at the cost of 500 experience points in order to expunge the subject's burden. Many casters first assign a subject of this sort a quest or similar penance 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 paladin class features due to unwillingly or unwittingly committing an evil act may have paladinhood restored by this spell.

Note: A paladin who willingly and deliberately commits an evil act can never regain paladinhood.

Restore Cleric or Druid Spell Powers: A cleric or druid who has lost the ability to cast spells because the character incurred the anger of the character's deity may regain spell powers by seeking atonement from another cleric of the same deity or another druid. If the transgression was intentional, the casting cleric loses 500 XP for his intercession. If the transgression was unintentional, the caster does not lose XP.

Redemption or Temptation: The character may cast this spell upon a creature of an opposing alignment in order to offer it a chance to change its alignment to match the character's. 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 changes to the character's 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).

Focus: The Focus must be worth at least 500 gp.

XP Cost: When cast for the benefit of creatures whose guilt was the result of deliberate acts, the cost to the character is 500 XP per casting (see above).

Augury

Divination

Level: Clr 2

Components: V, S, F

Casting Time: 1 action

Range: Personal

Target: The character

Duration: Instantaneous

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

The base chance for receiving a meaningful reply is 70% + 1% per caster level; the DM makes the roll secretly. The DM may determine that the question is so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the augury succeeds, the character gets 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, the character gets the "nothing" result. A cleric who gets the "nothing" result has no way to tell whether it resulted from a failed or successful *augury*.

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

Focus: Worth at least 25 gp value.

Aura of Death

Necromancy (mind-affecting)

Level: Clr 2, Sor/Wiz 2

Components: V, S, F/DF

Casting Time: 1 action

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

Area: 25 ft radius centered on caster

Duration: 10 minutes / level

Saving Throw: Will negates

Spell Resistance: Yes

Source: The Compleat Librum of Gar'Udok's
Necromantic Artes

Source Company: E. N. Publishing

Closed Content: The name *aura of death* is closed content

This spell gives the caster an aura that is creepy and unsettling and that can be concentrated on one target for greater effect. The *aura of death* surrounds the caster, subtly touching all who enter the area of effect (that travels with the caster). The caster gains a +2 circumstance bonus to intimidate checks. All those within the area of the *aura of death* receive a -2 morale penalty on will saves against spells cast by the caster of the *aura of death* (a successful will save negates this effect).

If the caster decides to concentrate the effects of the *aura* on a single target, that target must make a will save or suffer a -2 morale penalty on all rolls as long

as they are the sole target and within the area of the *aura*. While the *aura* is being concentrated in this way, others within the *aura* are no longer penalized on their will saves.

Arcane Focus: an eyeball.

Aura of Peace

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 3, Clr 3, Sor/Wiz 3

Components: V, S, F/DF

Casting Time: 1 action

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

Area: 25 ft. + 5 ft. / 2 levels radius emanation, centered on you or a person or an object you designate.

Duration: 1 minute / level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Source: Joe's Book of Enchantment

Source Company: Throwing Dice Games

All creatures within the area find it hard to fight one another. Creatures within the area who fail the saving throw cannot take any offensive action. If attacked they will defend themselves with the full defense maneuver. Creatures who make the saving throw are -2 on all

attack and damage rolls. Casting spells of a destructive nature from within the area requires a Concentration check (DC 15 + your Charisma modifier + 1 per level of the spell being cast). All fear effects of less than 4th level (or generated by a creature with fewer than 8 HD) are suppressed while within an *aura of peace*.

Arcane Focus: A dove's feather or a laurel leaf.

Permanency: This spell can be made permanent on an object or place by an 11th level spellcaster using the *permanency* spell. The XP cost is 1,500.

Awaken

Transmutation

Level: Drd 5

Components: V, S, DF, XP

Casting Time: One day

Range: Touch

Target: Animal or tree touched

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

The character awakens a tree or animal to humanlike sentience. To succeed, the character must make a Will save (DC 10 + the target's HD, or the HD the tree will have once awakened).

The *awakened* animal or tree is friendly toward the character. The character has no special empathy or connection with a creature the character awakens, although it serves the character in specific tasks or endeavors if the character can communicate the character's desires to it.

An *awakened* tree has characteristics as if it were an animated object, except that its Intelligence, Wisdom, and Charisma scores are all 3d6. Awakened plants gain the ability to move their limbs, roots, vines, creepers, etc., and have senses similar to a human's. An awakened animal gets 3d6 Intelligence, +1d3 Charisma, and +2 HD.

An *awakened* tree or animal can speak one language that the character knows, plus one additional language that the character knows per point of Intelligence bonus (if any).

XP Cost: 250 XP.

Bane

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 1

Components: V, S, DF

Casting Time: 1 action

Range: 50 ft.

Area: All enemies within 50 ft.

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

Created Items: *Standard of morale*

The character's enemies suffer a -1 morale penalty on their attack rolls and a -1 morale penalty on saving throws against fear effects.

Bane counters and dispels *bless*.

Banishment

Abjuration

Level: Clr 6, Sor/Wiz 7

Components: V, S, F

Casting Time: 1 action

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

Targets: One or more extraplanar creatures, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Banishment enables the character to force extraplanar creatures out of the character's home plane. Up to 2 HD of creatures per caster level can be banished. To target a creature, the character must present at least one object or substance that it hates, fears, or otherwise opposes. For each such object or substance, the character gains +1 on the character's caster level check to overcome the target's SR (if any) and +2 on the saving throw DC.

At the DM's option, certain rare items might work twice as well.

Barkskin

Transmutation

Level: Drd 2, Plant 2

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: Yes (harmless)

Created Items: *Staff of the woodlands, amulet of natural armor*

Barkskin grants a +3 natural armor bonus to AC. This bonus increases to +4 at 6th level and to +5 at 12th level and up.

Battle Prayer

Conjuration (Creation)

Level: Pal 4

Components: V, S, DF, XP

Casting Time: 1 action

Range: 30ft.

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

Duration: 1 round / level

Saving Throw: None

Spell Resistance: Yes

Source: Call of Duty

Source Company: Chainmail Bikini Games

This spell grants the caster's allies a +2 luck bonus to attack rolls, weapon damage rolls, saves, and skill checks, and a -2 luck penalty on all these rolls to the caster's enemies.

XP Cost: 100XP

Befuddle

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 2, Sor/Wiz 3

Components: V, S, M

Casting Time: One action

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

Target: One creature

Duration: 1 round per level

Saving Throw: Will negates

Spell Resistance: Yes

Source: Librum Equitis, Volume 2

Source Company: E.N. Publishing

Creatures affected by this spell behave randomly, as indicated on the following table:

1d10	Behavior
1	Wander away for 1 minute (unless prevented)
2-6	Do nothing for 1 round
7-9	Attack nearest creature for 1 round
10	Act normally for 1 round

Except on a result of 1, roll again each round to see what the subject does that round. Wandering creatures leave the scene as if disinterested. Attackers are not at any special advantage when attacking them. Behavior is checked at the beginning of each creature's turn. Any *befuddled* creature who is attacked automatically attacks its attackers on its next turn.

Material Component: two half nut shells knocked together

Bestow Curse

Transmutation

Level: Brd 3, Clr 3, Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

Created Items: *Amulet of inescapable location, armor of arrow attraction, armor of rage, bracers of defenselessness, flask of curses, incense of obsession, robe of powerlessness, ring of clumsiness, cursed backbiting spear, cursed -2 sword, gauntlets of fumbling*

The character places a curse on the creature touched. The character chooses one of the three following effects:

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

The character may also invent the a new curse, but it should be no more powerful than those listed above, and the DM has final say on the curse's effect.

The *curse* cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

Bestow curse counters *remove curse*.

Bind With Plants

Transmutation

Level: Drd 4

Components: V, S, DF

Casting Time: One action

Range: Long (400 feet + 40 feet/level)

Target: One plant

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: No

Source: The Book of Hallowed Might

Source Company: Malhavoc Press

Closed Content: The name *bind with plants* is closed content.

The caster transforms a plant into a grasping trap that immediately wraps around a single victim, regardless of size. The plant grows to conform to the size of the target creature, which must be on the ground or within 5 feet of the plant. The plant holds the target immobile and helpless. The target remains aware and breathes normally but cannot take any physical actions, even speech. The creature can, however, execute purely mental actions (such as casting a spell with no components) or try to break free (Strength check [DC 30]). Others can try to free the victim with a Strength check (DC 28).

Hacking at or burning the plant serves no purpose; it is impervious to damage for the duration.

Binding

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: One minute

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

Target: One living creature

Duration: See text (D)

Saving Throw: Will negates (see text)

Spell Resistance: Yes

A *binding* spell creates a magical restraint to hold a creature. The target only gets an initial saving throw if its HD is equal to at least half the character's caster level.

The character may have up to six assistants help the character with the spell. For each assistant who casts *suggestion*, the character's caster level for this casting of the spell increases by +1. For each assistant who casts *dominate animal*, *dominate person*, or *dominate monster*, the character's effective level increases by a number equal to one-third that

assistant's level (provided the target is appropriate for the spell). All the assistants must join in chanting the spell (see the details on the spell's verbal component, below). The character's caster level determines whether the target gets an initial Will saving throw and how long the *binding* lasts. All *binding* durations are dismissible.

The *binding* spell has six versions. Choose one of the following versions when the character casts the spell.

Chaining: The subject is confined by restraints that generate an *antipathy* spell affecting all creatures who approach the subject, except the character. Duration is one year per caster level. The subject of this form of *binding* is confined to the spot it occupied when it received the spell.

Slumber: Brings a comatose sleep upon the subject for up to one year per caster level. The subject does not need to eat or drink while *slumbering*, nor does it age. Reduce the spell's save DC by 1.

Bound Slumber: A combination of *chaining* and *slumber* that lasts for up to one month per caster level. Reduce save DC by 2.

Hedged Prison: The subject is transported to or otherwise brought within a confined area from which it cannot wander by any means. The spell is permanent. Reduce save DC by 3.

Metamorphosis: The subject assumes gaseous form, except for its head or face. It is held harmless in a jar or other container, which may be transparent (the character's choice). The creature remains aware of its surroundings and can speak, but cannot leave the container, attack, or use any of its powers or abilities. The *binding* is permanent. The subject does not need to breathe, eat, or drink while *metamorphosed*, nor does it age. Reduce save DC by 4.

Minimus Containment: The subject is shrunk to a height of 1 inch or less and held within some gem or similar object or jar. The *binding* is permanent. The subject does not need to breathe, eat, or drink while *contained*, nor does it age. Reduce save DC by 4.

Regardless of the version of *binding* the character cast, the character can specify triggering conditions that end the spell and release the creature whenever they occur. These can be as simple or elaborate as the character desires (but the DM must agree that the condition is reasonable and has a likelihood of coming to pass). The conditions can be based on a creature's name, identity, or alignment but otherwise must be based on observable actions or qualities. Intangibles such as level, class, HD, or hit points don't qualify. Once the spell is cast, its triggering conditions cannot be changed. Setting a release condition increases the save DC (assuming a saving throw is allowed) by +2. In the case of the first three versions of binding (those with limited durations), the character may cast additional binding spells to prolong the effect (the durations overlap). If the character does so, the target gets a saving throw at the end of the first spell's duration (even if the character's caster level was high enough to disallow an initial saving throw). If the creature succeeds at this save, all the *binding* spells it has received are broken.

Components: Specially made props suited to the specific type of binding (cost 500 gp), plus the spell requires gems worth at least 500 gp for each HD of the target.

Black Lightning

Evocation (Death, Electricity, Evil)

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Source: 101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires

Source Company: Ronin Arts

With this spell the caster launches crackling black lightning at the target creature, dealing 1d6 points of damage per 2 caster levels (maximum 10d6). Half the damage is electricity damage, but the rest is evil energy from the lower planes which is not affected by resistance to electricity (evil creatures, creatures native to evil planes, and creatures immune to death effects are not affected by the profane energy).

Material Component: A piece of humanoid scalp and a rod of black crystal.

Black Tentacles

Conjuration (Creation)

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

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

Effect: 1d4 tentacles + one tentacle/level, all within 15 ft. of a central point

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

This spell conjures many rubbery black tentacles. These waving members seem to spring forth from the earth, floor, or whatever surface is underfoot—including water. There are 1d4 such tentacles, plus one per caster level, appearing randomly scattered about the area. Each tentacle is 10 feet long (Large) and saves as the character does. It has AC 16, 1 hit point/per caster level, an attack bonus of +1/per caster level, and a Strength score of 19 (+4 bonus). It is immune to spells that don't cause damage (other than disintegrate).

Each round that a tentacle is not already grappling someone or something, starting the round after it appears, it makes a grapple attack at a random creature or object within 10 feet of it. These attacks take place on the character's turn. The tentacles do not attack each other, nor do they attack objects that are smaller than a Medium-size creature. The attacks are like regular grappling attacks, except that they don't provoke attacks of opportunity from opponents. Also,

they cause 1d6 points of normal damage (+4 for Strength), not subdual damage. A tentacle maintains its grapple even after its subject is dying or dead.

Blade Barrier

Evocation

Level: Clr 6, Good 6, War 6

Components: V, S

Casting Time: 1 full round

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

Effect: Spinning disk of blades, up to 30-ft. radius

Duration: 10 minutes/level

Saving Throw: Reflex negates (see text)

Spell Resistance: Yes

This spell creates a spinning disk of blades. These whirl around a central point, creating an immobile, circular barrier. Any creature passing through the *blade barrier* takes 1d6 points of slashing damage per caster level (maximum 20d6). The plane of rotation of the blades can be horizontal, vertical, or slanted.

Creatures within the *blade barrier* when it is invoked take the damage as well. They can negate the damage with a successful Reflex saving throw, provided they can and do physically leave the area of the blades by the shortest possible route. Once the barrier is in place, anything entering or passing through the blades automatically takes damage.

A *blade barrier* serves as one-half cover (+4 AC) for anyone beyond it.

Blasphemy

Evocation [Evil, Sonic]

Level: Clr 7, Evil 7

Components: V

Casting Time: 1 action

Range: 30 ft.

Area: Creatures in a 30-ft.-radius spread centered on the character

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Created Items: *Orb of animation and control*

Casting *blasphemy* creates two effects.

If the character is on the character's home plane, nonevil extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 1 day. This effect takes place regardless of whether the creatures hear the *blasphemy*.

Creatures native to the character's plane who hear the *blasphemy* and are not evil suffer the following ill effects:

HD	Effect
12 or more	Dazed
Less than 12	Weakened, dazed
Less than 8	Paralyzed, weakened, dazed
Less than 4	Killed

The effects are cumulative.

Dazed: The creature is dazed and can take no actions for 1 round (but defends itself normally).

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

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes, unable to move or act in any way.

Killed: Living creatures die. Undead creatures are destroyed.

Blast of Earth

Evocation (earth)

Level: Sor/Wiz 4

Components: V,S,M

Casting Time: 1 action

Range: Short (25 ft + 5 ft / 2 levels)

Area of Effect: Cone

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Source: Librum Equitis, Volume 2

Source Company: E.N. Publishing

This spell creates a blast of hurtling earth in a cone of short range. The cone inflicts 1d4+1 impact damage per level of the caster, to a maximum of 10d4+10 damage. Creatures of up to Large size struck by the cone who fail their Reflex save are partially buried and must spend 1-2 rounds digging their way out. While digging their way out, they are considered prone and immobile. Those victims who make a successful reflex saving throw suffer half damage and are not buried.

Huge and larger sized creatures cannot be buried by this spell (but still receive damage as normal).

Material Component: a small piece of fool's gold.

Bless

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 1, Pal 1

Components: V, S, DF

Casting Time: 1 action

Range: 50 ft.

Area: All allies within 50 ft.

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes (harmless)

Created Items: *Banded mail of luck, rod of flailing, incense of meditation, necklace of prayer beads, robe of the archmagi, scarab of protection, **standard of morale***

The character's allies gain a morale bonus of +1 on their attack rolls and a morale bonus of +1 on saving throws against fear effects.

Bless counters and dispels **bane**.

Bless Water

Transmutation [Good]

Level: Clr 1, Pal 1

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: Flask of water touched

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Created Items: *Healing sprinkler rod*

This transmutation imbues a flask (1 pint) of water with positive energy, turning it into holy water. Holy water is considered blessed, which means it has special effects on certain creatures.

Material Component: Worth at least 25 gp.

Bless Weapon

Transmutation

Level: Pal 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Weapon touched

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

All critical rolls against evil foes are automatically successful. The weapon negates the damage reduction of evil creatures and is capable of striking evil incorporeal creatures as if it had a +1 enhancement bonus. Also, the weapon is considered blessed, which means it has special effects on certain creatures. Individual arrows or bolts can be transmuted, but affected projectile weapons (such as bows) don't confer the benefit to the projectiles they shoot.

This transmutation can't affect any weapon that already has a magical effect related to critical hits.

Blessing of Arms

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 3, Pal 2

Components: V, S, DF

Casting Time: 1 action

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

Target: One creature / 2 levels

Duration: 1 round / level

Saving Throw: None

Spell Resistance: Yes (harmless)

Created Items: *Fearsome presence*

Source: Joe's Book of Enchantment

Source Company: Throwing Dice Games

Recipients of this spell gain a +1 morale bonus to damage for each two levels of the caster done with melee weapons and ranged weapons striking targets within 30 feet.

Blight Enemy

Evocation

Level: Rgr 2

Components: V, S

Casting Time: One action

Range: Close (25 feet + 5 feet/two levels)

Target: One favored enemy

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

Source: The Book of Hallowed Might

Source Company: Malhavoc Press

Closed Content: The name *blight enemy* is closed content.

You draw upon the raw power of nature to create a discordant surge within any one creature of a type that you have designated as a favored enemy. The spell inflicts 1d6 points of damage per caster level, to a maximum of 5d6 points.

Blindness/Deafness

Transmutation

Level: Brd 2, Clr 3, Sor/Wiz 2

Components: V

Casting Time: 1 action

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

Target: One living creature

Duration: Permanent (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

Created Items: *Blinding, thundering, gem of brightness*

The subject becomes blinded or deafened, as the character chooses. In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have full concealment), loses any Dexterity bonus to AC, grants a +2 bonus to attackers' attack rolls (they are effectively invisible), moves at half speed, and suffers a -4 penalty on most Strength- and Dexterity-based skills. A deafened character, in addition to the obvious effects, automatically fails Listen checks, suffers a -4 penalty on initiative and has a 20% chance to miscast and lose any spell with a verbal (V) component that he tries to cast.

Blink

Transmutation

Level: Brd 3, Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 1 round/level (D)

Created Items: *Ring of blinking*

The *blink* effect rapidly cycles the character in and out of the ethereal plane.

Blinking has several effects:

Physical attacks suffer a 50% miss chance, and the Blind-Fight feat doesn't. If the attack is capable of striking ethereal or incorporeal creatures, the miss chance is only 20%. If the attacker can see invisible creatures, the miss chance is also only 20%. If the attacker can both see and strike ethereal creatures, the attacker suffers no penalty. Likewise, the character's own attacks suffer a 20% miss chance.

Individually targeted spells have a 50% chance to fail against the character while *blinking* unless the character's attacker can target invisible, ethereal creatures. Likewise, the character's own spells have a 20% chance to activate just as the character goes ethereal, in which case they typically do not affect the Material Plane.

While *blinking*, the character takes only half damage from area attacks (or full damage from those that extend onto the Ethereal Plane). The character strikes as an invisible creature (+2 attack), denying the target any Dexterity bonus to AC. The character suffers only half damage from falling.

While *blinking*, the character can step through (but not see through) solid objects. For each 5 feet of solid material the character walks through, there's a 50% chance that the character becomes material (see below). The character can move only at three-quarters speed.

Since the character spends about half the character's time on the Ethereal Plane, the character can see and even attack ethereal creatures. The character interacts with ethereal creatures roughly the same way the character interacts with material ones. An ethereal creature who becomes material while in a material object is shunted off to the nearest open space and takes 1d6 points of damage per 5 feet so traveled.

Blood Knife

Necromancy

Level: Sor/Wiz 3

Components: V, M

Casting Time: 1 action

Range: Touch

Target: One pool of blood

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

Source: 101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires

Source Company: Ronin Arts

With this spell the caster transforms a small pool of blood into a crimson-colored knife almost a foot in length. The weapon does 1d6 + the caster's character level in damage and remains solid for a number of minutes equal to the caster's character level. If the spellcaster uses the weapon to attack he is granted a +1 bonus to all attack rolls. Someone other than the caster may use the weapon for as long as it exists. When the spell expires the weapon reverts back to blood and

drips slowly down the hand of whomever is currently holding it. The blood may not be reformed into a second knife or used in conjunction with any other spell.

Material Component: Blood. At least eight ounces of blood must be used.

Blood Lust

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 3, Sor/Wiz 3

Components: V, S

Casting Time: 1 action

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

Target: One creature

Duration: 1 round / level

Saving Throw: Will negates

Spell Resistance: Yes

Source: Joe's Book of Enchantment

Source Company: Throwing Dice Games

The affected creature immediately attacks. He chooses enemies first but if no enemies are within range of his attacks, he will attack any companion he holds any animosity for or a randomly chosen friend. Once his current target falls he will move on to another target, using the same criteria as before, until all around him are dead or the spell ends.

Boorishness

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

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

Target: One creature

Duration: 1 hour / level

Saving Throw: Will negates

Spell Resistance: Yes

Source: Joe's Book of Enchantment

Source Company: Throwing Dice Games

The subject's Charisma drops to 1. This may manifest as rudeness, boorishness or complete disinterest depending on the subject's attitudes before being affected by the spell. Creatures with a Charisma of 1 cannot cast spells as a sorcerer or bard does

Blur

Illusion (Glamer)

Level: Brd 2, Sor/Wiz 2

Components: V

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Created Items: *Sword of subtlety*

The subject's outline appears blurred. This distortion grants the subject one-half concealment (20% miss chance).

A *see invisibility* spell does not counteract the *blur* effect, but a *true seeing* spell does.

Note: Opponents who cannot see the subject ignore the spell's effect.

Boiling Blood

Necromancy

Level: Sor/Wiz 3

Components: S

Casting Time: 1 action

Range: Touch

Targets: One opponent

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Source: 101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires

Source Company: Ronin Arts

Created Items: *Arrow of internal agony*

The caster must make a successful touch attack when casting this spell. On a successful strike the target's blood instantly begins boiling, causing damage equal to three times the caster's level, maximum of 48 points.

Bone Armor

Necromancy

Level: Clr 2, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Caster

Effect: Protect caster

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

Source: 101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires

Source Company: Ronin Arts

This spell creates a layer of bony ribs on the caster's arms, legs, and torso, as well as a skull-like helmet. The effect is to provide the caster with a +7 natural armor bonus (AC 17) against all physical forms of attack.

The bone armor is destroyed by the attacks it absorbs; when it has absorbed hp of damage equal to twice the caster's level, the armor falls into useless brittle shards.

Material Component: A rib bone from a humanoid slain within the last seven days.

Bone Arrow

Conjuration

Level: Sor/Wiz 3, Bone 4

Components: V, S, M

Casting Time: 1 action

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

Target: Ray

Duration: Instantaneous (see text)

Saving Throw: None

Spell Resistance: No

Source: The Compleat Librum of Gar'Udok's
Necromantic Artes

Source Company: E. N. Publishing

Closed Content: The name *bone arrow* is closed content

This spell enchants a bone to act as a missile weapon and then into a skeleton. The spellcaster throws the bone at an enemy as a ranged touch attack, inflicting 1d4 damage per caster level (max 10d4). As soon as it strikes, the bolt conjures forth a medium-sized skeleton that it seems to morph into. If the bolt fails to strike a living target, the skeleton does not manifest.

The skeleton appears in an adjacent square as close to the facing closest to the spellcaster that it can without appearing in an occupied square. If all squares around the target are occupied, it appears in the facing closest to the caster, prone, and the person in that square must make a Reflex save to avoid falling prone also. The skeleton (unless it is conjured prone) can attack this round. It remains for 2 rounds per caster level and automatically attacks the caster's enemies.

Material Component: A single bone at least 8 inches long.

Bone Field

Conjuration

Level: Sor/Wiz 3, Bone 5

Components: V,M

Casting Time: 1 action

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

Effect: One 5 ft square / level

Duration: 1 minute / level

Saving Throw: Reflex negates (see below)

Spell Resistance: No

Source: The Compleat Librum of Gar'Udok's
Necromantic Artes

Source Company: E. N. Publishing

Closed Content: The name *bone field* is closed content

Shards of bone jut up from the ground, slowing pursuit. Regardless of the material of the local floor or ground, it sprouts small fragments of bone that seem to push up through it. Any time someone moves into an area affected by this spell or spends a round fighting while standing in such an area, they must make a Reflex save to avoid stepping on the bone fragments. Failure causes 1d4 physical damage (treat as a +2 weapon for damage reduction) and counts as exposure to the disease Filth Fever (see the System Reference Document for information on disease). Any creature injured by this spell has its speed reduced to one half because it's foot is painfully wounded. This movement penalty lasts until the creature is successfully treated with a Heal check (DC equal to that of the spell). In addition, the wound re-opens if the creature fails the initial save against the Filth Fever after its incubation period.

Material Component: A piece of bone from someone or something killed by disease.

Break Enchantment

Abjuration

Level: Brd 4, Clr 5, Luck 5

Components: V, S

Casting Time: 1 minute

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

Target or Targets: Up to one creature per level, all within 30 ft. of each other

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

Created Items: *Mirror of charm disruption*

This spell frees creatures from enchantments, transmutations, curses, and petrification (as well as other magical transformations). *Break enchantment* can reverse even an instantaneous effect. For each such effect, the character makes a check of 1d20 + caster level (maximum +15) against a DC of 11 + caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For cursed magic items, the DC is 25.

If the spell is one that, as a special property, cannot be dispelled by *dispel magic*, *break enchantment* works only if that spell is 5th level or lower.

If the effect comes from some permanent magic item, such as a cursed sword, *break enchantment* does not remove the curse from the item but merely frees the victim from the item's effects, leaving the item cursed.

Bull's Strength

Transmutation

Level: Brd 2, Clr 2, Sor/Wiz 2, Strength 2

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Create Items: *Bashing, ring of the ram, rod of lordly might, belt of giant strength, gauntlets of ogre power, ring of blue conjures*

The spell grants an enhancement bonus to Strength of 1d4+1 points.

Buried Suggestion

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 6

Components: V, S

Casting Time: 1 action

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

Target: One creature

Duration: Permanent until completed (D)

Saving Throw: Special (Will negates)

Spell Resistance: Yes

Source: Joe's Book of Enchantment

Source Company: Throwing Dice Games

As *suggestion*, except the target need not understand the caster. The caster telepathically implants the *suggestion* into the subject.

The suggestion planted must not take place immediately. When it occurs must be based on an event or an amount of time going by. At least three days must pass before the *suggestion* compels the subject. During the period while the *suggestion* is buried, detection spells will not reveal that the subject is under the effect of an Enchantment. Attempts to remove the *suggestion* during this period, such as with *dispel magic* or *break enchantment*, suffer a -10 penalty to the spellcaster level roll. The subject does not make his saving throw until the triggering event occurs. The saving throw is made based on the conditions at the time the *suggestion* is to take place. The subject gets a +1 bonus to the saving throw for each month that has passed since the *buried suggestion* was cast. While the subject is acting out the *suggestion*, attempts to dispel the effect are made without penalty.

Burning Brand

Evocation

Level: Drd 1, Pal 1, Rgr 1

Components: V, S, M

Casting Time: One action

Range: Touch

Effect: A burning flame on the end of a torch

Duration: 1 round/level

Saving Throw: No

Spell Resistance: Yes

Source: The Book of Hallowed Might

Source Company: Malhavoc Press

Closed Content: The name *burning brand* is closed content.

This spell lights a torch with a burst of powerful, divine fire. The brand can be used by the caster as a touch-attack weapon that deals 1d6 points of fire damage, 2d6 points to an undead creature. It can also be used (once) as a ranged weapon with a range increment of 10 feet. Using the brand as a ranged weapon ends the spell. The brand counts as a blessed weapon against those creatures (such as some fiends) with a special weakness to them and strikes incorporeal undead with no miss chance.

Material Component: A torch

Burning Hands

Transmutation [Fire]

Level: Fire 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: 10 ft.

Area: Semicircular burst of flames 10 ft. long, centered on the character's hands

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Created Items: *Ring of elemental command (fire)*, *staff of fire*

A thin sheet of flame shoots from the character's outspread fingertips. The sheet of flame is about as thick as the character's thumbs. Any creature in the area of the flames takes 1d4 points of fire damage per the character's caster level (maximum 5d4). Flammable materials such as cloth, paper, parchment, and thin wood burn if the flames touch them.

Burrowing Bony Digits

Necromancy

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

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

Target: Up to five creatures, no two of which can be more than 15 ft. apart.

Duration: See text

Saving Throw: Reflex partial

Spell Resistance: Yes

Source: 101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires

Source Company: Ronin Arts

By means of this spell, the caster causes up to five skeletal fingers to streak forth and imbed themselves in the flesh of the targets. Each digit inflicts 1d6 points of damage upon striking its target. They do not stop there, though. Any creature that failed its Reflex save was unable to extract the bony digit before it could lodge itself into the wound. The bony digit continues to penetrate the creature's body for one round for every three levels of the caster, dealing 1d6 damage per round.

Once the bony digit is lodged in the wound, it cannot be extracted.

Material Components: Five humanoid fingers stripped of flesh and muscle. The individual finger bones must then be tied together with black thread.

Call Lightning

Evocation [Electricity]

Level: Drd 3

Components: V, S

Casting Time: 10 minutes, plus 1 action per bolt called

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

Effect: See text

Duration: 10 minutes/level

Saving Throw: Reflex half

Spell Resistance: Yes

Created Items: *Shock*, *shocking burst*

To cast *call lightning*, the character must be in a stormy area (including a whirlwind formed by a djinn or air elemental of 7 HD or more). The character is then able to call bolts of lightning as long as the character remains in the stormy area. (The spell ends if the character leaves the stormy area.) The character can call down one bolt every 10 minutes. The character need not call a bolt of lightning immediately—other actions, even spellcasting, can be performed. However, the character must use a standard action (concentrating on the spell)

to call each bolt. A bolt causes 1d10 points of electrical damage per caster level (maximum 10d10).

The bolt of lightning strikes down in a vertical stroke at whatever target point the character chooses, within range (measured from the character's position at the time). The bolt takes the shortest possible unobstructed path between a nearby cloud and the target. Any creature within a 10-foot radius of the path or the point where the lightning strikes is affected.

This spell can be used only outdoors. It does not function indoors, underground, or underwater.

Call Spirits

Necromancy [Language-Dependant]

Level: Clr 0, Drd 0, Sor/Wiz 0

Components: V, S, M/DF

Casting Time: 1 minute

Range: Personal

Target: Caster

Duration: 1d4 hours

Saving Throw: None

Spell Resistance: None

Source: 101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires

Source Company: Ronin Arts

Call Spirits enables the caster to gather local spirits, which appear to the caster as small ghostly disembodied heads, and listen to their tales about the surrounding land and people. Treat this as a Gather Information check that can be used anywhere without the need for interaction with the living.

Special: Characters who fail by five or less hear nothing but endless ramblings and chattering, possibly in an unknown or ancient language, that have nothing to do with the subject at hand. Those who fail by more than five hear nothing. A roll of a natural one provides completely false and maliciously misleading information.

Material Components: Like a normal Gather Information roll the caster must 'pay' for the information with offerings of food, alcoholic beverages, incense, song and pleasant conversation. The offering should total at least 1 gp.

Call Undead

Necromancy, Enchantment (Compulsion)

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 hour

Range: Medium 1 mile/level

Effect: Attracts undead

Duration: 8 hours

Saving Throw: Yes

Spell Resistance: Yes

Source: 101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires

Source Company: Ronin Arts

With this spell the caster creates an invisible magical beacon that attracts undead like moths to a flame. Once

the ritual is properly performed, any undead within range make their way directly to the site without delay. Once there, they remain in the area for the remainder of the spell's duration. There is no guarantee that the undead are friendly, but the caster may attempt to awe or control the undead through normal means. Uncontrolled undead attack the caster, returning to their lairs if they succeed in killing the one who disturbed their rest. If the caster leaves the site, the undead go first to the site and then follow after the caster for the remainder of the spell duration, unerringly sensing his current location. In such a case, the control roll is made for each undead whenever it first encounters the caster. Should any undead fail to reach the caster before the spell duration elapses, each returns to its own lair.

The effects of this spell are keyed to the caster's level with regard to the potency of the undead so contacted. If the caster's level is 1st through 5th, only skeletons and zombies will answer the summons. Once the caster reaches 6th level, ghouls, ghosts, and shadows will also respond. At 11th level, the caster can compel wights, wraiths, and mummies to come, and at 15th level and above even vampires, spectres, and ghosts must make the journey. Liches are immune to this spell, although they will hear the call and may investigate on their own accord out of curiosity.

Material Component: A small funerary bell (1 gp).

Calm Animals

Enchantment (Compulsion) [Mind-Affecting]

Level: Animal 1, Drd 1

Components: V, S

Casting Time: 1 action

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

Targets: Animals, beasts, or magical beasts with Intelligence 1 or 2 within 30 ft. of each other

Duration: 1 minute/level

Saving Throw: Will negates (see text)

Spell Resistance: Yes

This spell affects animals, beasts, and magical beasts, rendering them docile and harmless. Only creatures with Intelligence scores of 1 or 2 can be affected by this spell. All the subjects must be of the same species and within a 30-foot sphere. Roll 2d4 + caster level to determine the total number of HD affected. Animals trained to attack or guard, dire animals, beasts, and magical beasts are allowed saving throws. Animals not trained to attack or guard are not.

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 breaks the spell on the threatened creatures.

Calm Emotions

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 2, Law 2

Components: V, S, DF

Casting Time: 1 action

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

Targets: 1d6 creatures/level, all of whom must be within 30 ft. of each other

Duration: Concentration, up to 1 round/level (D)
Saving Throw: Will negates
Spell Resistance: Yes

This spell calms agitated creatures. The character has no control over the affected creatures, but this spell can stop creatures from fighting. Creatures so affected cannot take violent actions (although they can defend themselves) or do anything destructive, except to protect themselves. Any aggressive action or life-threatening damage against *calmed* creatures immediately breaks the spell on the threatened creatures.

This spell automatically suppresses (but does not dispel) mind-affecting spells, as well as negating a bard's ability to inspire courage or a barbarian's rage. While the *calm emotions* spell lasts, a suppressed spell has no effect. When the *calm emotions* spell ends, the original spell takes hold of the creature again, provided its duration has not expired in the meantime.

Candle

Conjuration (Creation)
Level: Clr 0, Drd 0, Sor/Wiz 0
Components: V, S, M, DF
Casting Time: 1 action
Range: 0 ft.
Effect: Creates a candle
Duration: Permanent
Saving Throw: None
Spell Resistance: None
Source: 101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires
Source Company: Ronin Arts

Candle creates one ordinary tallow or beeswax candle that is already lit. The flame can be extinguished normally and the candle stored to be used at a later date. The candle can be lit normally once it has been extinguished.

Material Component: A single copper piece, which vanishes in the casting.

Cannibalize

Necromancy
Level: Sor/Wiz 3
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Hp transfer from undead
Duration: Instantaneous
Saving Throw: See below
Spell Resistance: Yes
Source: 101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires
Source Company: Ronin Arts

The caster steals hit points from low-level undead to heal his injuries. For each HD of undead destroyed by the spell, the caster gains 1d3 hit points. The caster cannot gain hit points beyond his maximum, merely replace those lost by injury or disease. The spell affects

undead of up to 4 HD. However, the process is dangerous, because it infuses negative energy into a living body. If the caster gains hit points equal to two-thirds of his total by this method, he must make a Fortitude save (DC 19). Failure results in immediate transformation into an undead state as a free-willed creature of darkness – typically an intelligent skeleton or zombie. Despite the danger, this spell can be immensely handy in a tight spot, buying a necromancer time to escape or regroup by sacrificing mindless minions.

Carnivorous Defender

Transmutation
Level: Drd 3
Components: V, S, M
Casting Time: One action
Range: Touch
Effect: One nonanimate plant
Duration: One minute/level
Saving Throw: No
Spell Resistance: Yes
Source: The Book of Hallowed Might
Source Company: Malhavoc Press
Closed Content: The name *carnivorous defender* is closed content.

The caster transforms an innocuous plant into an animate, carnivorous one that defends you. It wraps around the caster with leafy vines and grows one mouthlike structure for every three caster levels (maximum five mouths). When a foe attacks the caster in melee combat, the plant immediately retaliates with a bite that uses the caster's base attack bonus (plus the plant's Strength bonus of +3) and inflicts 1d6+3 points of damage on a hit.

The plant strikes only in retaliation, and does so automatically (the caster cannot command it to stop). Each mouthlike structure can strike only once per round. The plant does not make attacks of opportunity and cannot take special attack actions such as grapple or disarm. The plant has 10 hp + 1 per caster level and shares the caster's Armor Class and saving throws. To be attacked, it must be specifically targeted.

Material Component: A tiny sliver of meat

Cat's Grace

Transmutation
Level: Brd 2, Sor/Wiz 2
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 hour/level
Saving Throw: Will Negates (harmless)
Spell Resistance: Yes
Created Items: *Boots of the winterlands, gloves of dexterity, gloves of swimming and climbing, amulet of balance, boots of the equestrian*

The spell grants an enhancement bonus to Dexterity of 1d4+1 points.

Caustic Spray

Conjuration

Level: Sor/Wiz 5

Components: M, DF

Casting Time: 1 action

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

Effect: Cone

Duration: Instantaneous

Saving Throw: Reflex half (see below)

Spell Resistance: Yes

Source: The Compleat Librum of Gar'Udok's
Necromantic Artes

Source Company: E. N. Publishing

Closed Content: The name caustic spray is closed content

This spell allows the caster to spew forth a blast of potent acid. The spellcaster exhales a blast of caustic acid in a cone dealing 1d8 acid damage per level, max 10d8 damage with victims allowed a Reflex save for half damage. In addition, anyone failing the Reflex save is nauseated for 1 round from the noxious fumes unless they succeed at a Fortitude save.

Arcane Material Component: A big sip of acid during the spellcasting, consuming one half of a 20gp vial of acid (as per the System Reference Document). When consumed in this way in the spellcasting, the acid deals no damage to the caster.

Cause Fear

Necromancy [Fear, Mind-Affecting]

Level: Brd 1,Clr 1, Death 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 action

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

Target: One living creature

Duration: 1d4 rounds

Saving Throw: Will negates

Spell Resistance: Yes

Created Items: *Steinhor's tool*

The affected creature becomes frightened. It suffers a -2 morale penalty on attack rolls, weapon damage rolls, and saving throws. It flees from the character as well as it can. If unable to flee, the creature may fight. Creatures with 6 or more Hit Dice are immune. *Cause fear* counters *remove fear*.

Chain Lightning

Evocation [Electricity]

Level: Air 6, Sor/Wiz 6

Components: V, S, F

Casting Time: 1 action

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

Targets: One primary target plus one secondary target/level (each must be within 30 ft. of the primary target)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Created Items: *Ring of elemental command (air)*

This spell creates an electrical discharge from the character's fingertips. *Chain lightning* strikes one object or creature initially, then arcs to other targets.

The bolt deals 1d6 points of electricity damage per caster level (maximum 20d6) on the primary target. After the bolt strikes, lightning can arc to as many secondary targets as the character has levels. The secondary bolts each strike one target and deal half as many dice of damage as the primary (rounded down). All subjects can attempt Reflex saving throws for half damage. The character chooses secondary targets as the character likes, but they must all be within 30 feet of the primary target, and no target can be struck more than once. The character can choose to affect fewer secondary targets than the maximum.

Change Self

Illusion (Glamer)

Level: Sor/Wiz 1, Trickery 1

Components: V, S

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 10 minutes/level (D)

Created Items: *Ring of chameleon power, dust of illusion, hat of disguise, robe of blending*

The character can make his or herself—including clothing, armor, weapons, and equipment—look different. The character can seem 1 foot shorter or taller, thin, fat, or in between. The character cannot change the character's body type. Otherwise, the extent of the apparent change is up to the character. The spell does not provide the abilities or mannerisms of the chosen form. It does not alter the perceived tactile (touch) or audible (sound) properties of the character or the character's equipment.

If the character uses this spell to create a disguise, the character gets a +10 bonus on the Disguise check. Note: Creatures get Will saves to recognize the glamer as an illusion if they interact with it.

Changestaff

Transmutation

Level: Drd 7, Plant 7

Components: V, S, F

Casting Time: 1 full round

Range: Touch

Target: The character's touched staff

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

The character changes a specially prepared quarterstaff into a Huge treantlike creature, about 24 feet tall. When the character concludes the casting of the spell, the character's staff turns into a creature that looks and fights just like a treant. The staff-treant defends the character and obeys any spoken commands. However, it is not a true treant; it cannot converse with actual treants or control trees. If the staff-treant is reduced

to 0 hit points or less, it crumbles to powder and the staff is destroyed. Otherwise, the staff can be used as the focus for another casting of the spell. The staff-treant is always at full strength when created, despite any wounds it may have suffered the last time it appeared.

Focus: The quarterstaff, which must be specially prepared. Preparing the staff takes 28 days. The character cannot adventure or engage in other strenuous activity during the preparation period.

Channeling Ward

Necromancy

Level: Sor/Wiz 3,Clr 2

Components: V,S,M/DF

Casting Time: 1 action

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

Area: 30 ft radius spread

Duration: 1 round / level

Saving Throw: None

Spell Resistance: No

Source: The Compleat Librum of Gar'Udok's Necromantic Artes

Source Company: E. N. Publishing

Closed Content: The name *channeling ward* is closed content

This spell bolsters the negative energy animating undead creatures, making them more resistant to turning.

All undead in range receive a +4 profane turn resistance bonus, increasing their effective hit dice by 4. This only applies to turning checks. If the caster is undead, he may target himself with it. This is markedly different from desecrate, as Channeling Ward increases the effective Hit Dice of the undead, thus even if turning is successful, less undead will be turned.

Arcane Material Component: A pinch of crushed glass.

Chaos Hammer

Evocation [Chaotic]

Level: Chaos 4

Components: V, S

Casting Time: 1 action

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

Area: 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will half (see text)

Spell Resistance: Yes

Created Items: *Chaotic, necklace of prayer beads*

Only lawful and neutral (not chaotic) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to lawful creatures and staggers them for 1d6 rounds. A staggered character can take only partial actions. A successful Will save reduces the damage by half and negates the stagger effect.

The spell deals only half damage against creatures who are neither lawful nor chaotic, and they are not staggered. They can reduce the damage by half again with a successful Will save.

Charm Animal

Enchantment (Charm) [Mind-Affecting]

Level: Drd 1, Rgr 1

Components: V, S

Casting Time: 1 action

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

Target: One animal

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

Source: Joe's Book of Enchantment

Source Company: Throwing Dice Games

This charm makes an animal of Medium-size or smaller regard the character as a trusted friend and ally. If the animal is currently being threatened or attacked by the character or the character's allies, however, it receives a +5 bonus on its saving throw.

The spell does not enable the character to control the *charmed* animal as if the animal were an automaton, but the subject perceives the character's words and actions in the most favorable way. The character can try to give the subject orders, but the character must win an opposed Charisma check to convince the subject to do anything he or she wouldn't ordinarily do. (Retries not allowed.) A *charmed* animal never obeys suicidal or obviously harmful orders. Any act by the character or the character's apparent allies that threatens the *charmed* animal breaks the spell. Note also that the character must be able to communicate the character's commands, or else be good at pantomiming.

Charm Contagion

Enchantment (Charm, Compulsion) [Mind-Affecting]

Level: Sor/Wiz 8

Components: V, S

Casting Time: 1 action

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

Target: One creature

Duration: 1 hour / level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Source: Joe's Book of Enchantment

Source Company: Throwing Dice Games

As *charm monster*, except when the subject greets someone whom he has not seen since the spell took effect, he takes the opportunity to tell that person good things about you. Anyone hearing about you from someone affected by *charm contagion* must make a saving throw as if the spell were being cast on him in the manner you originally cast it. Once this happens, they can discuss other subjects normally. The spell duration for each affected person starts at the moment they become charmed. Anyone who makes the saving throw is immune to all *charm contagion* effects that originated from the same initial casting. If you dismiss the spell, you only dismiss it on subjects of whom you are aware.

The contagion effect no longer works should the *charmed* subject happen to talk about you of their own

will. The *charm* effect remains as described in the feat. his Dexterity bonus to AC (if any) and can take no actions. Foes gain a +2 bonus to hit.

Charm Monster

Enchantment (Charm) [Mind-Affecting]

Level: Brd 3, Sor/Wiz 4

Components: V, S

Casting Time: 1 action

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

Target: One living creature

Duration: 1 day/level

Saving Throw: Will negates

Spell Resistance: Yes

Created Items: *Staff of charming, cloak of charisma, ten eye decanter (orange eye)*

This charm makes a creature regard the character as a trusted friend and ally. If the creature is currently being threatened or attacked by the character or the character's allies, however, he receives a +5 bonus on his saving throw.

The spell does not enable the character to control the *charmed* creature as if the creature were an automaton, but the subject perceives the character's words and actions in the most favorable way. The character can try to give the subject orders, but the character must win an opposed Charisma check to convince the subject to do anything he or she wouldn't ordinarily do. (Retries not allowed.) A *charmed* creature never obeys suicidal or obviously harmful orders. Any act by the character or the character's apparent allies that threatens the *charmed* creature breaks the spell. Note also that the character must speak the creature's language to communicate the character's commands, or else be good at pantomiming.

Charm Person

Enchantment (Charm) [Mind-Affecting]

Level: Brd 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 action

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

Target: One person

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

Created Items: *Potion of love, staff of charming, circlet of persuasion, eyes of charming, pipes of pain, ten eyes decanter (yellow eye)*

This charm makes a humanoid of Medium-size or smaller regard the character as a trusted friend and ally. If the creature is currently being threatened or attacked by the character or the character's allies, however, he receives a +5 bonus on his saving throw. The spell does not enable the character to control the *charmed* person as if the person were an automaton, but the subject perceives the character's words and actions in the most favorable way. The character can try to give the subject orders, but the character must win an opposed Charisma check to convince the subject

to do anything he or she wouldn't ordinarily do. (Retries not allowed.) A *charmed* person never obeys suicidal or obviously harmful orders. Any act by the character or the character's apparent allies that threatens the *charmed* person breaks the spell. Note also that the character must speak the person's language to communicate the character's commands, or else be good at pantomiming.

Charm Person or Animal

Enchantment (Charm) [Mind-Affecting]

Level: Drd 2

Components: V, S

Casting Time: 1 action

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

Target: One person or animal

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

As *charm person*, except that it can also affect an animal.

This charm makes a humanoid or animal of Medium-size or smaller regard the character as a trusted friend and ally. If the creature is currently being threatened or attacked by the character or the character's allies, however, he receives a +5 bonus on his saving throw. The spell does not enable the character to control the *charmed* person as if the person were an automaton, but the subject perceives the character's words and actions in the most favorable way. The character can try to give the subject orders, but the character must win an opposed Charisma check to convince the subject to do anything he or she wouldn't ordinarily do. (Retries not allowed.) A *charmed* creature never obeys suicidal or obviously harmful orders. Any act by the character or the character's apparent allies that threatens the *charmed* creature breaks the spell. Note also that the character must speak the creature's language to communicate the character's commands, or else be good at pantomiming.

Charnel Blight

Necromancy

Level: Clr 4, Drd 4

Components: V, S, DF

Casting Time: 1 full round

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fort negs

Spell Resistance: Yes

Source: The Compleat Librum of Gar'Udok's Necromantic Artes

Source Company: E. N. Publishing

Closed Content: The name *charnel blight* is closed content

This spell gives the target an immediate case of a strong wasting disease. The target of *charnel blight* immediately contracts a disease with no incubation period. This disease is treated as any disease in the System

Reference Document, with a DC equal to two higher than the spell DC for the spellcaster and with a damage of 1d6 Con. In addition, for every 3 Con lost this way, the target must make another save against the disease or suffer one of the Con loss as permanent and also take 1 point of permanent Strength loss.

Chatterbox

Illusion (Glamer)

Level: Brd 2, Sor/Wiz 3

Components: V, S

Casting Time: 1 action

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

Target: One object

Duration: 1 minute/level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Source: 101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires

Source Company: Ronin Arts

This spell imbues the chosen object with an enchanted mouth that immediately begins to speak a non-stop stream of inane chatter, old stories, and broken fragments of conversation. The caster chooses the type of voice, whether male or female, deep or soft, but cannot mimic a known voice. If cast on two objects near one another, the voices hold a complete conversation, with both objects constantly interrupting each other and allowing no moment of silence. All creatures within 30 ft. of the object must make a Will save each round or be distracted by the constant chatter. Affected creatures stand dumbfounded, attempting to remember what they were doing before the chattering began. Any creature that is attacked automatically succeeds at his next save attempt. Attempting to cast spells or activate command word magic items within the spell's area requires a Concentration check with a -4 penalty to the roll. Speaking and hearing within the area are also difficult.

Creatures trying to communicate with anyone outside the radius of the spell are foiled, unable to get their messages out through the incessant talking. If two creatures within the spell's area attempt to communicate, the receiver must make a Listen check (DC 15) in order to decipher the message. A bard's countersong ability suppresses *chatterbox* for as long as he sings, up to his normal limit. Objects worn or carried by another creature are unaffected by this spell, though a creature picking up an affected object does not break the enchantment.

Chill Metal

Transmutation [Cold]

Level: Drd 2

Components: V, S, DF

Casting Time: 1 action

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

Target: Metal equipment of one creature/two levels, no two of which can be more than 30 ft. apart; or 25 lb. of metal/level, none of which can be more than 30 ft. away from any of the rest

Duration: 7 rounds

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Created Items: *Frost, icy burst*

Unattended, nonmagical metal gets no saving throw. Enchanted metal is allowed a saving throw against the spell. An item in a creature's possession uses the creature's saving throw (unless its own is higher).

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

On the first round of the spell, the metal becomes chilly and uncomfortable to touch but deals no damage (this is also the effect on the last round of the spell's duration). During the second (and also the next-to-last) round, icy coldness causes pain and damage. In the third, fourth, and fifth rounds, the metal is freezing cold, causing more damage, as shown below:

Round	Temperature	Damage
1	Cold	None
2	Icy	1d4 points
3–5	Freezing	2d4 points
6	Icy	1d4 points
7	Cold	None

Any heat intense enough to damage the creature negates cold damage from the spell (and vice versa) on a point-for-point basis. Underwater, *chill metal* deals no damage, but ice immediately forms around the affected metal, making it more buoyant.

Chill metal counters and dispels *heat metal*.

Chill Touch

Necromancy

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Touch

Targets: Creature or creatures touched (up to one/level)

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

A touch from the character's hand disrupts the life force of living creatures. Each touch channels negative energy that deals 1d6 points of damage and possibly also 1 point of temporary Strength damage. (A successful Fortitude saving throw negates the Strength damage.) The character can use this melee touch attack up to one time per level.

Undead touched by the character suffer no damage or Strength loss, but they must make successful Will saving throws or flee as if panicked for 1d4 rounds +1 round per caster level.

Circle of Death

Necromancy [Death]

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

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

Area: Several living creatures within a 50-ft.-radius burst

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

Created Items: *Vorpal*

The spell slays 1d4 HD worth of living creatures per caster level (maximum 20d4). Creatures with the fewest HD are affected first; among creatures with equal HD, those who are closest to the point of origin of the burst are affected first. No creature with 9 or more HD is affected, and HD that are not sufficient to affect a creature are wasted.

Material Component: Minimum value of 500 gp.

Circle of Doom

Necromancy

Level: Clr 5, Destruction 5

Components: V, S

Casting Time: 1 action

Range: 20 ft.

Area: All living enemies and undead creatures within a 20-ft.-radius burst centered on the character

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

Negative energy bursts in all directions from the point of origin, dealing 1d8 points of damage +1 point per caster level (maximum +20) to nearby living enemies. Like *inflict* spells, *circle of doom* cures undead in its area rather than harming them.

Claim from the Earth

Transmutation

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Short (25 ft + 5 ft / 2 levels)

Target: 1 Creature or 1 object up to 1 cu ft / level

Duration: Instantaneous

Saving Throw: Reflex negates

Spell Resistance: No

Source: *Librum Equis*, Volume 2

Source Company: E.N. Publishing

Claim from the earth causes the ground to shift, gently raising to the surface any single buried creature (dead or alive) or object designated by the caster. The caster must know that such a creature or object exists for the spell to work, although he need not know its exact nature. For example, the caster may elect to exhume a body buried in a grave plot without knowing its identity

or how long it has been interred. If the creature or object to be exhumed is buried deeper than ten feet, the spell fails.

Clairaudience/Clairvoyance

Divination

Level: Brd 3, Knowledge 3, Sor/Wiz 3

Components: V, S, F/DF

Casting Time: 1 action

Range: See text

Effect: Magical sensor

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

Created Items: *Distance*, *eyes of the eagle*, *mirror of mental prowess*, *ocular band*, *portable window*

Clairaudience/clairvoyance enables the character to concentrate upon some locale and hear or see (the character's choice) almost as if the character were there. Distance is not a factor, but the locale must be known—a place familiar to the character or an obvious one. The spell does not allow magically enhanced senses to work through it. If the chosen locale is magically dark, the character sees nothing. If it is naturally pitch black, the character can see in a 10-foot radius around the center of the spell's effect. Lead sheeting or magical protection blocks the spell, and the character senses that the spell is so blocked. The spell creates an invisible sensor that can be dispelled.

The spell functions only on the plane of existence the character is currently occupying.

Clarity of Mind

Enchantment (Compulsion)

Level: Clr 0, Drd 0

Components: V, S

Casting Time: One action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Created Items: *Ring of concentration*

Source: *The Book of Hallowed Might*

Source Company: Malhavoc Press

Closed Content: The name *clarity of mind* is closed content.

The caster calls upon the stillness of the universe to grant her mental and emotional peace. She gains a +1 competence bonus to Concentration checks.

Claws of the Demon

Transmutation

Level: Clr 1, Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 3 rounds/level
Saving Throw: Fortitude negates
Spell Resistance: Yes
Source: 101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires
Source Company: Ronin Arts

This spell transforms the target's hands into long, sharp claws. The subject is able to inflict 2d8 points of slashing damage as a normal melee attack, and is considered armed for the duration of this spell. The subject also suffers a -2 circumstance bonus to all Charisma-based checks for the duration of this spell, due to the fearsome appearance of the claws.

Material Component: The hand or paw of any clawed creature.

Clenched Fist

Evocation
Level: Sor/Wiz 8, Strength 8
Components: V, S, F/DF
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: 10-ft. hand
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: Yes
Created Items: *Maul of the titans*

This spell creates a Large magic hand. This floating, disembodied hand moves and attacks as directed by the character. (The character directs it as a free action.)

The floating hand can move up to 60 feet and can attack in the same round. Since the hand is directed by the character, its ability to notice or attack invisible or concealed creatures is no better than the character's. The hand attacks once per round, and its attack bonus equals the character's level + the character's Intelligence, Wisdom, or Charisma modifier (for a wizard, cleric, or sorcerer, respectively), +11 for the hand's Strength score (33), -1 for being Large. The hand's damage is 1d8+12, and any creature struck must make a Fortitude save (against this spell's save DC) or be stunned for 1 round. A stunned creature can't act and loses any Dexterity bonus to AC. Attackers gain +2 bonuses to attack it.

The hand is 10 feet long and about that wide with its fingers outstretched. It has as many hit points as the character when undamaged, and its AC is 20 (-1 size, +11 natural). It takes damage as a normal creature, but most magical effects that don't cause damage do not affect it. The hand cannot push through a wall of force or enter an antimagic field. It suffers the full effects of a prismatic wall or prismatic sphere. The hand makes saving throws as its caster. *Disintegrate* or a successful *dispel magic* destroys the hand.

Cloak of Chaos

Abjuration [Chaotic]
Level: Chaos 8, Clr 8
Components: V, S, F
Casting Time: 1 action
Range: 20 ft.
Targets: One creature/level in a 20-ft.-radius burst centered on the character
Duration: 1 round/level (D)
Saving Throw: See text
Spell Resistance: Yes (harmless)
Created Items: *Chaos diamond*

A random pattern of color surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by lawful creatures, and confusing lawful creatures when they strike the subjects. This abjuration has four effects:

First, the warded creatures gain a +4 deflection bonus to AC and a +4 resistance bonus to saves. This benefit applies against all attacks, not just against attacks by lawful creatures.

Second, the warded creatures gain SR 25 against lawful spells and spells cast by lawful creatures.

Third, the abjuration blocks possession and mental influence.

Finally, if a lawful creature succeeds with a melee attack against a warded creature, the offending attacker is confused for 1 round (Will save negates, as *confusion*, but against the save DC of cloak of chaos).

Focus: Worth at least 500 gp.

Clone

Necromancy
Level: Sor/Wiz 8
Components: V, S, M, F
Casting Time: 10 minutes
Range: 0 ft.
Effect: One clone
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
Created Items: *Mirror of opposition*

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

To create the duplicate, the character must have a piece of flesh taken from the original's living body, with a volume of at least 1 cubic inch. The piece of flesh need not be fresh, but it must be kept from rotting. Once the spell is cast, the duplicate must be grown in a laboratory for 2d4 months.

When the clone is completed, if the original is dead, the original's soul enters the clone. The clone has the personality, memories, skills, and levels the original

had at the time the piece of flesh was taken. However, the replacement must be at least one level lower than the original was at the time of death. If the original was 1st level, the clone's Constitution score drops by 1; if this would give the clone a Constitution score of 0, the spell fails. If the original creature has lost levels since the flesh sample was taken and died at a lower level than the clone would otherwise be, the clone is at the level at which the original died.

The spell duplicates only the original's body and mind, not its equipment.

A duplicate can be grown while the original still lives, or when the original soul is unavailable, but the resulting creature is merely a soulless bit of inert flesh, which rots if not somehow preserved.

Arcane Material Components: The piece of flesh and 1,000 gp.

Focus: cost 500 gp.

Cloudkill

Conjuration (Creation)

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 action

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

Effect: Cloud spreads 30 ft. wide and 20 ft. high

Duration: 1 minute/level

Saving Throw: See text

Spell Resistance: Yes

A bank of yellowish green poisonous fog billows out from the point the character designates. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has one-half concealment (attacks suffer a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). The fog's vapors kill any living creature with 3 or fewer HD (no save) and cause creatures with 4 to 6 HD to make Fortitude saving throws or die. Living creatures above 6 HD, and creatures of 4 to 6 HD who make their saving throws, take 1d10 points of poison damage each round while in the cloud. Holding one's breath doesn't help.

The *cloudkill* moves away from the character at 10 feet per round, rolling along the surface of the ground. (Figure out the cloud's new spread each round based on its new point of origin, 10 feet farther away from the point of origin where the character cast the spell.) Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down openings. It cannot penetrate liquids, nor can it be cast underwater.

A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

Color Spray

Illusion (Pattern) [Mind-Affecting]

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

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

Area: Cone

Duration: Instantaneous (see text)

Saving Throw: Will negates

Spell Resistance: Yes

Created Items: *Robe of scintillating colors*

A cone of colors springs forth from the character's hand. The closest 1d6 creatures in the cone are affected. The spell affects each subject according to its HD:

Up to 2: Unconscious for 2d4 rounds, then blinded for 1d4 rounds, and then stunned for 1 round. (Only living creatures are knocked unconscious.)

3 or 4: Blinded for 1d4 rounds, then stunned for 1 round.

5 or more: Stunned for 1 round.

In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have full concealment), loses any Dexterity bonus to AC, grants a +2 bonus to attackers' attack rolls (they are effectively invisible), moves at half speed, and suffers a -4 penalty on Search checks and most Strength- and Dexterity-based skills.

A stunned creature can't act and loses any Dexterity bonus to AC. Attackers gain +2 bonuses to attack it. Sightless creatures are not affected by *color spray*.

Coma

Enchantment (Compulsion) [Mind-Affecting, Sleep]

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: 1 action

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

Area: Several living creatures within a 30-ft.-radius burst

Duration: 1 day / level

Source: Joe's Book of Enchantment

Source Company: Throwing Dice Games

A *coma* spell causes a comatose slumber to come upon one or more creatures. Roll 1d4 per level of the caster to determine how many total HD of creatures can be affected. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first.

Creatures with fewer HD are affected first and creatures in the *coma* are helpless.

Creatures affected by *coma* cannot be awakened by normal means (see below). Magical means such as *dispel magic* will work normally. Forcing a creature affected by *coma* to drink requires a Heal check every 6 hours (DC 15). Feeding must be performed at least once a day (DC 20). Failure of these rolls begins the starvation or thirst process.

The gamemaster may allow a character with Profession (herbalist) to create a mixture that can recover the character from a coma in 24 hours by making a check (DC 25) as long as the character has ready access to a decent supply of herbs and something to brew the mixture in.

Command

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Clr 1

Components: V

Casting Time: 1 action

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

Target: One living creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

The character gives the subject a one-word command, which the subject obeys to the best of his or her ability. A very reasonable command causes the subject to suffer a penalty on the saving throw (from –1 to –4, at the DM's discretion). A *command* of "Die" causes the subject to fake death. A *command* of "Suicide" fails because "suicide" is generally used as a noun, not as a command.

Command Plants

Enchantment (Charm) [Mind-Affecting]

Level: Drd 8, Plant 8

Components: V

Casting Time: 1 action

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

Targets: Plants and plant creatures (see text)

Duration: 1 day/level or 1 hour/level (see text)

Saving Throw: See text

Spell Resistance: See text

Plants, fungi, plant creatures, and fungus creatures do the character's bidding.

Charm: Against plant creatures and fungus creatures, *command plants* functions as a *mass charm* spell. The character can command a number of plant creatures whose combined level or HD do not exceed three times the character's level (or at least one creature regardless of HD). No two affected creatures can be more than 30 feet from each other, and each is allowed a Will saving throw to negate the effect. Spell resistance applies. The effect lasts 1 day per caster level. This is a charm effect.

Animate: The spell imbues trees or other large, inanimate vegetable life with mobility. The animated plants then attack whomever or whatever the character first designates. Animated plants gain humanlike senses. The plants' AC, speed, attacks, and special abilities vary with their size and form, as described for animated objects. The character can animate two trees, four shrubs, or eight vines. All plants to be affected must be within 60 feet of each other. The character can animate different types of plants if desired. Creatures who have the plants in their possession can prevent the effect with Will saves or spell resistance. The effect lasts 1 hour per caster level.

Entangle: the character imbues all plants within range with semimobility, which allows them to entwine around creatures in the area. This duplicates the effect of an *entangle* spell. Spell resistance does not keep

creatures from being *entangled*. The effect lasts 1 hour per caster level.

Commune

Divination

Level: Clr 5

Components: V, S, M, DF, XP

Casting Time: 10 minutes

Range: Personal

Target: The character

Duration: 1 round/level

Created Items: *Headband of intellect, mirror of mental prowess, periapt of wisdom, mirror of vanity*

The character can contact the character's 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.) The character is 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. In cases where a one-word answer would be misleading or contrary to the deity's interests, the DM should give a short phrase (five words or less) as an answer instead. The spell, at best, provides information to aid character decisions. The entities contacted structure their answers to further their own purposes. If the character doesn't focus on the conversation, discusses the answers at length with other parties, or leaves to undertake another task, the spell ends.

XP Cost: 100 XP.

Commune with Nature

Divination

Level: Animal 5, Drd 5

Components: V, S

Casting Time: 10 minutes

Range: Personal

Target: The character

Duration: Instantaneous

The character gains knowledge of the surrounding territory. The character instantly gains knowledge of up to three facts from among the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, or the general state of the natural setting.

In outdoor settings, the spell operates in a radius of one mile per caster level. In natural underground settings the range is limited to 100 feet per caster level. The spell does not function where nature has been replaced by construction or settlement.

Comprehend Languages

Divination

Level: Clr 1, Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 1 action

Range: Personal

Target: The character
Duration: 10 minutes/level
Created Items: *Helm of comprehending languages and reading magic*

The character can understand the spoken words of creatures or read otherwise incomprehensible written messages. The character must touch the creature or the writing. Note that the ability to read does not necessarily impart insight into the material, merely its literal meaning. Note also that the spell enables the character to understand or read an unknown language, not speak or write it.

Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, other than to know it is magical. It does not decipher codes or reveal messages concealed in otherwise normal text.

Cone of Cold

Evocation [Cold]
Level: Sor/Wiz 5, Water 6
Components: V, S, M/DF
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Area: Cone
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
Created Items: *Staff of frost, staff of power*

Cone of cold creates an area of extreme cold, originating at the character's hand and extending outward in a cone. It causes 1d6 points of cold damage per caster level (maximum 15d6).

Confusion

Enchantment (Compulsion)
[Mind-Affecting]
Level: Brd 3, Sor/Wiz 4, Trickery 4
Components: V, S, M/DF
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Targets: All creatures in a 15-ft. radius
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes
Created Items: *Rod of wonder, incense of obsession, lute of confusion*

Creatures affected by this spell behave randomly, as indicated on the following table:

1d10	Behavior
1	Wander away for 1 minute (unless prevented)
2–6	Do nothing for 1 round
7–9	Attack nearest creature for 1 round
10	Act normally for 1 round

Except on a result of 1, roll again each round to see what the subject does that round. Wandering creatures leave the scene as if disinterested. Attackers are not at any special advantage when attacking them. Behavior is checked at the beginning of each creature's turn. Any *confused* creature who is attacked automatically attacks its attackers on its next turn.

Consecrate

Evocation
Level: Clr 2
Components: V, S, M, DF
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 20-ft.-radius emanation
Duration: 2 hours/level
Saving Throw: None
Spell Resistance: No
Created Items: *Divine mark, righteous*

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

If the *consecrated* area contains a permanent fixture dedicated to the character's deity, pantheon, or aligned higher power, the modifiers listed above are doubled (+6 sacred bonus to turning, –2 penalty to undead rolls). The character cannot consecrate an area with a similar fixture of a deity other than the character's own patron.

Consecrate counters and dispels *desecrate*.

Material Components: Worth 25 gp.

Contact Other Plane

Divination
Level: Brd 5, Sor/Wiz 5
Components: V
Casting Time: 10 minutes
Range: Personal
Target: The character
Duration: Concentration

The character sends his or her mind to another plane of existence in order to receive advice and information from powers there. (See the accompanying table for possible consequences and results of the attempt.)

Avoid Effective Intelligence/Charisma Decrease: The character must succeed at an Intelligence check against this DC in order to avoid effective Intelligence and Charisma decrease. If the check fails, the character's Intelligence and Charisma scores fall to 8 for the stated duration, and the character becomes unable to cast arcane spells. If the character loses Intelligence and Charisma, the effect strikes as soon as the first question is asked, and no answer is received. (The entries in parentheses are for questions that pertain to the appropriate Elemental Plane.)

Results of a Successful Contact: The DM rolls d% for the result shown on the table:

True Answer: The character gets a true, one-word answer. Questions not capable of being answered in this way are answered randomly.

Don't Know: The entity tells the character that it doesn't know.

Lie: The entity intentionally lies to the character.

Random Answer: The entity tries to lie but doesn't know the answer, so it makes one up.

The powers reply in a language the character understands, but they resent such contact and give only brief answers to the character's questions. (The DM answers all questions with "yes," "no," "maybe," "never," "irrelevant," or some other one-word answer.) The character must concentrate on maintaining the spell (a standard action) in order to ask questions at the rate of one per round. A question is answered by the power during the same round. For every two caster levels, the character may ask one question.

The character can contact an Elemental Plane or some plane farther removed. Contact with minds far removed from the character's home plane increases the probability of suffering an effective decrease to Intelligence and Charisma, but the chance of the power knowing the answer, as well as the probability of the being telling the correct answer, are likewise increased by moving to distant planes. Once the Outer Planes are reached, the power of the deity contacted determines the effects.

On rare occasions, this divination may be blocked by an act of certain deities or forces.

Contagion

Necromancy

Level: Clr 3, Destruction 3, Drd 3, Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

Created Items: *Demon armor, rod of withering, periapt of foul rotting, filthy*

The subject contracts a disease, which strikes immediately (no incubation period). The character infects the subject with blinding sickness, cackle fever, filth fever, mindfire, red ache, the shakes, or slimy doom.

Contingency

Evocation

Level: Sor/Wiz 6

Components: V, S, M, F

Casting Time: At least 10 minutes (see text)

Range: Personal

Target: The character

Duration: 1 day/level or until discharged

The character can place another spell upon the character's person so that the latter spell comes into effect under some condition the character dictates when casting contingency. The contingency spell and the companion spell are cast at the same time. The 10-minute casting time is the minimum total for both castings; if the companion spell has a casting time longer than 10 minutes, use that casting time instead.

The spell to be brought into effect by the contingency must be one that affects the character's person (*feather fall, levitate, fly, teleport*, and so forth) and be of a spell level no higher than one-third the character's caster level (rounded down, maximum 6th level).

The conditions needed to bring the spell into effect must be clear, although they can be general. In all

Contact Other Plane Table					
Plane Contacted	Avoid Effective Int/Cha Decrease	True Answer	Don't Know	Lie	Random Answer
Elemental Plane	DC 7/1 week	01-34	35-62	63-83	84-100
(appropriate)	(DC 7/1 week)	(01-68)	(69-75)	(76-98)	(99-100)
Positive/Negative Energy Plane	DC 8/1 week	01-39	40-65	66-86	87-100
Astral Plane	DC 9/1 week	01-44	45-67	68-88	89-100
Outer Plane, demideity	DC 10/2 week	01-49	50-70	71-91	92-100
Outer Plane, lesser deity	DC 12/4 week	01-60	61-75	76-95	96-100
Outer Plane, intermediate deity	DC 14/4 week	01-73	74-81	82-98	99-100
Outer Plane, greater deity	DC 16/5 week	01-88	89-90	91-99	100

cases, the *contingency* immediately brings into effect the second spell, the latter being “cast” instantaneously when the prescribed circumstances occur. Note that if complicated or convoluted conditions are prescribed, the whole spell combination (*contingency* and the companion magic) may fail when called on. The companion spell occurs based solely on the stated conditions, regardless of whether the character wants it to.

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

Focus: Worth at least 1,500 gp. The character must carry the focus for the contingency to work.

Continual Flame

Evocation (Light)

Level: Clr 3, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: 0 ft.

Effect: Illusory flame

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Created Items: *Brilliant energy, staff of power, everburning torch*

A flame, equivalent in brightness to a torch, springs forth from an object that the character touches. The flame looks like a regular flame, but it creates no heat and doesn’t use oxygen. The flame can be covered and hidden but not smothered or quenched.

Material Component: Worth 50 gp.

Contrariness

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 action

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

Targets: One creature / three levels, no two of which are more than 30 ft. apart.

Duration: 1 minute

Saving Throw: Will negates

Spell Resistance: Yes

Source: Joe’s Book of Enchantment

Source Company: Throwing Dice Games

The subjects of the spell become belligerent and negative toward all around them. They will disagree with everything said. In a crowded area, such as a bar, this could easily lead to combat.

Control Plants

Transmutation

Level: Drd 4, Plant 4, Rgr 3

Components: V, S, DF

Casting Time: 1 action

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

Area: Plants within a 25 ft. + 5 ft./2 levels-radius spread, centered on the character

Duration: 1 minute/level

Saving Throw: Will negates (see text)

Spell Resistance: No

The character can converse, in very rudimentary terms, with all sorts of plants and plantlike creatures (including fungi, molds, and plantlike monsters). The character automatically exercises limited control over normal plants. Plantlike creatures can negate the control effect with a Will save.

The spell does not enable plants to uproot themselves and move about, but it does allow them to move their branches, stems, and leaves.

The plants can duplicate the effect of an *entangle* spell or free creatures trapped by that spell.

Control Undead

Necromancy

Level: Sor/Wiz 7, Bones 7

Components: V, S, M

Casting Time: 1 action

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

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

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell enables the character to command undead creatures for a short period of time. The character commands the creatures by voice. Telepathic communication is not possible, but the creatures understand the character no matter what language the character speaks. Even if vocal communication is impossible the controlled undead do not attack the character. At the end of the spell, the controlled undead revert to their normal behavior. Intelligent undead remember that the character controlled them.

Control Water

Transmutation

Level: Brd 5, Clr 4, Sor/Wiz 6, Water 4

Components: V, S, M/DF

Casting Time: 1 action

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

Area: Water in a volume of 10 ft./level x 10 ft./level x 2 ft./level (S)

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

Created Items: *Ring of elemental command (water), decanter of endless water, dust of dryness, horn of the tritons*

Depending on the version the character chose, the control water spell raises or lowers water.

Lower Water: This causes water (or similar liquid) to sink away to a minimum depth of 1 inch. The depth can be lowered by up to 2 feet per caster level. The

water is lowered within a squarish depression whose sides are up to 10 feet long per caster level. In extremely large and deep bodies of water the spell creates a whirlpool that sweeps ships downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a *slow* spell. The spell has no effect on other creatures.

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

For either version, the character may reduce one horizontal dimension by half and double the other horizontal dimension.

Control Weather

Transmutation

Level: Air 7, Brd 6, Clr 7, Drd 7, Sor/Wiz 6

Components: V, S

Casting Time: 10 minutes (see text)

Range: Two miles

Area: Two-mile-radius circle, centered on the character (see text)

Duration: 4d12 hours (see text)

Saving Throw: None

Spell Resistance: No

Created Items: *Orb of storms*

The character changes 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. The character can call forth weather appropriate to the climate and season of the area the character is 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

The character controls the general tendencies of the weather, such as the direction and intensity of the wind. The character cannot control specific applications of the weather. When the character selects a certain weather condition to occur, the weather assumes that condition 10 minutes later (changing gradually). The weather continues as the character left it for the duration, or until the character uses a standard action to designate a new kind of weather (which fully manifests itself 10 minutes later). Contradictory conditions are not possible simultaneously.

Control weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

Druids casting this spell double the duration and affect a circle with a three-mile radius.

Control Winds

Transmutation

Level: Air 5, Drd 5

Components: V, S

Casting Time: 1 action

Range: 40 ft./level

Area: 40 ft./level radius centered on the character

Duration: 10 minutes/level

Saving Throw: Fortitude negates

Spell Resistance: No

Created Items: *Bottle of air*

The character alters wind force in the area surrounding the character. The character 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 the character chooses to alter his or her handiwork, which requires concentration. The character may create an "eye" of calm air up to 80 feet in diameter at the center of the area if the character so desires, and the character may choose to limit the effect to any circular area less than the character's full range.

Wind Direction: The character may choose one of four basic wind patterns to function over the spell's area:

- A downdraft blows from the center outward in equal strength in all directions.
- An updraft blows from the outer edges in toward the center in equal strength from all directions, veering upward before impinging on the eye in the center.
- A rotation causes the winds to circle the center in clockwise or counterclockwise fashion.
- A blast simply causes the winds to blow in one direction across the entire area from one side to the other.

Wind Force: For every three caster levels, the character can increase or decrease wind force by one level of strength. Each round, a creature in the wind must make a Fortitude save or suffer the effect.

Strong winds (21+ mph) make sailing difficult. A severe wind (31+ mph) causes minor ship and building damage. A windstorm (51+ mph) drives most flying creatures from the skies, uproots small trees, knocks down light wooden structures, tears off roofs, and endangers ships. Hurricane force winds (75+ mph) destroy wooden buildings, sometimes uproot even large trees, and cause most ships to founder. A tornado (175+ mph) destroys all nonfortified buildings and often uproots large trees.

Create Food and Water

Conjuration (Creation)

Level: Clr 3

Components: V, S

Casting Time: 10 minutes

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

Effect: Food and water to sustain three humans or one horse/level for 1 day

Duration: 24 hours (see text)

Saving Throw: None
Spell Resistance: No
Created Items: *Ring of sustenance, sustaining spoon, ever-full root cellar*

The food that this spell creates is simple fare of the character's choice. The food decays and becomes inedible within 24 hours, although it can be kept fresh for another 24 hours by casting a *purify food and water* spell on it. The water created by this spell is just like clean rain water. The water doesn't go bad as the food does.

Create Greater Undead

Necromancy [Evil]
Level: Clr 8, Death 8
Components: V, S, M
Casting Time: 1 hour
Range: Close (25 ft. + 5 ft./2 levels)
Target: One corpse
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This spell allows the character to create powerful and intelligent sorts of undead. The type of undead created is based on the character's level. The following types of undead can be created by casters of the specified levels:

Cleric Level	Undead Created
15 or lower	Mummy
16-17	Spectre
18-19	Vampire
20	Ghost*

*Ghosts created by this spell have three ghostly powers in addition to manifestation: malevolence, horrific appearance, and corrupting gaze.

Certain types of undead, such as lichs, cannot be created by this spell.

The character may create less powerful undead than the character's level would indicate if the character chooses.

Created undead are not automatically under the control of their animator. The character may attempt to command the undead as it forms with a turning check.

This spell must be cast at night.

Material Components: The spell must be cast on a dead body and uses a material component worth 50gp per corpse.

Create Undead

Necromancy [Evil]
Level: Clr 6, Death 6, Evil 6
Components: V, S, M
Casting Time: 1 hour
Range: Close (25 ft. + 5 ft./2 levels)
Target: One corpse
Duration: Instantaneous

Saving Throw: None
Spell Resistance: No

This evil spell allows the character to create powerful kinds of undead: ghasts, ghouls, shadow, wights, and wraiths. The following types of undead can be created by casters of the specified levels:

Cleric Level	Undead Created
11 or lower	Ghoul
12-13	Shadow
14-15	Ghast
16-19	Wight
20	Wraith

The character may create less powerful undead than the character's level would indicate if the character chooses.

Created undead are not automatically under the control of their animator. The character may attempt to command the undead as it forms with a turning check.

This spell must be cast at night.

Material Components: The spell must be cast on a dead body and uses a material component worth 50gp per corpse.

Create Water

Conjuration (Creation)
Level: Clr 0, Drd 0, Pal 1
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Up to 2 gallons of water/level
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
Created Items: *Ring of elemental command (water)*

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).

Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Creeping Doom

Conjuration (Summoning)
Level: Animal 8, Drd 7
Components: V, S
Casting Time: 1 full round
Range: Close (25 ft. + 5 ft./2 levels)/100 ft. (see text)
Effect: 1,000 insects that fill a 10-ft.-radius spread
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

The character calls forth a mass of 1,000 venomous, biting and stinging spiders, scorpions, beetles, and

centipedes. This carpetlike mass swarms in a square 20 feet on a side. Upon the character's command, the swarm creeps forth at 10 feet per round toward any prey within 100 feet, moving in the direction the character commands. Each vermin in the *creeping doom* effect automatically bites a creature for 1 point of damage and then dies. Each creature takes enough damage to kill it, destroying that number of vermin in the process. These attacks are nonmagical attacks, so creatures with damage reduction are safe.

If there aren't enough vermin to kill all the creatures in the spell's effect, damage is distributed among the survivors equally.

If *creeping doom* travels more than 100 feet away from the character, it loses 50 of its number for each additional 10 feet it travels. Anything that would deter or destroy normal insects is effective against these insects.

Crushing Hand

Evocation

Level: Sor/Wiz 9, Strength 9

Components: V, S, M, F/DF

Casting Time: 1 action

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

Effect: 10-ft. hand

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

Creates a Large magic hand that appears between the character and one opponent.

The hand can interpose itself, push, or crush one opponent that the character selects.

When interposing the floating, disembodied hand moves to remain between the character and the opponent, regardless of where the character moves or how the opponent tries to get around it, providing nine-tenths cover (+10 AC) for the character against that opponent. Nothing can fool the hand—it sticks with the selected opponent in spite of darkness, invisibility, polymorphing, or any other attempt to hide or disguise himself. The hand does not pursue an opponent, however.

When pushing, the hand pursues and pushes away the opponent that the character designates. Treat this as a bull rush with a +18 bonus on the Strength check (+12 for Strength 35, +4 for being Large, and +2 for charging bonus, which it always gets). The hand always moves with the opponent to push him back the full distance allowed, and it has no speed limit. A very strong creature could not push the hand out of its way, but it could push the hand up against the character by successfully bull rushing the hand.

When grappling the hand can grapple one opponent that the character selects. The hand gets one grappling attack per round. Its attack bonus to make contact is the character's level + the character's Intelligence, Wisdom, or Charisma modifier (for wizards, clerics, and sorcerers, respectively), +12 for the hand's Strength score (35), -1 for being Large. Its grapple check is this same figure, except with +4 for being Large instead of

-1. The hand deals 2d6+12 points of grapple damage (normal, not subdual).

The hand is 10 feet long and about that wide with its fingers outstretched. It has as many hit points as the character when undamaged, and its AC is 20 (-1 size, +11 natural). It takes damage as a normal creature, but most magical effects that don't cause damage do not affect it. The hand cannot push through a wall of force or enter an antimagic field. It suffers the full effects of a *prismatic wall* or *prismatic sphere*. The hand makes saving throws as its caster. *Disintegrate* or a successful *dispel magic* destroys the hand.

Crystal Eruption

Conjuration (Creation)

Level: Clr 7, Drd 7

Components: V, S, M

Casting Time: One action

Range: Medium (100 feet + 10 feet/level)

Area: 50-foot-diameter circle on the ground

Duration: 1 round/level (D)

Saving Throw: Reflex half and partial

Spell Resistance: No

Source: The Book of Hallowed Might

Source Company: Malhavoc Press

Closed Content: The name *crystal eruption* is closed content.

After casting this spell, the area quakes and rumbles, and the ground bursts forth with massive crystalline shards. The shards rise up to 20 feet high. Anyone or anything in the area must make a save each round. Failure indicates that the subject suffers 1d6 points of impact damage per caster level (maximum 20d6) and remains stunned for 1 round, knocked prone. On a successful save, the subject suffers half damage and is not stunned or prone.

Structures built upon the area are likely destroyed, and if the spell is cast underground in a cave or cavern with a ceiling less than 20 feet high, there is a 50 percent chance that the area completely collapses. The crystal shards remain in the area where they rose up after the duration ends, but they crack and turn brown, making them worth practically nothing.

Material Component: Crystal shard worth at least 50 gp

Crystal of Reflection

Abjuration

Level: Clr 2, Drd 2

Components: V, S, M

Casting Time: One action

Range: Touch

Effect: Floating crystal

Duration: One minute/level (D)

Saving Throw: None

Spell Resistance: No

Source: The Book of Hallowed Might

Source Company: Malhavoc Press

Closed Content: The name *crystal of reflection* is closed content.

The caster takes a small crystal and imbues it with magical power so it floats near her like an *ioun stone*. Any time the caster is the target of a ray attack, the ray misses the caster and strikes the attacker (no attack roll necessary).

Material Component: Crystal shard worth at least 10 gp

Crystal Shard

Conjuration (Creation)

Level: Clr 1, Drd 1

Components: V, S

Casting Time: One action

Range: Long (400 feet + 40 feet/level)

Effect: Crystal shard

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Source: The Book of Hallowed Might

Source Company: Malhavoc Press

Closed Content: The name *crystal shard* is closed content.

The caster creates a thin crystal shard that comes out of the tip of his finger and flies in the direction he points, like an arrow. If the caster's ranged attack roll succeeds, the shard inflicts 1d8+2 points of damage. After it strikes its target, the shard turns to powder.

Cure Critical Wounds

Conjuration (Healing)

Level: Brd 4, Clr 4, Drd 5, Healing 4

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless) (see text)

Spell Resistance: Yes (harmless)

When laying the character's hand upon a living creature, the character channels positive energy that cures 4d8 points of damage +1 point per caster level (up to +20).

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

Cure Light Wounds

Conjuration (Healing)

Level: Brd 1, Clr 1, Drd 1, Healing 1, Pal 1, Rgr 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless) (see text)

Spell Resistance: Yes (harmless)

Created Items: Restorative ointment, comfort

When laying the character's hand upon a living creature, the character channels positive energy that cures 1d8 points of damage +1 point per caster level (up to +5).

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

Cure Minor Wounds

Conjuration (Healing)

Level: Clr 0, Drd 0

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless) (see text)

Spell Resistance: Yes (harmless)

When laying the character's hand upon a living creature, the character channels 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 attempt a Will save to take half damage.

Cure Moderate Wounds

Conjuration (Healing)

Level: Brd 2, Clr 2, Drd 3, Healing 2, Pal 3, Rgr 3

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless) (see text)

Spell Resistance: Yes (harmless)

When laying the character's hand upon a living creature, the character channels positive energy that cures 2d8 points of damage +1 point per caster level (up to +10).

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

Cure Serious Wounds

Conjuration (Healing)

Level: Brd 3, Clr 3, Drd 4, Pal 4, Rgr 4, Healing 3

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless) (see text)

Spell Resistance: Yes (harmless)

Created Items: Staff of healing, necklace of prayer beads, healing sprinkler rod

When laying the character's hand upon a living creature, the character channels positive energy that cures 3d8 points of damage +1 point per caster level (up to +15).

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

Curse Water

Transmutation [Evil]

Level: Clr 1

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: Flask of water touched

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

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

Material Component: Worth 25 gp.

Cushion Blow

Abjuration

Level: Sor/Wiz 0

Components: V, S, M.

Casting Time: 1 action.

Range: Touch.

Targets: Creature touched.

Duration: 1 minute (D).

Saving Throw: Will negates (harmless).

Spell Resistance: Yes (harmless)

Source: Academy Handbook: Saint John's College of

Abjuration and defence against the offensive arts

Source Company: Malladin's Gate Press

Any blow that is directed towards the subject is reduced in force as if cushioned by some unseen power. This works only against physical attacks and for one attack only. For the duration of the spell the target gains damage resistance 3/+5. This spell is dispelled when the character first takes damage within the duration.

Material Components: A pinch of down feathers from a pillow.

Dancing Lights

Evocation (Light)

Level: Brd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 action

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

Effect: Up to four illusionary lights, all within a 10-ft.-radius area

Duration: 1 minute

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

Depending on the version selected, the character creates up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape. The *dancing lights* must stay within a 10-foot-radius area in relation to each other but otherwise move as the character desires (no concentration required): forward or back, up or down, straight or turning corners, etc. The lights can move up to 100 feet a round. A light winks out if the distance between the character and it exceeds the spell's range.

Dark Aura

Illusion

Level: Sor/Wiz 2, Clr 2

Components: V,S,F, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes / level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Source: The Compleat Librum of Gar'Udok's

Necromantic Artes

Source Company: E. N. Publishing

Closed Content: The name *dark aura* closed content

This spell gives the target a dark, frightening aura. The target of this spell radiates a palpable *dark aura*. The darkness radiating from the target makes him appear larger and somewhat indistinct, and grants the benefit of one-quarter concealment (a 10% miss chance). It also takes the target appear more frightening and powerful (providing a +4 circumstance bonus to Intimidate checks and making all opponents suffer a -1 moral penalty on attacks against the target).

Arcane Focus: a skull from a slain infernal creature or fiendish animal.

Dark Forces

Illusion

Level: Sor/Wiz 5, Clr 6

Components: V,S,F/DF

Casting Time: 1 action

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

Target: 1 creature per level within range

Duration: 10 minutes / level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Source: The Compleat Librum of Gar'Udok's

Necromantic Artes

Source Company: E. N. Publishing

Closed Content: The name *dark forces* is closed content

This spell gives the target a dark, frightening aura. The target of this spell radiates a palpable *dark aura*. The darkness radiating from the target makes him appear larger and somewhat indistinct, and grants the benefit of one-quarter concealment (a 10% miss chance). It also takes the target appear more frightening and

powerful (providing a +4 circumstance bonus to Intimidate checks and making all opponents suffer a -1 moral penalty on attacks against the target).

Arcane Focus: a skull from a slain infernal creature or fiendish animal.

Darkhood

Conjuration (Creation)

Level: Bard 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

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

Target: One living creature

Duration: 1 round/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

Source: 101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires

Source Company: Ronin Arts

The target of this spell has its head (or visual apparatus) covered in a hood or blindfold of magical darkness and is considered blinded for the duration of the spell. The hood disappears when the spell expires. Creatures who possess the exceptional abilities blindsight or tremor sense are unaffected by this spell

Darkness

Evocation [Darkness]

Level: Brd 2, Clr 2, Sor/Wiz 2

Components: V, M/DF

Casting Time: 1 action

Range: Touch

Target: Object touched

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

Created Items: *Goggles of night*

This spell causes an object to radiate darkness out to a 20-foot radius. Not even creatures that can normally see in the dark can see in an area shrouded in magical darkness. Normal lights do not work, nor do light spells of a lower level. *Darkness* and the 2nd-level spell *daylight* cancel each other, leaving whatever light conditions normally prevail in the overlapping areas of the spells. Higher-level light spells are not affected by darkness.

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

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

Darkvision

Transmutation

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: Yes (harmless)

The subject gains the ability to see 60 feet even in total darkness. *Darkvision* is black and white only but otherwise like normal sight. *Darkvision* does not grant one the ability to see in magical darkness.

Daylight

Evocation [Light]

Level: Brd 2, Clr 3, Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Object touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

Created Items: *Sun blade, gem of brightness, hand of glory*

The object touched sheds light as bright as full daylight in a 60-foot radius. Creatures who suffer penalties in bright light suffer them while exposed to this magical light. If the spell is cast on a small object that is then placed inside or under a lightproof covering, the spell's effects are blocked until the covering is removed.

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

Daylight counters or dispels any darkness spell of equal or lower level.

Daze

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 0, Sor/Wiz 0

Components: V, S, M

Casting Time: 1 action

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

Target: One person

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

This enchantment clouds the mind of a humanoid of Medium-size or smaller so that he takes no actions. Humanoids of 5 or more HD are not affected. The dazed subject is not stunned (so attackers get no special advantage against him), but can't move, cast spells, use mental abilities, etc.

Dead Eyes

Divination

Level: Sor/Wiz 2, Clr 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One Undead
Duration: 10 minutes / level
Saving Throw: None
Spell Resistance: No
Source: The Compleat Librum of Gar'Udok's
Necromantic Artes
Source Company: E. N. Publishing
Closed Content: The name *dead eyes* is closed content

This spell allows the caster to "piggyback" on one of his undead's sensory apparatus. By casting this spell, the caster can see and hear through the "eyes" and "ears" of a controlled undead creature he has animated or raised. No other communication of senses is permitted through the use of this spell, nor are special sight or hearing qualities such as darkvision. Only one such sensory link may be maintained at any one time. *Dead eyes* operates at a range of up to one mile after being cast.

Dead Man's Eyes

Divination
Level: Sor/Wiz 1
Components: V, S, M
Casting Time: 1 action
Range: Touch
Effect: See dying vision
Duration: 1 round
Saving Throw: None
Spell Resistance: No
Source: 101 Spellbooks, Tomes of Knowledge, and
Forbidden Grimoires
Source Company: Ronin Arts

With this spell the caster sees the last thing seen by the target corpse. The body cannot be more than 3 days old per level of the caster. The point of view is the same as the last moment of the target's life; anything behind the target or outside its range of vision cannot be seen. The spell does not improve the target's vision, so someone who died in darkness reveals only blackness, even if the caster has darkvision. However, if the deceased has special vision then the caster will see events with that sight.

Visions created by this spell are very vivid, emotionally charged, and often extremely unpleasant. The caster must make a Fortitude saving throw at the end of the vision (i.e., the moment of death) or pass out for 1d10 rounds from the psychic shock of sharing in the target's death.

Material Component: A whole eye from the target creature.

Death Knell

Necromancy [Death, Evil]
Level: Clr 2, Death 2
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Living creature touched

Duration: Instantaneous/10 minutes per target HD
(see text)
Saving Throw: Will negates
Spell Resistance: Yes

Upon casting this spell, the character touches a living creature with -1 hit points or lower. If the subject fails its saving throw, it dies, and the character gains 1d8 temporary hit points and +2 Strength. Additionally, the character's effective caster level goes up by +1, improving spell effects dependent on caster level. (This increase in effective caster level does not grant the character access to more spells.) These effects last for 10 minutes per HD of the target creature.

Death Word

Necromancy
Level: Clr 4, Death 4, Drd 5, Pal 4
Components: V, S, DF
Casting Time: 1 action
Range: Touch
Target: Living creature touched
Duration: 10 minutes/level
Saving Throw: None
Spell Resistance: Yes (harmless)
Created Items: *Scarab of protection*

The subject is immune to all death spells and magical death effects. The spell does not protect against other sorts of attacks, such as hit point loss, poison, petrification, or other effects even if they might be lethal.

Deathwatch

Necromancy
Level: Clr 1
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Area: Quarter circle emanating from the character to the extreme of the range
Duration: 10 minutes/level
Saving Throw: None
Spell Resistance: No
Created Items: *Eyes of doom*

The character can determine the condition of creatures near death within the spell's range. The character instantly knows whether each creature within the area is dead, fragile (alive and wounded, with 3 or fewer hit points left), fighting off death (alive with 4 or more hit points), undead, or neither alive nor dead (as a construct). This spell foils any spell or ability that allows creatures to feign death.

Deep Shadows

Illusion
Level: Rgr 1, Sor/Wiz 1
Components: S, M
Casting Time: 1 action

Range: Touch
Area: 60 ft radius from touched target
Duration: 10 minutes / level (D)
Saving Throw: None
Spell Resistance: No
Source: The Compleat Librum of Gar'Udok's Necromantic Artes
Source Company: E. N. Publishing
Closed Content: The name *deep shadows* is closed content

This spell creates deep, dark shadows in the area. This spell doesn't actually create shadows, it just makes existing shadows much larger and darker, and enhances them so they even interfere with low-light vision and darkvision. The shadows created by this spell provide one-quarter concealment to anyone within them (providing a 10% miss chance) or one-half concealment to anyone seeking the cover of the enhanced darkness (providing a 20% miss chance) as well as a +4 circumstance bonus on hide rolls. If the spell is cast on a small object that is then placed inside or under a lightproof covering, the spell's effects are blocked until the covering is removed. *Deep shadows* is countered by any light spell of equal or greater level.

Material Component: Anything small that can be burned to produce black smoke (such as a small piece of cork)

Deeper Darkness

Evocation [Darkness]
Level: Clr 3
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Object touched
Duration: 1 day/level
Saving Throw: None
Spell Resistance: No

This spell causes the object touched to shed absolute darkness in a 60-foot radius. Even creatures that can normally see in the dark cannot see through this magical darkness. If the spell is cast on a small object that is then placed inside or under a lightproof covering, the spell's effects are blocked until the covering is removed.

The effects of a *daylight* spell brought into an area of *deeper darkness* (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

Deeper darkness counters or dispels any light spell of equal or lower level.

Delay Poison

Conjuration (Healing)
Level: Brd 2, Clr 2, Drd 2, Pal 2, Rgr 1
Components: V, S, DF
Casting Time: 1 action
Range: Touch
Target: Creature touched

Duration: 1 hour/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

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

Delayed Blast Fireball

Evocation [Fire]
Level: Sor/Wiz 7
Components: V, S, M
Casting Time: 1 action
Range: Long (400 ft. + 40 ft./level)
Area: 20-ft.-radius spread
Duration: Up to 5 rounds (see text)
Saving Throw: Reflex half
Spell Resistance: Yes

This spell creates a burst of flame that delivers 1d6 points of fire damage per caster level (maximum 20d6) to all creatures within the area. Unattended objects also take this damage. The explosion creates almost no pressure. The spell can detonate up to 5 rounds after being cast.

The character determines the range (distance and height) at which the *fireball* is to burst. A glowing, pea-sized bead travels the distance from the character and can detonate immediately (the same round as the spell was cast) if the character desires, or the character can choose to delay the burst for up to 5 rounds. The character chooses the amount of delay upon completing the spell, and the delay cannot change once it has been set (unless someone touches the bead; see below). If the bead impacts upon a material body or solid barrier prior to attaining the prescribed range, bursts into the fireball at that point (an early impact results in an early detonation).

If the character chooses a delay, the glowing bead sits at its destination until it detonates. A creature can pick up and hurl the bead as a thrown weapon (range increment 10 feet). If a creature handles and moves the bead within 1 round of its detonation, there is a 25% chance that the bead detonates while the creature is handling it.

If the character attempts to send the bead through a narrow passage the character must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely.

The *fireball* sets fire to combustibles and damages objects in the area. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the *fireball* may continue beyond the barrier if the area permits; otherwise it stops at the barrier.

Deliver Message

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 5, Clr 5, Sor/Wiz 5

Components: V, S

Casting Time: 1 action

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

Target: One creature

Duration: 1 week / level or until discharged (D)

Saving Throw: Will negates

Spell Resistance: Yes

Source: Joe's Book of Enchantment

Source Company: Throwing Dice Games

You tell the subject to deliver a message to a third person. The subject is compelled to say exactly what you tell him to say the next time he encounters the other person. Until the message is delivered, the subject is compelled to find the person as if under the effect of a *lesser geas* spell. Although the subject knows he must fulfill his geas, he cannot actually recall the message until he has delivered it. Royalty often use this spell to deliver secret messages to their vassals. All of the effects listed in *lesser geas* involving the prevention of the target's fulfillment of the geas apply to *deliver message*.

Demand

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 8

Components: V, S, M/DF

Casting Time: 10 minutes

Range: See text

Target: One creature

Duration: 1 round (see text)

Saving Throw: Will partial

Spell Resistance: Yes

The character contacts a particular creature with whom the character is familiar and sends a short message of twenty-five words or less to the subject. The subject recognizes the character if it knows the character. It can answer in like manner immediately. Creatures with Intelligence scores as low as 1 can understand the sending, though the subject's ability to react is limited normally by its Intelligence. The message can also contain a suggestion, which the subject does its best to carry out. A suggestion (as per *suggestion* spell) recommends a course of activity (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable. The suggested course of activity can continue for 1 hour/level of the caster. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. The character can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell expires, the activity is not performed.

A successful Will save negates the *suggestion* effect but not the contact itself. The *demand*, if received, is understood even if the creature's Intelligence score is as low as 1. If the message is impossible or meaningless according to the circumstances that exist for the subject

at the time the demand comes, the message is understood but the suggestion is ineffective.

The *demand's* message to the creature must be twenty-five words or less. The creature can also give a short reply immediately.

If the creature in question is not on the same plane of existence as the character is, 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.)

Desecrate

Evocation

Level: Clr 2, Evil 2

Components: V, S, M, DF

Casting Time: 1 action

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

Area: 20-ft.-radius emanation

Duration: 2 hours/level

Saving Throw: None

Spell Resistance: Yes

Created Items: *Divine mark*, *blasphemous*

This spell imbues an area with negative energy. All Charisma checks made to turn undead within this area suffer a -3 profane penalty. Undead entering this area gain a +1 profane bonus to attack rolls, damage rolls, and saving throws. Undead created within or summoned into a desecrated area gain +1 hit points per HD.

If the desecrated area contains an altar, shrine, or other permanent fixture dedicated to the character's deity, pantheon, or aligned higher power, the effects are doubled (turning at -6, +2 profane bonuses to undead rolls, +2 hit points per HD).

If the area contains a similar fixture of a deity, pantheon, or higher power other than the character's patron, the *desecrate* spell instead curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not also grant the bonuses to undead as listed above.

Desecrate counters and dispels *consecrate*.

Material Component: Worth 25 gp.

Desiccate

Evocation (Air)

Level: Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 action

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

Area: 30-ft. radius square

Duration: Instantaneous

Saving Throw: Fort half

Spell Resistance: Yes

Source: 101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires

Source Company: Ronin Arts

This spell removes moisture from all inanimate objects in the area of effect. Wooden objects in the area become dry and brittle, possibly crushing themselves under their own weight. Food becomes stale and hard, though still

edible. In the case of fruits this can actually increase the amount of time they are edible. Affected items worn by creatures and all magical items receive saving throws to avoid the effects of this spell. Failure causes 3d6 points of damage to the object.

Destruction

Necromancy [Death]

Level: Clr 7, Death 7

Components: V, S, F

Casting Time: 1 action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

This spell instantly slays the subject and consumes its remains utterly in holy (or unholy) fire. If the target's Fortitude saving throw succeeds, it instead takes 10d6 points of damage. The only way to restore life to a character who has failed to save against this spell is to use true resurrection, a carefully worded wish spell followed by resurrection, or miracle.

Focus: Worth 500 gp.

Detect Animals or Plants

Divination

Level: Drd 1, Rgr 1

Components: V, S

Casting Time: 1 action

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

Area: Quarter circle emanating from the character to the extreme of the range

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

Saving Throw: None

Spell Resistance: No

The character can detect a particular type of animal or plant in a quarter circle emanating out from the character in whatever direction the character faces. The character must think of a species of animal or plant when using the spell. Each round the character can change the animal or plant type. The amount of information revealed depends on how long the character searches a particular area or focus on a specific type of animal or plant:

1st Round: Presence or absence of the animal or plant type in that quarter.

2nd Round: Number of individuals of the specified type in the area, and the condition of the healthiest specimen.

3rd Round: The condition and location of each individual present. If an animal or plant is outside the character's line of sight, then the character discerns its direction but not its exact location.

Conditions: For purposes of this spell, the categories of condition are as follows:

Normal: Has at least 90% of original hit points, free of disease.

Fair: 30% to 90% of original hit points remaining.

Poor: Up to 30% of original hit points remaining, afflicted with a disease, or suffering from a debilitating injury.

Weak: 0 or fewer hit points remaining, afflicted with a disease in the terminal stage, or crippled.

If a creature falls into more than one category, the spell indicates the weaker of the two.

Note: Each round the character can turn to detect things in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

The DM decides if a specific type of animal or plant is present.

Detect Chaos

Divination

Level: Clr 1, Rgr 2

Components: V, S, DF

Casting Time: 1 action

Range: 60 ft.

Area: Quarter circle emanating from the character to the extreme of the range

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

Saving Throw: None

Spell Resistance: No

Created Items: *Rod of alertness, phylactery of faithfulness*

The character can sense the presence of chaos. The amount of information revealed depends on how long the character studies a particular area or subject:

1st Round: Presence or absence of chaos.

2nd Round: Number of chaotic auras (creatures, objects, or spells) in the area and the strength of the strongest chaotic aura present. If the character is of lawful alignment, the strongest chaotic aura's strength is "overwhelming" (see below), and the strength is at least twice the character's character level, the character is stunned for 1 round and the spell ends. While the character is stunned, the character can't act, the character loses any Dexterity bonus to AC, and attackers gain +2 bonuses to attack the character.

3rd Round: The strength and location of each aura. If an aura is outside the character's line of sight, then the character discerns its direction but not its exact location.

Aura Strength: An aura's chaotic power and strength depend on the type of chaotic creature or object that the character is detecting and its HD, caster level, or (in the case of a cleric) class level.

Creature/Object

Chaotic creature

Chaotic elemental

Chaotic magic item or spell

Chaotic outsider

Cleric of a chaotic deity

Chaotic Power

HD / 5

HD / 2

Caster level / 2

HD

Level

Chaotic Power

Lingering

1 or less

2–4

Aura Strength

Dim

Faint

Moderate

5–10
11+

Strong
Overwhelming

Cleric of an evil deity

Level

If an aura falls into more than one strength category, the spell indicates the stronger of the two.

Length Aura Lingers: How long the aura lingers depends on its original strength:

Original Strength

Faint
Moderate
Strong
Overwhelming

Duration

1d6 minutes
1d6 X 10 minutes
1d6 hours
1d6 days

Note: Each round, the character can turn to detect things in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Defect Evil

Divination

Level: Clr 1, Rgr 2

Components: V, S, DF

Casting Time: 1 action

Range: 60 ft.

Area: Quarter circle emanating from the character to the extreme of the range

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

Saving Throw: None

Spell Resistance: No

Created Items: *Rod of alertness, phylactery of faithfulness*

The character can sense the presence of evil. The amount of information revealed depends on how long the character studies a particular area or subject:

1st Round: Presence or absence of evil.

2nd Round: Number of evil auras (creatures, objects, or spells) in the area and the strength of the strongest evil aura present. If the character is of good alignment, the strongest evil aura's strength is "overwhelming" (see below), and the strength is at least twice the character's character level, the character is stunned for 1 round and the spell ends. While the character is stunned, the character can't act, the character loses any Dexterity bonus to AC, and attackers gain +2 bonuses to attack the character.

3rd Round: The strength and location of each aura. If an aura is outside the character's line of sight, then the character discerns its direction but not its exact location.

Aura Strength: An aura's evil power and strength depend on the type of evil creature or object that the character is detecting and its HD, caster level, or (in the case of a cleric) class level.

Creature/Object

Evil creature
Undead creature
Evil elemental
Evil magic item
Evil outsider

Evil Power

HD / 5
HD / 2
HD / 2
Caster level / 2
HD

Evil Power

Lingering
1 or less
2–4
5–10
11+

Aura Strength

Dim
Faint
Moderate
Strong
Overwhelming

If an aura falls into more than one strength category, the spell indicates the stronger of the two.

Length Aura Lingers: How long the aura lingers depends on its original strength:

Original Strength

Faint
Moderate
Strong
Overwhelming

Duration

1d6 minutes
1d6 X 10 minutes
1d6 hours
1d6 days

Remember that animals, traps, poisons, and other potential perils are not evil; this spell does not detect them.

Note: Each round, the character can turn to detect things in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Defect Good

Divination

Level: Clr 1, Rgr 2

Components: V, S, DF

Casting Time: 1 action

Range: 60 ft.

Area: Quarter circle emanating from the character to the extreme of the range

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

Saving Throw: None

Spell Resistance: No

Created Items: *Rod of alertness, phylactery of faithfulness*

The character can sense the presence of good. The amount of information revealed depends on how long the character studies a particular area or subject:

1st Round: Presence or absence of good.

2nd Round: Number of good auras (creatures, objects, or spells) in the area and the strength of the strongest good aura present. If the character is of evil alignment, the strongest good aura's strength is "overwhelming" (see below), and the strength is at least twice the character's character level, the character is stunned for 1 round and the spell ends. While the character is stunned, the character can't act, the character loses any Dexterity bonus to AC, and attackers gain +2 bonuses to attack the character.

3rd Round: The strength and location of each aura. If an aura is outside the character's line of sight, then the character discerns its direction but not its exact location.

Aura Strength: An aura's good power and strength depend on the type of good creature or object that the

character is detecting and its HD, caster level, or (in the case of a cleric) class level.

Creature/Object	Good Power
Good creature	HD / 5
Good elemental	HD / 2
Good magic item or spell	Caster Level / 2
Good outsider	HD
Cleric of an good deity	Level

Good Power	Aura Strength
Lingering	Dim
1 or less	Faint
2-4	Moderate
5-10	Strong
11+	Overwhelming

If an aura falls into more than one strength category, the spell indicates the stronger of the two.

Length Aura Lingers: How long the aura lingers depends on its original strength:

Original Strength	Duration
Faint	1d6 minutes
Moderate	1d6 X 10 minutes
Strong	1d6 hours
Overwhelming	1d6 days

Remember that healing potions, antidotes, and similar beneficial items are not good; this spell does not detect them.

Note: Each round, the character can turn to detect things in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Defect Law

Divination

Level: Clr 1, Rgr 2

Components: V, S, DF

Casting Time: 1 action

Range: 60 ft.

Area: Quarter circle emanating from the character to the extreme of the range

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

Saving Throw: None

Spell Resistance: No

Created Items: *Rod of alertness, phylactery of faithfulness*

The character can sense the presence of law. The amount of information revealed depends on how long the character studies a particular area or subject:

1st Round: Presence or absence of law.

2nd Round: Number of lawful auras (creatures, objects, or spells) in the area and the strength of the strongest lawful aura present. If the character is of chaotic alignment, the strongest lawful aura's strength is "overwhelming" (see below), and the strength is at least twice the character's character level, the character is stunned for 1 round and the spell ends. While the character is stunned, the character can't act, the

character loses any Dexterity bonus to AC, and attackers gain +2 bonuses to attack the character.

3rd Round: The strength and location of each aura. If an aura is outside the character's line of sight, then the character discerns its direction but not its exact location.

Aura Strength: An aura's lawful power and strength depend on the type of lawful creature or object that the character is detecting and its HD, caster level, or (in the case of a cleric) class level.

Creature/Object	Lawful Power
Lawful creature	HD / 5
Lawful elemental	HD / 2
Lawful magic item or spell	Caster level / 2
Lawful outsider	HD
Cleric of an lawful deity	Level

Lawful Power	Aura Strength
Lingering	Dim
1 or less	Faint
2-4	Moderate
5-10	Strong
11+	Overwhelming

If an aura falls into more than one strength category, the spell indicates the stronger of the two.

Length Aura Lingers: How long the aura lingers depends on its original strength:

Original Strength	Duration
Faint	1d6 minutes
Moderate	1d6 X 10 minutes
Strong	1d6 hours
Overwhelming	1d6 days

Note: Each round, the character can turn to detect things in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Defect Magic

Universal

Level: Brd 0, Clr 0, Drd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: 60 ft.

Area: Quarter circle emanating from the character to the extreme of the range

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

Saving Throw: None

Spell Resistance: No

Created Items: *Trident of warning, rod of alertness, golembane scarab, ring of psi-sense, ocular band*

The character can detect magical auras. The amount of information revealed depends on how long the character studies a particular area or subject:

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the strength of the strongest aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, the character can make Spellcraft skill checks to determine the school of magic involved in each. (Make one check per aura; DC 15 + spell level, or 15 + half caster level for a nonspell effect.)

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

Aura Strength: An aura's magical power and strength depend on a spell's functioning spell level or an item's caster level.

Strength	Functioning Spell Level	Item Caster Level
Dim	0-level or lingering aura	Lingering aura
Faint	1st–3rd	1st–5th
Moderate	4th–6th	6th–11th
Strong	7th–9th	12th–20th
Overwhelming	Artifact or deity-level magic	Beyond mortal caster

If an aura falls into more than one category, detect magic indicates the stronger of the two.

Length Aura Lingers: How long the aura lingers depends on its original strength:

Aura Strength	Duration
Faint	1d6 minutes
Moderate	1d6 X 10 minutes
Strong	1d6 hours
Overwhelming	1d6 days

Note: Each round, the character can turn to detect things in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Outsiders and elementals are not magical in themselves, but if they are conjured, the conjuration spell registers.

Detect Patron

Divination

Level: Clr 1, Drd 1

Components: V, S

Casting Time: 1 action

Range: 60 ft.

Target: One object or person

Duration: Instantaneous

Saving Throw: None

Spell Resistance: None

Source: 101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires

Source Company: Ronin Arts

Detect Patron enables the caster to detect the faith of an object or person that has been Sanctified to a deity. This spell causes the symbol of the deity to appear above the object or person (Possible Knowledge, Religion DC10

to recognize familiar symbols, DC15+ for those which are rarer or no longer used). The symbol is only visible to the caster.

Detect Poison

Divination

Level: Clr 0, Drd 0, Pal 1, Sor/Wiz 0

Components: V, S

Casting Time: 1 action

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

Target or Area: One creature, one object, or a 5-ft. cube

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

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

Note: The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Scrying

Divination

Level: Brd 4, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: 120 ft.

Area: 120-ft.-radius emanation centered on the character

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

The character immediately becomes aware of any attempt to observe the character by means of *clairaudience/clairvoyance* or *scrying*. The spell's effect radiates from the character and moves as the character moves. The spell also reveals the use of *crystal balls* or other magic scrying devices. The character knows the location of every magical sensor within the spell's area.

If the scrying attempt originates within the area, the character also knows its location. If the attempt originates outside this range, the character and the scrier immediately make opposed Scry skill checks (a creature without the Scry skill can make an Intelligence check). If the character at least matches the scrier's result, the character gets a visual image of the scrier and a sense of the scrier's direction and distance from the character (accurate to within one-tenth the distance).

Detect Secret Doors

Divination

Level: Brd 1, Knowledge 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: 60 ft.

Area: Quarter circle emanating from the character to the extreme of the range

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

Saving Throw: None

Spell Resistance: No

The character can detect secret doors, compartments, caches, and so forth. Only passages, doors, or openings that have been specifically constructed to escape detection are detected by this spell. The amount of information revealed depends on how long the character studies a particular area or subject:

1st Round: Presence or absence of secret doors.

2nd Round: Number of secret doors and the location of each. If an aura is outside the character's line of sight, then the character discerns its direction but not its exact location.

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

Note: Each round, the character can turn to detect things in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Snares and Pits

Divination

Level: Drd 1, Rgr 1

Components: V, S

Casting Time: 1 action

Range: 60 ft.

Area: Quarter circle emanating from the character to the extreme of the range

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

Saving Throw: None

Spell Resistance: No

The character can detect simple pits, deadfalls, snares of wilderness creatures, and primitive traps constructed of natural materials. The spell does not detect complex traps.

The spell does detect certain natural hazards—quicksand (registers as a snare), a sinkhole (pit), or unsafe walls of natural rock (deadfall). However, it does not reveal other potentially dangerous conditions. The spell does not detect magic traps (except those that operate by pit, deadfall, or snaring), nor mechanically complex ones, nor those that have been rendered safe or inactive.

The amount of information revealed depends on how long the character studies a particular area:

1st Round: Presence or absence of hazards.

2nd Round: Number of hazards and the location of each. If a hazard is outside the character's line of sight, then the character discerns its direction but not its exact location.

Each Additional Round: The general type and trigger for one particular hazard closely examined by the character.

Note: Each round, the character can turn to detect things in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Thoughts

Divination [Mind-Affecting]

Level: Brd 2, Knowledge 2, Sor/Wiz 2

Components: V, S, F/DF

Casting Time: 1 action

Range: 60 ft.

Area: Quarter circle emanating from the character to the extreme of the range

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

Saving Throw: Will negates (see text)

Spell Resistance: No

Created Items: *Helm of telepathy, medallion of thoughts, mirror of mental prowess, medallion of thought projection*

The character can detect surface thoughts. The amount of information revealed depends on how long the character studies a particular area or subject:

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

2nd Round: Number of thinking minds and the mental strength of each.

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

Intelligence

1–2
3–5
6–9
10–11
12–15
16–17
18–21
22–25
26+

Mental Strength

Animal
Very low
Low
Average
High
Very high
Genius
Supra-genius
Deific

Note: Each round, the character can turn to detect thoughts in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Arcane Focus: A copper piece.

Detect Undead

Divination

Level: Clr 1, Pal 1, Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 1 action

Range: 60 ft.

Area: Quarter circle emanating from the character to the extreme of the range

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

Saving Throw: None

Spell Resistance: No

Created Items: *Helm of brilliance*

The character can detect the aura that surrounds undead. The amount of information revealed depends on how long the character studies a particular area or subject:

1st Round: Presence or absence of undead auras.

2nd Round: Number of undead auras in the area and the strength of the strongest undead aura present. If the character is of good alignment, the strongest undead aura's strength is "overwhelming" (see below), and the strength is at least twice the character's character level, the character is stunned for 1 round and the spell ends. While the character is stunned, the character can't act, the character loses any Dexterity bonus to AC, and attackers gain +2 bonuses to attack the character.

3rd Round: The strength and location of each aura.

If an aura is outside the character's line of sight, then the character discerns its direction but not its exact location.

Aura Strength: The strength of the undead aura is determined by the HD of the undead creature.

Strength	HD
Dim	Lingering aura
Faint	1 or less
Moderate	2-4
Strong	5-10
Overwhelming	11+

Length Aura Lingers: How long the aura lingers depends on its original strength:

Aura Strength	Duration
Faint	1d6 minutes
Moderate	1d6 X 10 minutes
Strong	1d6 hours
Overwhelming	1d6 days

Note: Each round, the character can turn to detect things in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Diamond Skin

Abjuration

Level: Sor/ Wiz 7

Components: V, S, M.

Casting Time: 1 action.

Range: Touch.

Targets: Creature touched.

Duration: 20 minutes/level (D).

Saving Throw: Will negates (harmless).

Spell Resistance: Yes (harmless).

Source: Academy Handbook: Saint John's College of Abjuration and defence against the offensive arts

Source Company: Malladin's Gate Press

The protected creature gains resistance to blows, cuts, stabs or slashes. The subject gains damage reduction of 20/+5. (It ignores the first 5 points of damage each round but a magical weapon of +2 or more ignores this reduction.) Once this spell has prevented a total of 5 point per caster level of damage, up to a maximum of 200, the spell is ended.

Material component: 1000gp worth of diamond dust, sprinkled on the targets skin.

Dictum

Evocation [Lawful, Sonic]

Level: Clr 7, Law 7

Components: V

Casting Time: 1 action

Range: 30 ft.

Area: Creatures in a 30-ft.-radius spread centered on the character

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Uttering *dictum* creates two effects.

If the character is on the character's home plane, nonlawful extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 1 day. This effect takes place regardless of whether the creatures hear the *dictum*.

Creatures native to the character's plane who hear the *dictum* and are not lawful suffer the following ill effects:

HD	Effect
12 or more	Deafened
Less than 12	<i>Slowed</i> , deafened
Less than 8	Paralyzed, <i>slowed</i> , deafened
Less than 4	Killed, paralyzed, <i>slowed</i> , deafened

The effects are cumulative.

Deafened: The creature is struck deaf (see blindness/deafness) for 1d4 rounds.

Slowed: The creature is slowed, as by the slow spell, for 2d4 rounds.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes, unable to move or act in any way.

Killed: Living creatures die. Undead creatures are destroyed.

Dimensional Anchor

Abjuration

Level: Clr 4, Sor/Wiz 4

Components: V, S

Casting Time: 1 action

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

Effect: Ray

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes (object)

Created Items: *Dimensional shackles*

The character must make a ranged touch attack to hit the target. Any creature or object struck is covered with a field that completely blocks bodily extradimensional travel. Forms of movement barred by the dimensional anchor include *astral projection*, *blink*, *dimension door*, *ethereal jaunt*, *etherealness*, *gate*, *maze*, *plane shift*, *shadow walk*, *teleport*, and similar spell-like or psionic abilities. It prevents the use of a *gate* or *teleportation circle* for the duration of the spell.

The *dimensional anchor* does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms. Also, it does not prevent summoned creatures from disappearing at the end of a summoning spell.

Dimension Door

Transmutation [Teleportation]

Level: Brd 4, Sor/Wiz 4, Travel 4

Components: V

Casting Time: 1 action

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

Target: The character and touched objects or other touched willing creatures weighing up to 50 lb./level

Duration: Instantaneous

Saving Throw: None and Will negates (object)

Spell Resistance: No and Yes (object)

Created Items: *Staff of passage*, *cape of the mountebank*, *clay tablet*

The character instantly transfers from the character's current location to any other spot within range. The character always arrives at exactly the spot desired—whether by simply visualizing the area or by stating direction. After using this spell, the character can't take any other actions until the character's next turn.

If the character arrives in a place that is already occupied by a solid body, the character become trapped in the Astral Plane. Each round that the character is trapped in the Astral Plane in this way, the character may make a Will save (DC 25) to return to the Material Plane at a random open space on a suitable surface

within 100 feet of the intended location. If there is no free space within 100 feet, make a Will save (DC 25) each minute to appear in a free space within 1,000 feet. If there's no free space within 1,000 feet, the character is stuck on the Astral Plane until rescued.

Diminish Plants

Transmutation

Level: Drd 3, Rgr 3

Components: V, S, DF

Casting Time: 1 action

Range: See text

Target or Area: See text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell has two versions:

Prune Growth: This version causes normal vegetation within long range (400 feet + 40 feet per level) to shrink to about a third of their normal size, becoming untangled and less bushy. The affected vegetation appears to have been carefully pruned and trimmed.

At the character's option, the area can be a circle with a radius of 100 feet, a semicircle with a radius of 150 feet, or a quarter circle with a radius of 200 feet. The character may also designate areas within the area that are not affected.

Stunt: This version targets normal plants within a range of one-half mile, reducing their potential productivity over the course of the following year to one-third below normal.

Diminish plants counters *plant growth*.

Discern Lies

Divination

Level: Clr 4, Pal 3

Components: V, S, DF

Casting Time: 1 action

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

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

Duration: Concentration, up to 1 round/level

Saving Throw: Will negates

Spell Resistance: No

Created Items: *Rod of alertness*, *rod of enemy detection*, *rod of negation*

Each round, the character concentrates on one subject, who must be in range. The character knows if the subject deliberately and knowingly speaks a lie. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions. Each round, the character may concentrate on a different subject.

Discern Location

Divination

Level: Clr 8, Knowledge 8, Sor/Wiz 8

Components: V, S, DF

Casting Time: 10 minutes

Range: Unlimited

Target: One creature or object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Nothing short of the direct intervention of a deity keeps the character from learning the exact location of a single individual or object. *Discern location* circumvents normal means of protection from scrying or location. The spell reveals the name of the location, community, county, country, continent, and plane where the subject lies.

To find a creature with the spell, the character must have seen the creature or have some item that once belonged to it. To find an object, the character must have touched the object at least once.

Disintegrate

Transmutation

Level: Destruction 7, Sor/Wiz 6

Components: V, S, M/DF

Casting Time: 1 action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

Created Items: *Absorbing shield, universal solvent, ten eyes decanter (green eye)*

A thin, green ray springs from the character's pointing finger, causing the creature or object it strikes to glow and vanish, leaving behind only a trace of fine dust. The character must make a successful ranged touch attack to hit. Up to a 10-foot cube of nonliving matter is affected, so the spell disintegrates only part of any very large object or structure targeted. The ray affects even magical matter or energy of a magical nature but not a *globe of invulnerability* or an *antimagic field*. A creature or object that makes a successful Fortitude save is only partially affected. It takes 5d6 points of damage instead of disintegrating. Only the first creature or object struck can be affected (that is, the ray affects only one target per casting).

Disjunction

Abjuration

Level: Magic 9, Sor/Wiz 9

Components: V

Casting Time: 1 action

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

Area: All magical effects and magic items within a 30-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: No

All magical effects and magic items within the radius of the spell, except for those that the character carries or touches, are disjoined. That is, spells and spell-like effects are separated into their individual components (ending the effect as a *dispel magic* spell does), and permanent magic items must make successful Will saves or be turned into normal items. An item in a creature's possession uses its own Will save bonus or its possessor's Will save bonus, whichever is higher.

The character also has 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, the character must succeed at a Will save (DC 25) or permanently lose all spellcasting abilities. (These abilities cannot be recovered by mortal magic, not even *miracle* or *wish*.)

Note: Destroying artifacts is a dangerous business, and it is 95% likely to attract the attention of some powerful being who has an interest in or connection with the device.

Dismissal

Abjuration

Level: Brd 4, Clr 4, Sor/Wiz 5

Components: V, S, F/DF

Casting Time: 1 action

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

Target: One extraplanar creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

This spell forces an extraplanar creature back to its proper plane. Add the creature's HD to its saving throw and subtract the character's level as well. If the spell is successful, the creature is instantly whisked away, but there is a 20% chance of actually sending the subject to a plane other than its own.

Arcane Focus: Any item that is distasteful to the subject.

Dispel Chaos

Abjuration [Lawful]

Level: Clr 5, Law 5

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target or Targets: The character and a touched chaotic creature from another plane; or the character and an enchantment or chaotic 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

Constant, blue, lawful energy surrounds the character. This power has three effects:

1. The character gains a +4 deflection bonus to AC against attacks by chaotic creatures.

2. On making a successful melee touch attack against a chaotic creature from another plane, the character can choose to drive that creature back to its home plane. The creature negates the effects with a Will save (SR applies). This use discharges and ends the spell.

3. With a touch, the character can automatically dispel any one enchantment cast by a chaotic creature or any one chaotic spell. *Exception:* Spells that can't be dispelled by *dispel magic* also can't be dispelled by *dispel chaos*. Saving throws and SR do not apply to this effect. This use discharges and ends the spell.

Dispel Evil

Abjuration [Good]

Level: Clr 5, Good 5, Pal 4

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target or Targets: The character and a touched evil creature from another plane; or the character and an enchantment or evil spell on a touched creature or object

Duration: 1 round/level or until discharged, whichever comes first

Saving Throw: See text

Spell Resistance: See text

Shimmering, white, holy energy surrounds the character. This power has three effects:

1. The character gains a +4 deflection bonus to AC against attacks by evil creatures.

2. On making a successful melee touch attack against an evil creature from another plane, the character can choose to drive that creature back to its home plane. The creature negates the effects with a Will save (SR applies). This use discharges and ends the spell.

3. With a touch, the character can automatically dispel any one enchantment cast by an evil creature or any one evil spell. *Exception:* Spells that can't be dispelled by *dispel magic* also can't be dispelled by *dispel evil*. Saving throws and SR do not apply to this effect. This use discharges and ends the spell.

Dispel Fear

Abjuration

Level: Pal 2

Components: V, S

Casting Time: 1 action

Range: 10ft.

Area: All allies within a 10ft. radius, centered on you.

Duration: 1 hour and see text

Source: Call of Duty

Source Company: Chainmail Bikini Games

Every ally within 10ft. gains the paladin's immunity to fear for 1 hour, making them immune to normal and magical fear. If cast while an ally within 10ft. is suffering

from a magical fear effect, that ally instead gets a new saving throw with a +8 bonus to the roll.

Dispel fear counters and dispels *cause fear* or *fear*.

Dispel Good

Abjuration [Evil]

Level: Clr 5, Evil 5

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target or Targets: The character and a touched good creature from another plane; or the character and an enchantment or good 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

Dark, wavering, unholy energy surrounds the character. This power has three effects:

1. The character gains a +4 deflection bonus to AC against attacks by good creatures.

2. On making a successful melee touch attack against a good creature from another plane, the character can choose to drive that creature back to its home plane. The creature negates the effects with a Will save (SR applies). This use discharges and ends the spell.

3. With a touch, the character can automatically dispel any one enchantment cast by a good creature or any one good spell. *Exception:* Spells that can't be dispelled by *dispel magic* also can't be dispelled by *dispel good*. Saving throws and SR do not apply to this effect. This use discharges and ends the spell.

Dispel Law

Abjuration [Chaotic]

Level: Chaos 5, Clr 5

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target or Targets: The character and a touched lawful creature from another plane; or the character and an enchantment or lawful 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

Flickering, yellow, chaotic energy surrounds the character. This power has three effects:

1. The character gains a +4 deflection bonus to AC against attacks by lawful creatures.

2. On making a successful melee touch attack against a lawful creature from another plane, the character can choose to drive that creature back to its home plane. The creature negates the effects with a Will save (SR applies). This use discharges and ends the spell.

3. With a touch, the character can automatically dispel any one enchantment cast by a lawful creature or any one lawful spell. *Exception:* Spells that can't be dispelled by *dispel magic* also can't be dispelled by *dispel law*. Saving throws and SR do not apply to this effect. This use discharges and ends the spell.

Dispel Magic

Abjuration

Level: Brd 3, Clr 3, Drd 4, Magic 3, Pal 3, Sor/Wiz 3

Components: V, S

Casting Time: 1 action

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

Target or Area: One spellcaster, creature, or object; or 30-ft.-radius burst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Created Items: *Frost brand, rod of cancellation, silver (armor), silver (weapon), wandwrap*

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

Note: The effects of spells with instantaneous duration can't be dispelled, because the magic effect is already over before the *dispel magic* can take effect.

The character chooses to use *dispel magic* in one of three ways: a targeted dispel, an area dispel, or a counterspell:

Targeted Dispel: One object, creature, or spell is the target of the spell. The character makes a dispel check against the spell or against each ongoing spell currently in effect on the object or creature. A dispel check is 1d20 +1 per caster level (maximum +10) against a DC of 11 + the spell's caster level.

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

If the object that the character targets is a magic item, the character makes a dispel check against the item's caster level. If the character succeeds, 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 is temporarily closed. Remember that a magic item's physical properties are unchanged. Artifacts and creatures of demigod or higher status are unaffected by mortal magic such as this.

The character automatically succeeds at the dispel check against any spell that the character cast.

Area Dispel: The spell affects everything within a 30-foot radius.

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

For each object that is the target of one or more spells, the character makes dispel checks as with creatures. Magic items are not affected by area dispels.

For each ongoing area or effect spell centered within the *dispel magic*'s area, the character makes a dispel check to dispel the spell.

For each ongoing spell whose area overlaps that of the dispel, the character makes a dispel check to end the effect, but only within the area of the *dispel magic*.

If an object or creature who is the effect of an ongoing spell, such as a monster summoned by *monster summoning*, is in the area, the character makes 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.

The character may choose to automatically succeed at dispel checks against any spell that the character cast.

Counterspell: The spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, *dispel magic* may not work. The character must make a dispel check to counter the other spellcaster's spell.

Dispel Physical Barrier

Abjuration

Level: Drd 8, Sor/Wiz 8

Components: V, S, M.

Casting Time: 1 minute.

Range: Touch.

Targets: Barrier touched.

Duration: Instantaneous.

Spell Resistance: Yes.

Source: Academy Handbook: Saint John's College of

Abjuration and defence against the offensive arts

Source Company: Malladin's Gate Press

This spell does 100hp damage/level to non-living physical barriers, ignoring hardness. Animate objects, such as constructs, are not affected.

Material Component: A vial of acid and 1,000gp worth of diamond dust.

Displacement

Illusion (Glamer)

Level: Brd 3, Sor/Wiz 3

Components: V, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Created Items: *Minor cloak of displacement, major cloak of displacement*

The subject appears to be about 2 feet away from the subject's true location. The subject benefits from a 50% miss chance as if the subject had full concealment. However, unlike actual full concealment, *displacement* does not prevent enemies from targeting the subject normally. *True seeing* reveals the subject's true location.

Disrupt Negative Energy

Necromancy

Level: Sor/Wiz 6

Components: V, S

Casting Time: 1 action

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

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

Duration: Concentration, up to 1 round/level

Saving Throw: Special

Spell Resistance: Yes

Source: The Compleat Librum of Gar'Udok's Necromantic Artes

Source Company: E. N. Publishing

Closed Content: The name *disrupt negative energy* is closed content

Each round, the spellcaster concentrates on one undead subject, which must be in range. If the subject has less than 6 hit dice, it becomes instilled with massive amounts of positive energy and is instantly destroyed. From that point on, necromantic spells are useless against the destroyed subject. Further, once an undead subject is destroyed in this manner, its controller suffers positive energy feedback and must make a Will save (DC 17) or lose an amount of hit points equal to the destroyed subject's hit dice. Controllers destroyed in this fashion are purged from humanity and suffer an additional -4 penalty to any spells or effects that can raise them in any manner.

Disrupt Undead

Necromancy

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

The character directs a ray of positive energy. The character must make a ranged touch attack roll to hit, and if the ray hits an undead creature, it deals 1d6 points of damage to it.

Distract

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 action

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

Target: One creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

Created Items: *Bullseye buckler*

Source: Joe's Book of Enchantment

Source Company: Throwing Dice Games

The affected creature is momentarily distracted, losing any action remaining in this round. He becomes flat-footed until the next round in which he makes a new initiative roll as if he was just entering combat.

Divination

Divination

Level: Clr 4, Knowledge 4

Components: V, S, M

Casting Time: 10 minutes

Range: Personal

Target: The character

Duration: Instantaneous

This divination spell can provide the character with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within 1 week. The advice can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. In all cases, the DM controls what information the character receives. Note that if the character's party doesn't act on the information, the conditions may change so that the information is no longer useful.

The base chance for a correct divination is 70% + 1% per caster level. The DM adjusts the chance if unusual circumstances require it (if, for example, unusual precautions against divination spells have been taken). If the dice roll fails, the character knows the spell failed, unless specific magic yielding false information is at work.

Multiple divinations about the same topic by the same caster use the same dice result as the first divination and yield the same answer each time.

Material Component: Worth at least 25 gp.

Divine Favor

Evocation

Level: Clr 1, Pal 1

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 1 minute

Created Items: *Stone of good luck (luckstone)*

The character gains a +1 luck bonus to attack and weapon damage rolls for every three caster levels the

character has (at least +1, maximum +6). The bonus doesn't apply to spell damage.

Divine Power

Evocation

Level: Clr 4, War 4

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 1 round/level

Created Items: *Mighty cleaving, sylvan scimitar, fasting chalice and book*

The character gains the base attack bonus of a fighter of the character's total character level, an enhancement bonus to Strength sufficient to raise the character's Strength score to 18 (if it is not already 18 or higher), and 1 temporary hit point per level.

Dominate Animal

Enchantment (Compulsion) [Mind-Affecting]

Level: Animal 3, Drd 3

Components: V, S

Casting Time: 1 action

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

Target: One animal

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

The character 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 the character and the subject animal. The animal can be directed by silent mental command as long as it remains in range. The character need not see the animal to control it. The character does not receive direct sensory input from the animal, but the character knows what it is experiencing. Because the character is directing the animal with the character's own intelligence, it may be able to undertake actions normally beyond its own comprehension, such as manipulating objects with its paws and mouth. The character need not concentrate exclusively on controlling the animal unless the character is trying to direct it to do something it normally couldn't do.

Dominate Monster

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 9

Components: V, S

Casting Time: 1 action

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

Target: One creature

Duration: 1 day/level

Saving Throw: Will negates

Spell Resistance: Yes

Created Items: *Arrow of domination, amulet of control, velvet maiden*

The character can control the actions of any creature. The character establishes a telepathic link with the subject's mind. If a common language is shared, the character can generally force the subject to perform as the character desires, within the limits of his abilities. If no common language is shared, the character can communicate only basic commands. The character knows what the subject is experiencing, but the character does not receive direct sensory input from him.

Subjects resist this control, and those forced to take actions against their nature receive a new saving throw with a bonus of +1 to +4, depending on the type of action required. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as the character and the subject are on the same plane. The character need not see the subject to control it.

Protection from evil or a similar spell can prevent the character from exercising control or using the telepathic link while the subject is so warded, but it does not prevent the establishment of domination or dispel it.

Dominate Person

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 4, Sor/Wiz 5

Components: V, S

Casting Time: 1 action

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

Target: One humanoid of Medium-size or smaller

Duration: 1 day/level

Saving Throw: Will negates

Spell Resistance: Yes

The character can control the actions of any humanoid that is Medium-size or smaller. The character establishes a telepathic link with the subject's mind. If a common language is shared, the character can generally force the subject to perform as the character desires, within the limits of his abilities. If no common language is shared, the character can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." the character knows what the subject is experiencing, but the character does not receive direct sensory input from him.

Subjects resist this control, and those forced to take actions against their nature receive a new saving throw with a bonus of +1 to +4, depending on the type of action required. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as the character and the subject are on the same plane. The character need not see the subject to control it.

Protection from evil or a similar spell can prevent the character from exercising control or using the telepathic link while the subject is so warded, but it does not prevent the establishment of domination or dispel it.

Doom

Enchantment (Compulsion) [Fear, Mind-Affecting]

Level: Clr 1

Components: V, S, DF

Casting Time: 1 action

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

Target: One living creature

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

Created Items: *Eyes of doom*

The subject is shaken, suffering a –2 morale penalty to attack rolls, checks, and saving throws.

Dragon Skin

Abjuration

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Touch

Targets: Creature touched

Duration: 10 minutes/level or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Source: 101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires

Source Company: Ronin Arts

The subject gains damage reduction 10/+5, (it ignores the first 10 points of damage each time it takes damage, though a weapon with a +5 enhancement bonus or any magical attack bypasses the reduction.) and gains a +5 AC bonus. Once the spell has prevented a total of 10 points of damage per caster level (maximum 150 points), it is discharged.

Material Component: A piece of a dragon's scale, worth no less than 300 gp.

Drain Life

Necromancy [Evil]

Level: Sor/Wiz 9

Components: S, M, XP

Casting Time: 2 rounds

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

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

Source: 101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires

Source Company: Ronin Arts

The subject permanently loses a number of hit points equal to 1d6 plus one-half the caster's level. Only a *wish* or similar ability of a major artifact may reverse the effect of this spell.

Material Component: A crushed gemstone worth no less than 5,000 gp and 2,000 XP.

Dream

Illusion (Phantasm) [Mind-Affecting]

Level: Brd 5, Sor/Wiz 5

Components: V, S

Casting Time: 1 minute

Range: Unlimited

Target: One living creature touched

Duration: See text

Saving Throw: None

Spell Resistance: Yes

The character, or a messenger touched by the character, sends a phantasmal message to others in the form of a dream. At the beginning of the spell, the character must name the recipient or identify him or her by some title that leaves no doubt as to his or her identity. The messenger then enters a trance, appears in the intended recipient's dream, and delivers the message. The message can be of any length, and the recipient remembers it perfectly upon waking.

The communication is one-way. The recipient cannot ask questions or offer information, nor can the messenger gain any information by observing the dreams of the recipient. Once the message is delivered, the messenger's mind returns instantly to his or her body. The duration of the spell is the time required for the messenger to enter the recipient's dream and deliver the message.

If the recipient is awake when the spell begins, the messenger can choose to wake up (ending the spell) or remain in the trance. The messenger can remain in the trance until the recipient goes to sleep, then enter the recipient's dream and deliver the message as normal. If the messenger is disturbed during the trance, the messenger awakens, and the spell ends.

Creatures who don't sleep or dream cannot be contacted by this spell.

The messenger is unaware of his or her own surroundings or the activities around him or her while in the trance. The messenger is defenseless, both physically and mentally (always fails any saving throw, for example) while in the trance.

Earthquake

Evocation

Level: Clr 8, Destruction 8, Drd 9, Earth 7

Components: V, S, DF

Casting Time: 1 action

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

Area: 5 ft./level radius (S)

Duration: 1 round

Saving Throw: See text

Spell Resistance: No

When the character casts *earthquake*, an intense but highly localized tremor rips the ground. It knocks creatures down, collapses structures, opens cracks in the ground, and more. The shock lasts 1 round, during which time creatures on the ground can't move or attack. Spellcasters on the ground must make Concentration checks (DC 20 + spell level) or lose any

spells they try to cast. The earthquake affects all terrain, vegetation, structures, and creatures in the area. The exact effects depend on the terrain and its features:

Cave, Cavern, or Tunnel: The spell collapses the roof, dealing 8d6 points of damage to any creature caught under the cave-in (Reflex half DC 15). An earthquake cast on the roof of a very large cavern could also endanger those outside the actual area but below the falling debris.

Cliffs: They crumble, causing a landslide that travels horizontally as far as it fell vertically. An earthquake cast at the top of a 100-foot cliff would sweep 100 feet outward from the base of the cliff. Any creature in the path sustains 8d6 points of damage (Reflex half DC 15).

Open Ground: All creatures standing in the area must make Reflex saving throws (DC 15) or fall down. Fissures open in the ground, and every creature on the ground has a 25% chance to fall into one (Reflex save DC 20 to avoid the fissure). At the end of the spell, all fissures grind shut, killing any creatures still trapped within.

Structure: Most structures standing on open ground collapse, dealing 8d6 points of damage to those caught within or beneath the rubble (Reflex half DC 15).

River, Lake, or Marsh: Fissures open underneath the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down creatures and structures. Creatures must make Reflex saving throws (DC 15) or sink down in the mud and quicksand. At the end of the spell, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.

Elemental Swarm

Conjuration (Summoning) [see text]

Level: Air 9, Drd 9, Earth 9, Fire 9, Water 9

Components: V, S

Casting Time: 10 minutes

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

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

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

This spell opens a portal to an Elemental Plane. A druid can choose which plane (air, earth, fire, or water); a cleric opens a portal to the plane matching his domain. The character can then summon elementals from that plane.

When the spell is complete, 2d4 Large elementals appear. Ten minutes later, 1d4 Huge elementals appear. Ten minutes after that, one greater elemental appears. Each elemental has at least 5 hit points per HD. Once the elementals appear, they serve the character for the duration of the spell.

The elementals obey the character explicitly and never attack the character, even if someone else manages to gain control over them. The character does

not need to concentrate to maintain control over the elementals. The character can dismiss them singly or in groups at any time.

When the character uses a summoning spell to summon an air, earth, fire, or water creature, it is a spell of that type.

Emotion

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 3, Sor/Wiz 4

Components: V, S

Casting Time: 1 action

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

Targets: All living creatures within a 15-ft. radius

Duration: Concentration

Saving Throw: Will negates

Spell Resistance: Yes

Created Items: *Ring of rage, subdual, lute of confusion*

This spell arouses a single emotion of the character's choice in the subjects. The character can choose any one of the following versions:

Despair: The enchanted creatures suffer a -2 morale penalty to saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls. *Emotion (despair)* dispels *emotion (hope)*.

Fear: The enchanted creatures flee from the character whenever they are in sight of the character. *Emotion (fear)* dispels *emotion (rage)*.

Friendship: The enchanted creatures react more positively toward others. Their attitude shifts to the next more favorable reaction (hostile to unfriendly, unfriendly to indifferent, indifferent to friendly, or friendly to helpful). Creatures involved in combat, however, continue to fight back normally. *Emotion (friendship)* dispels *emotion (hate)*.

Hate: The enchanted creatures react more negatively toward others. Their attitude shifts to the next less favorable reaction (helpful to friendly, friendly to indifferent, indifferent to unfriendly, or unfriendly to hostile). *Emotion (hate)* dispels *emotion (friendship)*.

Hope: The enchanted creatures gain a +2 morale bonus to saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls. *Emotion (hope)* dispels *emotion (despair)*.

Rage: The enchanted creatures gain a +2 morale bonus to Strength and Constitution scores, a +1 morale bonus on Will saves, and a -1 penalty to AC. They are compelled to fight heedless of danger. *Emotion (rage)* does not stack with barbarian rage or with itself. *Emotion (rage)* dispels *emotion (fear)*.

Endurance

Transmutation

Level: Clr 2, Sor/Wiz 2

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Created Items: *Amulet of health, ring of blue conjures, ring of red conjures, fasting chalice and books*

The spell grants the subject an enhancement bonus (1d4+1 points) to Constitution.

Endure Elements

Abjuration

Level: Clr 1, Drd 1, Pal 1, Sor/Wiz 1, Strength 1, Sun 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 24 hours

Saving Throw: None

Spell Resistance: Yes

Created Items: *Ring of warmth, boots of the winterlands*

This abjuration grants a creature limited protection to damage from whichever one of five energy types the character selects: acid, cold, fire, electricity, or sonic.

Each round, the spell absorbs the first 5 points of damage the creature would otherwise take from the specified energy type, regardless of whether the source of damage is natural or magical. The spell protects the recipient's equipment as well.

Endure elements absorbs only damage. The character could still suffer unfortunate side effects.

Note: *Endure elements* overlaps (and does not stack with) *resist elements* and *protection from elements*. If a character is warded by *protection from elements* and one or both of the other spells, the protection spell absorbs damage until it is exhausted. If a character is warded by *resist elements* and *endure elements* at the same time, the resist spell absorbs damage but the endure spell does not.

Energy Drain

Necromancy

Level: Clr 9, Sor/Wiz 9

Components: V, S

Casting Time: 1 action

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

Effect: Ray of negative energy

Duration: Instantaneous

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

Created Items: *Sword of life stealing*

The character must make a ranged touch attack to hit. If the attack succeeds, the subject gains 2d4 negative levels.

If the ray strikes an undead creature, that creature gains 2d4 x5 temporary hit points for 1 hour.

Enervation

Necromancy

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

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

Effect: Ray of negative energy

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Created Items: *Life-drinker*

The character must make a ranged touch attack to hit. If the attack succeeds, the subject gains 1d4 negative levels.

If the ray strikes an undead creature, it gives that creature 5 temporary hit points per two caster levels (maximum 25 temporary hit points) for 1 hour.

Enhance Magical Flow

Universal

Level: Clr 2, Sor/Wiz 2

Components: V, S, M

Casting Time: One action

Range: Personal

Target: Caster

Duration: 10 minutes/level

Saving Throw: None (harmless)

Spell Resistance: No

Source: The Book of Eldritch Might

Source Company: Malhavoc Press

Closed Content: The name *enhance magical flow* is closed content.

All the Difficulty Classes of the caster's spells increase by a +1 enhancement bonus.

Material Component: A small jewel worth at least 10 gp

Enlarge

Transmutation

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

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

Target: One creature, or one object of up to 10 cu. ft. per level in volume

Duration: 1 minute/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

Created Items: *Staff of size alteration*

This spell causes instant growth of a creature or object, increasing both size and weight. The subject grows by up to 10% per caster level, increasing by this amount in height, width, and depth (to a maximum of 50%). Weight increases by approximately the cube of the size increase, as follows:

Height Increase

+10% (x 1.1)
 +20% (x 1.2)
 +30% (x 1.3)
 +40% (x 1.4)
 +50% (x 1.5)

Weight Increase

+30% (x 1.3)
 +70% (x 1.7)
 +120% (x 2.2)
 +170% (x 2.7)
 +240% (x 3.4)

All equipment worn or carried by a creature is enlarged by the spell. If insufficient room is available for the desired growth, the creature or object attains the maximum possible size, bursting weak enclosures in the process. However, it is constrained without harm by stronger materials—the spell cannot be used to crush a creature by growth.

Magical properties are not increased by this spell. Weight, mass, and strength are affected, though. A creature's hit points, Armor Class, and base attack bonus do not change, but Strength increases along with size. For every 20% of enlargement, the creature gains a +1 enlargement bonus to Strength.

Multiple magical effects that increase size do not stack.

Enlarge counters and dispels *reduce*.

Entangle

Transmutation

Level: Drd 1, Plant 1, Rgr 1

Components: V, S, DF

Casting Time: 1 action

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

Area: Plants in a 40-ft.-radius spread

Duration: 1 minute/level

Saving Throw: Reflex (see text)

Spell Resistance: No

Created Items: *Rope of entanglement*

Plants entwine about creatures in the area or those who enter the area, holding them fast. An entangled creature suffers a –2 penalty to attack rolls, suffers a –4 penalty to effective Dexterity, and can't move. An *entangled* character who attempts to cast a spell must make a Concentration check (DC 15) or lose the spell. An *entangled* creature can break free and move half normal speed by using a full-round action to make a Strength check or an Escape Artist check (DC 20). A creature who succeeds at a Reflex saving throw is not *entangled* but can still move at only half speed through the area. Each round, the plants once again attempt to entangle all creatures who have avoided or escaped entanglement.

Enthral

Enchantment (Charm) [Language-Dependent, Mind-Affecting, Sonic]

Level: Brd 2, Clr 2

Components: V, S

Casting Time: 1 full round

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

Targets: Any number of creatures

Duration: Up to 1 hour

Saving Throw: Will negates (see text)

Spell Resistance: Yes

Created Items: *Shining*

If the character has the attention of a group of creatures, the character can use this spell to hold them spellbound. To cast the spell, the character must speak or sing without interruption for 1 full round. Thereafter, those affected give the character their undivided attention, ignoring their surroundings. They are considered to have an attitude of friendly while under the effect of the spell. Those of a race or religion unfriendly to the character gain a +4 bonus to the saving throw.

Creatures with 4 or more HD or with Wisdom scores of 16 or higher remain aware of their surroundings and have an attitude of indifferent. They gain new saving throws if they witness actions that they oppose.

The enchantment lasts as long as the character speaks or sings, to a maximum of 1 hour. Those *enthralled* by the character's words take no action while the character speaks or sings, 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 the character loses concentration or does anything other than speaking or singing.

If those not *enthralled* have unfriendly or hostile attitudes toward the character, they can collectively make a Charisma check to try to end the spell by jeering and heckling. This check is based on the character with the highest Charisma and has a +2 bonus for each other jeerer who can make a Charisma check of 10 or higher. The heckling ends the spell if it beats the character's opposed Charisma check. Only one such challenge is allowed per use of the spell.

If any member of the audience is attacked (or subjected to an overtly hostile act), the spell ends and the audience becomes immediately unfriendly toward the character (or hostile, for audience members with 4 or more HD and Wisdom 16 or higher).

Entropic Shield

Abjuration

Level: Clr 1, Luck 1

Components: V, S

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 1 minute/level

This field deflects incoming arrows, rays, and other ranged attacks. Each ranged attack directed at the character suffers a 20% miss chance. This miss chance affects all ranged attacks for which the attackers make attack rolls.

Erase

Transmutation

Level: Brd 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 action

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

Target: One scroll or two pages

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

Erase removes writings of either magical or mundane nature from a scroll or from up to two pages of paper, parchment, or similar surfaces. It removes *explosive runes*, *glyphs of warding*, *sepia snake sigils*, and *arcane marks*, but it does not remove illusory script or symbols. Nonmagical writings are automatically erased if the character touches them and no one else is holding them. Otherwise, the chance is 90%. Magic writings must be touched, and the character must roll 15+ on a caster level check (1d20 + caster level) to succeed. (A natural 1 or 2 is always a miss on this roll.) If the character fails to erase *explosive runes*, a *glyph of warding*, or a *sepia snake sigil*, the character accidentally activates the runes, glyph, or sigil instead.

Ethereal Jaunt

Transmutation

Level: Clr 5, Sor/Wiz 7

Components: V, S

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 1 round/level (D)

Create Items: *Etherealness*, *cloak of etherealness*

The character becomes ethereal, along with the character's equipment. The character enters a place called the Ethereal Plane, which overlaps the normal, physical, Material Plane.

When the spell expires, the character returns to material existence.

If the character ends the spell and become material while inside a material object (such as a solid wall), the character is shunted off to the nearest open space and takes 1d6 points of damage per 5 feet that the character traveled.

Etherealness

Transmutation

Level: Clr 6, Sor/Wiz 8

Range: Touch (see text)

Targets: The character and one other touched creature/three levels

Duration: 1 minute/level (D)

Spell Resistance: Yes

Create Items: *Fortification*, *ghost touch*, *figurine of wondrous power* (*obsidian steed*)

The character and other creatures joined by linked hands (along with their equipment) become ethereal. Besides the character, the character can bring one creature per three caster levels to the Ethereal Plane. Once ethereal, the creatures need not stay together. When the spell expires, all affected creatures in the Ethereal Plane return to material existence. If a character becomes material while inside a material object (such as a solid wall), the character is shunted off to the nearest open space and takes 1d6 points of damage per 5 feet that the character traveled.

Euphoria

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 3, Clr 3, Sor/Wiz 3

Components: V, S

Casting Time: 1 action

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

Target: One creature

Duration: 1 round + 1 round / level

Saving Throw: Will negates

Spell Resistance: Yes

Source: Joe's Book of Enchantment

Source Company: Throwing Dice Games

The affected creature is struck by pure pleasure. He suffers -4 Wisdom and gains +4 Constitution and +4 to saving throws versus fear (for a net +2 to saving throws versus fear including the wisdom penalty). He does not fall unconscious if brought to negative hit points, making a partial action each round until dying or healed back to positive hit points.

Evade

Abjuration

Level: Sor/Wiz 0

Components: V, S.

Casting Time: 1 action.

Range: Personal.

Targets: Caster.

Duration: 1 round/level.

Source: Academy Handbook: Saint John's College of Abjuration and defence against the offensive arts

Source Company: Malladin's Gate Press

This spell assists the caster in evading attacks. The caster gains a +1 dodge bonus to AC for the duration of the spell.

Evasion

Transmutation

Level: Brd 3, Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

Source: 101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires

Source Company: Ronin Arts

This spell grants the subject the benefit of the evasion ability. Evasion allows a character who makes a successful Reflex save for half damage against an affect to take no damage instead. Evasion does not work in armor heavier than light armor. Characters who already have the evasion ability gain no benefit from this spell.

Exhaustion

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Source: Joe's Book of Enchantment

Source Company: Throwing Dice Games

Subject becomes exhausted. An exhausted character moves at half normal speed and suffers a –6 penalty to Strength and Dexterity. After one hour of complete rest, an exhausted character becomes fatigued. Since this spell is instantaneous, the effect cannot be dispelled.

Spells that relieve exhaustion will work normally.

Expeditious Retreat (Press!)

Transmutation

Level: Brd 1, Sor/Wiz 1, Travel 1

Components: V, S

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 1 minute/level (D)

Created Items: *Boots of striding and springing*

The character's speed and maximum jumping distances both double. These benefits count as enhancement bonuses.

Explosive Runes

Abjuration [Force]

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One touched object weighing no more than 10 lb.

Duration: Permanent until discharged (D)

Saving Throw: See text

Spell Resistance: Yes

Created Items: *Explosive arrow*

The character traces these runes upon a book, map, scroll, or similar object bearing written information. The *runes* detonate when read, dealing 6d6 points of damage. Anyone next to the *runes* (close enough to read them) takes this damage with no saving throw. Others within 10 feet of the *runes* take half damage if they succeed at Reflex saving throws. The object in which the runes were written also takes the damage (no saving throw).

As the spellcaster, the character and any characters the character specifically instructs can read the protected writing without triggering the *runes*. Likewise, the character can remove the *runes* whenever desired. Others can remove them with a successful *dispel magic* or *erase* spell. However, attempting to dispel or erase the *runes* and failing to do so triggers the explosion.

Exoskeletal Animation

Necromancy

Level: Clr 4, Sor/Wiz 6

Components: V,S,M

Casting Time: 1 action

Range: Touch

Target: One or more vermin corpses

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Created Items: *Staff of dancing bones*

Source: The Compleat Librum of Gar'Udok's Necromantic Artes

Source Company: E. N. Publishing

Closed Content: The names *exoskeletal animation* and *staff of dancing bones* are closed content

This spell animates giant vermin skeletons. This spell turns the exoskeletons of slain giant insects into undead exoskeletons that follow the caster's spoken commands. The exoskeletons can follow the caster, or can remain in an area and attack any creature (or just a specific type of creature) entering the place. This spell only works on the corpses of giant insects (mostly classified as Vermin).

The undead remain animated until they are destroyed. (A destroyed giant vermin skeleton can't be animated again.)

Regardless of the type of undead, the character can't create more HD of undead than the character has caster levels with a single casting of *exoskeletal animation*.

The undead the character creates remain under the character's control indefinitely. No matter how many times the character uses this spell, however, the character can control only 2 HD worth of undead creatures per caster level. If the character exceeds this number, all the newly created creatures fall under the character's control, and any excess undead from previous castings become uncontrolled (the character chooses which creatures are released). If the character is a cleric, any undead the character might command by virtue of the character's power to command or rebuke undead do not count toward the limit.

Skeletons: A skeleton can be created only from a mostly intact corpse or skeleton. The corpse must have bones. 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.

Zombies: A zombie can be created only from a mostly intact corpse. The creature must have a true anatomy. The statistics for a zombie depend on its size, not on what abilities the creature may have had while alive.

Material Component: The caster must place one or more black gemstones worth at least 50gp into the mouth or eye socket of each corpse. The magic of the spell consumes the gems

Eyebite

Transmutation [see text]

Level: Brd 6, Sor/Wiz 6

Components: V, S

Casting Time: 1 action

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

Target: The character

Duration: 1 round/three levels (see text)

Saving Throw: See text

Spell Resistance: Yes

Created Items: *Eyes of doom*

The character can meet the gaze of a creature and speak a single word to affect it with one of four magical effects: *charm*, *fear*, *sicken*, or *sleep*. The character selects one of these four possible gaze attacks when casting the spell. The character retains the gaze power for 1 round for every three caster levels and can use the gaze attack as a free action each round.

These effects do not affect undead creatures or extend beyond the plane the character currently occupies. The character is subject to the effects of a reflected gaze and is allowed any applicable saving throw. In the case of a reflected *charm* gaze, the character is held (as a *hold monster* spell).

The four versions of the spell are as follows:

Charm: The subject regards the character as a trusted friend and ally. If the creature is currently being threatened or attacked by the character or the character's allies, however, he receives a +5 bonus on his saving throw.

The spell does not enable the character to control the *charmed* creature as if the creature were an automaton, but the subject perceives the character's words and actions in the most favorable way. The character can try to give the subject orders, but the character must win an opposed Charisma check to convince the subject to do anything he or she wouldn't ordinarily do. (Retries not allowed.) A *charmed* creature never obeys suicidal or obviously harmful orders. Any act by the character or the character's apparent allies that threatens the *charmed* creature breaks the spell. Note also that the character must speak the creature's language to communicate the character's commands, or else be good at pantomiming.

Fear: The subject flees in blind terror for 1d4 rounds. Once it stops fleeing, the creature refuses to face the character for 10 minutes per the character's caster level. If subsequently confronted by the character, it either cowers or bolts for the nearest cover (50% chance of either). This is an enchantment, compulsion, mind-affecting effect; it can be negated by a Will save (SR applies).

Sicken: Sudden pain and fever sweeps over the subject's body. An affected creature's speed is reduced by half, it loses any Dexterity bonus to Armor Class, and it suffers a -2 penalty to attack rolls. The creature remains stricken for 10 minutes per the character's caster level. The effects cannot be negated by a *cure disease* or *heal* spell, but a remove curse or successful *dispel magic* spell is effective. This is a necromancy effect; it can be negated by a Fortitude save (SR applies).

Sleep: The subject falls asleep. The creature sleeps for the character's caster level x 10 minutes but can be slapped awake. This is an enchantment, compulsion, mind-affecting effect; it can be negated by a Will save (SR applies).

Note: Each round, a gaze attack automatically works against one creature within range that is looking at (attacking or interacting with) the gazing creature.

Fabricate

Transmutation

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: See text

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

Target: Up to 10 cu. ft./level (see text)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Created Items: *Rod of splendor, folding boat, lyre of building, robe of useful items*

The character converts material of one sort into a product that is of the same material. Creatures or magic items cannot be created or transmuted by the *fabricate* spell. The quality of items made by this spell is commensurate with the quality of material used as the basis for the new fabrication. If the character works with a mineral, the target is reduced to 1 cubic foot per level instead of 10 cubic feet.

The character must make an appropriate Craft check to fabricate articles requiring a high degree of craftsmanship (jewelry, swords, glass, crystal, etc.). Casting requires 1 full round per 10 cubic feet (or 1 cubic foot) of material to be affected by the spell.

Faerie Fire

Evocation

Level: Drd 1

Components: V, S, DF

Casting Time: 1 action

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

Area: Creature and objects within a

5-ft.-radius burst

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

Created Items: *Ring of shooting stars*

A pale glow surrounds and outlines the subjects. Outlined subjects shed light as candles. Outlined creatures do not benefit from the concealment normally caused by darkness, *blur*, displacement, invisibility, or similar effects. The light is too dim to have any special effect on undead or dark-dwelling creatures. The *faerie fire* can be blue, green, or violet, according to the character's word at the time of casting. The *faerie fire* does not cause any harm to the objects or creatures thus outlined.

Faith of Arms

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 1, Pal 1

Components: V, S, DF

Casting Time: 1 action

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

Target: One creature / level

Duration: 1 minute / level

Saving Throw: None

Spell Resistance: Yes (harmless)

Source: Joe's Book of Enchantment

Source Company: Throwing Dice Games

Recipients of this spell gain a +2 morale bonus to damage done with melee weapons and ranged weapons striking targets within 30-foot range (like the Point Blank Shot feat).

Faithful Hound

Conjuration (Creation)

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

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

Effect: Phantom watchdog

Duration: 1 hour/caster level or until discharged, then 1 round/caster level

Saving Throw: None

Spell Resistance: No

The character conjures up a phantom watchdog that is invisible to everyone but the character. It then guards the area where it was conjured. The phantom watchdog immediately starts barking loudly if any Small or larger creature approaches within 30 feet of it. (Those already within 30 feet of the hound when it is conjured may move about in the area, but if they leave and return, they activate the barking.) The hound sees invisible and ethereal creatures. It does not react to figments, but it does react to shadow illusions. It is stationary. If an intruder approaches to within 5 feet of the watchdog, the dog stops barking and delivers a vicious bite (+10 attack bonus, 2d6+3 points of damage) once per round. The dog also gets the bonuses appropriate

to an invisible creature. (For most defenders, the invisible creature gets a +2 attack bonus and the defender loses any Dexterity bonus to AC.) The dog is considered ready to bite intruders, so it delivers its first bite on the intruder's turn. Its bite is the equivalent of a +3 weapon for purposes of damage reduction. The hound cannot be attacked, but it can be dispelled. The spell lasts for 1 hour per caster level, but once the hound begins barking, it lasts only 1 round per caster level. If the character is ever more than 100 feet distant from the watchdog, the spell ends.

False Vision

Illusion (Glamer)

Level: Brd 5, Sor/Wiz 5, Trickery 5

Components: V, S, M

Casting Time: 1 action

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

Area: 25 ft. + 5 ft/2 levels-radius emanation, centered on the point where the character was when the character cast the spell

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

The character and all the character desires within the area of the spell become undetectable to scrying (whether by spell or magic device). Furthermore, if the character is aware of an attempt to scry, the character can create whatever image the character desires, including sight and sound, according to the medium of the scrying method. To do this, the character must concentrate on the figment the character is creating. Once concentration is broken, no further images can be created, although the area remains undetectable for the duration of the spell.

Arcane Material Component: Worth at least 250 gp.

Fear

Necromancy [Fear, Mind-Affecting]

Level: Brd 3, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

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

Area: Cone

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Created Items: *Mace of terror, rod of lordly might, drums of panic, horn of the tritons, fearsome presence, terror, ten eyes decanter (red eye)*

An invisible cone of terror causes living creatures to become panicked. They suffer a -2 morale penalty on saving throws, and they flee from the character. A panicked creature has a 50% chance to drop what it's holding, chooses its path randomly (as long as it is getting away from immediate danger), and flees any other dangers that confront it. If cornered, a panicked creature cowers.

Feather Fall

Transmutation

Level: Brd 1, Sor/Wiz 1

Components: V

Casting Time: See text

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

Targets: Any free-falling objects or creatures in a 10-ft. radius whose weight does not total more than 300 lb./level

Duration: Until landing or 1 round/level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Created Item: *Ring of elemental command (air), ring of feather falling, ring of clumsiness*

The creatures or objects affected fall. The rate of falling is instantly changed to a mere 60 feet a round, with no damage incurred upon landing while the spell is in effect. However, when the spell duration ceases, a normal rate of fall resumes.

The character can cast this quickly enough to save the character if he or she unexpectedly falls. Casting the spell is a free action, like casting a quickened spell, and it counts toward the normal limit of one quickened spell per round.

This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item the item does half normal damage based on weight with no bonus for the height of the drop.

The spell works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature.

Feeblemind

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (see text)

Spell Resistance: Yes

Created Items: *Berserking sword, vacuous grimoire*

The subject's Intelligence score drops to 1. Still, the creature knows who its friends are and can follow them and even protect them. The creature remains in this state until a *heal*, *limited wish*, *miracle*, or *wish* spell is used to cancel the effects. Creatures who can cast arcane spells or use arcane spell-like effects suffer a –4 penalty on their saving throws.

Final Glimpse

Illusion (Phantasm)

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 full round

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

Target: One living creature

Duration: Special

Saving Throw: Will negates

Spell Resistance: Yes

Source: The Compleat Librum of Gar'Udok's Necromantic Artes

Source Company: E. N. Publishing

Closed Content: The name *final glimpse* is closed content

The wizard who casts this spell must have a clear line of sight with his intended target. A failed save allows the spell's full effects to overwhelm the target. The subject's vision is altered so he sees all living creatures within view receiving various hideous and sadistic deaths by gruesome assailants. The victim will witness plants withering, flesh and muscle dripping from bleached-white bones, and a host of other types of death. These effects are entirely illusory, but the target fully believes what he witnesses. A successful wisdom check allows others around the victim to notice that his eyes are glazed over in an impenetrable darkness. The spell stays in effect until the target receives a successful *dispel magic* cast by someone other than himself. Otherwise, roll percentile and consult the table below for the result that such a maddening effect creates in the recipient.

%d	Effect
01-30	Faint (lose consciousness for 3d20 minutes)
31-60	Panic (flee from any living creature until exhausted)
61-90	Amnesia (lose 1d12 months of the recent past)
91-00	Death (death from a stroke)

Material Component: A pair of extracted eyes from a creature the caster has slain.

Find the Path

Divination

Level: Clr 6, Drd 6, Knowledge 6, Travel 6

Components: V, S, F

Casting Time: 3 rounds

Range: Personal or touch

Target: The character 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. Note that the spell works with respect to locales, not objects or creatures within a locale. The location must be on the same plane as the character at the time of casting.

The spell enables the subject to sense the correct direction that will eventually lead the subject to the destination, indicating at the appropriate times the exact path to follow or physical actions to take. The spell frees the subject, and those with the subject, from a *maze* spell in a single round.

This divination is keyed to the recipient, not the recipient's companions, and does not predict or allow for the actions of creatures (including guardians).

Find Traps

Divination

Level: Clr 2

Components: V, S

Casting Time: 1 action

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

Target: The character

Duration: 1 minute/level

The character can use the Search skill to detect traps just as a rogue can, but gains no special bonus on the Search checks.

Find True Self

Abjuration

Level: Clr 4, Sor/Wiz 4

Components: V, S, M.

Casting Time: 1 action.

Range: Touch.

Targets: Creature touched.

Duration: 1 round/level (max 15).

Saving Throw: None.

Spell Resistance: Yes (harmless).

Source: Academy Handbook: Saint John's College of Abjuration and defence against the offensive arts

Source Company: Malladin's Gate Press

The caster casts this spell upon a subject suffering from any type of mind affecting or altering spell or power. The subject can try once per round to break the spell or power. The subject gets a bonus Will save each round for the duration of the spell at a +5 bonus. If the save fails the subject is dazed and loses all actions for that round. If the save is successful, the spell or power is dispelled. This spell cannot be used on someone who is affected by a mind spell voluntarily.

Material component: A small mirror.

Finger of Death

Necromancy [Death]

Level: Drd 8, Sor/Wiz 7

Components: V, S

Casting Time: 1 action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

Created Items: *Mace of smiting, nine lives stealer, slaying arrow, [heightened] greater slaying arrow, mask of the skull, ten eyes decanter (black eye)*

The character can slay any one living creature within range. The subject is entitled to a Fortitude saving throw to survive the attack. If the save is successful, it instead sustains 3d6 points of damage +1 point per caster level.

Fireball

Evocation [Fire]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

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

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Created Items: *Flaming, flaming burst, flame tongue, staff of fire, staff of power [heightened], helm of brilliance, necklace of fireballs, robe of storms*

A *fireball* spell is a burst of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level (maximum 10d6) to all creatures within the area. Unattended objects also take this damage. The explosion creates almost no pressure.

The character determines the range (distance and height) at which the *fireball* is to burst. A glowing, pea-sized bead streaks from the character and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the *fireball* at that point (an early impact results in an early detonation). If the character attempts to send the bead through a narrow passage, such as through an arrow slit, the character must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely.

The *fireball* sets fire to combustibles and damages objects in the area. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the *fireball* may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.

Fire Seeds

Conjuration (Creation) [Fire]

Level: Drd 6, Fire 6, Sun 6

Components: V, S, M

Casting Time: 1 action/seed

Range: Touch

Targets: Up to four touched acorns or up to eight touched holly berries

Duration: 10 minutes/level or until used

Saving Throw: Reflex half (see text)

Spell Resistance: Yes

Depending upon the version the character chooses, she turns acorns into grenadelike weapons or holly berries into bombs that she can detonate on command.

Acorn Grenades: Up to four acorns turn into special grenadelike weapons that can be hurled up to 100 feet. A ranged touch attack roll is required to strike the intended target. Each acorn bursts upon striking any hard surface. Together, the acorns are capable of dealing 1d8 points of fire damage per caster level (maximum 20d8), divided up among the acorns as the character wishes. The acorns deal 1 point of splash

damage per die and ignite any combustible materials within 10 feet. If a creature within the burst area makes a successful Reflex saving throw, it takes only half damage; a creature struck directly always sustains full damage (no saving throw).

Holly Berry Bombs: The character turns up to eight holly berries into special bombs. The holly berries are usually placed by hand, being too light to make effective thrown weapons (they can be tossed only 5 feet). They burst into flame if the character is within 200 feet and speak a word of command. The berries instantly ignite, causing 1d8 points of fire damage +1 point per caster level to creatures and igniting any combustible materials within 5 feet. Creatures who successfully make Reflex saving throws take half damage.

Fire Shield

Evocation [Fire or Cold]

Level: Fire 5, Sor/Wiz 4, Sun 4

Components: V, S, M/DF

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 1 round/level (D)

Saving Throw: None

Created Items: *Helm of fire*

This spell wreathes the character in flame and causes damage to each creature who attacks the character in melee. The flames also protect the character from either cold-based or fire-based attacks (the character's choice).

Any creature striking the character with its body or handheld weapons deals normal damage, but at the same time the attacker takes 1d6 points of damage +1 point per caster level. This damage is either cold damage (if the *shield* protects against fire-based attacks) or fire damage (if the *shield* protects against cold-based attacks). If a creature has spell resistance, it applies to this damage. Note that weapons with exceptional reach do not endanger their users in this way.

When casting this spell, the character appears to be immolated, but the flames are thin and wispy, shedding no heat and giving light equal to only half the illumination of a normal torch (10 feet). The color of the flames is determined randomly (50% chance of either color)—blue or green if the *chill shield* is cast, violet or blue if the *warm shield* is employed. The special powers of each version are as follows.

Warm Shield: The flames are warm to the touch. The character takes only half damage from cold-based attacks. If that attack allows a Reflex save for half damage, the character takes no damage on a successful save.

Chill Shield: The flames are cool to the touch. The character takes only half damage from fire-based attacks. If that attack allows a Reflex save for half damage, the character takes no damage on a successful save.

Fire Storm

Evocation [Fire]

Level: Clr 8, Drd 7, Fire 7

Components: V, S

Casting Time: 1 full round

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

Area: Two 10-ft. cubes/level (S)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

When a *fire storm* spell is cast, the whole area is shot through with sheets of roaring flame. The raging flames do not harm natural vegetation, ground cover, and plant creatures in the area, if the character so desires. Any other creatures (and plant creatures the character wishes to affect) within the area take 1d6 points of fire damage per caster level (maximum 20d6).

Fire Trap

Abjuration [Fire]

Level: Drd 2, Sor/Wiz 4

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: Object touched

Duration: Permanent until discharged

Saving Throw: Reflex half (see text)

Spell Resistance: Yes

Fire trap creates a fiery explosion when an intruder opens the item that the trap wards. The *fire trap* can ward any closeable item. When casting *fire trap*, the character selects a point on the item as the spell's center. When someone other than the character opens the item, a fiery explosion fills the area within a 5-foot radius around the spell's center. The flames deal 1d4 points of fire damage +1 point per caster level (maximum +20). The item protected by the trap is not harmed by this explosion.

The *fire trapped* item cannot have a second closure or warding spell placed on it.

A *knock* spell does not affect a *fire trap* in any way, because *knock* only opens things and the *fire trap* in no way prevents one from opening the trapped item. An unsuccessful *dispel magic* spell does not detonate the spell.

Underwater, this ward deals half damage and creates a large cloud of steam.

As the caster, the character can use the trapped object without discharging it, as can any individual to whom the spell was specifically attuned when cast. "Attuning" to an individual usually involves a password that the character can share with friends.

Material Components: Worth 25 gp

Flame Arrow

Conjuration (Creation) [Fire]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

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

Targets or Effect: Up to one projectile/level, all of which must be within 10 ft. of the character at the time of casting; or one fiery bolt/four levels

Duration: 1 round/Instantaneous

Saving Throw: See text

Spell Resistance: Yes

The character can either create flames that turn normal arrows, bolts, and stones into fiery projectiles, or the character can create fiery bolts and shoot them at enemies.

Flaming Normal Projectiles: When choosing this version, the character can affect up to one projectile per level. The projectiles must all be within 10 feet of the character at the time of casting. If shot before the end of the next round, these projectiles catch fire. If they hit, they deal additional fire damage equal to half the character's caster level (up to +10). The flaming projectiles can easily ignite flammable materials or structures. No saving throw is allowed for this version of the spell.

Fiery Bolts: When creating a fiery bolt, the character must succeed at a ranged touch attack roll to hit. The bolt deals 4d6 points of fire damage (Reflex save half). If the character creates extra bolts (at 8th level or higher), all bolts must be aimed at enemies that are all within 30 feet of each other.

Flame Blade

Evocation [Fire]

Level: Drd 2

Components: V, S, DF

Casting Time: 1 action

Range: 0 ft.

Effect: Swordlike beam

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: Yes

Created Items: *Flaming, flaming burst, flame tongue, rod of lordly might, helm of brilliance*

A 3-foot-long beam of fire springs forth from the character's hand. The character wields this bladelike beam as if it were a scimitar. Attacks with the *flame blade* are melee touch attacks. The blade deals 1d8 points of damage +1 point per two caster levels (maximum +10). Since the blade is immaterial, the character's Strength modifier does not apply to the damage, which is all fire damage. The *flame blade* can ignite combustible materials such as parchment, straw, dry sticks, and cloth. It can harm any creature that is harmed by magical fire.

The spell does not function underwater.

Flame Bolt

Evocation (Fire)

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

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

Target: One or more creatures, no two of which can be more than 15 ft. apart.

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Source: 101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires

Source Company: Ronin Arts

With this spell the caster creates two flaming missiles, plus one for every two levels of experience past first. Thus, a caster will have two bolts at 1st level, three bolts at 3rd, four bolts at 5th, etc. This spell does fire damage, requires a ranged touch attack roll for each bolt, and has no upper limit on the number of bolts created. Each *flame bolt* that hits its target does 1d4+1 points of damage.

Material Component: a pinch of sulfur.

Flame Strike

Evocation [Fire]

Level:Clr 5, Drd 4, Sun 5, War 5

Components: V, S, DF

Casting Time: 1 action

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

Area: Cylinder (10-ft. radius, 40 ft. high)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Created Item: *Flaming, flaming burst, flame tongue, ring of elemental command (fire)*

A *flame strike* produces a vertical column of divine fire roaring downward. The spell deals 1d6 points of damage per caster level (maximum 15d6). Half the damage is fire damage; the other half results from divine power and is therefore not subject to being reduced by magic or abilities that confer protection from fire.

Flaming Sphere

Evocation [Fire]

Level: Drd 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 action

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

Effect: 3-ft.-radius sphere

Duration: 1 round/level

Saving Throw: Reflex negates (see text)

Spell Resistance: Yes

Created Items: *Ring of elemental command (fire)*

A burning globe of fire rolls in whichever direction the character points and burns those it strikes. It moves 30 feet per round and can leap up to 30 feet to strike a

target. If it enters a space with a creature, it stops moving for the round and deals 2d6 points of fire damage to that creature. (The subject can negate this damage with a successful Reflex save.) The *flaming sphere* rolls over barriers less than 4 feet tall. The sphere ignites flammable substances it touches and illuminates the same area as a torch.

The *sphere* moves as long as the character actively directs it (a move-equivalent action for the character); otherwise, it merely stays at rest and burns. It can be extinguished by any means that would put out a normal fire of its size. The surface of the *sphere* has a spongy, yielding consistency and so does not cause damage except by its flame. It cannot push aside unwilling creatures or batter down large obstacles. The *sphere* winks out if it exceeds the spell's range.

Flare

Evocation [Light]

Level: Brd 0, Drd 0, Sor/Wiz 0

Components: V

Casting Time: 1 action

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

Effect: Burst of light

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

This cantrip creates a burst of bright light. If the character causes the light to burst directly in front of a single creature, that creature is dazzled. A dazzled creature suffers a -1 penalty on attack rolls. The creature recovers in 1 minute. Sightless creatures are not affected by *flare*.

Flesh to Stone

Transmutation

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

Created Items: *Eyes of petrification, stone horse, stone salve, **ten eyes decanter** (white eye)*

The subject and all possessions it carries turn into a mindless, inert statue. If the statue resulting from this spell is broken or damaged, the being (if ever returned to its original state) has similar damage or deformities. The creature is not dead (its soul doesn't pass on), but it does not seem to be alive either (when viewed with spells that detect life). Only creatures made of flesh are affected by this spell.

Floating Disk

Evocation [Force]

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

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

Effect: 3-ft.-diameter disk of force

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

The character creates a slightly concave, circular plane of force that follows the character about and carries loads for the character. The disk is 3 feet in diameter and 1 inch deep at its center. It can hold 100 pounds of weight per caster level. (If used to transport a liquid, its capacity is 2 gallons.) The disk floats approximately 3 feet above the ground at all times and remains level. It floats along horizontally within spell range and will accompany the character at a rate of no more than the character's normal speed each round. If not otherwise directed, it maintains a constant interval of 5 feet between itself and the character. The disk winks out of existence when the spell duration expires. The disk also winks out if the character moves beyond range (by moving too fast or by such means as a *teleport* spell) or try to take the disk more than 3 feet away from the surface beneath it. When the disk winks out, whatever it was supporting falls to the surface beneath it.

Fly

Transmutation

Level: Sor/Wiz 3, Travel 3

Components: V, S, F/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: Yes (harmless)

Created Items: *Winged shield, winged boots, broom of flying, carpet of flying, cloak of the bat, figurine of wondrous power (obsidian steed), mask of the skull, wings of flying, broom of animated attack*

The spell's subject can fly with a speed of 90 feet (60 feet if the creature wears medium or heavy armor). The subject can fly up at half speed and descend at double speed. The flying subject's maneuverability rating is good. Using the *fly* spell requires as much concentration as walking, so the subject can attack or cast spells normally. The subject of a *fly* spell can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears.

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject drops 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance. Since dispelling a spell effectively ends it, the subject also falls in this way if the *fly* spell is dispelled.

Focus of the Magical Mind

Abjuration

Level: Brd 2, Sor/Wiz 2

Components: V, S, F, DF

Casting Time: 1 action

Range: Personal

Target: Caster

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Source: 101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires

Source Company: Ronin Arts

This spell grants the caster increased magical focus and concentration. The caster gains a +1 bonus to Will saving throws, and a +2 enhancement bonus to all Concentration checks and caster level checks to beat spell resistance for the duration of the spell.

Arcane Focus: small glass lens worth at least 100 gp

Fog Cloud

Conjuration (Creation)

Level: Sor/Wiz 2, Water 2

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft. level)

Effect: Fog that spreads in a 30-ft. radius, 20 ft. high

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

A bank of fog billows out from the point the character designates. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has one-half concealment (attacks suffer a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

The spell does not function underwater.

Foolishness

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

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

Target: One creature

Duration: 1 hour / level

Saving Throw: Will negates

Spell Resistance: Yes

Source: Joe's Book of Enchantment

Source Company: Throwing Dice Games

The subject's Wisdom drops to 1. He will go anywhere or do anything without regard for his personal safety

or the safety of others. He is immune to fear effects while under the effects of *foolishness*. Creatures with a Wisdom of 1 cannot cast divine spells.

Forbiddance

Abjuration

Level: Clr 6

Components: V, S, M, DF

Casting Time: 6 rounds

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

Area: 60-ft. cube/level (S)

Duration: Permanent

Saving Throw: See text

Spell Resistance: Yes

Created Items: *Latch of forbiddance*

Forbiddance prevents creatures whose alignments are different from the character's from entering the area. Additionally, the spell seals the area against all planar travel into it, including *dimension door*, *teleport*, *plane shifting*, astral travel, ethereal travel, and all summoning spells. At the character's option, the abjuration can be locked by a password, in which case it can be entered only by those speaking the proper words (no saving throw allowed to those who don't speak the password, although SR applies). Otherwise, the effect on those entering the warded area is based on their alignment relative to the character's.

Alignments identical: No effect. The creature may enter freely (albeit not by planar travel).

Alignments different with respect to either law/chaos or good/evil: The creature is hedged out and takes 3d6 points of damage. A successful Will save negates both effects, and SR applies.

Alignments different with respect to both law/chaos and good/evil: The creature is hedged out and takes 6d6 points of damage. A successful Will save negates both effects, and SR applies.

Once a saving throw is failed, an intruder cannot enter the forbidden area (future saving throws likewise fail). Intruders who enter by rolling successful saving throws feel uneasy and tense, despite their success.

Dispel magic does not dispel the *forbiddance* effect unless the dispeller's level is at least as high as the character's caster level.

Material Components: Worth at least 1,500 gp per 60-foot cube. If a password lock is desired, additional components worth at least 5,000 gp per 60-foot cube.

Forbidden Conversion

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Clr 6

Components: V, S, M, DF, XP

Casting Time: 1 hour

Range: Touch

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Source: Joe's Book of Enchantment

Source Company: Throwing Dice Games

Over the course of the one-hour casting time, the subject is indoctrinated in the beliefs of your deity and/or ethos.

Forbidden conversion can achieve two different objectives, or both of them. When both are attempted, the subject makes two saving throws, one for each effect. This spell does not force the subject to listen. The caster must arrange that with a successful Bluff, Diplomacy or Intimidate check against the subject's Sense Motive check. Or he may employ force by incapacitating the subject in some manner that leaves the subject conscious: tying him up, paralyzing him, etc.

The two different objectives of *forbidden conversion* are explained below.

Alignment Shift: Cast in this way, on an failed saving throw, the subject's alignment shifts one degree toward that of your deity's alignment. The subject's alignment will shift the farthest alignment component first. A cleric of a chaotic neutral deity casting this spell on a lawful good subject would cause his alignment to shift to neutral good. When both alignment axes are equally different, the cleric can choose which axis to affect. A cleric of a chaotic evil deity casting this spell on a neutral subject chooses whether the subject becomes neutral evil or chaotic neutral if the subject fails the saving throw.

Material Component for alignment shift: A ruby worth at least 5,000 gp is destroyed in the casting of this version of the spell. The cleric's deity may have additional material component costs associated with this spell.

XP Cost for alignment shift: 2,000 xp.

Conversion: Cast in this way, the subject is forcibly converted to the worship of the caster's deity. Devout followers of another deity (clerics, paladins, etc.) get a +4 bonus to their saving throw against this version of the spell. If the subject's alignment is not compatible with the beliefs of the deity, this conversion will eventually fade over time.

Material Component for conversion: An amulet or brooch in the shape and likeness of the deity's holy symbol worth at least 5,000 gp is sacrificed in the casting of this version of the spell.

XP Cost for conversion: 3,000 xp.

Nothing short of a *wish*, *miracle* or another casting *forbidden conversion* can reverse the effects of this spell.

Note: Many deities will refuse to grant their clerics access to this spell or to one of the versions of the spell. The use of *wish*, *miracle* or this spell to reverse a prior casting of this spell may not require the XP cost if the deity granting the spell would normally not allow that form of this spell to be cast.

Forcecage

Evocation [Force]

Level: Sor/Wiz 7

Components: V, S, M (see text)

Casting Time: 1 action

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

Area: Barred cage (20-ft. cube) or windowless cell (10-ft. cube)

Duration: 2 hours/level

Saving Throw: None

Spell Resistance: No

This powerful spell brings into being an immobile cubical prison with bars or solid walls of force (the character's choice).

Creatures within the area are caught and contained unless they are too big to fit inside or can pass through the slits in the barred cage. All spells and breath weapons can pass through the gaps in the bars. Teleportation and other forms of astral travel provide a means of escape, but the force walls or bars extend into the Ethereal Plane, blocking ethereal travel.

The forcecage resists *dispel magic*, but it is vulnerable to a *disintegrate* spell, and it can be destroyed by a *sphere of annihilation* or a *rod of cancellation*.

Barred Cage: The barred cage is a 20-foot cube with bands of force for bars. The bands are a half-inch wide, with half-inch gaps between the bars.

Windowless Cell: The cell is a 10-foot cube with no way in and no way out. Solid walls of force form its six sides.

Material Components: Worth 1,500 gp, consumed when the spell is prepared.

Forceful Hand

Evocation

Level: Sor/Wiz 6

Components: V, S, F

Casting Time: 1 action

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

Effect: 10-ft. hand

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

Creates a Large magic hand that appears between the character and one opponent. This hand pursues and pushes away the opponent that the character designates. Treat this as a bull rush with a +14 bonus on the Strength check (+8 for Strength 27, +4 for being Large, and +2 for charging bonus, which it always gets). The hand always moves with the opponent to push him back the full distance allowed, and it has no speed limit. A very strong creature could not push the hand out of its way, but it could push the hand up against the character by successfully bull rushing the hand.

The hand moves to remain between the character and the designated opponent, regardless of where the character moves or how the opponent tries to get around it, providing nine-tenths cover (+10 AC) for the character against that opponent. Nothing can fool the hand—it sticks with the selected opponent in spite of darkness, invisibility, polymorphing, or any other attempt to hide or disguise himself.

A hand is 10 feet long and about that wide with its fingers outstretched. It has as many hit points as the character when undamaged, and its AC is 20 (-1 size,

+11 natural). It takes damage as a normal creature, but most magical effects that don't cause damage do not affect it. The hand cannot push through a wall of force or enter an antimagic field. It suffers the full effects of a *prismatic wall* or *prismatic sphere*. The hand makes saving throws as its caster. *Disintegrate* or a successful *dispel magic* destroys the hand.

By concentrating (as a standard action), the character can designate a new opponent for the hand.

Foresight

Divination

Level: Drd 9, Knowledge 9, Sor/Wiz 9

Components: V, S, M/DF

Casting Time: 1 action

Range: Personal or touch

Target: See text

Duration: 10 minutes/level

Saving Throw: None or Will negates (harmless)

Spell Resistance: No or Yes (harmless)

This spell grants the character a powerful sixth sense in relation to his or herself or another. Once the spell is cast, the character receives instantaneous warnings of impending danger or harm to the subject of the spell. The character is never surprised or flat-footed. In addition, the spell gives the character a general idea of what action the character might take to best protect him or herself and gives the character a +2 insight bonus to AC and to Reflex saves. This insight bonus is lost whenever the character would lose a Dexterity bonus to AC.

When another creature is the object of the spell, the character receives warnings about that creature. The character must communicate what the character learns to the other creature for the warning to be useful, and it can be caught unprepared in the absence of such a warning. Shouting a warning, yanking a person back, and even telepathically communicating (via an appropriate spell) can all be accomplished before some danger befalls the spell subject, provided the character acts on the warning without delay. The subject, however, does not gain the insight bonus to AC and Reflex saves.

Forgetfulness

Transmutation (Mind-Affecting)

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

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

Target: One humanoid

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Source: 101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires

Source Company: Ronin Arts

By means of this spell, the caster inflicts a humanoid with a temporary case of absentmindedness. The victim

suffers a -2 circumstance penalty on all Intelligence checks and Intelligence-based skill checks. If he is a spellcaster, he might also botch his magic due to some forgotten phrase, gesture, or component. To successfully cast a spell, the target must make a Concentration check. A failed check means that he has lost the spell.

Fox's Guile

Transmutation

Level: Brd 2, Drd 2, Sor/Wiz 2

Components: V,S,M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour / level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Source: Librum Equis, Volume 2

Source Company: E.N. Publishing

The target of this spell gains an enhancement bonus to Charisma of 1d4+1 points, adding the usual benefits to all Charisma-based skill checks, turning / rebuking undead, and so on.

Arcane Material Component: a few hairs, or a pinch of dung from a fox.

Freedom

Abjuration

Level: Sor/Wiz 9

Components: V, S

Casting Time: 1 action

Range: See text

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

The subject is freed from spells and effects that restrict his movement. To free someone from the *imprisonment* spell, the character must know that person's name and background, and the character must cast this spell at the spot where that person was entombed.

Freedom of Movement

Abjuration

Level: Clr 4, Drd 4, Luck 4, Pal 4, Rgr 4

Components: V, S, M, DF

Casting Time: 1 action

Range: Personal or touch

Target: The character or creature touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No or Yes (harmless)

Created Items: *Plate armor of the deep, ring of freedom of movement, cloak of the manta ray, helm of underwater action, pearl of the sirines, net of snaring, **book of roses***

This spell enables the character or the creature the character touches to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement.

The spell also allows a character to move and attack normally while underwater, provided that the weapon used is wielded in the hand rather than hurled. The *freedom of movement* spell does not, however, allow water breathing.

Freezing Sphere

Evocation [Cold]

Level: Sor/Wiz 6

Components: V, S, F

Casting Time: 1 action

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: See text

Spell Resistance: Yes

Freezing sphere is a multipurpose spell. The character can cast any one of the following three versions:

Frigid Sphere: A tiny sphere of freezing matter steaks from the character's fingertips to up to long range (400 feet + 40 feet/level) to strike a body of water or a liquid that is principally water. When it strikes such a target, it freezes the liquid to a depth of 6 inches over an area equal to 100 square feet (a 10-foot square) per caster level. This ice lasts for 1 round per caster level. The sphere has no effect if it strikes a creature, even a water-based creature, but creatures swimming on the surface of frozen water become trapped in the ice. Attempting to break free is a full-round action. A trapped creature must succeed at a Strength check (DC 25) to do so.

Cold Ray: A ray of cold springs from the character's hand to close range (25 feet + 5 feet/2 levels). The character must succeed at a ranged touch attack to hit the character's target. The ray instantaneously deals 1d6 points of cold damage per caster level (maximum 20d6).

Globe of Cold: The character creates a small globe about the size of a sling stone, cool to the touch but not harmful. This globe is a grenadelike weapon and can be hurled either as a thrown weapon (range increment 20 feet) or in a sling. The globe bursts on impact, dealing 6d6 points of cold damage instantaneously to all targets within a 10-foot radius. Affected creatures can attempt Reflex saves for half damage. If the character does not hurl the globe, it bursts on its own after 1 round per caster level. The character can command the globe to burst sooner if the character wishes, but the time cannot be changed once set (though it still bursts on impact after being hurled).

Frighten

Enchantment (Compulsion) [Fear, Mind-Affecting]

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

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

Target: One creature

Duration: 1 round / level

Saving Throw: Will negates

Spell Resistance: Yes

Source: Joe's Book of Enchantment

Source Company: Throwing Dice Games

Target becomes frightened. A frightened creature flees as well as it can. If unable to flee, the creature may fight. It suffers a -2 morale penalty on attack rolls, weapon damage rolls and saving throws. A frightened creature will use any means available to escape.

Frighten counters and is countered by *remove fear*.

Gar'Udok's Aura

Necromancy

Level: Clr 5, Wiz/Sor 7

Components: V, S, F, DF

Casting Time: 1 full round

Range: 100 ft / level

Area: 100 ft / level radius spread centered on you

Duration: 1 hour / level

Saving Throw: None

Spell Resistance: No

Source: The Compleat Librum of Gar'Udok's

Necromantic Artes

Source Company: E. N. Publishing

Closed Content: The name *Gar'Udok's aura* is closed content The name Gar'Udok is closed content.

This spell creates a field in which any creature that dies is immediately animated as a zombie. Any creature that dies within this spell's area of effect rises as a zombie after 1d4 rounds, under the caster's control. Corpses that are brought into the circle are not reanimated, nor are ones that predate the spell (i.e., casting this spell in a graveyard does not cause all of the residents to rise).

Note: undead created by this spell count against the maximum number that can be controlled.

Arcane Focus: A vial of the caster's own blood.

Gar'Udok's Blessing

Necromancy

Level: Clr 5, Wiz/Sor 7

Components: V, S, M

Casting Time: 1 action

Range: 100 ft

Target: 2 HD of undead / level in a 100 ft radius spread centered on you

Duration: 1 minute / level

Saving Throw: None

Spell Resistance: No

Source: The Compleat Librum of Gar'Udok's

Necromantic Artes

Source Company: E. N. Publishing

Closed Content: The name *Gar'Udok's blessing* is closed content The name Gar'Udok is closed content.

This spell augments the negative energy animating an undead creature, making it more effective at war. Up to 2 Hit Dice / caster level of undead within range receive the caster's choice of one of the following profane bonuses:

- +3 to attack and damage
- +2 to armor class and saves
- +4 to initiative checks
- 1 additional melee attack at their full attack bonus.

If the caster is undead, he may be a target of the spell also.

Material Component: A human skull

Gar'Udok's Greater Blessing

Necromancy

Level: Clr 7, Wiz/Sor 9

Components: V,S,M

Casting Time: 1 full round

Range: 400 ft

Area: All undead in a 400 ft radius spread centered on the caster

Duration: 1 minute / level

Saving Throw: Will negs

Spell Resistance: Yes

Source: The Compleat Librum of Gar'Udok's Necromantic Artes

Source Company: E. N. Publishing

Closed Content: The name *Gar'Udok's greater blessing* is closed content The name Gar'Udok is closed content.

This spell augments the negative energy animating an undead creature, making it more effective at war. All undead within range receive the caster's choice of one of the following profane bonuses:

- +3 to attack and damage
- +2 to armor class and saves
- +4 to initiative checks
- 1 additional melee attack at their full attack bonus.

The negative material energies channeled through this spell are so great that any undead still functional at the end of the duration must make a Will save (with the same DC as the spell) or be destroyed from the power.

The caster of this spell may designate not to be affected by it if undead.

Material Component: A semi-sentient undead (skeleton, zombie or the like).

Gaseous Form

Transmutation

Level: Air 3, Brd 3, Sor/Wiz 3

Components: S, M/DF

Casting Time: 1 action

Range: Touch

Target: Willing corporeal creature touched

Duration: 2 minutes/level (D)

Saving Throw: None

Spell Resistance: No

Created Items: *Brilliant energy*

The subject and all the subject's gear become insubstantial, misty, and translucent. The subject gains damage reduction 20/+1. The subject's material armor (including natural armor) becomes worthless, though the subject's size, Dexterity, deflection bonuses, and armor bonuses from force armor still apply. The subject becomes immune to poison and critical hits. The subject can't attack or cast spells with verbal, somatic, material, or focus components while in gaseous form. (Note that this does not rule out certain spells that the subject may have prepared using the metamagic feats Silent Spell and Still Spell.) The subject loses supernatural abilities while in gaseous form. If the subject has a touch spell ready to use, it is discharged harmlessly when the spell takes effect.

The gaseous creature can't run but can fly (speed 10, maneuverability perfect). The subject can pass through small holes or narrow openings, even mere cracks, with all the subject was wearing or holding, as long as the spell persists. The gaseous creature is subject to wind. The subject can't enter water or other liquid.

Gate

Conjuration (Creation, Calling)

Level: Clr 9, Sor/Wiz 9

Components: V, S

Casting Time: 1 action

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

Effect: See text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Created Items: *Ring of djinni calling, rod of security, cubic gate, mirror of mental prowess, necklace of prayer beads, ring gates, well of many worlds*

Casting a *gate* spell has two effects. First, it creates an interdimensional connection between the character's plane of existence and the plane desired, allowing travel between the planes in either direction. Second, the character may then call a particular individual or type of being through the gate. The *gate* itself is a circular hoop or disk from 5 to 20 feet in diameter (caster's choice), oriented in the direction the character desires when it comes into existence. It is a two-dimensional window into the plane the character named, and anyone or anything that moves through is shunted instantly to the other side. The *gate* has a front and a back.

Creatures moving through the gate from the front are transported to another plane; creatures moving through it from the back are not.

Planar Travel: The *gate* opens precisely at the point on the destination plane that the character desires (a creation effect). Note that deities and other beings who rule a planar realm can prevent a *gate* from opening in their presence or personal demesnes if they so desire. 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.

The character may hold the *gate* open only for a brief time (no more than 1 round per caster level) and must concentrate on doing so or sever the interplanar connection.

Calling Creatures: The second effect of the *gate* spell is to call an extraplanar creature to the character's aid (a calling effect). By naming a particular being or type of being as the character casts the spell, the character may cause the *gate* to open in the immediate vicinity of the desired creature and pull the subject through, willing or unwilling. Deities and unique beings are under no compulsion to come through the *gate*, although they may choose to do so of their own accord. This use of the spell creates a *gate* that remains open just long enough to transport the called creatures.

If the character chooses to call a type of being instead of a known individual the character may call either a single creature (of any HD) or several creatures. If several creatures, the character can call and control them as long as their HD total does not exceed the character's caster level. In the case of a single creature, the character can control it if its HD does not exceed twice the character's caster level. A single creature with more than twice the character's caster level in HD can't be controlled. Deities and unique beings cannot be controlled in any event. An uncontrolled being acts as it pleases, making the calling of such creatures rather dangerous. An uncontrolled being may return to its home plane at any time.

A controlled creature can be commanded to perform a service for the character. These fall into two categories: immediate tasks and contractual service. Fighting for the character in a single battle or taking any other actions that can be accomplished within 1 round per caster level counts as an immediate task; the character need not make any agreement or pay any reward for the creature's help. The creature departs at the end of the spell.

If the character chooses to exact a longer or more involved form of service from the called creature, the character must offer some fair trade in return for that service. The service exacted must be reasonable with respect to the promised favor or reward. In general, a gift of 100 gp per HD of the called creature per day of service is reasonable. (Some creatures want their payment in things other than coin, which may involve complications.) Immediately upon completion of the service, the being is transported to the character's vicinity, and the character 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 the character's 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 the character.

Note: When the character uses 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.

Geas/Quest

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Brd 6, Clr 6, Sor/Wiz 6

Components: V

Casting Time: 1 action

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

Target: One living creature

Duration: 1 day/level or until discharged (D)

Saving Throw: None

Spell Resistance: Yes

Created Items: *Emerald of temptation*

A *geas* places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by the character. The creature must be able to understand the character. 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, the spell remains in effect for a maximum of 1 day per caster level. Note that a clever recipient can subvert some instructions.

If the subject is prevented from obeying the *geas* for a whole day, the subject takes 3d6 points of damage each day he does not attempt to follow the *geas/quest*. Additionally, each day he must make a Fortitude saving throw or sicken. A sickened creature moves at half his normal speed and suffers -4 penalties on both Strength and Dexterity. He heals damage at one-tenth his normal rate and cannot benefit from any magical healing effects. A sickened creature must make a Fortitude save each day or become crippled. Once crippled, the subject is effectively disabled (as if he had 0 hit points) and can't choose to take strenuous actions. These effects end 1 day after the creature attempts to resume the *geas/quest*.

A *geas* (and all penalties) can be ended by *limited wish*, *remove curse* (only if the *remove curse's* caster level is at least two higher than the character's caster level), *miracle*, or *wish*. *Dispel magic* does not affect a *geas*.

Wizard and bards usually refer to this spell as *geas*, while clerics call the same spell *quest*.

Gentle Repose

Necromancy

Level: Clr 2, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Corpse touched

Duration: 1 day/level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

The character preserves the remains of a dead creature so that they do not decay. Doing so extends the time limit on raising that creature from the dead. Days spent under the influence of this spell don't count against the time limit.

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

Ghost Sound

Illusion (Figment)

Level: Brd 0, Sor/Wiz 0

Components: V, S, M

Casting Time: 1 action

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

Effect: Illusory sounds

Duration: 1 round/level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

Created Items: *Pipes of sounding, medallion of thought projection*

Ghost sound allows the character to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. The character chooses what type of sound the spell creates when casting the spell and cannot thereafter change its basic character. The volume of sound created, however, depends on the character's level. The character can produce as much noise as four normal humans per caster level (maximum twenty humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a *ghost sound* spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from sixteen humans, while a roaring dire cat is equal to the noise from twenty humans.

Note that *ghost sound* can enhance the effectiveness of a silent image spell.

Ghoul Touch

Necromancy

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Living humanoid touched

Duration: 1d6+2 rounds

Saving Throw: Fortitude negates

Spell Resistance: Yes

Imbuing the character with negative energy, this spell allows the character to paralyze a single humanoid for 1d6+2 rounds with a successful melee touch attack. Additionally, the paralyzed subject exudes a carrion stench that causes retching and nausea in a 10-foot radius. Those in the radius (excluding the character) must make a Fortitude save or suffer a -2 penalty to all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks until the spell ends.

Giant Vermin

Transmutation

Level: Clr 4, Drd 4

Components: V, S, DF

Casting Time: 1 action

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

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

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

The character turns one or more normal-sized insects, arachnids, or other vermin into larger forms resembling giant vermin. Only one type of vermin can be transmuted, and all must be grown to the same number of HD. The HD to which the vermin can be grown depends upon the character's level; see the accompanying table.

Any giant vermin created by this spell do not attempt to harm the character, but the character's control of such creatures is limited to simple. Orders to attack a certain creature when it appears or guard against a particular occurrence are too complex for the vermin to understand. Unless commanded to do otherwise, the giant vermin attack whoever or whatever is near them.

Giant Vermin Table

Caster Level	Target's New HD	New Size	Armor Class	Attack/ Damage	-----Saves-----		
					Fort	Ref	Will
7-9	3d8+6	Large	14	+4/1d8+4	+5	+0	+1
10-12	4d8+16	Huge	16	+8/2d6+8	+8	+0	+1
13-15	5d8+20	Huge	16	+8/2d6+8	+8	+0	+1
16-18	6d8+24	Huge	16	+9/2d6+8	+9	+1	+2
19-20	7d8+28	Huge	16	+9/2d6+8	+9	+1	+2

Glitterdust

Conjuration (Creation)

Level: Brd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

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

Area: Creatures and objects within 10-ft. spread

Duration: 1 round/level

Saving Throw: Will negates (blinding only)

Spell Resistance: Yes

Created Items: *Dust of appearance, gold*

A cloud of glittering golden particles covers everyone and everything in the area, blinding creatures and visibly outlining invisible things. Blindness lasts for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades.

In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have full concealment), loses any Dexterity bonus to AC, grants a +2 bonus to opponents' attack rolls (they are effectively invisible), moves at half speed, and suffers a -4 penalty on most Strength- and Dexterity-based skills.

Globe of Invulnerability

Abjuration

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: 10 ft.

Area: 10-ft.-radius spherical emanation, centered on the character

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Created Items: *Staff of power*

An immobile, faintly shimmering magical sphere surrounds the character and excludes all spells effects of up to 4th level. The area or effect of any such spells does not include the area of the *globe of invulnerability*. Such spells fail to affect any target located within the globe. This includes spell-like abilities and spells or spell-like effects from devices. However, any type of spell can be cast through or out of the magical globe. Spells of 5th level and higher are not affected by the globe. The globe can be brought down by a targeted *dispel magic* spell, but not by an area *dispel magic*. The character can leave and return to the globe without penalty.

Note that spell effects are not disrupted unless their effects enter the globe, and even then they are merely suppressed, not dispelled.

If a given spell has more than one level depending on which character class is casting it, use the level appropriate to the caster to determine whether *globe of invulnerability* stops it.

Globe of Negative Energy

Necromancy

Level: Clr 6, Sor/Wiz 7

Components: V, S, M, DF, XP

Casting Time: 1 action

Range: 10 ft

Target: 10 ft radius emanation centered on you

Duration: 1 round / level

Saving Throw: None

Spell Resistance: Yes

Source: The Compleat Librum of Gar'Udok's Necromantic Artes

Source Company: E. N. Publishing

Closed Content: The name *globe of negative energy* is closed content

A stationary globe of crackling negative energy surrounds the caster. Black bolts streak across its surface, while the constant hissing and popping of negative energy reverberate all around. Any creature that comes into contact (by physical touch, attacks by a melee weapon, etc,) with the globe (including the caster), receives 2d4 negative levels. If the subject has at least as many negative levels as HD, he dies.

Each negative level gives a creature the following penalties: -1 competence penalty on attack rolls, saving throws, skill checks, ability checks, and effective level (for determining the power, duration, DC, and other details of spells or special abilities.) Additionally, a spellcaster loses one spell or spell slot from her highest available level.

Material Components: An onyx gem worth at least 1,000 gp and 100 XP/amount of negative levels received by subjects affected by this spell.

Glory of the Beast

Transmutation [Good]

Level: Clr 6, Drd 5

Components: V, S, DF

Casting Time: One action

Range: Touch

Target: One animal or beast

Duration: One hour/level

Saving Throw: None

Spell Resistance: Yes

Source: The Book of Hallowed Might

Source Company: Malhavoc Press

Closed Content: The name *glory of the beast* is closed content.

The caster fills an animal or beast with holy power, giving it a glorious aspect. The animal adopts the celestial template, has maximum hit points, and gains a +2 enhancement bonus to all ability scores. For the duration, the beast adopts a good alignment.

Glyph of Warding

Abjuration

Level: Clr 3

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

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

Duration: Permanent until discharged

Saving Throw: See text

Spell Resistance: Yes (object)

This inscription harms those who enter, pass, or open the warded area or object.

The character set the conditions of the ward. Typically, any creature violating the warded area without speaking a pass phrase (which the character set when casting the spell) is subject to the magic it stores. *Glyphs* can be set according to physical characteristics or creature type, subtype, or species. *Glyphs* can also be set with respect to good, evil, law, or chaos, or to pass those of the character's religion. They cannot be set according to class, HD, or level. *Glyphs* respond to invisible creatures normally but are not triggered by those who travel past them ethereally. Multiple *glyphs* cannot be cast on the same area. However, discrete areas of one object can be separately warded.

The *glyph* can be placed to conform to any shape up to the limitations of the character's total square footage. When the spell is completed, the *glyph* becomes nearly invisible.

Glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. *Mislead*, *polymorph*, and *nondetection* can fool a *glyph*.

Read magic allows the character to identify a *glyph of warding* with a successful Spellcraft check (DC 13). Identifying the *glyph* does not discharge it and allows the character to know the basic nature of the *glyph* (version, type of damage caused, what spell is stored). Depending on the version selected, a *glyph* either blasts the intruder or activates a spell.

Blast Glyph: A blast deals 1d8 points of damage per two caster levels to the intruder and to all within 5 feet of the intruder (maximum 5d8). This damage is acid, cold, fire, electricity, or sonic (caster's choice, made at time of casting). Those affected can make Reflex saves to take half damage.

Spell Glyph: The character can store any harmful spell of up to 3rd level that the character knows. All level-dependent features of the spell are based on the character's level at the time of casting. If the spell has targets, it targets the intruder. If the spell has an area or an amorphous effect (such as a cloud), the area or effect is centered on the intruder. If the spell summons creatures, they appear as close as possible to the intruder and attack. All saving throws operate as normal, except that the DC is based on the level of the *glyph*.

Material Components: Worth at least 200 gp.

Goblin Stench

Conjuration (Creation)

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

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

Effect: Cloud that spreads to fill a 20 ft. radius, 15 ft. high

Duration: 1 round/2 levels

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

Source: 101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires

Source Company: Ronin Arts

Goblin stench creates a bank of fog that obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has one-half concealment (attacks suffer a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). The fog's vapors are nauseating. Living creatures in the cloud are nauseated (Fortitude negates), making them unable to attack, cast spells, concentrate on spells, and so on. The only action a nauseated character can take is a single move (or move-equivalent action) per turn. These effects last as long as the character is in the cloud and for 1d4+1 rounds after he or she leaves the cloud. (Roll separately for each nauseated character.) Those who succeed at their saves but remain in the cloud must continue to save each round.

A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

Material Component: a goblin's finger or ear.

Godspeed

Transmutation

Level: Clr 3, Pal 3

Components: V, S, DF

Casting Time: One action

Range: Personal

Target: You

Duration: One minute/level

Saving Throw: None

Spell Resistance: No

Created Items: *Platinum (armor)*, *platinum (weapon)*

Source: The Book of Hallowed Might

Source Company: Malhavoc Press

Closed Content: The name *godspeed* is closed content.

The caster calls upon divine energy to grant herself great speed. Her movement rate becomes 60 feet, regardless of size, armor, or encumbrance. The caster's movements look almost like a blur. She also gains a +2 haste bonus to Armor Class.

Goodberry

Transmutation

Level: Drd 1

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Targets: 2d4 fresh berries touched

Duration: 1 day/level

Saving Throw: None

Spell Resistance: Yes

Casting *goodberry* upon a handful of freshly picked berries makes 2d4 of them magical. The character (as well as any other caster of the same faith and 3rd or higher level) can immediately discern which berries are affected. Each enchanted berry nourishes a creature as if it were a normal meal for a Medium-size creature. The berry also cures 1 point of damage when eaten, subject to a maximum of 8 points of such curing in any 24-hour period.

Grafted Armament

Transmutation

Level: Sor/Wiz 4

Components: V,S,M

Casting Time: 1 hour

Range: Touch

Target: One or more skeletons or zombies touched.

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Source: The Compleat Librum of Gar'Udok's Necromantic Artes

Source Company: E. N. Publishing

Closed Content: The name *grafted armament* is closed content

This spell grafts weapons to the body of a skeleton or zombie. With this spell, a necromancer can graft all manner of melee weapons directly onto the forearms of the skeletons and zombies he has animated, fusing metal and bone to become one. This, in effect, replaces the hand and forearm of the skeleton or zombie with the weapon used as the material component, thus greatly enhancing the creature's combat capabilities. It now fights with the weapon being an extension of its own body, granting a +1 competence bonus to all rolls to hit in close combat. The skeleton or zombie now does the damage of the weapon with the same critical threat range instead of its own slam or claw attacks. Weapons grafted onto undead creatures in this way are considered natural weaponry.

Regardless of the amount of times this spell is cast, a necromancer may only graft weapons onto 2 HD of skeletons or zombies per caster level. Only weapons of the same size class or smaller may be grafted onto a skeleton or zombie by the use of this spell. However, a necromancer may choose to graft two weapons onto each undead, simply by providing two weapons for each as a material component. When this is done, the undead creature so affected will no longer be able to pick up or manipulate objects, as their hands are now replaced by

weapons. However, they will be able to make two attacks per round, once with each weapon, without penalty. Undead lose the competence bonus described above when both hands are replaced by grafted weapons.

Material Components: The weapons to be grafted.

Grasping Hand

Evocation

Level: Sor/Wiz 7, Strength 7

Components: V, S, F/DF

Casting Time: 1 action

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

Effect: 10-ft. hand

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

Created Items: *Iron bands of binding*

Creates a Large magic hand that appears between the character and one opponent. This floating, disembodied hand then moves to remain between the two, regardless of where the character moves or how the opponent tries to get around it.

The hand can grapple one opponent that the character selects. The *grasping hand* gets one grappling attack per round. Its attack bonus to make contact is the character's level + the character's Intelligence, Wisdom, or Charisma modifier (for wizards, clerics, and sorcerers, respectively), +10 for the hand's Strength score (31), -1 for being Large. Its grapple check is this same figure, except with +4 for being Large instead of -1. It holds but does not harm creatures it grapples. The hand can also bull rush an opponent. The hand pursues and pushes away the opponent that the character designates. Treat this as a bull rush with a +16 bonus on the Strength check (+10 for Strength 31, +4 for being Large, and +2 for charging bonus, which it always gets). The hand always moves with the opponent to push him back the full distance allowed, and it has no speed limit.

A very strong creature could not push the hand out of its way, but it could push the hand up against the character by successfully bull rushing the hand. The hand can interpose itself between the caster and the opponent. Interposing provides nine-tenths cover (+10 AC) for the character against that opponent. Nothing can fool the hand-it sticks with the selected opponent in spite of darkness, invisibility, polymorphing, or any other attempt to hide or disguise himself. The hand does not pursue an opponent, however.

The hand is 10 feet long and about that wide with its fingers outstretched. It has as many hit points as the character when undamaged, and its AC is 20 (-1 size, +11 natural). It takes damage as a normal creature, but most magical effects that don't cause damage do not affect it. The hand cannot push through a *wall of force* or enter an *antimagic field*. It suffers the full effects of a *prismatic wall* or *prismatic sphere*. The hand makes saving throws as its caster. *Disintegrate* or a successful *dispel magic* destroys the hand.

Grave Claws

Necromancy

Level: Nec 1

Components: V, S

Casting Time: 1 action

Range: Personal

Effect: Hands become claws

Duration: 1d3 rounds

Saving Throw: None

Spell Resistance: No

Source: 101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires

Source Company: Ronin Arts

The caster's hands grow sharp, blackened claws, capable of tearing iron and shredding flesh. He gains a natural attack form with his usual base attack bonus, inflicting 1d6 points of damage per attack. Since the caster temporarily gains natural weaponry, he suffers no attack of opportunity for unarmed attacks.

Grave claws can combine with other touch attack spells, such as *chill touch*, *ghoul touch*, *greater chill touch*, *shocking grasp*, and *touch of the wraith*.

Grave claws allow the caster to dig through soft dirt and clay at a rate of 5 ft./round.

Grease

Conjuration (Creation)

Level: Brd 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

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

Target or Area: One object or a 10-ft. x 10-ft. square

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: No

Created Items: *Slick*, *oil of slipperiness*, *vest of escape*

A *grease* spell covers a solid surface with a layer of slippery grease. Any creature entering the area or caught in it when the spell is cast must make a successful Reflex save or slip, skid, and fall. Those that successfully save can move at half speed across the surface. However, those that remain in the area must each make a new saving throw every round to avoid falling and to be able to move. The DM should adjust saving throws by circumstance.

The spell can also be used to create a greasy coating on an item. Material objects not in use are always affected by this spell, while objects wielded or employed by creatures receive a Reflex saving throw to avoid the effect. If the initial saving throw fails, the creature immediately drops the item. A saving throw must be made each round the creature attempts to pick up or use the *greased* item.

Greater Chill Touch

Necromancy

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Touch

Targets: Creature or creatures touched (up to one/level)

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

Source: 101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires

Source Company: Ronin Arts

A touch from the character's hand disrupts the life force of living creatures. Each touch channels negative energy that deals 2d6 points of damage and 2 points of temporary Strength damage. (A successful Fortitude saving throw reduces hp and Strength damage to half.) The character can use this melee touch attack up to one time per level.

Undead touched by the character suffer no damage or Strength loss, but they must make successful Will saving throws or flee as if panicked for 1d4 rounds +1 round per caster level.

Greater Command

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Clr 5

Components: V

Casting Time: 1 action

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

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

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

The character gives the subject a one-word command, which the subject obeys to the best of his or her ability. A very reasonable command causes the subject to suffer a penalty on the saving throw (from -1 to -4, at the DM's discretion). A *command* of "Die" causes the subject to fake death. A *command* of "Suicide" fails because "suicide" is generally used as a noun, not as a command.

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.

Greater Dispelling

Abjuration

Level: Brd 5, Clr 6, Drd 6, Sor/Wiz 6

Components: V, S

Casting Time: 1 action

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

Target or Area: One spellcaster, creature, or object; or 30-ft.-radius burst

Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
Created Items: *Headband of calm*

The character can use *greater dispelling* 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 *greater dispelling*. *Greater dispelling* can dispel (but not counter) the ongoing effects of supernatural abilities as well as spells. *Greater dispelling* affects spell-like effects just as it affects spells. *Greater dispelling* has a chance to dispel any effect that remove curse can remove.

Note: The effects of spells with instantaneous duration can't be dispelled, because the magic effect is already over before the greater dispelling can take effect.

The character choose to use *greater dispelling* in one of three ways: a targeted dispel, an area dispel, or a counterspell:

Targeted Dispel: One object, creature, or spell is the target of the spell. The character makes a dispel check against the spell or against each ongoing spell currently in effect on the object or creature. A dispel check is 1d20 +1 per caster level (maximum +20) against a DC of 11 + the spell's caster level.

If the spellcaster targets an object or creature who is the effect of an ongoing spell (such as a monster summoned by monster summoning), she makes a dispel check to end the spell that conjured the object or creature.

If the object that the character targets is a magic item, the character makes a dispel check against the item's caster level. If the character succeeds, 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 is temporarily closed. Remember that a magic item's physical properties are unchanged. Artifacts and creatures of demigod or higher status are unaffected by mortal magic such as this.

The character automatically succeeds at the dispel check against any spell that the character cast.

Area Dispel: The spell affects everything within a 30-foot radius.

For each creature who is the target of one or more spells, the character makes a dispel check against the spell with the highest caster level. If that fails, the character makes dispel checks against progressively weaker spells until the character dispels one spell (which discharges the dispel so far as that target is concerned) or fail all the character's checks. The creature's magic items are not affected.

For each object that is the target of one or more spells, the character makes dispel checks as with creatures. Magic items are not affected by area dispels.

For each ongoing area or effect spell centered within the *greater dispelling's* area, the character makes a dispel check to dispel the spell.

For each ongoing spell whose area overlaps that of the dispel, the character makes a dispel check to end the effect, but only within the area of the greater dispelling.

If an object or creature who is the effect of an ongoing spell, such as a monster summoned by *monster summoning*, is in the area, the character makes 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.

The character may choose to automatically succeed at dispel checks against any spell that the character cast.

Counterspell: The spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, *greater dispelling* may not work. The character must make a dispel check to counter the other spellcaster's spell.

Greater Magical Flow Enhancement

Universal

Level: Clr 4, Sor/Wiz 4

Components: V, S, M

Casting Time: One action

Range: Personal

Target: Caster

Duration: 10 minutes/level

Saving Throw: None (harmless)

Spell Resistance: No

Source: The Book of Eldritch Might

Source Company: Malhavoc Press

Closed Content: The name *greater magical flow enhancement* is closed content

All the Difficulty Classes of the caster's spells increase by a +2 enhancement bonus.

Material Component: A small jewel worth at least 50 gp

Greater Glyph of Warding

Abjuration

Level: Clr 6

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

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

Duration: Until discharged

Saving Throw: See text

Spell Resistance: Yes (object)

This inscription harms those who enter, pass, or open the warded area or object.

The character set the conditions of the ward. Typically, any creature violating the warded area without speaking a pass phrase (which the character set when casting the spell) is subject to the magic it stores. *Glyphs* can be set according to physical characteristics or creature type, subtype, or species. *Glyphs* can also

be set with respect to good, evil, law, or chaos, or to pass those of the character's religion. They cannot be set according to class, HD, or level. *Glyphs* respond to invisible creatures normally but are not triggered by those who travel past them ethereally. Multiple *glyphs* cannot be cast on the same area. However, discrete areas of one object can be separately warded.

The *glyph* can be placed to conform to any shape up to the limitations of the character's total square footage. When the spell is completed, the *glyph* becomes nearly invisible.

Glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. *Mislead*, *polymorph*, and *nondetection* can fool a *glyph*.

Read magic allows the character to identify a *glyph* of warding with a successful Spellcraft check (DC 16). Identifying the *glyph* does not discharge it and allows the character to know the basic nature of the *glyph* (version, type of damage caused, what spell is stored). Depending on the version selected, a *glyph* either blasts the intruder or activates a spell.

Blast Glyph: A blast deals 1d8 points of damage per two caster levels to the intruder and to all within 5 feet of the intruder (maximum 10d8). This damage is acid, cold, fire, electricity, or sonic (caster's choice, made at time of casting). Those affected can make Reflex saves to take half damage.

Spell Glyph: The character can store any harmful spell of up to 6th level that the character knows. All level-dependent features of the spell are based on the character's level at the time of casting. If the spell has targets, it targets the intruder. If the spell has an area or an amorphous effect (such as a cloud), the area or effect is centered on the intruder. If the spell summons creatures, they appear as close as possible to the intruder and attack. All saving throws operate as normal, except that the DC is based on the level of the *glyph*.

Material Component: Worth at least 400 gp.

Greater Magic Fang

Transmutation

Level: Drd 3, Rgr 3

Components: V, S, DF

Casting Time: 1 action

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

Target: One living creature

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Greater magic fang gives one natural weapon of the subject a +1 enhancement bonus per three caster levels (maximum +5) to attack and damage rolls. The spell can affect a slam attack, fist, bite, or other natural weapon. (The spell does not change an unarmed strike's damage from subdual damage to normal damage.) If the character is a good druid, the natural weapon is considered blessed, which means it has special effects on certain creatures.

Greater Magic Weapon

Transmutation

Level: Brd 3, Clr 4, Pal 3, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 action

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

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

Duration: 1 hour/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This spell gives a weapon an enhancement bonus to attack and damage of +1 per three caster levels (maximum +5). An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attacks.

Alternatively, the character can affect up to fifty arrows, bolts, or bullets. The projectiles must all be of the same type, and they have to be together in one group (such as in the same quiver). Projectiles (but not thrown weapons) lose their transmutation when used.

If the character is a good cleric, the cleric of a good deity, or a paladin, the weapon is considered blessed, which means it has special effects on certain creatures.

Greater Planar Ally

Conjuration (Calling) [see text]

Level: Clr 8

Components: V, S, DF

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels) (see text)

Effect: Up to 24 HD worth of summoned elementals and outsiders, no two of which can be more than 30 ft. apart when they appear

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

By casting this spell, the character requests the character's deity to send the character an elemental or outsider (of up to 24 HD), or a number of creatures of the same type whose HD do not total more than 24, of the deity's choice. If the character serves no particular deity, the spell is a general plea answered by a creature sharing the character's philosophical alignment. If the character knows an individual creature's name, the character may request that individual by speaking the name during the spell (though the character might get a different creature anyway).

The character may ask the creature to perform one task for the character, and the creature may request some service in return. If multiple creatures are called, the creatures, as a group, agree to perform one task for the character and request one favor in return. The more demanding the character's request, the greater return favor the creature asked for. This bargaining takes at least 1 round, so any actions by the creature begin in the round after they arrive. If the character agrees to the service, the creature performs the task

the character requested, reports back to the character afterward (if possible), and returns to its home plane. The character is honor bound to perform the return favor.

A creature may accept some form of payment in return for its service. The creature may keep it or may deliver the item to another member of the character's religion somewhere else, where it can help the religion's cause.

Note: When the character uses a calling spell that calls an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Greater Planar Binding

Conjuration (Calling) [see text]

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels) (see text)

Targets: Up to 24 HD worth of elementals and outsiders, no two of which can be more than 30 ft. apart when they appear

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Casting this spell attempts a dangerous act: to lure a creature or creatures from another plane to a specifically prepared trap, which must lie within the spell's range. The character may call a single creature of up to 24 HD or a number of creatures of the same type whose HD total no more than 24. The called creature is held in the trap until it agrees to perform one service in return for its freedom. To create the trap, the character must use a magic circle spell, focused inward. The type of creature to be bound must be known and stated. If it has a specific, proper, or given name, this must be used in casting the spell.

The target creature must attempt a Will saving throw. If more than one creature is called, each creature makes a saving throw. If the saving throw succeeds, the creature resists the spell. If the saving throw fails, the creature is immediately drawn to the trap (spell resistance does not keep the creature from being called). The creature can escape from the trap with a successful SR roll, dimensional travel, or a successful Charisma check (DC 18 + 1/2 the caster's level + the caster's Charisma modifier). It can try each method once per day. Multiple creatures make individual escape attempts. If it breaks loose, it can flee or attack the character. A dimensional anchor cast on the creature prevents its escape via dimensional travel. The character can also employ a calling diagram to make the trap more secure.

If the creature does not break free of the trap, the character can keep it bound for as long as the character dares. The character can attempt to compel the creature to perform a service by describing the service and perhaps offering some sort of reward. The character makes a Charisma check opposed by the creature's Charisma check. The DM then assigns a bonus based on the service and reward, from 0 to +6. This bonus

applies to the character's Charisma check. If the creature wins the opposed check, it refuses service. New offers, bribes, and the like can be made or the old ones reoffered every 24 hours. This can be repeated until the creature promises to serve, until it breaks free, or until the character decides to get rid of it by means of some other spell. If multiple creatures have been called, the caster must negotiate with each individually. Impossible demands or unreasonable commands are never agreed to. If the character rolls a 1 on the Charisma check, the creature breaks free of the binding and can escape or attack the character.

Once the requested service is completed, the creature need only so inform the character to be instantly sent back whence it came. The creature might later seek revenge. If the character assigns some open-ended task that the creature cannot complete through its own actions, the spell remains in effect for a maximum of 1 day per caster level, and the creature gains an immediate chance to break free. Note that a clever recipient can subvert some instructions.

When the character uses a calling spell to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Greater Restoration

Conjuration (Healing)

Level: Clr 7

Components: V, S, XP

Casting Time: 10 minutes

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Greater restoration dispels any magical effects reducing one of the subject's ability scores, all magical effects penalizing the character's abilities, cures all temporary ability damage, and restores all points permanently drained from all ability scores. It also removes all forms of insanity, confusion, and similar mental effects. The spell dispels all negative energy levels afflicting the subject, restoring the creature to the highest level it had previously achieved. This reverses level drains by a force or creature. The drained levels are restored only if the time since the creature lost the level is no more than 1 week per caster level.

Greater restoration does not restore levels or Constitution points lost due to death.

XP Cost: 500 XP.

Greater Scrying

Divination

Level: Brd 6, Clr 7, Drd 7, Sor/Wiz 7

Components: V, S

Casting Time: 1 action

Range: See text

Effect: Magical sensor

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

The character can see and hear a creature, who may be at any distance. The character must succeed at a Scry check to do so. The difficulty of the task depends on how well the character knows the subject and what sort of physical connection (if any) the character has to that creature. Furthermore, if the subject is on another plane, the character gets a –5 penalty on the Scry check.

Knowledge	DC
None*	20
Secondhand (the character has heard of the subject)	15
Firsthand (the character has met the subject)	10
Familiar (the character knows the subject well)	5

*The character must have some sort of connection to a creature the character has no knowledge of.

Connection	Scry Check Bonus
Likeness or picture	+5
Possession or garment	+8
Body part, lock of hair, nail clippings, etc.	+10

This spell creates a magical sensor located near the subject. Any creature with Intelligence 12 or higher can notice the sensor by making a Scry check (or an Intelligence check) against DC 20.

You may cast the following spells reliably through the sensor: *comprehend languages*, *darkvision*, *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, *message*, *read magic*, and *tongues*.

Greater Shadow Conjunction

Illusion (Shadow)

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 action

Range: See text

Effect: See text

Duration: See text

Saving Throw: Will disbelief (if interacted with); varies (see text)

Spell Resistance: No (see text)

The character uses material from the Plane of Shadow to shape quasi-real illusions of one or more creatures, objects, or forces. *Shadow conjunction* can mimic any sorcerer or wizard conjunction spell of 4th level or lower. Shadow conjunctions are actually two-fifths (40%) as strong as the real things, though creatures who believe the shadow conjunctions to be real are affected by them at full strength.

All those that interact with the conjured object, force, or creature can make Will saves to recognize its shadowy nature. Those who succeed do so.

Attack spells have normal effects unless those affected succeed at Will saves. Each disbelieving

creature takes only one-fifth damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is two-fifths as strong (if applicable) or only 40% likely to occur. Mimicked spells allow the normal saves and SR.

Shadow objects or substances have normal effects except against those who disbelieve them. Against disbelievers, they are two-fifths strength or 40% likely to work.

Shadow creatures have two-fifths the normal hit points (regardless of whether they're recognized as shadowy). They deal normal damage and have all normal abilities and weaknesses. Against a creature who recognizes them as shadowy, however, such a creature's damage is two-fifths normal, and all special abilities that do not produce normal damage (in hit points) are only 40% likely to work. (Roll for each use and each affected character separately.) Furthermore, the shadow creature's AC bonuses are two-fifths normal.

Those who succeed at their saves see the *shadow conjunctions* as transparent images superimposed on vague, shadowy forms.

Greater Shadow Evocation

Illusion (Shadow)

Level: Sor/Wiz 6

Components: V, S

Casting Time: 1 action

Range: See text

Effect: See text

Duration: See text

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: Yes

The character taps energy from the Plane of Shadow to cast a quasi-real, illusory version of a wizard or sorcerer evocation of 5th level or lower. (For a spell with more than one level, use the best one applicable to the character.) If recognized as a *shadow evocation*, a damaging spell deals only two-fifths (40%) of normal damage, with a minimum of 2 points per die of damage. Regardless of the result of the save to disbelieve, affected creatures are also allowed any save the spell being simulated allows, but set the save DC according to shadow magic's level (6th) rather than the spell's normal level. Nondamaging effects are only 40% likely to work when the *greater shadow evocation* is recognized as mostly illusory (roll separately for each effect and each creature who recognizes the evocation as shadowy).

Greater Sleep

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: One action

Range: Medium (100 feet + 10 feet/level)

Area: Several living creatures within a 15-foot-radius burst

Duration: One minute/level

Saving Throw: Will negates

Spell Resistance: Yes

Source: The Book of Eldritch Might

Source Company: Malhavoc Press

Closed Content: The name *greater sleep* is closed content

A *greater sleep* spell causes a comatose slumber to come upon one or more creatures. Roll 4d6 to determine how many total HD of creatures can be affected. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. No creature with 10 or more HD is affected, HD that are not sufficient to affect a creature are wasted, and creatures with fewer HD are affected first.

Sleeping creatures are helpless. Slapping or wounding awakens affected creatures, but normal noise does not. Awakening a creature is a standard action.

Greater sleep does not target unconscious creatures, constructs, or undead creatures.

Note: Extra hit points are irrelevant for determining how many HD a creature has.

Material Component: A pinch of dust

Guards and Wards

Abjuration

Level: Sor/Wiz 6

Components: V, S, M, F

Casting Time: 30 minutes (D)

Range: Anywhere within the area to be warded

Area: Up to 200 sq. ft./level (S)

Duration: 2 hours/level

Saving Throw: None

Spell Resistance: See text

This powerful spell is primarily used to defend the character's stronghold. The ward protects 200 square feet per caster level. The warded area can be up to 20 feet high, and shaped as the character desires. The character can ward several stories of a stronghold by dividing the area among them; the character must be somewhere within the area to be warded to cast the spell. The spell creates the following magical effects within the warded area:

Fog: Fog fills all corridors, obscuring all sight, including darkvision, beyond 5 feet. A creature within 5 feet has one-half concealment (attacks suffer a 20% miss chance). Creatures farther away have full concealment (50% miss chance; the attacker cannot use sight to locate the target). Spell resistance: No.

Arcane Locks: All doors in the warded area are *arcane locked*. Spell resistance: No.

Webs: Webs fill all stairs from top to bottom. These strands are identical with those created by the *web* spell, except that they regrow in 10 minutes if they are burned or torn away while the *guards and wards* spell lasts. Spell resistance: Yes.

Confusion: Where there are choices in direction—such as a corridor intersection or side passage—a minor confusion-type spell functions so as to make it 50% probable that intruders believe they are going in the

exact opposite direction from the one they actually chose. This is an enchantment (mind-affecting) effect. Spell resistance: Yes.

Lost Doors: One door per caster level is covered by a glamor to appear as if it were a plain wall. Spell resistance: No.

In addition, the character can place the character's choice of one of the following five magical effects:

- *Dancing lights* in four corridors. The character can designate a simple program that causes the lights to repeat as long as the *guards and wards* spell lasts. Spell resistance: No.
- A *magic mouth* in two places. Spell resistance: No.
- A *stinking cloud* in two places. The vapors appear in the places the character designate; they return within 10 minutes if dispersed by wind while the *guards and wards* spell lasts. Spell resistance: Yes.
- A *gust of wind* in one corridor or room. Spell resistance: Yes.
- A *suggestion* in one place. The character selects an area up to 5 feet square, and any creature who enters or passes through the area receives the *suggestion* mentally. Spell resistance: Yes.

The whole warded area radiates strong magic of the abjuration school. A *dispel magic* cast on a specific effect, if successful, removes only that effect. A successful *disjunction* destroys the entire *guards and wards* effect.

Guidance

Divination

Level: Clr 0, Drd 0

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute or until discharged

Saving Throw: None

Spell Resistance: Yes

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

Guilt

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 1, Clr 1, Sor/Wiz 1

Components: V, S, AF

Casting Time: One action

Range: Medium (100 feet + 10 feet/level)

Target: One living creature of nongood alignment

Duration: 1d4 rounds

Saving Throw: Will negates

Spell Resistance: Yes

Source: The Book of Eldritch Might

Source Company: Malhavoc Press

Closed Content: The name *guilt* is closed content

A non-good creature is forced to think about some evil deed it performed, denying it any actions except to defend itself.

Arcane Focus: A small mirror

Gust of Wind

Evocation

Level: Brd 3, Sor/Wiz 3

Components: V, S, F

Casting Time: 1 action

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

Effect: Gust of wind (10 ft. wide, 10 ft. high) emanating out from the character to the extreme of the range

Duration: 1 round

Saving Throw: Fortitude negates

Spell Resistance: Yes

Created Items: *Ring of elemental command (air), wind fan*

This spell creates a strong blast of air that originates from the character and moves in the direction the character is facing. The force of this gust automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly and has a 50% chance to extinguish these lights. Creatures caught in the area may be affected. Any creature is entitled to a saving throw to ignore the *gust's* effects.

A *gust of wind* can do anything a sudden blast of wind would be expected to do.

Hallow

Evocation [Good]

Level: Clr 5, Drd 5

Components: V, S, M, DF

Casting Time: One day

Range: Touch

Area: 10-ft./level radius emanating from the touched point

Duration: Instantaneous

Saving Throw: None

Spell Resistance: See text

Hallow makes a particular site, building, or structure a holy site. This has four major effects.

First, all creatures in the area are warded from attacks by evil creatures, from mental control, and from summoned or conjured creatures. All recipients get a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made by evil creatures. The spell blocks any attempt to possess the warded creatures or to exercise mental control over the creatures. The protection does not prevent a spell from gaining mental control over a creature, but it prevents anyone who does so from mentally commanding the protected creature. The barrier keeps out a possessing life force but does not

expel one if it is in place before the spell is cast. This effect works regardless of alignment.

The spell also prevents bodily contact by summoned or conjured creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Good elementals and outsiders are immune to this effect. The protection against contact by summoned or conjured creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

These effects are not cumulative with *protection from evil*.

Second, all Charisma checks to turn undead gain a +4 sacred bonus and Charisma checks to command undead suffer a –4 sacred penalty. Spell resistance does not apply to this effect. (Note: This provision does not apply to the druid version of the spell.)

Third, any dead body interred in a *hallowed* site cannot be turned into an undead creature.

Finally, the character may choose to fix a single spell effect to the *hallow* site. The spell effect lasts for one year and functions throughout the entire consecrated site, regardless of the normal duration and area or effect. The character may designate whether the effect applies to all creatures, creatures who share the character's faith or alignment, or creatures who adhere to another faith or alignment. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting *hallow* again.

Spell effects that may be tied to a hallow site include *aid, bane, bless, cause fear, darkness, daylight, deeper darkness, detect evil, detect magic, dimensional anchor, discern lies, dispel magic, endure elements, freedom of movement, invisibility purge, negative energy protection, protection from elements, remove fear, resist elements, silence, tongues, and zone of truth*. Spell resistance might apply to these spells' effects. (See the individual spell descriptions for details.)

An area can receive only one *hallow* (and its associated spell effect) at a time.

Hallow counters but does not dispel *unhallow*.

Material Components: Worth at least 1,000 gp, plus 1,000 gp per level of the spell to be included in the hallowed area.

Hallucinatory Terrain

Illusion (Glamer)

Level: Brd 4, Sor/Wiz 4

Components: V, S, M

Casting Time: 10 minutes

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

Area: One 30-ft. cube/level (S)

Duration: 2 hours/level

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

The character makes natural terrain look, sound, and smell like some other sort of natural terrain. Structures,

equipment, and creatures within the area are not hidden or changed in appearance.

Half Undead

Necromancy

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

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

Targets: Up to three undead, no two of which can be more than 30 ft. apart

Duration: 1 round/level

Saving Throw: See text

Spell Resistance: Yes

This spell renders up to three undead creatures immobile. Nonintelligent undead get no saving throw; intelligent undead do. If the spell is successful, it renders the undead immobile for the duration of the spell. The effect is broken if the halted creatures are attacked or take damage.

Harm

Necromancy

Level: Clr 6, Destruction 6, Drd 7

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Created Items: *Rapier of puncturing*

Harm damages a subject with negative energy that causes the loss of all but 1d4 hit points.

If used on an undead creature (requires a successful touch attack), *harm* acts like *heal*.

Haste

Transmutation

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Created Items: *Rhino hide, speed, monk's belt, boots of speed, horseshoes of speed, ring of the dauntless, pegasus rings*

The transmuted creature moves and acts more quickly than normal. This extra speed has several effects.

On its turn, the subject may take an extra partial action, either before or after its regular action.

The subject gains a +4 haste bonus to AC. The subject loses this bonus whenever it would lose a dodge bonus.

The subject can jump one and a half times as far as normal. This increase counts as an enhancement bonus.

Haste dispels and counters *slow*.

Headache

Abjuration

Level: Clr 1, Sor/Wiz 1

Components: V, S, M.

Casting Time: 1 action.

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

Targets: Spell caster within range.

Duration: 1 round/level.

Saving Throw: None.

Spell Resistance: Yes.

Source: Academy Handbook: Saint John's College of

Abjuration and defence against the offensive arts

Source Company: Malladin's Gate Press

This spell gives the target a migraine headache, which affects his spell casting abilities. The target must make a successful concentration check (DC 10 + *headache* caster's level) whenever he attempts to cast spells. A successful concentration check dispels the *headache*.

Heal

Conjuration (Healing)

Level: Clr 6, Drd 7, Healing 6

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (harmless)

Created Items: *Disruption, staff of life, periapt of wound closure*

Heal enables the character to channel positive energy into a creature to wipe away disease and injury. It completely cures all diseases, blindness, deafness, hit point damage, and all temporary ability damage. It neutralizes poisons in the subject's system, so that no additional damage or effects are suffered. It offsets a *feeblemind* spell. It cures those mental disorders caused by spells or injury to the brain. Only a single application of the spell is needed to simultaneously achieve all these effects.

Heal does not remove negative levels, restore permanently drained levels, or restore permanently drained ability scores.

If used against an undead creature, *heal* acts like *harm*.

Healing Circle

Conjuration (Healing)

Level: Brd 5, Clr 5, Drd 6, Healing 5

Components: V, S

Casting Time: 1 action

Range: 20 ft.

Area: All living allies and undead creatures within a 20-ft.-radius burst centered on the character

Duration: Instantaneous

Saving Throw: Fortitude half (harmless)

Spell Resistance: Yes (harmless)

Positive energy spreads out in all directions from the point of origin, curing 1d8 points of damage +1 point per caster level (maximum +20) to nearby living allies.

Like *cure* spells, *healing circle* damages undead in its area rather than curing them.

Heal Mount

Conjuration (Healing)

Level: Pal 3

Components: V, S

Casting Time: 1 action

Range: Touch

Target: The character's mount touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (harmless)

Created Items: *Defender's saddle*, *captain's saddle*

Heal mount enables the character to wipe away disease and injury in the character's special mount. It completely cures all diseases, blindness, or deafness of the mount, cures all points of damage taken due to wounds or injury, and repairs temporary ability damage. It cures those mental disorders caused by spells or injury to the brain.

Heal mount does not remove negative levels, restore drained levels, or restore drained ability scores.

Heartglow

Transmutation [Good]

Level: Pal 2

Components: V, S

Casting Time: One action

Range: Personal

Target: You

Duration: One minute/level (D)

Saving Throw: None

Spell Resistance: Yes

Source: The Book of Hallowed Might

Source Company: Malhavoc Press

Closed Content: The name *heartglow* is closed content.

The caster focuses his internal holy power into his heart, causing it to glow like a brilliant light, which can be seen through his chest, and even through clothing and armor. While the caster's heart glows, all evil creatures within 10 feet of him suffer a morale penalty of -1 to attack rolls, saving throws, and checks as they are

discomfited in the presence of the shining light of the caster's goodness.

Heat Metal

Transmutation [Fire]

Level: Drd 2, Sun 2

Components: V, S, DF

Casting Time: 1 action

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

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

Duration: 7 rounds

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Heat metal makes metal extremely hot. Unattended, nonmagical metal gets no saving throw. Enchanted metal is allowed a saving throw against the spell. An item in a creature's possession uses the creature's saving throw (unless its own is higher).

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

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

Round	Temperature Damage
1	Warm None
2	Hot 1d4 points
3-5	Searing 2d4 points
6	Hot 1d4 points
7	Warm None

Any cold intense enough to damage the creature negates heat damage from the spell (and vice versa) on a point-for-point basis.

If cast underwater, heat metal deals half damage and boils the surrounding water.

Heat metal counters and dispels *chill metal*.

Helping Hand

Evocation

Level: Clr 3

Components: V, S, DF

Casting Time: 1 action

Range: Five miles

Effect: Ghostly hand

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

The character creates the ghostly image of a hand, which the character can send to find someone within five miles. The hand then beckons to that person and leads him or her to the character if the person follows it.

When the spell is cast, the hand appears in front of the character. The character then specifies 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 subject is.

Distance	Time to Locate
Up to 100 ft.	1 round
1,000 ft.	1 minute
One mile	10 minutes
Two miles	1 hour
Three miles	2 hours
Four miles	3 hours
Five miles	4 hours

Once the hand locates the subject, it beckons him or her to follow it. If the subject follows, the hand points in the character's direction, leading the subject in the most direct, feasible route. The hand hovers 10 feet in front of the subject, moving before him or her at a rate of anywhere up to 240 feet per round. Once the hand leads the subject to the character, it disappears.

The subject is not compelled to follow the hand or act in any particular way toward the character. 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 the character, the hand disappears.

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

If, at the end of 4 hours of searching, the hand has found no subject that matches the description within five miles, it returns to the character, displays an outstretched palm, and disappears.

The ghostly hand has no physical form. It is invisible to anyone except the character and potential subjects. It cannot engage in combat or execute any other task aside from locating the subject and leading her back to the character. The hand does not pass through solid objects but can ooze through small cracks and slits.

The hand cannot travel more than five miles from the spot it appeared when the character cast the spell.

Heroes' Feast

Evocation

Level: Clr 6

Components: V, S, DF

Casting Time: 10 minutes

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

Effect: Feast for one creature/level

Duration: 1 hour + 12 hours (see text)

Saving Throw: None

Spell Resistance: Yes (harmless)

The character brings forth a great feast, including a magnificent table, chairs, service, and food and drink. The feast takes 1 hour to consume, and the beneficial effects do not set in until this hour is over. Those partaking of the feast are cured of all diseases, are immune to poison for 12 hours, and are healed of 1d4+4 points of damage after imbibing the nectarlike beverage that is part of the feast. Characters who eat the food gain a morale bonus of +1 on their attack rolls and a morale bonus of +1 on saving throws against fear effects for the next 12 hours. During this same period, the people who consumed the feast are immune to magical *fear* and *hopelessness*.

If the feast is interrupted for any reason, the spell is ruined and all effects of the spell are negated.

Hideous Laughter

Enchantment (Compulsion)

Level: Brd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

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

Target: One creature (see text)

Duration: 1d3 rounds

Saving Throw: Will negates

Spell Resistance: Yes

Created Items: *Lute of confusion*

This spell afflicts the subject with uncontrollable laughter. It collapses into gales of manic laughter, falling prone. The subject can take no actions while laughing. After the spell ends, it can act normally.

Creatures with Intelligence scores of 2 or lower are not affected. A creature whose type is different from the caster's receives a +4 bonus on its saving throw, because humor doesn't "translate" well.

Hold Animal

Enchantment (Compulsion) [Mind-Affecting]

Level: Animal 2, Drd 2, Rgr 2

Components: V, S

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

Target: One animal

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

The subject freezes in place, standing helpless. The animal is aware and breathes normally but cannot take any physical actions. The animal can, however, execute purely mental actions.

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

Hold animal does not work on beasts, magical beasts, or vermin.

Hold Monster

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 4, Law 6, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 1 action

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

Target: One living creature

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Created Items: *Staff of power, holding, velvet maiden, ghoul gloves*

The subject freezes in place, standing helpless. The subject is aware and breathes normally but cannot take any physical actions, even speech. The subject can, however, execute purely mental actions.

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

Hold Person

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 2, Clr 2, Sor/Wiz 3

Components: V, S, F/DF

Casting Time: 1 action

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

Target: One humanoid of Medium-size or smaller

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Created Items: *Mace of terror, rod of lordly might, mirror of vanity*

The subject freezes in place, standing helpless. The subject is aware and breathes normally but cannot take any physical actions, even speech. The subject can, however, execute purely mental actions.

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

Hold Portal

Abjuration

Level: Sor/Wiz 1

Component: V

Casting Time: 1 action

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

Target: One portal, up to 20 sq. ft./level

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

This spell magically bars a door, gate, window, or shutter of wood, metal, or stone. The magic holds the portal fast, just as if it were securely closed and normally locked. A *knock* spell or a successful *dispel magic* spell can negate the *hold portal*. For a portal affected by this spell, add 5 to the normal DC for forcing the portal.

Hold the Slain

Necromancy

Level: Clr 4, Brd 5, Sor/Wiz 5

Components: V, S, F/DF

Casting Time: 1 action

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

Target: One undead creature

Duration: 1 round / level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Source: The Compleat Librum of Gar'Udok's Necromantic Artes

Source Company: E. N. Publishing

Closed Content: The name *hold the slain* is closed content

This spell interrupts the flow of negative energy within an undead creature, freezing it in place and causing it to be unable to move. Because of this interruption, the target is also unable to take mental actions. In fact, time does not pass for the undead under this spell. The target is unaware of anything between the casting of this spell and its cessation. Intelligent undead, such as liches, may deduce something has happened however. Arcane Focus: A miniature iron scroll.

Holy Aura

Abjuration [Good]

Level: Clr 8, Good 8, Luck 8

Components: V, S, F

Casting Time: 1 action

Range: 20 ft.

Targets: One creature/level in a 20-ft.-radius burst centered on the character

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: Yes (harmless)

Created Items: *Holy avenger*

A divine radiance surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by evil creatures, and blinding evil creatures when they strike the subjects. This abjuration has four effects:

First, the warded creatures gain a +4 deflection bonus to AC and a +4 resistance bonus to saves.

Second, the warded creatures gain SR 25 against evil spells and spells cast by evil creatures.

Third, the abjuration blocks possession and mental influence, just as *protection from evil* does.

Finally, if an evil creature succeeds at a melee attack against a warded creature, the offending attacker is blinded (Fortitude save negates, as *blindness/deafness*, but against *holy aura's* save DC).

Focus: Worth at least 500 gp.

Holy Smite

Evocation [Good]

Level: Good 4

Components: V, S

Casting Time: 1 action

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

Area: 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Created Items: *Holy, necklace of prayer beads, holy burst*

The character draws down holy power to smite the character's enemies. Only evil and neutral creatures are harmed by the spell; good creatures are unaffected.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to evil creatures and blinds them for 1 round. A successful Reflex saving throw reduces damage to half and negates the blinding effect.

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

In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have full concealment), loses any Dexterity bonus to AC, grants a +2 bonus to opponents' attack rolls (they are effectively invisible), moves at half speed, and suffers a -4 penalty on most Strength- and Dexterity-based skills.

Holy Sword

Evocation

Level: Pal 4

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Weapon touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell allows the character to channel holy power into a weapon the character choose. The weapon acts as a +5 magic weapon and deals double damage against evil opponents. It emits a ward that protects creatures within 10 feet. This ward protects a creature from attacks by evil creatures, from mental control, and from summoned or conjured creatures. The ward has three major effects:

First, the subjects get a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made by evil creatures.

Second, the barrier blocks any attempt to possess the warded creatures or to exercise mental control over the creature. The protection does not prevent a gaining mental control over a warded character, but it prevents anyone from mentally commanding the protected creature. 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 ward prevents bodily contact by summoned or conjured creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Good elementals and outsiders are immune to this effect. The protection against contact by summoned or conjured creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

If the ward ends, the sword creates a new one on the character's turn as a free action. The spell is automatically canceled 1 round after the weapon leaves the character's hand for any reason. The character cannot have more than one *holy sword* at a time.

If this spell is cast on a magic weapon, the powers of the spell supersede any that the weapon normally has, rendering the normal enhancement bonus and powers of the weapon inoperative for the duration of the spell. This spell is not cumulative with *bless weapon* or any other spell that might modify the weapon in any way.

This spell does not work on artifacts.

Note: A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack.

Holy Word

Evocation [Good, Sonic]

Level: Clr 7, Good 7

Components: V

Casting Time: 1 action

Range: 30 ft.

Area: Creatures in a 30-ft.-radius spread centered on the character

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Uttering holy word has two effects.

If the character is on the character's home plane, the spell instantly banishes nongood extraplanar creatures within the area back to their home planes. Creatures so banished cannot return for at least 1 day. This effect takes place regardless of whether the creatures hear the *holy word*.

Creatures native to the character's plane who hear the holy word and are not good suffer the following ill effects:

HD

12 or more
Less than 12
Less than 8

Less than 4

Effect

Deafened
Blinded, deafened
Paralyzed, blinded, deafened
Killed, paralyzed, blinded, deafened

The effects are cumulative.

Deafened: The creature is deafened (see blindness/deafness) for 1d4 rounds.

Blinded: The creature is blinded (see blindness/deafness) for 2d4 rounds.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes, unable to move or act in any way.

Killed: Living creatures die. Undead creatures are destroyed.

Horrific Aspect

Illusion (Phantasm) (Fear, Mind-Affecting)

Level: Sor/Wiz 6

Components: V, S

Casting Time: 1 action

Range: 30 ft.

Area: 30-ft. radius sphere centered on the caster

Duration: 1 round/level

Saving Throw: See text

Spell Resistance: Yes

Source: 101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires

Source Company: Ronin Arts

By means of this spell, the caster changes his appearance to that of a horrifying humanoid monster, complete with skeletal head, burning eyes, and wicked claws and fangs. So unnerving and convincing is the illusion, which includes visual, audible, tactile, and thermal components, that it has the following effects on creatures within 30 ft. who see the caster:

Hit Dice of Viewer

Under 2 (no saving throw)

2 to 4 (Will save negates)

5 to 6 (Will save negates)

7 to 8 (Will save negates)

Effect on Creature

Cowering

Panicked

Frightened

Shaken

Creatures above 8 HD are unaffected by horrific aspect. Those entering the area during the spell's duration must make a save, but creatures that make their save and later reenter the spell's area do not have to make a new save.

Horrid Wilting

Necromancy

Level: Sor/Wiz 8, Water 8

Components: V, S, M/DF

Casting Time: 1 action

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

Targets: Living creatures, no two of whom can be more than 60 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

This spell evaporates moisture from the bodies of all the subject living creatures, dealing 1d8 points of damage per caster level (maximum 25d8). This spell is especially devastating to water elementals and plant creatures, who receive a penalty of -2 to their saving throws.

Hypnotic Pattern

Illusion (Pattern) [Mind-Affecting]

Level: Brd 2, Sor/Wiz 2

Components: (V), S, M

Casting Time: 1 action

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

Effect: Colorful lights in a 15-ft.-radius spread

Duration: Concentration + 2 rounds

Saving Throw: Will negates

Spell Resistance: Yes

A pattern of shifting colors weaves through the air, fascinating creatures within it. Roll 2d4 +1 per caster level to determine the total number of HD affected (maximum +10). Creatures with the fewest HD are affected first; and, among creatures with equal HD, those who are closest to the spell's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. Affected creatures gaze at the lights, heedless of all else. Sightless creatures are not affected.

A wizard or sorcerer need not utter a sound to cast this spell, but a bard must sing, play music, or recite a rhyme as a verbal component.

Hypnotism

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 action

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

Area: Several living creatures, no two of which may be more than 30 ft. apart

Duration: 2d4 rounds (D)

Saving Throw: Will negates

Spell Resistance: Yes

Created Items: *Robe of scintillating colors*

The character's gestures and droning incantation cause creatures nearby to stop and stare blankly at the character, *hypnotized*. The character can use their rapt attention to make the character's suggestions and requests seem more plausible. Roll 2d4 to see how many total HD the character affects. Creatures with fewer HD are affected before creatures with more HD. Only creatures who can see or hear the character are affected, but they do not need to understand the character to be *hypnotized*.

If the character uses this spell in combat, the targets gain a +2 bonus to their saving throws. If the spell affects only a single creature not in combat at the time, the saving throw has a penalty of -2. While hypnotized, a creature's Spot and Listen checks suffer a -4 penalty. Any potential threat allows the creature a second saving throw. Any obvious threat automatically breaks the *hypnotism*, as does shaking or slapping the creature. A *hypnotized* creature's ally may shake it free of the spell as a standard action.

While the subject is *hypnotized*, the character can make a suggestion or request (provided the character can communicate with it). The suggestion must be brief

and reasonable. An affected creature reacts as though it were two steps more friendly in attitude. Even once the spell ends, it retains its new attitude toward the character, but only with respect to that particular suggestion.

A creature who fails its saving throw does not remember that the character enspelled it.

Ice Storm

Evocation [Cold]

Level: Drd 5, Sor/Wiz 4, Water 5

Components: V, S, M/DF

Casting Time: 1 action

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

Area: Cylinder (20-ft. radius, 40 ft. high)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Created Items: *Frost, icy burst, frost brand, ring of elemental command (water), staff of frost, robe of storms*

Great hailstones pound down, dealing 5d6 points of damage to creatures in their path; the damage is 3d6 impact plus 2d6 cold.

Identify

Divination

Level: Brd 1, Magic 2, Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 8 hours

Range: Touch

Targets: Up to 1 touched object per level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The spell determines the single most basic function of each magic item, including how to activate that function (if appropriate), and how many charges are left (if any). For a weapon, this will be the "plus" to attack and damage.

If a magic item has multiple different functions that are equally basic, identify determines the lowest-level function. If these functions are also of equal level, the DM decides randomly which is identified.

Arcane Material Components: Worth at least 100 gp value.

Identify Undead

Necromancy

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: 30-ft. radius sphere

Area: 30-ft. radius sphere centered on the caster

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Source: 101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires

Source Company: Ronin Arts

Through the use of this spell, the caster may divine the nature of any undead he faces. This spell immediately informs the caster of the type of all undead within the area of effect with Hit Dice no greater than his caster level.

Illuminated Weapon

Evocation [Good]

Level: Light 1, Pal 1

Components: V, S

Casting Time: One action

Range: Touch

Target: One weapon

Duration: One minute/level

(D) (see text)

Saving Throw: Will negates

Spell Resistance: Yes

Source: The Book of Hallowed Might

Source Company: Malhavoc Press

Closed Content: The name *illuminated weapon* is closed content.

The caster makes a weapon particularly useful against undead opponents by infusing it with magical daylight. The weapon disrupts the undead flesh of a corporeal foe, inflicting upon them a –2 divine penalty to attacks, saves, and checks for 1 round per level when it strikes them. (Multiple strikes do not inflict stacking penalties.) Incorporeal undead hit are also disrupted, forcing them to take only a partial action on their next turn.

Illusory Script

Illusion (Phantasm) [Mind-Affecting]

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 minute or longer (see text)

Range: Touch

Target: One touched object weighing no more than 10 lb.

Duration: 1 day/level

Saving Throw: Will negates (see text)

Spell Resistance: Yes

The character writes instructions or other information on any suitable writing material. The *illusory script* appears to be some form of foreign or magic writing. Only the person (or people) designated by the character at the time of the casting are able to read the writing; it's completely unintelligible to any other character, although an illusionist recognizes it as *illusory script*.

Any unauthorized creature attempting to read the script triggers a potent illusory effect and must make a saving throw. A successful saving throw means the creature can look away with only a mild sense of disorientation. Failure means the creature is subject to a suggestion implanted in the script by the character at the time the *illusory script* spell was cast. The suggestion lasts only 30 minutes. If successfully dispelled by *dispel magic*, the illusory script and its secret message disappear. The hidden message can be read by a combination of the *true seeing* spell with the *read magic* or *comprehend languages* spell.

The casting time depends on how long a message the character wishes to write, but it is always at least 1 minute.

Material Component: At least 50 gp.

Musory Wall

Illusion (Figment)

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

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

Effect: Image 1 ft. x 10 ft. x 10 ft.

Duration: Permanent

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

This spell creates the illusion of a wall, floor, ceiling, or similar surface. It appears absolutely real when viewed, but physical objects can pass through it without difficulty. When the spell is used to hide pits, traps, or normal doors, any detection abilities that do not require sight work normally. Touch or probing searches reveal the true nature of the surface, though they do not cause the illusion to disappear.

Imbue with Spell Ability

Evocation

Level: Clr 4, Magic 4

Components: V, S, DF

Casting Time: 10 minutes

Range: Touch

Target: Creature touched

Duration: Permanent until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Created Items: *Ring of spell storing*

The character transfers some of the character's currently prepared spells, and the ability to cast them, to another creature. Only a creature with an Intelligence score of at least 5 and a Wisdom score of at least 9 can receive this bestowal. Only cleric abjurations, divinations, or conjuration (healing) spells can be transferred. The number and level of spells that the subject can be granted depends on the subject's HD; even multiple castings of *imbue with spell ability* can't exceed this limit. If the character's limit of 4th-level spells decreases, and it drops below the current number of active *imbue with spell ability* spells, the more recently cast imbued spells are dispelled.

HD of Recipient

1–2

3–4

5+

Spells

Imbued

One 1st-level spell

Up to two 1st-level spells

Up to two 1st- and one 2nd-level spell

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

Once the character casts *imbue with spell ability* on another character, the character cannot prepare a new 4th-level spell to replace it until the recipient uses the transferred spells or is slain. In the meantime, the character remains responsible to the character's deity or the character's principles for the use to which the spell is put.

To cast a spell with a verbal component, the recipient must be able to speak. To cast a spell with a somatic component, the recipient must have humanlike hands. To cast a spell with a material component or focus, the recipient must have the materials or focus.

Implosion

Evocation

Level: Clr 9, Destruction 9

Components: V, S

Casting Time: 1 action

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

Targets: One corporeal creature/round

Duration: Concentration (up to 4 rounds)

Saving Throw: Fortitude negates

Spell Resistance: Yes

For each round the character concentrates, the character causes one creature to collapse in on itself, killing it. (This effect, being instantaneous, cannot be dispelled.)

The character can target a particular creature only once with each casting of the spell.

Implosion has no effect on creatures in gaseous form or on incorporeal creatures.

Imprisonment

Abjuration

Level: Sor/Wiz 9

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Created Items: *Mirror of life trapping*

When the character casts *imprisonment* and touches an opponent, the target is entombed in a state of suspended animation in a small sphere far beneath the surface of the earth. For the creature, time ceases to flow and its condition becomes fixed. The creature does not grow older. Its body functions virtually cease, and no force or effect can harm it. The subject remains there unless a *freedom* spell is cast at the locale where the imprisonment took place. Magical search by most divinations do not reveal the fact that a creature is imprisoned, but *discern location* does. A *wish* or *miracle* spell will not free the recipient but will reveal where it is entombed. The *imprisonment* spell functions only if the target's name and some facts about its life are known.

Improved Invisibility

Illusion (Glamer)

Level: Brd 4, Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Personal or touch

Target: The character or creature touched

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No or Yes (harmless, object)

Created Items: *Dust of disappearance*

The creature or object touched vanishes from sight, even from darkvision. If the recipient is a creature carrying gear, the gear vanishes, too. If the character casts the spell on someone else, neither the character nor the character's allies can see the subject, unless the character can normally see invisible things or employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

The subject is not magically *silenced*, and certain other conditions can render the recipient detectable (such as stepping in a puddle).

Incendiary Cloud

Conjuration (Creation) [Fire]

Level: Fire 8, Sor/Wiz 8

Components: V, S

Casting Time: 1 action

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

Effect: Cloud spreads 30 ft. wide and 20 ft. high

Duration: 1 round/level

Saving Throw: Reflex half (see text)

Spell Resistance: Yes (see text)

An *incendiary cloud* spell creates a cloud of roiling smoke shot through with white-hot embers. The smoke obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has one-half concealment (attacks suffer a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). In addition, the white-hot embers within the cloud deal 4d6 points of fire damage to everything within it each round (half damage on a successful Reflex save).

The smoke moves away from the character at 10 feet per round. Figure out the smoke's new spread each round based on its new point of origin, 10 feet farther away from where the character was when the character cast the spell. By concentrating, the character can make the cloud (actually its point of origin) move up to 60 feet each round. Any portion of the cloud that would extend beyond the character's maximum range dissipates harmlessly, reducing the remainder's spread thereafter.

A moderate wind (11+ mph) disperses the smoke in 4 rounds; a strong wind (21+ mph) disperses the smoke in 1 round.

The spell does not function underwater.

Indecision

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 3, Sor/Wiz 3

Components: V, S

Casting Time: 1 action

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

Target: One creature

Duration: 1 round / level

Saving Throw: Will partial

Spell Resistance: Yes

Source: Joe's Book of Enchantment

Source Company: Throwing Dice Games

If the subject makes its initial saving throw, it is unaffected by the rest of the spell's effect. An affected creature becomes unable to make a decision. Each round, the target must make a Will saving throw against the DC of the spell. Success means he may take his action normally. Failure means he takes no action that round, except to defend himself. On the round following a round in which he failed to act, the target makes a new initiative roll to determine when he may act. He suffers a -4 penalty to this initiative roll and no matter what the roll is, he cannot act first in the round.

Inflict Critical Wounds

Necromancy

Level: Clr 4, Destruction 4

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (see text)

Spell Resistance: Yes

When laying the character's hand upon a creature, the character channels negative energy that deals 4d8 points of damage +1 point per caster level (maximum +20).

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

Inflict Light Wounds

Necromancy

Level: Clr 1, Destruction 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (see text)

Spell Resistance: Yes

Created Items: *Rod of lordly might*

When laying the character's hand upon a creature, the character channels negative energy that deals 1d8 points of damage +1 point per caster level (maximum +5).

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

Inflict Minor Wounds

Necromancy

Level: Clr 0

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (see text)

Spell Resistance: Yes

When laying the character's hand upon a creature, the character channels negative energy that deals 1 point of damage.

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

Inflict Moderate Wounds

Necromancy

Level: Clr 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (see text)

Spell Resistance: Yes

Created Items: *Ten eyes decanter (purple and purple variant eyes)*

When laying the character's hand upon a creature, the character channels negative energy that deals 2d8 points of damage +1 point per caster level (maximum +10).

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

Inflict Serious Wounds

Necromancy

Level: Clr 3

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (see text)

Spell Resistance: Yes

When laying the character's hand upon a creature, the character channels negative energy that deals 3 points of damage +1 point per caster level (maximum +15).

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

Insanity

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Creatures affected by this spell behave randomly, as indicated on the following table:

1d10

1

2-6

7-9

10

Behavior

Wander away for 1 minute (unless prevented)

Do nothing for 1 round

Attack nearest creature for 1 round

Act normally for 1 round

Except on a result of 1, roll again each round to see what the subject does that round. Wandering creatures leave the scene as if disinterested. Attackers are not at any special advantage when attacking them. Behavior is checked at the beginning of each creature's turn. Any creature who is attacked automatically attacks its attackers on its next turn.

Remove curse does not remove *insanity*. *Greater restoration*, *limited wish*, *miracle*, and *wish* can restore the creature.

Insect Plague

Conjuration (Summoning) [see text]

Level: Clr 5, Drd 5

Components: V, S, DF

Casting Time: 1 full round

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

Effect: Cloud of insects 180 ft in diameter

Duration: 1 minute/level

Saving Throw: See text

Spell Resistance: No

Created Items: *Staff of swarming insects*

A horde of insects swarm in a thick cloud when the character casts this spell. The insects limit vision to 10 feet, and spellcasting within the cloud is impossible. Creatures inside the *insect plague*, regardless of Armor Class, sustain 1 point of damage at the end of each round they remain within. Invisibility is no protection. All creatures with 2 or fewer HD are driven from the cloud at their fastest possible speed in a random direction and flee until they are at least 100 feet away from the insects. Creatures with 3 to 5 HD flee as well, though a Will save negates this effect. (This urge to flee is an extraordinary fear effect.)

Heavy smoke drives off insects within its bounds. Fire also drives insects away. A single torch is ineffective against this vast horde of insects. Lightning, cold, and ice are likewise ineffective, while a strong wind (21+ mph) that covers the entire *plague* area disperses the insects and ends the spell.

Instant Summons

Conjuration (Summoning)

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 action

Range: See text

Target: One object weighing up to 10 lb. whose longest dimension is 6 ft. or less

Duration: Permanent until discharged

Saving Throw: None

Spell Resistance: No

The character calls some nonliving item from virtually any location directly to the character's hand.

First, the character places his or her *arcane mark* on the item. Then the character casts this spell, which magically and invisibly inscribes the name of the item on a gem worth at least 1,000 gp. Thereafter, the character can summon the item by speaking a special word (set by the character when the spell is cast) and crushing the gem. The item appears instantly in the character's hand. Only the character can use the gem in this way.

If the item is in the possession of another creature, the spell does not work, but the character knows who the possessor is and roughly where he, she, or it is located when the summons is cast.

The inscription on the gem is invisible. It is also unreadable, except by means of a *read magic* spell, to anyone but the character.

The item can be summoned from another plane, but only if no other creature has claimed ownership of it.

Interposing Hand

Evocation

Level: Sor/Wiz 5

Components: V, S, F

Casting Time: 1 action

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

Effect: 10-ft. hand

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

Interposing hand creates a Large magic hand that appears between the character and one opponent. This floating, disembodied hand then moves to remain between the two, regardless of where the character moves or how the opponent tries to get around it, providing nine-tenths cover (+10 AC) for the character against that opponent. Nothing can fool the hand—it sticks with the selected opponent in spite of darkness, invisibility, polymorphing, or any other attempt to hide or disguise himself. The hand does not pursue an opponent, however.

A hand is 10 feet long and about that wide with its fingers outstretched. It has as many hit points as the character when undamaged, and its AC is 20 (-1 size, +11 natural). It takes damage as a normal creature, but most magical effects that don't cause damage do not affect it. The hand cannot push through a *wall of force* or enter an *antimagic field*. It suffers the full effects of a *prismatic wall* or *prismatic sphere*. The hand makes saving throws as its caster. *Disintegrate* or a successful *dispel magic* destroys the hand.

Any creature weighing less than 2,000 pounds trying to push past the hand is slowed to half its normal speed. If the opponent weighs more than 2,000 pounds, the hand cannot reduce its speed but still affects the opponent's attacks.

By concentrating (as a standard action), the character can designate a new opponent for the hand.

Invisibility

Illusion (Glamer)

Level: Brd 2, Sor/Wiz 2, Trickery 2

Components: V, S, M/DF

Casting Time: 1 action

Range: Personal or touch

Target: The character or a creature or object weighing no more than 100 lb./level

Duration: 10 minutes/level (D)

Saving Throw: None or Will negates (harmless, object)

Spell Resistance: No or Yes (harmless, object)

Created Items: *Shadow*, *ring of chameleon power*, *ring of invisibility*, *cloak of elvenkind*, *pegasus rings*

The creature or object touched vanishes from sight, even from darkvision. If the recipient is a creature carrying gear, the gear vanishes, too. If the character casts the spell on someone else, neither the character nor the character's allies can see the subject, unless the character can normally see invisible things or employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible, such as a trailing rope.

The subject is not magically *silenced*, and certain other conditions can render the recipient detectable (such as stepping in a puddle). The spell ends if the subject attacks any creature. For purposes of this spell, an "attack" includes any spell targeting a foe or whose area or effect includes a foe. (Exactly who is a foe depends on the invisible character's perceptions.) Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. If the subject attacks directly it immediately becomes visible along with all its gear. Note that spells that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

Invisibility Purge

Evocation

Level: Clr 3

Components: V, S

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 1 minute/level (D)

Created Items: *Lantern of revealing*

The character surrounds his or herself with a sphere of power with a radius of 5 feet per caster level that negates all forms of invisibility. Anything invisible becomes visible while in the area.

Invisibility Sphere

Illusion (Glamour)

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Personal or touch

Area: 10-ft. radius sphere around the creature or object touched

Duration: 10 minutes/level (D)

Saving Throw: None or Will negates (harmless, object)

Spell Resistance: No or Yes (harmless, object)

All creatures within 10 feet of the recipient vanish from sight, even from darkvision. If the creatures are carrying gear, the gear vanishes, too.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible, such as a trailing rope.

The subjects are not magically *silenced*, and certain other conditions can render the recipients detectable (such as stepping in a puddle). The invisibility ends for a subject if he or she attacks any creature. For purposes of this spell, an "attack" includes any spell targeting a foe or whose area or effect includes a foe. (Exactly who is a foe depends on the invisible character's perceptions.) Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. If the subject attacks directly it immediately becomes visible along with all its gear. Note that spells such that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

Those affected by this spell cannot see each other but can see themselves. Any affected creature moving out of the area becomes visible, but creatures moving into the area after the spell is cast do not become invisible. Affected creatures (other than the recipient) who attack negate the invisibility only for themselves. If the spell recipient attacks, the *invisibility sphere* ends.

Invisibility to Animals

Abjuration

Level: Drd 1

Components: S, DF

Casting Time: 1 action

Range: Touch

Targets: One creature touched/level

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: Yes

Animals cannot perceive the warded creatures. They act as though the warded creatures are not there. If a warded character touches an animal or attacks any creature, even with a spell, the spell ends for all recipients.

Invisibility to Undead

Abjuration

Level: Clr 1

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Targets: One touched creature/level

Duration: 10 minutes/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Undead cannot perceive the warded creatures. Nonintelligent undead are automatically affected and act as though the warded creatures are not there. Intelligent undead get saving throws. If they fail, they can't see the warded creatures. However, if they have reason to believe unseen opponents are present, they can attempt to find or strike them. If a warded character attempts to turn or command undead, touches an undead, or attacks any creature (even with a spell), the spell ends for all recipients.

Note: An intelligent undead creature gets one saving throw against the spell. It either sees all the warded creatures or none of them.

Invoke the Word

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 0

Components: V, S, DF

Casting Time: 1 minute

Range: 50 ft.

Target: 1d4 allies (per level) within 50 ft.

Duration: Until discharged

Saving Throw: None

Spell Resistance: None

Source: 101 Spellbooks, *Tomes of Knowledge*, and *Forbidden Grimoires*

Source Company: Ronin Arts

Invoke the Word endows those who hear the caster's small sermon with a small portion of their Deities essence. This power can be tapped by invoking the name of the deity as a free action. This invocation enables

them to affect one outcome of one random event (They receive a +1 on one roll).

Note: Multiple castings do not stack.

Iron Body

Transmutation

Level: Earth 8, Sor/Wiz 8

Components: V, S, M/DF

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 1 minute/level (D)

This spell transforms the character's body into living iron, which grants the character several powerful resistances and abilities.

The character gains damage reduction 50/+3. The character is immune to blindness, critical hits, ability score damage, deafness, disease, drowning, electricity, poison, stunning, and all spells or attacks that affect the character's physiology or respiration, because the character has no physiology or respiration while this spell is in effect. The character takes only half damage from acid and fire of all kinds. However, the character also becomes vulnerable to all special attacks that affect iron golems.

The character gains a +6 enhancement bonus to the character's Strength score, but the character suffers a -6 Dexterity penalty as well (to a minimum Dexterity score of 1), and the character's speed is reduced to half normal. The character has an arcane spell failure chance of 50% and a -8 armor check penalty. The character cannot drink (and thus can't use potions) or play wind instruments.

The character's unarmed attacks deal 1d6 points of regular damage, and the character is considered "armed" when making unarmed attacks (a Small caster deals 1d4 points of damage, not 1d6).

The character's weight increases by a factor of ten, causing the character to sink in water. However, the character could survive the crushing pressure and lack of air at the bottom of the ocean.

Iron Jaw

Abjuration

Level: Drd 1,Clr 1, Sor/Wiz 1

Components: V, S, M.

Casting Time: 1 action.

Range: Touch.

Targets: Creature touched.

Duration: 1 round/level.

Saving Throw: Will negates (harmless).

Spell Resistance: Yes (harmless).

Source: Academy Handbook: Saint John's College of

Abjuration and defence against the offensive arts

Source Company: Malladin's Gate Press

For the duration of this spell the subject is immune to all subdual damage.

Material component: A chinstrap from a metal helmet.

Iron Skin

Abjuration

Level: Sor/ Wiz 5

Components: V, S, M.

Casting Time: 1 action.

Range: Touch.

Targets: Creature touched.

Duration: 12 minutes/level (D).

Saving Throw: Will negates (harmless).

Spell Resistance: Yes (harmless).

Source: Academy Handbook: Saint John's College of

Abjuration and defence against the offensive arts

Source Company: Malladin's Gate Press

The protected creature gains resistance to blows, cuts, stabs or slashes. The subject gains damage reduction of 12/+5. (It ignores the first 5 points of damage each round but a magical weapon of +2 or more ignores this reduction.) Once this spell has prevented a total of 5 point per caster level of damage, up to a maximum of 170, the spell is ended.

Material component: A piece of iron and 300 gp worth of diamond dust, sprinkled on targets skin.

Ironwood

Transmutation

Level: Drd 6

Components: V, S, M

Casting Time: 1 minute/lb. transformed

Range: 0 ft.

Effect: An ironwood object weighing up to 5 lb./level

Duration: 1 day/level (D)

Saving Throw: None

Spell Resistance: No

Ironwood is a magical substance created by druids from normal wood. While remaining natural wood in almost every way, *ironwood* is as strong, heavy, and resistant to fire as steel. Spells that affect metal or iron do not function on *ironwood*. Spells that affect wood do affect *ironwood*, although *ironwood* does not burn. Using this spell with wood shape or a wood-related Craft check, the character can fashion wooden items that function as steel items, such as weapons and armors. These items are freely usable by druids.

Further, if the character made only half as much *ironwood* as the spell would normally allow, any weapon, shield, or suit of armor so transmuted is treated as a +1 magic item.

Material component: Wood shaped into the form of the intended *ironwood* object

Irresistible Dance

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 8

Components: V

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: 1d4+1 rounds

Saving Throw: None
Spell Resistance: Yes
Created Items: *Boots of dancing*

The subject feels an undeniable urge to dance and begins doing so. The dance makes it impossible for the subject to do anything other than caper and prance, worsens the Armor Class of the creature by -4, makes Reflex saves impossible except on a roll of 20, and makes it impossible to use a shield.

Jump

Transmutation
Level: Sor/Wiz 1
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 minute/level (D)
Saving Throw: None
Spell Resistance: Yes
Created Items: *Ring of evasion, ring of jumping, boots of striding and springing*

The subject gets a +30 bonus on Jump checks and does not have the usual maximums for jumping distance. For leaps of maximum horizontal distance, the jump reaches its peak (one-fourth the horizontal distance) at the halfway point.

Keen Edge

Transmutation
Level: Brd 3, Sor/Wiz 3
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One weapon or fifty projectiles, all of which must be in contact with each other at the time of casting
Duration: 10 minutes/level
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)
Created Items: *Keen, vorpal, scabbard of keen edges, golembane scarab*

This spell makes a weapon magically keen, improving its ability to deal telling blows. This transmutation doubles the threat range of the weapon. A normal threat range becomes 19-20. A threat range of 19-20 becomes 17-20. A threat range of 18-20 becomes 15-20. The spell can be cast only on piercing or slashing weapons (and it does not stack with itself). If cast on arrows or crossbow bolts, the *keen edge* on a particular projectile ends after one use, whether or not the missile strikes its intended target.

Keen Eyes of the Hunter

Divination
Level: Drd 2, Rgr 2, Sor/Wiz 2
Components: V, S, M/DF
Casting Time: 1 action

Range: Personal
Target: Caster
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No
Source: 101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires
Source Company: Ronin Arts

The caster's hunting senses are temporarily enhanced by this spell. He receives a +2 insight bonus to all Search, Spot and Wilderness Lore checks, and a +1 insight bonus to all non-magical ranged attacks. The caster gains these benefits only if he is outdoors.

Arcane Material Component: A feather from an eagle, falcon, or hawk.

Knock

Transmutation
Level: Sor/Wiz 2
Components: V
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One door, box, or chest with an area of up to 10 sq. ft./level
Duration: Instantaneous (see text)
Saving Throw: None
Spell Resistance: No
Created Items: *Chime of opening, vest of escape*

The *knock* spell opens stuck, barred, locked, held, or *arcane locked* doors. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains (provided they serve to hold closures shut). If used to open a *arcane locked* door, the spell does not remove the *arcane lock* but simply suspends its functioning for 10 minutes. In all other cases, the door does not relock itself or becomes stuck again on its own. *Knock* does not raise barred gates or similar impediments, nor does it affect ropes, vines, and the like. Note that the effect is limited by the area. Each spell can undo up to two means of preventing egress through a portal.

Know Direction

Divination
Level: Drd 0
Components: V, S
Casting Time: 1 action
Range: Personal
Target: The character
Duration: Instantaneous

The character instantly knows the direction of north from the character's current position. The spell is effective in any environment in which "north" exists, but it may not work in extraplanar settings. The character's knowledge of north is correct at the moment of casting, but note that the character can get lost again within moments if the character doesn't find some external reference point to help the character keep track of direction.

Legend Lore

Divination

Level: Brd 4, Knowledge 7, Sor/Wiz 6

Components: V, S, M, F

Casting Time: See text

Range: Personal

Target: The character

Duration: See text

Created Items: *Headband of intellect, periapt of wisdom, mirror of vanity*

Legend lore brings to the character's mind legends about an important person, place, or thing. If the person or thing is at hand, or if the character is in the place in question, the casting time is only 1d4 x 10 minutes. If the character has only detailed information on the person, place, or thing, casting time is 1d10 days, and the resulting lore is less complete and specific (though it often provides enough information to help the character find the person, place, or thing, thus allowing a better *legend lore* next time). If the character knows only rumors, casting time is 2d6 weeks, and the resulting lore is vague and incomplete (though it often directs the character to more detailed information, thus allowing a better *legend lore*).

During the casting, the character cannot engage in other than routine activities. When completed, the divination brings legends (if any) about the person, place, or things to the character's 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, the character gains no information. As a rule of thumb, characters 11th level and higher are "legendary," as are the sorts of creatures they contend with, the major magic items they wield, and the places where they perform their key deeds.

Material Component: Worth at least 250 gp.

Focus: Worth 50 gp each.

Lesser Geas

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Brd 3, Sor/Wiz 4

Components: V

Casting Time: 1 action

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

Target: One living creature of up to 7 HD

Duration: 1 day/level or until discharged (D)

Saving Throw: Will negates

Spell Resistance: Yes

A *lesser geas* places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by the character. The creature must have 7 or fewer HD and be able to understand the character. 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 1 day per caster level. Note that a clever recipient can subvert some instructions. For example, if the character orders the recipient to protect the character from all harm, it might place the character in a nice, safe dungeon for the duration of the spell.

If the subject is prevented from obeying the *lesser geas* for a whole day, he suffers a -2 penalty on each ability score. Each day, another -2 penalty accumulates, up to a total of -8. Abilities are not reduced below 1. The ability penalties end 1 day after the character resumes obeying the *lesser geas*.

A *lesser geas* (and all ability penalties) can be ended by *break enchantment*, *limited wish*, *remove curse*, *miracle*, or *wish*. *Dispel magic* does not affect a *lesser geas*.

Lesser Planar Ally

Conjuration (Calling) [see text]

Level: Clr 4

Components: V, S, DF

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels) (see text)

Effect: One summoned elemental or outsider of up to 8 HD

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

By casting this spell, the character requests the character's deity to send the character an elemental or outsider (of up to 8 HD) of the deity's choice. If the character serves no particular deity, the spell is a general plea answered by a creature sharing the character's philosophical alignment. If the character knows an individual creature's name, the character may request that individual by speaking the name during the spell (though the character might get a different creature anyway).

The character may ask the creature to perform one task for the character, and the creature may request some service in return. The more demanding the character's request, the greater return favor the creature asks for. This bargaining takes at least 1 round, so any actions by the creature begin in the round after it arrives. If the character agrees to the service, the creature performs the task the character requested, reports back to the character afterward (if possible), and returns to its home plane. The character is honor bound to perform the return favor.

A creature may accept some form of payment, such as a magic item, in return for its service. The creature may keep it or may deliver the item to another member of the character's religion somewhere else, where it can help the religion's cause.

Note: When the character uses a calling spell that calls an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Lesser Planar Binding

Conjuration (Calling) [see text]

Level: Sor/Wiz 5

Components: V, S

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels) (see text)

Target: One elemental or outsider of up to 8 HD

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Casting this spell attempts a dangerous act: to lure a creature from another plane to a specifically prepared trap, which must lie within the spell's range. The called creature is held in the trap until it agrees to perform one service in return for its freedom.

To create the trap, the character must use a *magic circle* spell, focused inward. The type of creature to be bound must be known and stated. If it has a specific, proper, or given name, this must be used in casting the spell.

The target creature must attempt a Will saving throw. If the saving throw succeeds, the creature resists the spell. If the saving throw fails, the creature is immediately drawn to the trap (spell resistance does not keep the creature from being called). The creature can escape from the trap with a successful SR roll, dimensional travel, or a successful Charisma check (DC 15 + 1/2 the caster's level + the caster's Charisma modifier). It can try each method once per day. If it breaks loose, it can flee or attack the character. A *dimensional anchor* cast on the creature prevents its escape via dimensional travel. The character can also employ a calling diagram to make the trap more secure.

If the creature does not break free of the trap, the character can keep it bound for as long as the character dares. The character can attempt to compel the creature to perform a service by describing the service and perhaps offering some sort of reward. The character makes a Charisma check opposed by the creature's Charisma check. The DM then assigns a bonus based on the service and reward, from 0 to +6. This bonus applies to the character's Charisma check. If the creature wins the opposed check, it refuses service. New offers, bribes, and the like can be made or the old ones reoffered every 24 hours. This can be repeated until the creature promises to serve, until it breaks free, or until the character decides to get rid of it by means of some other spell. Impossible demands or unreasonable commands are never agreed to. If the character rolls a 1 on the Charisma check, the creature breaks free of the binding and can escape or attack the character.

Once the requested service is completed, the creature need only so inform the character to be instantly sent back whence it came. The creature might later seek revenge. If the character assigns some open-ended task that the creature cannot complete though its own actions (such as "Wait here" or "Defend this

area against attack"), the spell remains in effect for a maximum of 1 day per caster level, and the creature gains an immediate chance to break free. Note that a clever recipient can subvert some instructions.

When the character uses a calling spell to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Lesser Restoration

Conjuration (Healing)

Level: Clr 2, Drd 2

Components: V, S

Casting Time: 3 rounds

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Created Items: *Staff of healing*

Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It does not restore permanent ability drain.

Levitate

Transmutation

Level: Brd 2, Sor/Wiz 2

Components: V, S, F

Casting Time: 1 action

Range: Personal or close (25 ft. + 5 ft./2 levels)

Target: The character or one willing creature or one object (total weight up to 100 lb./level)

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

Created Items: *Immovable rod, staff of power, boots of levitation, horseshoes of zephyr*

Levitate allows the character to move him or herself, another creature, or an object up and down as the character wishes. A creature must be willing to be *levitated*, and an object must be unattended or possessed by a willing creature. The character can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a move-equivalent action. The character cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff or push against a ceiling to move laterally (generally at half its base speed).

A *levitating* creature who attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has an attack roll penalty of -1, the second -2, and so on, up to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1.

Life's Veil

Transmutation

Level: Sor/Wiz 3

Components: V,S,M

Casting Time: 1 action

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

Target: One undead creature

Duration: 10 minutes / level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Source: The Compleat Librum of Gar'Udok's
Necromantic Artes

Source Company: E. N. Publishing

Closed Content: The name *life's veil* is closed content

This spell gives a semblance of life to an undead creature. For the duration of this spell, the target looks, sounds, smells and feels exactly as it did in life. The target regrows skin, blood and organs. While under the spell's effect, the target can eat, drink, breathe, and perform all other bodily functions. They are identical to whatever they were before death. Incorporeal undead appear solid, but do not actually gain substance. Note that this spell does not confer sentience, and semi-intelligent undead are quickly revealed under close scrutiny.

Material Component: A vial of human blood drawn less than one day before casting.

Light

Evocation [Light]

Level: Brd 0, Clr 0, Drd 0, Sor/Wiz 0

Components: V, M/DF

Casting Time: 1 action

Range: Touch

Target: Object touched

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

Created Item: *Ring of shooting stars, rod of alertness, helm of brilliance*

This spell causes an object to glow like a torch, shedding light in a 20-foot radius from the point the character touches. The effect is immobile, but it can be cast on a movable object. Light taken into an area of magical darkness does not function.

Light of the Earth

Evocation [Good]

Level: Clr 6, Drd 6

Components: V, S

Casting Time: One action

Range: Medium (100 feet + 10 feet/level)

Area: 30-foot-radius spread on the ground

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Source: The Book of Hallowed Might

Source Company: Malhavoc Press

Closed Content: The name *light of the earth* is closed content.

When cast on an area of the ground, the earth cracks and shudders. Holy light blazes out of the cracks and shines upward 30 feet. Evil creatures in the light suffer 3d8 points of damage. Undead suffer 5d8 points of damage. Once the spell ends, the ground reseals and returns to its previous state. This spell may only be cast upon a patch of earth or on the ground floor of a building or similar structure.

Lightning Bolt

Evocation [Electricity]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level) or 50 ft. + 5 ft./level

Area: 5 ft. wide to medium range (100 ft. + 10 ft./level); or 10 ft. wide to 50 ft. + 5 ft./level

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Created Items: *Shock, shocking burst, javelin of lightning, ring of shooting stars, rod of thunder and lightning, staff of power [heightened], robe of storms*

The character releases a powerful stroke of electrical energy that deals 1d6 points of damage per caster level (maximum 10d6) to each creature within its area. The bolt begins at the character's fingertips.

The *lightning bolt* sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.

Limited Wish

Universal

Level: Sor/Wiz 7

Components: V, S, XP

Casting Time: 1 action

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: None

Spell Resistance: Yes

Created Items: *Ring of wizardry, rod of negation, cloak of poisonousness, cursed -2 sword*

A *limited wish* lets the character create nearly any type of effect. A *limited wish* can do any of the following:

- Duplicate any sorcerer/wizard spell of 6th level or lower, provided the spell is not from a school prohibited to the character.
- Duplicate any other spell of 5th level or lower, provided the spell is not from a school prohibited to the character.

- Duplicate any wizard/sorcerer spell of 5th level or lower even if it's from a prohibited school.
- Duplicate any other spell of 4th level or lower even if it's from a prohibited school.
- Undo the harmful effects of many other spells.
- Have any other effect whose power level is in line with the above effects.

A duplicated spell allows saving throws and spell resistance as normal (but the save DC is for a 7th-level spell). When a *limited wish* duplicates a spell that has an XP cost, the character must pay that cost or 300 XP, whichever is more. When a *limited wish* spell duplicates a spell with a material component that costs more than 1,000 gp, the character must provide that component.

XP Cost: 300 XP or more (see above).

Liveoak

Transmutation

Level: Drd 6

Components: V, S

Casting Time: 10 minutes

Range: Touch

Target: Tree touched

Duration: 1 day/level (D)

Saving Throw: None

Spell Resistance: No

This spell turns an oak tree into a protector or guardian. The spell can be cast on only a single tree at a time; while liveoak is in effect, the character can't cast it again on another tree. The tree on which the spell is cast must be within 10 feet of the character's dwelling place, within a place sacred to the character, or within 300 feet of something that the character wishes to guard or protect.

Liveoak must be cast on a healthy, Huge oak. A triggering phrase of up to one word per caster level is placed on the targeted oak. The *liveoak* spell triggers the tree into animating as a treant. (At the DM's option, the character can extrapolate stats for a smaller tree from the treant statistics if the character cast *liveoak* on a smaller oak.)

If *liveoak* is dispelled, the tree takes root immediately, wherever it happens to be. If released by the character, it tries to return to its original location before taking root.

Locate Creature

Divination

Level: Brd 4, Sor/Wiz 4

Components: V, S, M

Duration: 10 minutes/level

The character senses the direction of a known or familiar creature

The character slowly turns and senses when facing in the direction of the creature to be located, provided the creature is within range. The character also knows in which direction the creature is moving, if any.

The spell can locate a creature of a specific type (such as human or unicorn) or a specific creature known to the character. It cannot find a creature of a general type (such as humanoid or beast). To find a type of creature, the character must have seen such a creature up close (within 30 feet) at least once. The character locates the nearest one of its type if more than one creature of the appropriate type is within range.

Attempting to find a specific creature requires a specific and accurate mental image; if the image is not close enough to the actual creature, the spell fails. The character cannot specify a unique character unless the character has observed that particular character firsthand (not through divination).

Running water blocks the spell. It cannot detect objects. It can be fooled by *mislead*, *nondetection*, and *polymorph* spells.

Locate Object

Divination

Level: Brd 2, Clr 3, Sor/Wiz 2, Travel 2

Components: V, S, F/DF

Casting Time: 1 action

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

Area: Circle, centered on the character, with a radius of 400 ft. + 40 ft./level

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

Created Items: *Rod of metal and mineral detection, amulet of control*

The character senses 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. The character can search for general items such as a stairway, a sword, or a jewel, in which case the character locates the nearest one of its type if more than one is within range. Attempting to find a specific item, such as a particular piece of jewelry, requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. The character cannot specify a unique object (such as "Baron Vulden's signet ring") unless the character has observed that particular item firsthand (not through divination).

The spell is blocked by lead. Creatures cannot be found by this spell. *Polymorph any object* fools it.

Lucubration

Transmutation

Level: Wiz 6

Components: V, S

Casting Time: 1 action

Range: Personal

Target: The character

Duration: Instantaneous

Created Items: *Bookrod*

The character instantly recalls any one spell of up to 5th level that the character has used during the past

24 hours. The spell must have been actually cast during that time period. The recalled spell is stored in the character's mind as through prepared in the normal fashion. If the recalled spell requires material components, the character must provide these. The recovered spell is not usable until the material components are available.

Mage Armor

Conjuration (Creation) [Force]

Level: Brd 1, Sor/Wiz 1

Components: V, S, F

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Created Items: *Bracers of armor, robe of the archmagi*

An invisible but tangible field of force surrounds the subject of mage armor, providing a +4 armor bonus to AC. Unlike mundane armor, *mage armor* entails no armor check penalty, arcane spell failure chance, or speed reduction. Since mage armor is made of force, incorporeal creatures can't bypass it the way they do normal armor.

Mage Hand

Transmutation

Level: Brd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 action

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

Target: Nonmagical, unattended object weighing up to 5 lb.

Duration: Concentration

Saving Throw: None

Spell Resistance: No

Created Items: *Hand of the mage, ring of psi-sense*

The character points a finger at an object and can lift it and move it at will from a distance. As a move-equivalent action, the character can move the object up to 15 feet in any direction, though the spell ends if the distance between the character and the object ever exceeds the spell's range.

Magic Aura

Illusion (Glamer)

Level: Sor/Wiz 1

Components: V, S, F

Casting Time: 1 action

Range: Touch

Target: One touched object weighing up to 5 lb./level

Duration: 1 day/level

Saving Throw: None (see text)

Spell Resistance: No

The character makes an item's aura register to detection spells (and similar spells) as though it were either a magic item of the type that the character specifies or the subject of a spell that the character specifies.

If the object bearing magic aura has *identify* cast on it or is similarly examined, the examiner recognizes that the aura is false and detects the object's actual qualities if he succeeds at a Will save. Otherwise, he believes the aura and no amount of testing reveals what the true magic is.

If the targeted item's own aura is exceptionally powerful (if it is an artifact, for instance), *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.

Magic Circle against Chaos

Abjuration [Lawful]

Level: Brd 3, Clr 3, Law 3, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 action

Area: Emanates 10 ft. from touched creature

Duration: 10 minutes/level

Spell Resistance: No (see text)

This spell wards all creatures in the area from attacks by chaotic creatures, from mental control, and from summoned or conjured creatures.

The subjects get a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made by chaotic creatures.

The barrier blocks any attempt to possess the warded creature or to exercise mental control over the creature. The protection does not prevent a spell or effect that grants mental commands to be cast on the creature, but it prevents the caster of such a spell from mentally commanding the protected creature. If warding effect ends before the mental control effect does, the caster 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 effect works regardless of alignment.

The spell prevents bodily contact by summoned or conjured 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. Lawful elementals and outsiders are immune to this effect. The protection against contact by summoned or conjured creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

This spell has a special function that the character may choose when casting the spell. A magic circle can be focused inward rather than outward. In this case, it serves as an immobile, temporary magical prison for a summoned creature. The creature cannot cross the circle's boundaries.

The character must beat a creature's SR in order to keep it at bay, but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' SR.

If a creature too large to fit into the spell's area is the subject of the spell, the spell acts as normal for that creature only.

This spell is not cumulative with *protection from chaos* and vice versa.

Magic Circle against Evil

Abjuration [Good]

Level: Brd 3, Clr 3, Good 3, Pal 3, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 action

Area: Emanates 10 ft. from touched creature

Duration: 10 minutes/level

Spell Resistance: No (see text)

Created Items: *Horn of goodness*

This spell wards all creatures in the area from attacks by evil creatures, from mental control, and from summoned or conjured creatures.

The subjects get a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made by evil creatures.

The barrier blocks any attempt to possess the warded creature or to exercise mental control over the creature. The protection does not prevent a spell or effect that grants mental commands to be cast on the creature, but it prevents the caster of such a spell from mentally commanding the protected creature. If warding effect ends before the mental control effect does, the caster 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 effect works regardless of alignment.

The spell prevents bodily contact by summoned or conjured creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Good elementals and outsiders are immune to this effect. The protection against contact by summoned or conjured creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

This spell has a special function that the character may choose when casting the spell. A magic circle can be focused inward rather than outward. In this case, it serves as an immobile, temporary magical prison for a summoned creature. The creature cannot cross the circle's boundaries.

The character must beat a creature's SR in order to keep it at bay, but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' SR.

If a creature too large to fit into the spell's area is the subject of the spell, the spell acts as normal for that creature only.

This spell is not cumulative with *protection from evil* and vice versa.

Magic Circle against Good

Abjuration [Evil]

Level: Brd 3, Clr 3, Evil 3, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 action

Area: Emanates 10 ft. from touched creature

Duration: 10 minutes/level

Spell Resistance: No (see text)

Created Items: *Horn of evil*

This spell wards all creatures in the area from attacks by good creatures, from mental control, and from summoned or conjured creatures.

The subjects get a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made by evil creatures.

The barrier blocks any attempt to possess the warded creature or to exercise mental control over the creature. The protection does not prevent a spell or effect that grants mental commands to be cast on the creature, but it prevents the caster of such a spell from mentally commanding the protected creature. If warding effect ends before the mental control effect does, the caster 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.

The spell prevents bodily contact by summoned or conjured 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. Evil elementals and outsiders are immune to this effect. The protection against contact by summoned or conjured creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

This spell has a special function that the character may choose when casting the spell. A magic circle can be focused inward rather than outward. In this case, it serves as an immobile, temporary magical prison for a summoned creature. The creature cannot cross the circle's boundaries.

The character must beat a creature's SR in order to keep it at bay, but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' SR.

If a creature too large to fit into the spell's area is the subject of the spell, the spell acts as normal for that creature only.

This spell is not cumulative with *protection from good* and vice versa.

Magic Circle against Law

Abjuration [Chaotic]

Level: Brd 3, Chaos 3, Clr 3, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 action

Area: Emanates 10 ft. from touched creature

Duration: 10 minutes/level

Spell Resistance: No (see text)

Created Items: *Chaos diamond*

This spell wards all creatures in the area from attacks by lawful creatures, from mental control, and from summoned or conjured creatures.

The subjects get a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made by evil creatures.

The barrier blocks any attempt to possess the warded creature or to exercise mental control over the creature. The protection does not prevent a spell or effect that grants mental commands to be cast on the creature, but it prevents the caster of such a spell from mentally commanding the protected creature. If warding effect ends before the mental control effect does, the caster 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.

The spell prevents bodily contact by summoned or conjured 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. Chaotic elementals and outsiders are immune to this effect. The protection against contact by summoned or conjured creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

This spell has a special function that the character may choose when casting the spell. A magic circle can be focused inward rather than outward. In this case, it serves as an immobile, temporary magical prison for a summoned creature. The creature cannot cross the circle's boundaries.

The character must beat a creature's SR in order to keep it at bay, but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' SR.

If a creature too large to fit into the spell's area is the subject of the spell, the spell acts as normal for that creature only.

This spell is not cumulative with *protection from law* and vice versa.

Magic Fang

Transmutation

Level: Drd 1, Rgr 1

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Magic fang gives one natural weapon of the subject a +1 enhancement bonus to attack and damage rolls. The spell can affect a slam attack, fist, bite, or other natural weapon. (The spell does not change an unarmed strike's damage from subdual damage to normal damage.) If the character is a good druid, the natural weapon is considered blessed, which means it has special effects on certain creatures.

Magic Jar

Necromancy

Level: Sor/Wiz 5

Components: V, S, F

Casting Time: 1 action

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

Target: One creature

Duration: 1 hour/level or until the character returns to the character's body

Saving Throw: Will negates (see text)

Spell Resistance: Yes

By casting *magic jar*, the character places the character's own soul in a gem or large crystal (known as the *magic jar*), leaving the character's body lifeless. Then the character can attempt to take control of a nearby body, forcing its soul into the *magic jar*. The character may move back to the jar (returning the trapped soul to its body) and attempt to possess another body. The spell ends when the character sends the character's soul back to the character's own body (leaving the receptacle empty).

To cast the spell, the *magic jar* must be within spell range and the character must know where it is, though the character does not need line of sight or effect to it. When the character transfers the character's soul upon casting, the character's body is, as near as anyone can tell, dead.

While in the *magic jar*, the character can sense and attack any life force within 10 feet per caster level (on the same plane). The character does need line of effect from the jar to the creatures. The character, however, cannot determine the exact creature types or positions of these creatures. In a group of life forces, the character can sense a difference of four or more HD and can determine whether a life force is positive or negative energy. (Undead creatures are powered by negative energy. Only sentient undead creatures have, or are, souls.)

Attempting to possess a body is a full-round action. It is blocked by protection from evil or a similar ward. The character possesses the body and forces the creature's soul into the *magic jar* unless the subject succeeds at a Will save. Failure to take over the host leaves the character's life force in the *magic jar*, and the target automatically succeeds at further saving throws if the character attempts to possess its body again.

If successful, the character's life force occupies the host body, and the host's life force is imprisoned in the magic jar. The character keeps his or her Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and mental abilities, such as water breathing or regeneration. A body with extra limbs does not allow the character to make more attacks (or more advantageous two-weapon attacks) than normal. The character can't choose to activate the body's extraordinary or supernatural abilities. The creature's spells and spell-like abilities do not stay with the body.

As a standard action, the character can shift freely from a host to the *magic jar* if within range, sending the trapped soul back to its body. The spell ends when the character shifts from the jar to the character's own body.

If the host body is slain, the character returns to the *magic jar*, if within range, and the life force of the host departs (that is, it is dead). If the host body is slain beyond the range of the spell, both the character and the host die. Any life force with nowhere to go is treated as slain.

If the spell ends while the character is in the *magic jar*, the character returns to the character's body (or dies if the character's body is out of range or destroyed). If the spell ends while the character is in a host, the character returns to the character's body (or dies, if it is out of range of the character's current position), and the soul in the *magic jar* returns to its body (or dies if it is out of range). Destroying the receptacle ends the spell, and the spell can be dispelled at either the *magic jar* or the host.

Incorporeal creatures with the *magic jar* ability can use a handy, nearby object (not just a gem or crystal) as the *magic jar*.

Focus: Worth at least 100 gp.

Magic Missile

Evocation [Force]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

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

Targets: Up to five creatures, no two of which can be more than 15 ft. apart

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Created Items: *Spined shield, staff of power, robe of stars, arrow of multiple strikes*

A missile of magical energy darts forth from the character's fingertip and unerringly strikes its target. The missile deals 1d4+1 points of damage.

The missile strikes unerringly, even if the target is in melee or has anything less than total cover or concealment. Specific parts of a creature cannot be singled out. Inanimate objects cannot be damaged by the spell.

For every two levels of experience past 1st, the character gains an additional missile. The character has two at 3rd level, three at 5th level, four at 7th level, and the maximum of five missiles at 9th level or higher.

If the character shoots multiple missiles, the character can have them strike a single creature or several creatures. A single missile can strike only one creature. The character must designate targets before the character rolls for SR or roll damage.

Magic Mouth

Illusion (Glamer)

Level: Brd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

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

Target: One creature or object

Duration: Permanent until discharged

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell imbues the chosen object or creature with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs. The message, which must be twenty-five or fewer words long, can be in any language known by the character and can be delivered over a period of 10 minutes. The mouth cannot speak verbal components, use command words, or activate magical effects. It does, however, move according to the words articulated.

The spell functions when specific conditions are fulfilled according to the character's command as set in the spell. Commands can be as general or as detailed as desired, although only visual and audible triggers can be used. Triggers react to what appears to be the case. Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical darkness or invisibility does. Silent movement or magical silence defeats audible triggers. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Note that actions can serve as triggers if they are visible or audible. A magic mouth cannot distinguish invisible creatures, alignments, level, HD, or class except by external garb.

The range limit of a trigger is 15 feet per caster level. Regardless of range, the mouth can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

Material Component: Worth 10 gp.

Magic Stone

Transmutation

Level: Clr 1, Earth 1

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Targets: Up to three pebbles touched

Duration: 30 minutes or until discharged

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Create Items: *Throwing*

The character transmutes up to three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung. If hurled, they have a range increment of 20 feet. If slung, treat them as sling bullets (range increment 50 feet). The spell gives them a +1 enhancement bonus to attack and damage rolls. The creature using the stones makes a normal ranged attack to use a *magic stone*. Each *magic stone* that hits deals 1d6+1 points of damage (including the enhancement bonus). Against undead creatures, this damage is doubled (2d6+2 points).

Magic Vestment

Transmutation

Level: Clr 3, Strength 3, War 3

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Armor or shield touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

The character imbues a suit of armor or a shield that the character touches with an enhancement bonus of +1 per three caster levels (maximum +5 at 15th level). An outfit of regular clothing counts as a suit of armor that grants no AC bonus for purposes of this spell.

Note: An enhancement bonus increases armor's or a shield's benefit to the wearer's AC. A suit of armor cannot have more than +5 in total bonuses (even if some of its bonus is from other than enhancement).

Magic Weapon

Transmutation

Level: Brd 1, Clr 1, Pal 1, Sor/Wiz 1, War 1

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Weapon touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Magic weapon gives a weapon a +1 enhancement bonus to attack and damage rolls. If the character is a good cleric, the cleric of a good deity, or a paladin, the weapon is considered blessed, which means it has special effects on certain creatures.

This spell cannot be cast on a natural weapon, such as an unarmed strike.

Magma Burst

Conjuration (Creation) [Fire]

Level: Drd 9, Sor/Wiz 9

Components: V, S

Casting Time: Full round

Range: Medium (100 feet + 10 feet/level)

Area: 50-foot radius

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Source: The Book of Eldritch Might

Source Company: Malhavoc Press

Closed Content: The name *magma burst* is closed content

The caster causes the earth to explode like a volcano vent, spraying rock and magma up and inflicting 20d6 points of damage to everything in the area of effect (half of this is fire damage, the other is impact). From that point on, the entire area remains a pool of lava, inflicting 20d6 points of fire damage per round.

Magnetic Covering

Transmutation

Level: Sor/Wiz 4

Components: V,S,M

Casting Time: 1 action

Range: Short

Target: One creature

Duration: 4 rounds + 1 round / level

Saving Throw: Fort partial

Spell Resistance: Yes

Source: Librum Equis, Volume 2

Source Company: E.N. Publishing

When this spell is cast, the victim is covered in a "magnetic" field that attracts nearby loose earth, sand or gravel and dust. If the victim fails a Fortitude saving throw, on the first round, he is covered by a thin film of dust particles. Enough particles of significant size accumulate on the second round to cause a -2 circumstance penalty to the victim's armor class, attack rolls and all skill checks that normally suffer from an armor check penalty. The victim suffers the effects of a slow spell on the third round. On the fourth round and thereafter, the victim is immobilized until a successful dispel magic is cast upon him or the accumulated particles are washed away. Two gallons of liquid per size category of the victim (ten gallons for man-sized creatures) can wash the matter away. If the victim makes his saving throw, the dust causes him only to sneeze once, disrupting his concentration (DC 20 Concentration check to not lose a spell being cast).

Material Component: dried quicksand and magnetized iron filings.

Magnificent Mansion

Conjuration (Creation)

Level: Sor/Wiz 7

Components: V, S, F

Casting Time: 1 action

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

Effect: Extradimensional mansion, up to three 10-ft. cubes/level (S)

Duration: 2 hours/level

Saving Throw: None

Spell Resistance: No

Created Items: *Instant fortress*

The character conjures up an extradimensional dwelling that has a single entrance on the plane from which the spell was cast. The entry point looks like a faint shimmering in the air that is 4 feet wide and 8 feet high. Only those the character designates may enter the mansion, and the portal is shut and made invisible behind the character when the character enters. The character may open it again from the character's own side at will. Once observers have passed beyond the entrance, they are in a magnificent foyer with numerous chambers beyond. The atmosphere is clean, fresh, and warm.

The character can create any floor plan the character desires to the limit of the spell's effect. The place is furnished and contains sufficient foodstuffs to serve a nine-course banquet to a dozen people per caster level. There is a staff of near-transparent servants, liveried and obedient, to wait upon all who enter. The servants function as *unseen servant* spells except that they are visible and can go anywhere in the mansion. There are two such servants for each caster level.

Since the place can be entered only through its special portal, outside conditions do not affect the mansion, nor do conditions inside it pass to the plane beyond. Rest and relaxation within the place occurs as normal.

Major Creation

Conjuration (Creation)

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 10 minutes

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

Effect: Unattended, nonmagical object of nonliving plant or mineral matter, up to 1 cu. ft./ level

Duration: See text

Saving Throw: None

Spell Resistance: No

Created Items: *Rod of splendor, feather token, marvelous pigments, pegasus rings, kyton ruby, couatl feather token*

The character creates a nonmagical, unattended object. The volume of the item created cannot exceed 1 cubic foot per caster level. The character must succeed at an appropriate skill check to make a complex item.

Attempting to use any created object as a material component causes the spell to fail.

The duration of the created item varies with its relative hardness and rarity:

Hardness and Rarity Examples

Vegetable matter

Stone, crystal,

base metals

Precious metals

Gems

Mithral

Adamantite

Duration

2 hours/level

1 hour/level

20 minutes/level

10 minutes/level

2 rounds/level

1 round/level

Major Image

Illusion (Figment)

Level: Brd 3, Sor/Wiz 3

Components: V, S, F

Casting Time: 1 action

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

Effect: Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)

Duration: Concentration + 3 rounds

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

Created Items: *Deck of illusions*

This spell creates the visual illusion of an object, creature, or force, as visualized by the character. Sound, smell, and thermal illusions are included in the spell effect. While concentrating, the character can move the image within the range.

The image disappears when struck by an opponent unless the character causes the illusion to react appropriately.

Make Whole

Transmutation

Level: Clr 2

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./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)

Created Items: *Sovereign glue*

Make whole completely repairs an object made of any substance, even one with multiple breaks or tears. The repaired object is as strong as new. The spell does not restore the magical abilities of a broken magic item made whole, and it cannot mend broken magic rods, staves, or wands. The spell does not repair items that have been warped, burned, disintegrated, ground to powder, melted, or vaporized.

Mark of Justice

Transmutation

Level: Clr 5

Components: V, S, DF

Casting Time: 10 minutes

Range: Touch

Target: Creature touched

Duration: Permanent (see text)

Saving Throw: None

Spell Resistance: Yes

The character draws an indelible mark on the subject and states some behavior on the part of the subject that will activate the mark. When activated, the mark curses the subject. Typically, the character designates some sort of criminal behavior that activates the mark,

but the character can pick any act the character pleases. The effect of the mark set when casting. Options are:

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

The character may also invent the a new effect, but it should be no more powerful than those listed above, and the DM has final say on the effect.

Since this spell takes 10 minutes to cast and involves writing on the target, the character can cast only it on someone who is willing or restrained.

Mark of justice cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell. *Remove curse*, however, works only if the caster is at least as high level as the character's *mark of justice*. These restrictions apply regardless of whether the mark has activated.

Mask Death

Illusion (Figment)

Level: Clr 2, Sor/Wiz 2

Components: V,S,M, DF

Casting Time: 1 action

Range: Touch

Target: One Undead

Duration: 2 hours / level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Source: The Compleat Librum of Gar'Udok's Necromantic Artes

Source Company: E. N. Publishing

Closed Content: The name *mask death* is closed content

This spell renders the target undetectable to all undead detection methods. For the spell's duration, the target does not register as undead to any spells or spell-like abilities that detect undead. The target is still completely visible; completely unchanged to the naked eye. The spell does not make the target seem to be something else (*detect good* or *detect evil* still detects good or evil undead).

Arcane Material Component: A paper mask

Mass Charm

Enchantment (Charm) [Mind-Affecting]

Level: Sor/Wiz 8

Components: V

Casting Time: 1 action

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

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

Duration: 1 day/level

Saving Throw: Will negates

Spell Resistance: Yes

Created Items: *Breastplate of command*, *rod of rulership*

This charm affects a number of creatures whose combined HD do not exceed twice the character's level (or at least one creature regardless of HD). If there are more potential targets than the character can affect, the character chooses them one at a time until the character chooses a creature with too many HD.

The targets regard the character as a trusted friend and ally. If the creatures are currently being threatened or attacked by the character or the character's allies, however, they receive a +5 bonus on their saving throw. The spell does not enable the character to control the *charmed* creatures as if they were automatons, but the subjects perceives the character's words and actions in the most favorable way. The character can try to give the subjects orders, but the character must win an opposed Charisma check to convince the subjects to do anything they wouldn't ordinarily do. (Retries not allowed.) A *charmed* creature never obeys suicidal or obviously harmful orders. Any act by the character or the character's apparent allies that threatens the *charmed* creatures breaks the spell. Note also that the character must speak the creatures' language to communicate the character's commands, or else be good at pantomiming.

Mass Haste

Transmutation

Level: Brd 6, Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

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

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

Duration: 1 round/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creatures move and act more quickly than normal. This extra speed has several effects.

On their turn, the subjects may take an extra partial action, either before or after their regular action.

The subjects gain a +4 haste bonus to AC. The subjects lose this bonus whenever they would lose a dodge bonus.

The subjects can jump one and a half times as far as normal. This increase counts as an enhancement bonus.

Mass Heal

Conjuration (Healing)

Level: Clr 8, Drd 9, Healing 8

Components: V, S

Casting Time: 1 action

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

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

Duration: Instantaneous

Saving Throw: None
Spell Resistance: Yes (harmless)

The character channels positive energy into creatures to wipe away disease and injury. It completely cures all diseases, blindness, deafness, hit point damage, and all temporary ability damage. It neutralizes poisons in the subject's system, so that no additional damage or effects are suffered. It offsets a feeblemind spell. It cures those mental disorders caused by spells or injury to the brain. Only a single application of the spell is needed to simultaneously achieve all these effects.

Mass heal does not remove negative levels, restore permanently drained levels, or restore permanently drained ability scores.

If used against undead creatures (requires a successful touch attack), *mass heal* reduces them to 1d4 hp.

Mass Invisibility

Illusion (Glamer)

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 action

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

Targets: Any number of creatures, no two of which can be more than 180 ft. apart

Duration: 10 minutes/level (D)

Saving Throw: None or Will negates (harmless, object)

Spell Resistance: No or Yes (harmless, object)

The group of creatures targeted vanish from sight, even from darkvision. If the recipients are carrying gear, the gear vanishes, too. Individuals in the group cannot see each other, unless they can normally see invisible things or employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible, such as a trailing rope.

The subjects are not magically *silenced*, and certain other conditions can render the recipients detectable (such as stepping in a puddle). The spell ends if anyone in the group attacks any creature. For purposes of this spell, an "attack" includes any spell targeting a foe or whose area or effect includes a foe. (Exactly who is a foe depends on the invisible character's perceptions.) Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. If the subject attacks directly it immediately becomes visible along with all its gear. Note that spells such that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

The spell is broken for any individual who moves more than 180 feet from the nearest member of the group. (If only two individuals are affected, the one moving away from the other one loses its invisibility. If

both are moving away from each other, they both become visible when the distance between them exceeds 80 feet.)

Mass Suggestion

Enchantment (Compulsion) [Mind-Affecting, Language-Dependent]

Level: Brd 6, Sor/Wiz 6

Components: V, M

Casting Time: 1 action

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

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

Duration: 1 hour/level or until completed

Saving Throw: Will negates

Spell Resistance: Yes

As *suggestion*, except that it can affect more creatures.

The same suggestion applies to all these creatures. The character influences the actions of the enchanted creatures by suggesting a course of activity (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable. The same suggestion applies to all targeted creatures.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subjects finish what they were asked to do. The character can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell expires, the activity is not performed.

A very reasonable suggestion causes the save to be made with a penalty (such as -1, -2, etc.) at the discretion of the DM.

Maze

Conjuration (Creation) [Force]

Level: Sor/Wiz 8

Components: V, S

Casting Time: 1 action

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

Target: One creature

Duration: See text

Saving Throw: None

Spell Resistance: No

The character conjures up an extradimensional labyrinth of force planes, and the subject vanishes into it. If the subject attempts to escape, the time it takes to find the way out depends on its Intelligence score:

Intelligence Score of Mazed Creature	Time Trapped in Maze
Under 3	2d4 minutes
3	1d6 minutes
4-5	1d4 minutes
6-8	5d4 rounds
9-12	4d4 rounds
13-15	3d4 rounds

16–17
18+

2d4 rounds
1d4 rounds

If the subject doesn't attempt to escape, the *maze* disappears after 10 minutes, forcing the subject to leave.

On leaving the *maze*, the subject reappears in the spot it had been in when the *maze* spell was cast. If this spot is filled with a solid object, the subject appears nearby.

Spells and abilities that move a creature within a plane do not help a creature escape a *maze* spell, although the character can escape by using spells to the plane.

Minotaurs are not affected by this spell.

Meld into Stone

Transmutation

Level: Clr 3, Drd 3

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 10 minutes/level

Created Items: *Ring of elemental command (earth)*

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

While in the stone, the character remains in contact with the face of the stone through which the character melded. The character remains aware of the passage of time and can cast spells on him or herself while hiding in the stone. Nothing that goes on outside the stone can be seen, but the character can still hear what happens around the character. Minor physical damage to the stone does not harm the character, but its partial destruction to the extent that the character no longer fits within it expels the character and deals the character 5d6 points of damage. The stone's complete destruction expels the character and slays the character instantly unless the character succeeds at a Fortitude save (DC 18).

At any time before the duration expires, the character can step out of the stone through the surface that the character entered. If the spell's duration runs out or the effect is dispelled before the character voluntarily exits the stone, the character is violently expelled and takes 5d6 points of damage.

The following spells harm the character if cast upon the stone that the character is occupying: *Stone to flesh* expels the character and deals the character 5d6 points of damage. *Stone shape* deals the character 3d6 points of damage but does not expel the character. *Transmute rock to mud* expels the character and then slays the character instantly unless the character succeed at a Fortitude save (DC 18), in which case the character is merely expelled. *Passwall* expels the character without damage.

Mending

Transmutation

Level: Brd 0, Clr 0, Drd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: 10 ft.

Target: One object of up to 1 pound

Duration: Instantaneous

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Mending repairs small breaks or tears in objects (not warps). In metallic objects, it will weld a broken ring, a chain link, a medallion, or a slender dagger, providing but one break exists. Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or wineskin is completely healed over by *mending*. The spell can repair a magic item, but the item's magical abilities are not restored. The spell cannot mend broken magic rods, staves, or wands.

Mend the Fallen

Necromancy

Level: Clr 3

Components: V, S

Casting Time: 1 action

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

Target: One Undead

Duration: Instantaneous

Saving Throw: Will halves (harmless)

Spell Resistance: Yes

Source: The Compleat Librum of Gar'Udok's

Necromantic Artes

Source Company: E. N. Publishing

Closed Content: The name *mend the fallen* is closed content

This spell refreshes the negative energy animating undead, completely restoring lesser creations. More effective for healing undead than inflict serious wounds, this spell heals up to 3d8 points of damage +1 point per caster level (up to +15). If cast upon a living creature, there is no effect.

Message

Transmutation [Language-Dependent]

Level: Brd 1, Sor/Wiz 1

Components: V, S, F

Casting Time: 1 action

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

Targets: One creature/level

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

The character can whisper messages and receive whispered replies with little chance of being overheard. The character points a finger at each creature to be

included in the spell effect. When the character whispers, the whispered message is audible to all of the targeted creatures who are within range. Magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message, however, does not have to travel in a straight line. It can circumvent a barrier if there is an open path between the character and the subject, and the path's entire length lies within the spell's range. The creatures who receive the message can whisper a reply that the character hears. The spell transmits sound, not meaning. It doesn't transcend language barriers.

Note: To speak a message, the character must mouth the words and whisper, possibly allowing trained rogues the opportunity to read the character's lips.

Meteor Swarm

Evocation [Fire]

Level: Sor/Wiz 9

Components: V, S

Casting Time: 1 action

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

Area: Pattern of *fireball*-like spreads (see text)

Duration: Instantaneous

Saving Throw: None or Reflex half (see text)

Spell Resistance: Yes

Created Items: *Ring of shooting stars*

When the character casts this spell, either four large spheres (2-foot-diameter) or eight small spheres (1-foot-diameter) spring from the character's outstretched hand and streak in a straight line to the spot the character selects.

Any creature in the straight-line path of these spheres is struck by each one and takes 24d6 points of fire damage (no save).

If the spheres reach their destination, each bursts in a spread.

Each large sphere deals 6d6 points of fire damage. The four spheres explode with their points of origin forming a diamond or box pattern around the spell's central point of origin, which the character designates upon casting. Each large sphere has a 15-foot-radius spread, and each blast is 20 feet apart along the sides of the pattern, creating overlapping areas of the spell's effect and exposing the center to all four blasts.

The smaller spheres each have a 7 1/2-foot-radius spread, and each deals 3d6 points of fire damage. They explode with their points of origin forming a pattern around the spell's central point of origin (which the character designated upon casting) of a box within a diamond or vice versa, with each of the outer sides measuring 20 feet long. The center has four areas of overlapping effect, and numerous peripheral areas have two or three overlapping areas of the spell's effect. Creatures caught in a blast can attempt Reflex saves for half damage. Creatures struck by multiple blasts save against each blast separately.

Mind Blank

Abjuration

Level: Protection 8, Sor/Wiz 8

Components: V, S

Casting Time: 1 action

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

Target: One creature

Duration: 1 day

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject is protected from all devices and spells that detect, influence, or read emotions or thoughts. This spell protects against all mind-affecting spells and effects as well as information gathering by divination spells or effects. *Mind blank* even foils *limited wish*, *miracle*, and *wish* when they are used in such a way as to affect the subject's mind or to gain information about him. In the case of scrying that scans an area that the creature is in the spell works but the creature simply isn't detected. Scrying attempts that are targeted specifically at the subject do not work at all.

Mind Fog

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 5, Sor/Wiz 5

Components: V, S

Casting Time: 1 action

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

Effect: Fog that spreads to fill a 20-ft. cube

Duration: 30 minutes/+2d6 rounds (see text)

Saving Throw: Will negates

Spell Resistance: Yes

Mind fog produces a bank of fog that weakens the mental resistance of those caught in it. Creatures in the *mind fog* suffer a -10 competence penalty to all Wisdom checks and Will saves. (A creature who successfully saves against the fog is not affected and need not make further saves even if it remains in the fog.) Affected creatures suffer the penalty as long as they remain in the fog and for 2d6 rounds thereafter. The fog itself is stationary and lasts for 30 minutes (or until dispersed by wind).

The fog is thin and does not significantly hamper vision.

Minor Creation

Conjuration (Creation)

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 minute

Range: 0 ft.

Effect: Unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./level

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

The character creates a nonmagical, unattended object of nonliving, vegetable matter. The volume of the item created cannot exceed 1 cubic foot per caster level. The character must succeed at an appropriate skill check to make a complex item.

Attempting to use any created object as a material component causes the spell to fail.

Minor Curse

Transmutation

Level: Brd 2, Clr 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 action

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

Target: One living creature

Duration: 10 minutes / level

Saving Throw: Will negates

Spell Resistance: Yes

Source: Librum Equitis, Volume 2

Source Company: E.N. Publishing

This minor curse gives the target a -3 profane penalty on all skill and ability checks, attack rolls and saving throws.

The *minor curse* cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

Minor Globe of Invulnerability

Abjuration

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: 10 ft.

Area: 10-ft.-radius spherical emanation, centered on the character

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

An immobile, faintly shimmering magical sphere surrounds the character and excludes all spell effects of up to 3rd level. The area or effect of any such spells does not include the area of the *minor globe of invulnerability*. Such spells fail to affect any target located within the globe. This includes spell-like abilities and spells or spell-like effects from devices. However, any type of spell can be cast through or out of the magical globe. Spells of 4th level and higher are not affected by the globe. The globe can be brought down by a targeted *dispel magic* spell, but not by an area *dispel magic*. The character can leave and return to the globe without penalty.

Note that spell effects are not disrupted unless their effects enter the globe, and even then they are merely suppressed, not dispelled.

If a given spell has more than one level depending on which character class is casting it, use the level appropriate to the caster to determine whether *minor globe of invulnerability* stops it.

Minor Globe of Negative Energy

Necromancy

Level: Clr 4, Sor/Wiz 5

Components: V,S,M/DF

Casting Time: 1 action

Range: 10 ft

Target: 10 ft radius emanation centered on you

Duration: 1 round / level

Saving Throw: None

Spell Resistance: Yes

Source: The Compleat Librum of Gar'Udok's Necromantic Artes

Source Company: E. N. Publishing

Closed Content: The name *minor globe of negative energy* is closed content

A stationary globe of crackling negative energy surrounds the caster. Black bolts streak across its surface, while the constant hissing and popping of negative energy reverberate all around. Any creature that comes into contact (by physical touch, attacks by a melee weapon, etc,) with the globe (including the caster), will receive 1d4 negative levels. If the subject has at least as many negative levels as HD, he dies.

Each negative level gives a creature the following penalties: -1 competence penalty on attack rolls, saving throws, skill checks, ability checks, and effective level (for determining the power, duration, DC, and other details of spells or special abilities.) Additionally, a spellcaster loses one spell or spell slot from her highest available level. Negative levels, whether previous or gained in this fashion, stack. As enervation, if a subject affected by this spell survives, he regains lost levels after a number of hours equal to your caster level.

Material Components: An onyx gem worth at least 1,000 gp.

Minor Image

Illusion (Figment)

Level: Brd 2, Sor/Wiz 2

Components: V, S, F

Casting Time: 1 action

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

Effect: Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)

Duration: Concentration+2 rounds

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

This spell creates the visual illusion of an object, creature, or force, as visualized by the character. The spell includes some minor sounds but not understandable speech.

The illusion does not create smell, texture, or temperature. The character can move the image within the limits of the size of the effect.

Minor Mendings of the Fallen

Necromancy

Level: Clr 1

Components: V, S

Casting Time: 1 action

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

Target: One Undead

Duration: Instantaneous

Saving Throw: Will halves (harmless)

Spell Resistance: Yes (harmless)

Source: The Compleat Librum of Gar'Udok's
Necromantic Artes

Source Company: E. N. Publishing

Closed Content: The name *minor mendings of the fallen* is closed content

This spell refreshes the negative energy animating undead. Specifically designed to heal undead, this spell is more effective than the traditional inflict light wounds treatment. The undead recipient is healed of 1d8 points of damage +1 point per level of the caster (up to +5). If minor mendings of the fallen is cast upon a living creature, nothing happens.

Minotaur's Might

Transmutation

Level: Brd 6, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Source: 101 Spellbooks, Tomes of Knowledge, and
Forbidden Grimoires

Source Company: Ronin Arts

The target touched when this spell is cast becomes stronger. Minotaur's Might grants a bonus of 2d4 points to the target's Strength score for the spell's duration.

Material Component: A small pinch of powder made from the horn of a minotaur that has been ground to a fine dust.

Miracle

Evocation

Level: Clr 9, Luck 9

Components: V, S, XP (see text)

Casting Time: 1 action

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: See text

Spell Resistance: Yes

Create Items: *Invulnerability, luck blade, ring of three wishes, rod of negation, manual of bodily health, manual of gainful exercise, manual of quickness of action, scarab of protection, tome of clear thought, tome of leadership and influence, tome of*

understanding, cloak of poisonousness, cursed -2 sword

The character doesn't so much cast a *miracle* as request one. The character states what the character would like to have happen and requests that the character's deity (or the power the character prays to for spells) intercede. The DM then determines the particular effect of the *miracle*.

A *miracle* can do any of the following:

- Duplicate any cleric spell of up to 8th level (including spells to which the character has access because of the character's domains).
- Duplicate any other spell of up to 7th level.
- Undo the harmful effects of certain spells.
- Have any effect whose power level is in line with the above effects.

If the miracle has any of the above effects, casting it carries no experience point cost.

Alternatively, the cleric can make a very powerful request. Casting such a miracle costs the cleric 5,000 XP because of the powerful divine energies involved. A request that is out of line with the deity's (or alignment's) nature is refused.

A duplicated spell allows saving throws and SR as normal (but save DCs are for a 9th-level spell). When a miracle duplicates a spell that has an XP cost, the character must pay that cost. When a miracle spell duplicates a spell with a material component that costs more than 100 gp, the character must provide that component.

XP Cost: 5,000 XP (for some uses of the miracle spell; see above).

Mirage Arcana

Illusion (Glamer)

Level: Brd 5, Sor/Wiz 5

Components: V, S

Casting Time: 1 action

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

Area: One 20-ft. cube/level (S)

Duration: Concentration+1 hour/level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

The character makes any area appear to be something other than it is. The illusion includes audible, visual, tactile, and olfactory elements. The spell can alter the appearance of structures (or add them where none are present). It can't disguise, conceal, or add creatures (though creatures within the area might hide themselves within the illusion just as they can hide themselves within a real location).

Mirror Image

Illusion (Figment)

Level: Brd 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Personal (see text)

Target: The character

Duration: 1 minute/level

Several illusory duplicates of the character pop into being, making it difficult for enemies to know which target to attack. The figments stay near the character and disappear when struck.

Mirror image creates 1d4 images plus one image per three caster levels (maximum eight images). These figments separate from the character and remain in a cluster, each within 5 feet of at least one other figment or the character. The character can move into and through a *mirror image*. When the character and the *mirror image* separate, observers can't use vision or hearing to tell which one is the character and which the image. The figments may also move through each other. The figments mimic the character's actions.

Enemies attempting to attack the character or cast spells at the character must select from among indistinguishable targets. Generally, roll randomly to see whether the selected target is real or a figment. Any successful attack roll against a figment destroys it. A figment's AC is 10 + size modifier + Dexterity modifier. Figments seem to react normally to area spells.

While moving, the character can merge with and split off from figments so that enemies who have learned which image is real are again confounded.

An attacker must be able to see the images to be fooled. If the character is invisible or an attacker shuts her eyes, the spell has no effect, though being unable to see carries the same penalties as being blinded: In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have full concealment), loses any Dexterity bonus to AC, grants a +2 bonus to attackers' attack rolls (they are effectively invisible), moves at half speed, and suffers a -4 penalty on most Strength- and Dexterity-based skills.

Misdirection

Illusion (Glamour)

Level: Brd 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 action

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

Target: One creature or object, up to a 10-ft. cube in size

Duration: 1 hour/level

Saving Throw: Will negates (object)

Spell Resistance: No

By means of this spell, the character misdirects the information from divination spells that reveal auras. On casting the spell, the character chooses another

object within range. For the duration of the spell, the subject of misdirection is detected as if it were the other object. Detection spells provide information based on the second object rather than on the actual target of the detection unless the caster of the detection succeeds at his save.

This spell does not affect other types of divination.

Mislead

Illusion (Figment, Glamour)

Level: Brd 5, Luck 6, Sor/Wiz 6, Trickery 6

Components: S

Casting Time: 1 action

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

Target/Effect: The character/one illusory double

Duration: 1 round/level (D)

Saving Throw: None/Will disbelief (if interacted with)

Spell Resistance: No

An illusory double of the character (a figment) appears, and at the same time, the character becomes invisible. The character vanishes from sight, even from darkvision. If the character is carrying gear, the gear vanishes, too. Items dropped or put down by the invisible character become visible; items picked up disappear if tucked into the clothing or pouches worn by the character. 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 character carries but that extends more than 10 feet from it becomes visible.

The character is not magically *silenced*, and certain other conditions can render the character detectable (such as stepping in a puddle).

The character is then free to go elsewhere while the character's double moves away. The double appears within range but thereafter moves according to the character's intent at the time of casting. The character can make the figment appear superimposed perfectly over the character's own body so that observers don't notice an image appearing and the character turning invisible. The character and the figment can then move in different directions. The double moves at the character's speed, can talk and gesture as if it were real, and even smells and feels real. The double cannot attack or cast spells, but it can pretend to do so.

Mnemonic Enhancer

Transmutation

Level: Wiz 4

Components: V, S, M, F

Casting Time: 10 minutes

Range: Personal

Target: The character

Duration: Instantaneous

The character prepares or retains additional spells. In either event, the spell or spells prepared or retained fade after 24 hours (if not cast).

Pick one of these two versions:

- Prepare: the character prepares up to three additional levels of spells. A cantrip counts as one-half level for these purposes. The character prepares and casts these spells normally.
- Retain: the character retains any spell up to 3rd level that the character had cast up to 1 round before the character started casting the mnemonic enhancer. This restores the previously cast spell to the character's mind.

Focus: Worth at least 50 gp.

Modify Memory

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 4

Components: V, S

Casting Time: 1 action (see text)

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

Target: One living creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

The character reaches into the subject's mind and modifies up to 5 minutes of her memory in one of the following ways:

- Eliminate all memory of an event the subject actually experienced. This spell cannot negate spells that affect the subject's mind.
- Allow the subject to recall with perfect clarity an event the subject actually experienced. Change the details of an event the subject actually experienced.
- Implant a memory of an event the subject never experienced.

Casting the spell takes 1 action. If the subject fails to save, the character proceeds with the spell by spending up to 5 minutes (a period of time equal to the amount of memory time the character want to modify) visualizing the memory the character wishes to modify in the subject. If the character's concentration is disturbed before the visualization is complete, or if the subject is ever beyond the spell's range during this time, the spell is lost.

A modified memory does not necessarily affect the subject's actions, particularly if it contradicts her natural inclinations. An illogical modified memory is dismissed by the subject as a bad dream or a memory muddled by too much wine. More useful applications of *modify memory* include implanting memories of friendly encounters with the character (inclining the subject to act favorably toward the character), changing the details of orders given to the subject by a superior, or causing the subject to forget that she ever saw the character or the character's party. The DM reserves the right to decide whether a modified memory is too nonsensical to significantly affect the subject.

Moonspray

Evocation (Light)

Level: Brd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

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

Area: 10' radius burst

Duration: Instantaneous

Saving Throw: Reflex negates and half (see text)

Spell Resistance: Yes

Source: 101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires

Source Company: Ronin Arts

With this spell, the caster creates brilliant beams of moon-light that explode outward from a designated point, dealing 1d8 points of damage +1 point per caster level to all creatures in the area (maximum +20 damage). In addition, all creatures caught in the burst of moonlight are blinded for 1d4 rounds. A successful Reflex saving throw negates the blindness and reduces the damage by half. Moonspray does not deal extra damage to undead or creatures adversely affected by sunlight.

Material Component: A crystal or glass bead.

Mortification of the Flesh

Transmutation

Level: Drd 4, Sor/Wiz 4

Components: V,S,M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 hour / level

Source: The Compleat Librum of Gar'Udok's Necromantic Artes

Source Company: E. N. Publishing

Closed Content: The name *mortification of the flesh* is closed content

This spell dessicates the caster's body, making him tough, leathery and seemingly without organs. Upon casting this spell, the caster's skin tightens around his frame, fat seems to almost melt away and internal organs shrink and atrophy. The skin becomes leathery and worn, eyes sunken, the body of the caster suddenly taking on the semblance of a body mummified by dry desert winds. The spell actually sustains the caster without functional organs for the duration, becoming almost one of the undead, a walking husk of a corpse animated by magical energies. Whenever the caster is subject to a critical threat from any attack, the check to confirm a critical must also fall within then critical range for the weapon with the natural result of the d20 check. This makes critical hits significantly less likely, as the caster's corpse is almost entirely without vital organs besides the brain for the duration of the spell.

Material Component: A scrap of flesh dried in the sun.

Mount

Conjuration (Summoning)

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 full round

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

Effect: One mount

Duration: 2 hours/level

Saving Throw: None

Spell Resistance: No

The character summons a light horse or a pony (the character's choice) to serve the character as a mount. The steed serves willingly and well. The mount comes with a bit and bridle and a riding saddle.

Move Earth

Transmutation

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: See text

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

Area: Dirt in an area up to 750 ft. square and up to 10 ft. deep (S)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Created Items: *Staff of earth and stone, mattock of the titans*

Move earth moves dirt, possibly collapsing embankments, moving hillocks, shifting dunes, etc. However, in no event can rock formations be collapsed or moved. The area to be affected determines the casting time. For every 150-foot square (up to 10 feet deep), casting takes 10 minutes. The maximum area, 750 feet by 750 feet, takes 4 hours and 10 minutes to move.

This spell does not violently break the surface of the ground. Instead, it creates wavelike crests and troughs, with the earth reacting with glacierlike fluidity until the desired result is achieved. Trees, structures, rock formations, and such are mostly unaffected except for changes in elevation and relative topography.

The spell cannot be used for tunneling and is generally too slow to trap or bury creatures. Its primary use is for digging or filling moats or for adjusting terrain contours before a battle.

Mute

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 2, Clr 3, Sor/Wiz 2

Components: V, S

Casting Time: 1 action

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

Target: One creature

Duration: 1 minute / level

Saving Throw: Will negates

Spell Resistance: Yes

Source: Joe's Book of Enchantment

Source Company: Throwing Dice Games

The subject cannot utter a word nor make a sound from its mouth. This prevents the casting of any spell with a verbal component, activation of spell completion or spell triggered magic items, most forms of bardic music and simple conversation. *Mute* does not prevent the subject from making noise like *silence* does. The subject can still make non-vocal sounds.

Necropolis

Necromancy

Level: Sor/Wiz 9, Bones 9

Components: V,S,M

Casting Time: 1 day

Range: Special

Target: Ruined Settlement

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Source: The Compleat Librum of Gar'Udok's
Necromantic Artes

Source Company: E. N. Publishing

Closed Content: The name *necropolis* is closed content

This spell raises the populace of an entire city as skeletal warriors. There are few spells more powerful in a necromancer's repertoire than the ability to raise an entire civilization from death. From the ruins of an ancient town or city, the necromancer causes skeletons to claw their way out of the ground, to rise up in perfect servitude to his every demand.

The spellcaster must be upon the site of a ruined and deserted settlement to cast this spell successfully.

Complete skeletons are not required for the use of this powerful spell (scattered dust and bones are just fine) but no sentient creature must have lived within the settlement for at least 50 years. Once cast, a number of skeletons will animate in accordance with the size of the settlement as it was when it was inhabited. A small village will yield between 60 and 600 skeletons (1d10x60), a town between 800-8000 (1d10x800), and a city between 1,000 and 10,000 (1d10x1,000). The skeletons will be under the necromancer's complete control until destroyed. These skeletons do not count against the maximum amount of undead the caster can control. A destroyed skeleton cannot be reanimated again and once cast, this spell may never be cast again by another wizard in the same location. The skeletons created by this spell are unable to venture further than 25 miles from the settlement. Any ordered to do so will instantly crumble to dust and are destroyed.

Material Component: Ruined, deserted settlement and a collection of items from the ruined settlement worth at least 5,000gp. The items are consumed in the casting, the settlement itself remains intact, but can never be used as a component for this spell again.
XP Cost: 10 XP per skeleton raised.

Negative Energy Protection

Abjuration

Level: Clr 3

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Created Items: *Scarab of protection*

The warded creature gains partial protection from undead creatures who use negative energy and certain weapons and spells that drain energy levels. The *negative energy protection* spell uses positive energy, which can offset the effects of a negative energy attack. Each time the warded creature is struck by a negative energy attack that drains levels or ability scores, it rolls 1d20 + caster level against a DC of 11 + the attacker's HD.

If the warded creature succeeds, the energies cancel. The warded creature takes only hit point damage from the attack and does not suffer any drain of experience levels or ability scores, regardless of the number of levels or ability score points the attack would have drained. An attacking undead creature takes 2d6 points of damage from the positive energy. An attacking caster or weapon receives no damage.

If the warded creature does not succeed, the negative energy attack deals its normal damage. An attacking undead creature in such a situation does not take any positive energy damage.

Neutralize Poison

Conjuration (Healing)

Level: Brd 4, Clr 4, Drd 3, Pal 4, Rgr 3

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

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

Duration: Instantaneous

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Created Items: *Periapt of proof against poison, restorative ointment*

The character detoxifies any sort of venom in the creature or object touched. A poisoned creature suffers no additional damage or effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own.

This spell also neutralizes the poison in a poisonous creature or object. A poisonous creature replenishes its poison at its normal rate.

Nightmare

Illusion (Phantasm) [Mind-Affecting, Evil]

Level: Brd 5, Sor/Wiz 5

Components: V, S

Casting Time: 10 minutes

Range: Unlimited

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

The character sends a hideous and unsettling phantasmal vision to a specific creature whom the character names or otherwise specifically designates. The nightmare prevents restful sleep and causes 1d10 points of damage. The nightmare leaves the subject tired out and unable to regain arcane spells for the next 24 hours.

Dispel evil cast on the subject while the character is casting the spell dispels the nightmare and stuns the character for 10 minutes per caster level of the *dispel evil*. While the character is stunned, the character can't act, the character loses any Dexterity bonus to AC, and attackers get a +2 bonus against the character. If the recipient is awake when the spell begins, the character can choose to cease casting (ending the spell) or enter a trance until the recipient goes to sleep, whereupon the character becomes alert again and completes the casting. If the character is disturbed during the trance, the spell ends.

If the character chooses to enter a trance, the character is not aware of the character's surroundings or the activities around the character while in the trance. The character is defenseless, both physically and mentally, while in the trance.

Creatures who don't sleep or dream are immune to this spell.

Nondetection

Abjuration

Level: Rgr 4, Sor/Wiz 3, Trickery 3

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature or object touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Created Items: *Ring of mind shielding, amulet of proof against detection and location, ring of neutrality*

The warded creature or object becomes difficult to detect by divination. *Nondetection* also prevents location by such magic items as *crystal balls*. If a divination is attempted against the warded creature or item, the caster of the divination must succeed at a caster level check (1d20 + caster level) against a DC of 11 + the caster level of the spellcaster who cast *nondetection*. If the character casts *nondetection* on the character's self or on an item currently in the

character's possession, the DC is 15 + the character's caster level.

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

Material Component: Worth 50 gp.

Obscure Object

Abjuration

Level: Brd 2, Clr 3, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: One object touched of up to 100 lb./level

Duration: 8 hours

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell hides an object from location by a spell, a crystal ball, and other forms of scrying.

Obscuring Mist

Conjuration (Creation)

Level: Air 1, Clr 1, Drd 1, Sor/Wiz 1, Water 1

Components: V, S

Casting Time: 1 action

Range: 30 ft.

Effect: Cloud centered on the character spreads 30 ft. and is 20 ft. high

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

Created Items: *Horn of fog*

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

A moderate wind (11+ mph) disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A fire spell burns away the fog in the explosive or fiery spell's area.

This spell does not function underwater.

One with the Dead

Transformation

Level: Clr 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes / level

Saving Throw: None

Spell Resistance: No

Source: The Compleat Librum of Gar'Udok's Necromantic Artes

Source Company: E. N. Publishing

Closed Content: The name *one with the dead* is closed content

This spell alters the caster to seem as one of the dead. Through the use of this spell, you can alter your appearance and form to that of a corpse or zombie of the same size class. Body temperature will feel cold, limbs will stiffen and flesh will appear putrid and rotting.

Although the usual undead abilities and immunities are not granted by *one with the dead*, the caster gains a +2 resistance bonus to saves against cold, electrical, sleep and poison attacks. In addition, the caster no longer needs to breathe whilst the spell is in effect. If used to hide among the dead, the spell grants a near flawless image. Assume the caster has taken 20 with a Disguise check, adding the caster's level and ranks in Disguise as additional bonuses. Generally, such a check need only be taken if the caster is being carefully examined. The caster may still move freely, however, and will appear much like an ordinary zombie, though he does not gain any further benefits other than those outlined above.

Material Component: Dirt from a fresh humanoid grave.

Open/Close

Transmutation

Level: Brd 0, Sor/Wiz 0

Components: V, S, F

Casting Time: 1 action

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

Target: Portal or object that can be opened or closed

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

The character can open or close (caster's choice) a door, chest, box, window, bag, pouch, bottle, or other container. If anything resists this activity the spell fails. In addition, the spell can only open and close things that are of standard weight.

Oration

Illusion (Glamer)

Level: Clr 0

Components: V, S

Casting Time: 1 action

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

Target: Personal

Duration: Concentration

Saving Throw: None

Spell Resistance: None

Source: 101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires

Source Company: Ronin Arts

Oration enables the caster to speak above the surrounding background noise. The spell can only affect those in its radius that desire to hear what the caster is saying. The caster must unflinchingly ignore the surrounding noise and happenings, possibly requiring a Concentration check, in order to maintain this spell.

Order's Wrath

Evocation [Lawful]

Level: Law 4

Components: V, S

Casting Time: 1 action

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

Area: Nonlawful creatures within a burst that fills a 30-ft. cube

Duration: Instantaneous (1 round)

Saving Throw: Reflex partial (see text)

Spell Resistance: Yes

Created Items: *Lawful, necklace of prayer beads*

The character channels lawful power to smite enemies.

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

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to chaotic creatures and dazes them for 1 round. A dazed creature can take no actions but suffers no penalties when attacked. A successful Reflex save reduces the damage to half and negates the daze effect.

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

Osseous Staff

Conjuration (Creation)

Level: Clr 2, Sor/Wiz 2, Bones 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One touched chip of bone

Duration: 1 minute / level

Saving Throw: None

Spell Resistance: No

Source: The Compleat Librum of Gar'Udok's Necromantic Artes

Source Company: E. N. Publishing

Closed Content: The name *osseous staff* is closed content

This spell creates a staff of bone in the caster's hand. The bone staff created by this spell is unusually effective. It is a weapon with a +2 enhancement bonus to attack and damage rolls. It deals 2d6 points of damage (+2 for the enchantment) with a critical threat range of 19-20 when the caster wields it. If the caster does not wield the staff it crumbles to dust, just as it does at the end of the spell duration.

Material Component: A chip of bone, which enlarges into the staff.

Passwall

Transmutation

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

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

Effect: 5 ft. x 8 ft. opening, 1 ft./level deep

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

Created Items: *Ring of elemental command (earth), staff of earth and stone, staff of passage*

The character creates a passage through wooden, plaster, or stone walls, but not through metal or other harder materials. If the wall's thickness is more than 1 foot per caster level, then a single *passwall* simply makes a niche or short tunnel. Several *passwall* spells can then form a continuing passage to breach very thick walls. When *passwall* ends, creatures within the passage are ejected out the nearest exit. If someone dispels the *passwall* or the character dismisses it, creatures in the passage are ejected out the far exit if there is one or out the sole exit if there is only one.

Pass without Trace

Transmutation

Level: Drd 1, Rgr 1

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Targets: One creature/level touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Created Items: *Boots of the winterlands, dust of tracelessness*

The subjects can move through any type of terrain and leave neither footprints nor scent. Tracking the subject is impossible by nonmagical means.

Permanency

Universal

Level: Sor/Wiz 5

Components: V, S, XP

Casting Time: 2 rounds

Range: See text

Target, Effect, or Area: See text

Duration: Permanent (see text)

Saving Throw: None

Spell Resistance: No

Created Items: *Broom of flying, carpet of flying, robe of powerlessness*

This spell makes certain other spells permanent. Depending on the spell, the character must be at least a minimum level and must expend a number of XP.

The character can make these spells permanent in regard to his or her self:

Spell	Minimum Level	XP Cost
<i>Comprehend languages</i>	9th	500XP
<i>Darkvision</i>	10th	1,000 XP
<i>Detect Magic</i>	9th	1,500 XP
<i>Protection from arrows</i>	11th	1,500 XP

<i>Read Magic</i>	9th	500 XP
<i>See invisibility</i>	10th	1,000XP
<i>Tongues</i>	11th	1,500XP

The character casts the desired spell and then follows it with the *permanency* spell. The character cannot cast these spells on other creatures. This application of *permanency* can be dispelled only by a caster of greater level than the character was when the character cast the spell.

In addition to personal use, *permanency* can be used to make the following spells permanent on him or herself, another creature, or an object (as appropriate):

Spell	Minimum Level	XP Cost
<i>Enlarge</i>	9th	500 XP
<i>Magic Fang</i>	9th	500 XP
<i>Resistance</i>	9th	250 XP
<i>Aura of Peace</i>	11th	1,500 XP

Additionally, the following spells can be cast upon objects or areas only and rendered permanent:

Spell	Minimum Level	XP Cost
<i>Alarm</i>	9th	500 XP
<i>Dancing lights</i>	9th	500 XP
<i>Ghost sound</i>	9th	500 XP
<i>Gust of wind</i>	11th	1,500 XP
<i>Invisibility</i>	10th	1,000 XP
<i>Magic mouth</i>	10th	1,000 XP
<i>Phase door</i>	15th	3,500 XP
<i>Prismatic sphere</i>	17th	4,500 XP
<i>Shrink item</i>	11th	1,500 XP
<i>Solid fog</i>	12th	2,000 XP
<i>Stinking cloud</i>	11th	1,500 XP
<i>Symbol</i>	16th	4,000 XP
<i>Teleportation circle</i>	17th	4,500 XP
<i>Wall of fire</i>	12th	2,000 XP
<i>Wall of force</i>	13th	2,500 XP
<i>Web</i>	10th	1,000 XP

Spells cast on other creatures, objects, or locations (not on the character) are vulnerable to *dispel magic* as normal.

The DM may allow other selected spells to be made permanent. Researching this possible application of a spell costs as much time and money as independently researching the selected spell. If the DM has already determined that the application is not possible, the research automatically fails. Note that the character never learns what is possible except by the success or failure of the character's research.

Permanent Image

Illusion (Figment)

Level: Brd 6, Sor/Wiz 6

Components: V, S, F

Casting Time: 1 action

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

Effect: Figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level (S)

Duration: Permanent (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

This spell creates the visual illusion of an object, creature, or force, as visualized by the character. The figment includes visual, auditory, olfactory, and thermal elements, and the spell is permanent. By concentrating, the character can move the image within the limits of the range, but it is static while the character is not concentrating.

Material Component: Worth 100 gp.

Persistent Image

Illusion (Figment)

Level: Brd 5, Sor/Wiz 5

Components: V, S, F

Casting Time: 1 action

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

Effect: Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)

Duration: 1 minute/level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

This spell creates the visual illusion of an object, creature, or force, as visualized by the character. The figment includes visual, auditory, olfactory, and thermal components, and the figment follows a script determined by the character. The figment follows that script without the character's having to concentrate on it. The illusion can include intelligible speech if the character wishes.

Pet Cemetery

Necromancy

Level: Clr 0, Sor/Wiz 0

Components: V,S,M/DF

Casting Time: 1 action

Range: Touch

Target: One tiny animal corpse

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Source: The Compleat Librum of Gar'Udok's Necromantic Artes

Source Company: E. N. Publishing

Closed Content: The name *pet cemetery* is closed content

This spell turns the body or bones of an animal into an skeleton or zombie. This spell will only animate dead animals of tiny-size. The skeleton or zombie can follow you or can remain in an area and attack any creature (or just a specific type of creature) entering the place.

The skeleton or zombie remains animated until it is destroyed. A destroyed skeleton or zombie cannot be reanimated again.

Regardless of the number of times this spell is cast,

only a single undead animal from this spell may be controlled at any one time by a single caster. If an undead animal is animated using this spell whilst another is already under your control, the original animal becomes uncontrolled.

This undead does not count against your HD limit of controlled undead. An undead animal can be created only from a mostly intact skeleton or corpse. If a skeleton is made from a corpse, the flesh falls off the bones.

Statistics for a tiny-sized skeleton or zombie can be found in the System Reference Document.

Arcane Material Component: A shiny chip of black stone.

Phantasmal Killer

Illusion (Phantasm) [Fear, Mind-Affecting]

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Will disbelief (if interacted with), then Fortitude partial

Spell Resistance: Yes

Only the spell's subject can see the *phantasmal killer*. The character sees only a shadowy shape. The subject first gets a Will save to recognize the image as unreal. If the subject fails, the phantasm touches the subject, and the subject must succeed at a Fortitude save or die from fear. Even if the Fortitude save is successful, the subject takes 3d6 points of damage.

If the subject of a *phantasmal killer* attack succeeds in disbelieving and is wearing a helm of telepathy, the beast can be turned upon the character. The character must then disbelieve it or suffer its deadly fear attack.

Phantom Steed

Conjuration (Creation)

Level: Brd 3, Sor/Wiz 3

Components: V, S

Casting Time: 10 minutes

Range: 0 ft.

Effect: One quasi-real, horselike creature

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

The character conjures a quasi-real, horselike creature. The steed can be ridden only by the character or by the one person for whom the character specifically created the mount. A phantom steed has a black head and body, gray mane and tail, and smoke-colored, insubstantial hooves that make no sound. It has what seems to be a saddle, bit, and bridle. It does not fight, but all normal animals shun it and refuse to attack it. (Dire animals and nonintelligent creatures can attack it.)

The mount has an Armor Class of 18 (–1 size, +4 natural armor, +5 Dex) and 7 hit points +1 hit point

per caster level. If it loses all its hit points, the phantom steed disappears. A phantom steed has a speed of 20 feet per caster level, to a maximum of 240 feet. It can bear its rider's weight plus up to 10 pounds per caster level.

These mounts gain certain powers according to caster level. A mount's abilities include those of mounts of lower caster levels.

8th Level: The mount can ride over sandy, muddy, or even swampy ground without difficulty or decrease in speed.

10th Level: The mount can ride over water as if it were firm, dry ground.

12th Level: The mount can ride in the air as if it were firm land, so chasms and the like can be crossed without benefit of a bridge. The mount cannot simply take off and fly. It can only ride horizontally across the air. After 1 round in the air, the mount falls.

14th Level: The mount can fly at its speed. It has a maneuverability rating of average.

Phase Door

Conjuration (Creation)

Level: Sor/Wiz 7, Travel 8

Components: V

Casting Time: 1 action

Range: Touch

Effect: Ethereal 5 ft. x 8 ft. opening, 1 ft./level deep

Duration: One usage/two levels

Saving Throw: None

Spell Resistance: No

Created Items: *Staff of passage*

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 the character, and only the character can use the passage. The character disappears when the character enters the *phase door* and appears when the character exits. If the character desires, the character can take one other creature (Medium-size or smaller) through the door. This counts as two uses of the door. The door does not allow light, sound, or spell effects through it, nor can the character see through it without using it. *Gems of true seeing* and similar magic reveal the presence of a *phase door* but do not allow its use.

A *phase door* is subject to *dispel magic*. If anyone is within the passage when it is dispelled, he is harmlessly ejected.

A *phase door* can be made permanent with a *permanency* spell.

The character 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 the character desires. They can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, HD, and hit points don't qualify.

Phobia

Enchantment (Compulsion) [Fear, Mind-Affecting]

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 action

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

Target: One creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

Source: Joe's Book of Enchantment

Source Company: Throwing Dice Games

The affected creature develops an irrational fear of something of the caster's choosing. When in the presence of his phobia, the affected creature must make a Will saving throw or become panicked. If the saving throw is made, the affected creature still becomes frightened. The insanity caused by *phobia* is unaffected by *dispel magic* and *break enchantment*. Only a *heal*, *limited wish*, *miracle* or *wish* can cure the affected creature of the phobia.

Plague

Necromancy

Level: Clr 6, Drd 6, Sor/Wiz 7

Components: V, S

Casting Time: 1 action

Range: 30 feet

Target: All creatures in a 30 ft radius sphere around caster

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

Source: The Compleat Librum of Gar'Udok's Necromantic Artes

Source Company: E. N. Publishing

Closed Content: The name *plague* is closed content

This spell causes a mass of infectious diseases to strike within its area. Everyone within the radius except for the spellcaster immediately contracts a disease, which strikes immediately (without an incubation period). The caster infects the subjects with blinding sickness, cackle fever, filth fever, mindfire, red ache, the shakes, or slimy doom.

Planar Ally

Conjuration (Calling) [see text]

Level: Clr 6

Components: V, S, DF

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels) (see text)

Effect: Up to 16 HD worth of summoned elementals and outsiders, no two of which can be more than 30 ft. apart when they appear

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

By casting this spell, the character requests the character's deity to send the character an elemental or outsider (of up to 16 HD), or a number of creatures of the same type whose HD total no more than 16 HD, of the deity's choice. If the character serves no particular deity, the spell is a general plea answered by a creature sharing the character's philosophical alignment. If the character knows an individual creature's name, the character may request that individual by speaking the name during the spell (though the character might get a different creature anyway).

The character may ask the creature to perform one task for the character, and the creature may request some service in return. The more demanding the character's request, the greater return favor the creature asks for. This bargaining takes at least 1 round, so any actions by the creature begin in the round after it arrives. If the character agrees to the service, the creature performs the task the character requested, reports back to the character afterward (if possible), and returns to its home plane. The character is honor bound to perform the return favor. If the character calls multiple creatures with this spell the creatures, as a group, agree to perform one task for the character and request one favor in return.

A creature may accept some form of payment, such as a magic item, in return for its service. The creature may keep it or may deliver the item to another member of the character's religion somewhere else, where it can help the religion's cause.

Note: When the character uses a calling spell that calls an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Planar Binding

Conjuration (Calling) [see text]

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels) (see text)

Targets: Up to 16 HD worth of elementals and outsiders, no two of which can be more than 30 ft. apart when they appear

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Casting this spell attempts a dangerous act: to lure a creature or creatures from another plane to a specifically prepared trap, which must lie within the spell's range. The character may call a single creature of up to 16 HD or a number of creatures of the same type whose HD total no more than 16. The called creature is held in the trap until it agrees to perform one service in return for its freedom.

To create the trap, the character must use a *magic circle* spell, focused inward. The type of creature to be bound must be known and stated. If it has a specific, proper, or given name, this must be used in casting the spell.

The target creature must attempt a Will saving throw. If the saving throw succeeds, the creature resists the

spell. If the saving throw fails, the creature is immediately drawn to the trap (spell resistance does not keep the creature from being called). The creature can escape from the trap with a successful SR roll, dimensional travel, or a successful Charisma check (DC 16 + 1/2 the caster's level + the caster's Charisma modifier). It can try each method once per day. If it breaks loose, it can flee or attack the character. A *dimensional anchor* cast on the creature prevents its escape via dimensional travel. The character can also employ a calling diagram to make the trap more secure. If the creature does not break free of the trap, the character can keep it bound for as long as the character dares. The character can attempt to compel the creature to perform a service by describing the service and perhaps offering some sort of reward. The character makes a Charisma check opposed by the creature's Charisma check. The DM then assigns a bonus based on the service and reward, from 0 to +6. This bonus applies to the character's Charisma check. If the creature wins the opposed check, it refuses service.

If multiple creatures are called each creature gets a save, makes an independent attempt to escape, and must be individually persuaded to aid the character.

New offers, bribes, and the like can be made or the old ones reoffered every 24 hours. This can be repeated until the creature promises to serve, until it breaks free, or until the character decides to get rid of it by means of some other spell. Impossible demands or unreasonable commands are never agreed to. If the character rolls a 1 on the Charisma check, the creature breaks free of the binding and can escape or attack the character.

Once the requested service is completed, the creature need only so inform the character to be instantly sent back whence it came. The creature might later seek revenge. If the character assigns some open-ended task that the creature cannot complete through its own actions (such as "Wait here" or "Defend this area against attack"), the spell remains in effect for a maximum of 1 day per caster level, and the creature gains an immediate chance to break free. Note that a clever recipient can subvert some instructions.

When the character uses a calling spell to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Plane Shift

Transmutation

Level: Brd 6, Clr 5, Sor/Wiz 7

Components: V, S, F

Casting Time: 1 action

Range: Touch

Target: Creature touched, or up to eight willing creatures joining hands

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Created Items: *Ghost touch, sword of the planes, amulet of the planes, figure of wondrous power (obsidian steed), portable hole, robe of stars*

The character moves him or herself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, up to eight can be affected by the *plane shift* at the same time. Pinpoint accuracy as to a particular arrival location on the intended plane is nigh impossible. From the Material Plane, the character can reach any other plane, though the character appears 5 to 500 miles (5d%) from the character's 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.

Plant Growth

Transmutation

Level: Drd 3, Plant 3, Rgr 3

Components: V, S, DF

Casting Time: 1 action

Range: See text

Target or Area: See text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Plant growth has different effects depending on the version chosen.

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

At the character's option, the area can be a circle with a radius of 100 feet, a semicircle with a radius of 150 feet, or a quarter circle with a radius of 200 feet. The character may also designate areas within the area that are not affected.

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

Poison

Necromancy

Level: Clr 4, Drd 3

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: Instantaneous (see text)

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

Created Items: *Dagger of venom, viper rod, cloak of poisonousness, dust of sneezing and choking, potion of poison, **scabbard of venoms***

The character inflicts the subject with a poison by making a successful melee touch attack. The poison

deals 1d10 points of temporary Constitution damage immediately and another 1d10 points of temporary Constitution damage 1 minute later. Each instance of damage can be negated by a Fortitude save (DC 10 + one-half caster level + caster's Wisdom modifier).

Poisoned Goblet

Conjuration (Creation)

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

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

Target: One small object

Duration: Permanent

Saving Throw: None (see text)

Spell Resistance: No

Source: 101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires

Source Company: Ronin Arts

The caster magically coats a small, inanimate object (the object need not be a goblet, despite the spell's name) with contact poison. The object to be coated cannot weigh more than two pounds or be larger than one cubic foot. It must be within range of the spell and visible to the caster. The contact poison on the object is black lotus extract, and the spell creates an amount sufficient for one poisoning. A Fortitude save is allowed against the poison, which can be detected with a successful Spot check (DC 29).

Material Component: A black lotus flower.

Polymorph Any Object

Transmutation

Level: Sor/Wiz 8, Trickery 8

Components: V, S, M/DF

Casting Time: 1 action

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

Target: One creature or object

Duration: See text

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

Spell Resistance: Yes (object)

This spell changes one object or creature into another. The new form can range in size from Diminutive to one size larger than the subject's normal form. Upon changing, the subject regains lost hit points as if having rested for a day (though this healing does not restore temporary ability damage and provide other benefits of resting for a day; and changing back does not heal the creature further). If slain, the polymorphed creature or object reverts to its original form, though it remains dead.

The target acquires the physical and natural abilities of the creature or object it has been polymorphed into while retaining its own mind. Physical abilities include natural size and Strength, Dexterity, and Constitution scores. The subject also takes the Intelligence score of the creature or object it has been polymorphed into. Natural abilities include armor, natural weapons, and similar gross physical qualities. A body with extra limbs

does not allow a character to make more attacks (or more advantageous two-weapon attacks) than normal. Natural abilities also include mundane movement capabilities, but not magical flight and other magical forms of travel. Extremely high speeds for certain creatures are the result of magical ability, so they are not granted by this spell. Other nonmagical abilities (such as low-light vision) are considered natural abilities and are retained.

Any part of the body or piece of equipment that is separated from the whole reverts to its original form.

The creature's new scores and faculties are average ones for the race or species into which it has been transformed.

The subject retains its Wisdom, and Charisma scores, level and class, hit points (despite any change in its Constitution score), alignment, base attack bonus, and base saves. (New Strength, Dexterity, and Constitution scores may affect final attack and save bonuses.) If the original form didn't have a Wisdom or Charisma score, it gains those scores of the new form. The subject retains its own type, extraordinary abilities, spells, and spell-like abilities, but not its supernatural abilities. The subject can cast spells for which it has components. It needs a humanlike voice for verbal components and humanlike hands for somatic components. The subject does not gain the spell-like abilities of its new form. The subject does not gain the supernatural abilities or the extraordinary abilities of the new creature.

The new form can be disorienting. Any time the polymorphed creature is in a stressful or demanding situation (such as combat), the creature must succeed at a Will save (DC 19) or suffer a -2 penalty on all attack rolls, saves, skill checks, and ability checks until the situation passes. Creatures who are polymorphed for a long time (years and years) grow accustomed to their new form and can overcome some of these drawbacks (DM's discretion).

When the polymorph occurs, the creature's equipment, if any, transforms to match the new form. If the new form is a creature that does not use equipment, the equipment melds into the new form and becomes nonfunctional. Material components and focuses melded in this way cannot be used to cast spells. If the new form uses equipment, the subject's equipment changes to match the new form and retains its properties.

The character can freely designate the new form's minor physical qualities (such as hair color, hair texture, and skin color) within the normal ranges for a creature of that type. The new form's significant physical qualities (such as height, weight, and gender) are also under the character's control, but must fall within the norms for the new form's species. The subject can be changed into a member of its own species or even into itself. (If changed into itself, it does not suffer the abovementioned penalties from the disorientation of a new form.)

The subject is effectively disguised as an average member of the new form's race. If the character uses this spell to create a disguise, the character gets a +10 bonus on the character's Disguise check.

Incorporeal or gaseous forms cannot be assumed, and incorporeal or gaseous creatures are immune to being polymorphed. A natural shapeshifter can take its natural form as a standard action.

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*
Same kingdom (animal, vegetable, mineral)	+5
Same class (mammals, fungi, metals, etc.)	+2
Same size	+2
Related (twig is to tree, wolf fur is to wolf, etc.)	+2
Same or lower Intelligence	+2

*Add all that apply. Look up the total on the next table.

Duration Factor	Example	Duration
0	Pebble to human	20 minutes
2	Marionette to human	1 hour
4	Human to marionette	3 hours
5	Lizard to manticore	12 hours
6	Sheep to wool coat	2 days
7	Shrew to manticore	1 week
9+	Manticore to shrew	Permanent

This spell cannot create material of great intrinsic value. This spell can also be used to duplicate the effects of *polymorph other*, *flesh to stone*, *stone to flesh*, *transmute mud to rock*, *transmute water to dust*, or *transmute rock to mud*.

Polymorph Other

Transmutation
Level: Sor/Wiz 4
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Permanent
Saving Throw: Fortitude negates
Spell Resistance: Yes
Created Items: *Python rod*

Polymorph other changes the subject into another form of creature. The new form can range in size from Diminutive to one size larger than the subject's normal form. Upon changing, the subject regains lost hit points as if having rested for a day (though this healing does not restore temporary ability damage and provide other benefits of resting for a day; and changing back does not heal the creature further). If slain, the polymorphed creature reverts to its original form, though it remains dead.

The polymorphed creature acquires the physical and natural abilities of the creature it has been polymorphed into while retaining its own mind. Physical

abilities include natural size and Strength, Dexterity, and Constitution scores. Natural abilities include armor, natural weapons, and similar gross physical qualities. A body with extra limbs does not allow a character to make more attacks (or more advantageous two-weapon attacks) than normal. Natural abilities also include mundane movement capabilities, but not magical flight and other magical forms of travel. Extremely high speeds for certain creatures are the result of magical ability, so they are not granted by this spell. Other nonmagical abilities (such as low-light vision) are considered natural abilities and are retained.

Any part of the body or piece of equipment that is separated from the whole reverts to its original form. The creature's new scores and faculties are average ones for the race or species into which it has been transformed.

The subject retains its Intelligence, Wisdom, and Charisma scores, level and class, hit points (despite any change in its Constitution score), alignment, base attack bonus, and base saves. (New Strength, Dexterity, and Constitution scores may affect final attack and save bonuses.) The subject retains its own type, extraordinary abilities, spells, and spell-like abilities, but not its supernatural abilities. The subject can cast spells for which it has components. It needs a humanlike voice for verbal components and humanlike hands for somatic components. The subject does not gain the spell-like abilities of its new form. The subject does not gain the supernatural abilities or the extraordinary abilities of the new creature.

The new form can be disorienting. Any time the polymorphed creature is in a stressful or demanding situation (such as combat), the creature must succeed at a Will save (DC 19) or suffer a -2 penalty on all attack rolls, saves, skill checks, and ability checks until the situation passes. Creatures who are polymorphed for a long time (years and years) grow accustomed to their new form and can overcome some of these drawbacks (DM's discretion).

When the polymorph occurs, the creature's equipment, if any, transforms to match the new form. If the new form is a creature who does not use equipment, the equipment melds into the new form and becomes nonfunctional. Material components and focuses melded in this way cannot be used to cast spells. If the new form uses equipment, the subject's equipment changes to match the new form and retains its properties.

The character can freely designate the new form's minor physical qualities (such as hair color, hair texture, and skin color) within the normal ranges for a creature of that type. The new form's significant physical qualities (such as height, weight, and gender) are also under the character's control, but must fall within the norms for the new form's species. The subject can be changed into a member of its own species or even into itself. (If changed into itself, it does not suffer the abovementioned penalties from the disorientation of a new form.)

The subject is effectively disguised as an average member of the new form's race. If the character uses

this spell to create a disguise, the character get a +10 bonus on the character's Disguise check.

Incorporeal or gaseous forms cannot be assumed, and incorporeal or gaseous creatures are immune to being polymorphed. A natural shapeshifter can take its natural form as a standard action.

Polymorph Self

Transmutation

Level: Rgr 4, Sor/Wiz 4

Components: V

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 1 hour/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

Created Items: *Belt of dwarvenkind, cloak of the bat, druid's vestment*

The caster is changed into another form of creature. The new form can range in size from Diminutive to one size larger than the caster's normal form. Upon changing, the character regains lost hit points as if having rested for a day (though this healing does not restore temporary ability damage and provide other benefits of resting for a day; and changing back does not heal the caster further). If slain, the character reverts to his or her original form, though the creature remains dead.

The polymorphed character acquires the physical and natural abilities of the creature he or she has been polymorphed into while retaining his or her own mind. Physical abilities include natural size and Strength, Dexterity, and Constitution scores. Natural abilities include armor, natural weapons, and similar gross physical qualities. A body with extra limbs does not allow a character to make more attacks (or more advantageous two-weapon attacks) than normal. Natural abilities also include mundane movement capabilities, but not magical flight and other magical forms of travel. Extremely high speeds for certain creatures are the result of magical ability, so they are not granted by this spell. Other nonmagical abilities (such as low-light vision) are considered natural abilities and are retained.

Any part of the body or piece of equipment that is separated from the whole reverts to its original form. The character's new scores and faculties are average ones for the race or species into which he or she has been transformed.

The character retains his or her Intelligence, Wisdom, and Charisma scores, level and class, hit points (despite any change in the character's Constitution score), alignment, base attack bonus, and base saves. (New Strength, Dexterity, and Constitution scores may affect final attack and save bonuses.) The character retains his or her own type, extraordinary abilities, spells, and spell-like abilities, but not its supernatural abilities. The character can cast spells for which he or she has components. The character needs a humanlike voice for verbal components and humanlike hands for

somatic components. The caster does not gain the spell-like abilities of the new form. The character does not gain the supernatural abilities or the extraordinary abilities of the new creature.

The new form can be disorienting. Any time the polymorphed character is in a stressful or demanding situation (such as combat), the caster must succeed at a Will save (DC 19) or suffer a -2 penalty on all attack rolls, saves, skill checks, and ability checks until the situation passes. Characters who are polymorphed for a long time (years and years) grow accustomed to their new form and can overcome some of these drawbacks (DM's discretion).

When the polymorph occurs, the character's equipment, if any, transforms to match the new form. If the new form is a creature that does not use equipment, the equipment melds into the new form and becomes nonfunctional. Material components and focuses melded in this way cannot be used to cast spells. If the new form uses equipment, the caster's equipment changes to match the new form and retains its properties.

The character can freely designate the new form's minor physical qualities (such as hair color, hair texture, and skin color) within the normal ranges for a creature of that type. The new form's significant physical qualities (such as height, weight, and gender) are also under the character's control, but must fall within the norms for the new form's species. The character can be changed into a member of his or her own species or even into itself. (If changed into itself, it does not suffer the abovementioned penalties from the disorientation of a new form.)

The character is effectively disguised as an average member of the new form's race. If the character uses this spell to create a disguise, the character gets a +10 bonus on the character's Disguise check.

Incorporeal or gaseous forms cannot be assumed, and incorporeal or gaseous creatures are immune to being polymorphed. A natural shapeshifter can take its natural form as a standard action.

The character can change form as often as desired for the duration of the spell simply by willing it so. Each change is a full-round action. The character regains hit points as if having rested for a day only from the initial transformation, however.

Power Word, Blind

Conjuration (Creation)

Level: Sor/Wiz 8, War 8

Components: V

Casting Time: 1 action

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

Area: Creatures with up to 200 total hit points within a 15-ft.-radius sphere

Duration: See text

Saving Throw: None

Spell Resistance: Yes

This spell blinds one or more creatures. It affects the creatures with the lowest hit point totals first, selecting subjects one at a time until the next target would put

it over the limit of 200. (Creatures with negative hit points count as having 0 hit points.)

The duration of the spell depends on the total hit points of the affected creatures:

Hit Points

Up to 50

51 to 100

101 to 200

Duration

Permanent

1d4+1 minutes

1d4+1 rounds

Power Word, Kill

Conjuration (Creation) [Death]

Level: Sor/Wiz 9, War 9

Components: V

Casting Time: 1 action

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

Target or Area: One living creature or one or more creatures within a 15-ft.-radius sphere

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

The character can either target a single creature or let the spell affect a group.

If *power word, kill* is targeted at a single creature, that creature dies if it has 100 or fewer hit points.

If *power word, kill* is cast as an area spell, it kills creatures in a 15-foot-radius sphere. It kills only creatures that have 20 or fewer hit points, and only up to a total of 200 hit points of such creatures. The spell affects creatures with the lowest hit point totals first until the next creature would put the total over the limit of 200. (Creatures with negative hit points count as having 0 hit points.)

Power Word, Stun

Conjuration (Creation)

Level: Sor/Wiz 7, War 7

Components: V

Casting Time: 1 action

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

Target: One creature with up to 150 hit points

Duration: See text

Saving Throw: None

Spell Resistance: Yes

One creature of the character's choice is stunned, whether the creature can hear the word or not. A creature with 50 or fewer hit points remains stunned for 4d4 rounds, one with 51 to 100 hit points is stunned for 2d4 rounds, one with 101 to 150 hit points is stunned for 1d4 rounds, and a creature with 151 hit points or more is not affected.

A stunned creature can't act and loses any Dexterity bonus to AC. Attackers gain +2 bonuses to attack it.

Prayer

Conjuration (Creation)

Level: Clr 3, Pal 3

Components: V, S, DF

Casting Time: 1 action

Range: 30 ft.

Area: All allies and foes within a 30-ft.-radius burst centered on the character

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

Created Items: *Rod of alertness*, *captain's saddle*

The character and the character's allies gain a +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks, while foes suffer a -1 penalty on such rolls.

Prestidigitation

Universal

Level: Brd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: 10 ft.

Target, Effect, or Area: See text

Duration: 1 hour

Saving Throw: See text

Spell Resistance: No

Once cast, the *prestidigitation* spell enables the character to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. Prestidigitations can slowly lift 1 pound of material. They can color, clean, or soil items in a 1-foot cube each round. They can chill, warm, or flavor 1 pound of nonliving material. They cannot inflict damage or affect the concentration of spellcasters. *Prestidigitation* can create small objects, but they look crude and artificial. The materials created by a prestidigitiation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, prestidigitiation lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

Prevent Flanking

Abjuration

Level: Sor/Wiz 1

Components: V, S, M.

Casting Time: 1 action.

Range: Touch

Targets: Creature touched.

Duration: 1 minute/level (max 10).

Saving Throw: Will negates (harmless).

Spell Resistance: Yes (harmless).

Source: Academy Handbook: Saint John's College of Abjuration and defence against the offensive arts

Source Company: Malladin's Gate Press

This spell, when cast, creates a magical barrier protecting the characters back. As a result of this the character cannot be flanked or sneak attacked by a rogue or any other foe. This also grants him a +1 bonus to his armour class whilst not in a flanking position.

Material component: A small mirror.

Prismatic Sphere

Abjuration

Level: Protection 9, Sor/Wiz 9, Sun 9

Components: V

Casting Time: 1 action

Range: 10 ft.

Effect: 10-ft.-radius sphere centered on the character
Duration: 10 minutes/level

Saving Throw: See text

Spell Resistance: See text

The character conjures up an immobile, opaque globe of shimmering, multicolored light that surrounds the character and protects the character from all forms of attack. The sphere flashes in all colors of the visible spectrum. The sphere flashes with seven colors, each of which has a distinct power and purpose. The sphere is immobile, and the character can pass through and remain near the sphere without harm.

When the character is inside the sphere, the sphere blocks any attempt to project something through the sphere (including spells). Other creatures who attempt to attack the character or pass through suffer the effects of each color, one at a time.

Typically, only the upper hemisphere of the globe will exist, since the character is at the center of the sphere, so the lower half is usually excluded by the floor surface the character is standing on.

Any creature with fewer than 8 HD that is within 20 feet of the sphere is blinded for 2d4 x 10 minutes by the colors if it looks at the sphere.

Each color in the sphere has a special effect. The accompanying table shows the seven colors of the sphere, the order in which they appear, their effects on creatures trying to attack the character or pass through the sphere, 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 must be brought down before the second can be affected, and so on. A rod of cancellation or a

disjunction spell destroys a prismatic sphere, but an antimagic field fails to penetrate it. Dispel magic and greater dispelling cannot dispel the sphere or anything within it. Spell resistance is effective against a prismatic sphere, but the caster level check must be repeated for each color present.

Prismatic Spray

Evocation

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 action

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

Area: Cone

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

Created Items: *Helm of brilliance*

This spell causes seven shimmering, intertwined, multicolored beams of light to spray from the character's hand. Each beam has a different power. Creatures in the area of the spell with 8 HD or less are automatically blinded (see blindness/deafness) for 2d4 rounds. All creatures in the area are randomly struck by one or more beams, which have additional effects.

1d8	Color of Beam	Effect
1	Red	20 points fire damage (Reflex half)
2	Orange	40 points acid damage (Reflex half)
3	Yellow	80 points electricity damage (Reflex half)
4	Green	Poison (Kills; Fortitude partial, take 20 points of damage instead)
5	Blue	Turned to stone (Fortitude negates)

Prismatic Wall/Prismatic Sphere Table			
Color	Order	Effect of Color	Negated By
Red	1st	Stops nonmagical ranged weapons. Deals 20 points of fire damage (Reflex half).	<i>Cone of Cold</i>
Orange	2nd	Stops magical ranged weapons. Deals 40 points of acid damage (Reflex half).	<i>Gust of Wind</i>
Yellow	3rd	Stops poisons, gases, and petrification. Deals 80 points of electricity damage (Reflex half).	<i>Disintegrate</i>
Green	4th	Stops breath weapons. Poison (Kills; Fortitude partial to take 20 points of damage instead).	<i>Passwall</i>
Blue	5th	Stops divination and mental attacks. Turned to stone (Fortitude negates).	<i>Magic Missile</i>
Indigo	6th	Stops all spells. Will save or become insane (as insanity spell).	<i>Daylight</i>
Violet	7th	Energy field destroys all objects and effects.* Creatures sent to another plane (Will negates).	<i>Dispel magic</i>

* The violet effect makes the special effects of the other six colors redundant, but they are included here because certain magic items can create prismatic effects on color at a time, and SR might render some colors ineffective (see above).

- | | | |
|---|---|---|
| 6 | Indigo | Insane, as insanity spell
(Will negates) |
| 7 | Violet | Sent to another plane
(Will negates) |
| 8 | Struck by two rays; roll again twice, ignoring any "8" results. | |

Prismatic Wall

Abjuration

Level: Sor/Wiz 8

Components: V, S

Casting Time: 1 action

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

Effect: Wall 4 ft./level wide x 2 ft./level high

Duration: 10 minutes/level

Saving Throw: See text

Spell Resistance: See text

Prismatic wall creates a vertical, opaque wall—a shimmering, multicolored plane of light that protects the character from all forms of attack. The wall flashes with seven colors, each of which has a distinct power and purpose. The wall is immobile, and the character can pass through and remain near the wall without harm. However, any other creature with fewer than 8 HD that is within 20 feet of the wall is blinded (see *blindness/deafness*) for 2d4 rounds by the colors if it looks at the wall.

The wall's maximum proportions are 4 feet wide per caster level and 2 feet high per caster level. A *prismatic wall* spell cast to materialize in a space occupied by a creature is disrupted, and the spell is wasted.

Each color in the wall has a special effect. The accompanying table shows the seven colors of the wall, the order in which they appear, their effects on creatures trying to attack the character or pass through the wall, and the magic needed to negate each color.

The wall can be destroyed, color by color, in consecutive order, by various magical effects; however, the first must be brought down before the second can be affected, and so on. A *rod of cancellation* or a *disjunction* spell destroys a *prismatic wall*, but an *antimagic field* fails to penetrate it. *Dispel magic* and *greater dispelling* cannot dispel the wall or anything beyond it. Spell resistance is effective against a *prismatic wall*, but the caster level check must be repeated for each color present.

Produce Flame

Evocation [Fire]

Level: Drd 2, Fire 2

Components: V, S

Casting Time: 1 action

Range: 0 ft.

Effect: Flame in the character's palm

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

Flames appear in the character's hand. The character can hurl them or use them to touch enemies. The bright flames, which illuminate out to 20 feet as torches do, appear in the character's open hand and harm neither the character nor the character's equipment.

The character can strike opponents with a melee touch attack, dealing fire damage equal to 1d4 + 1 point per two caster levels (maximum +10). Alternatively, the character can hurl the flames up to 120 feet as a thrown weapon. When doing so, the character attacks with a ranged touch attack (with no range penalty) and deal the same damage as with the melee attack. No sooner does the character hurl the flames than a new set appears in the character's hand.

Programmed Image

Illusion (Figment)

Level: Brd 6, Sor/Wiz 6

Components: V, S, F

Casting Time: 1 action

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

Effect: Visual figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level (S)

Duration: Permanent until triggered, then 1 round/level

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

This spell creates the visual illusion of an object, creature, or force, as visualized by the character. The illusion includes visual, auditory, olfactory, and thermal elements, including intelligible speech. The figment activates when a specific condition occurs.

The character sets the triggering condition (which may be a special word) when casting the spell. The event that triggers the illusion can be as general or as specific and detailed as desired but must be based on an audible, tactile, olfactory, or visual trigger. The trigger cannot be based on some quality not normally obvious to the senses.

Material Component: Worth 25 gp.

Project Image

Illusion (Shadow)

Level: Brd 6, Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

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

Effect: One shadow duplicate

Duration: 1 round/level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

The character creates a shadow duplicate of him or herself; it looks, sounds, and smells like the character but is intangible. The shadow mimics the character's actions (including speech) unless the character concentrate on making it act differently. The character can see through its eyes and hear through its ears as if the character were standing where it is, and during the character's turn in a round the character can switch

from seeing through its eyes to seeing normally, or back again. If the character desires, any spell the character casts whose range is touch or greater can originate from the shadow instead of from the character. (The shadow is quasi-real, just real enough to cast spells that the character originates.) The shadow can cast spells on itself only if those spells affect shadows.

The character must maintain line of effect to the shadow at all times. If the character's line of effect is obstructed, the spell ends. If the character uses a spell that breaks the character's line of effect, even momentarily, the spell ends.

Protection from Arrows

Abjuration

Level: Sor/Wiz 2

Components: V, S, F

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The warded creature gains resistance to ranged weapons. The subject gains damage reduction 10/+1 against ranged weapons. It ignores the first 10 points of damage each time it takes damage from a ranged weapon, though a weapon with a +1 enhancement bonus or any magical attack bypasses the reduction. The damage reduction increases with the caster level to 10/+2 at 5th, 10/+3 at 10th, 10/+4 at 15th, and 10/+5 at 20th. Once the spell has prevented a total of 10 points of damage per caster level (maximum 100 points), it is discharged.

Protection from Chaos

Abjuration [Lawful]

Level: Brd 1, Clr 1, Law 1, Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No (see text)

Created Items: *Ring of blue conjures, ring of red conjures*

This spell wards a creature from attacks by chaotic creatures, from mental control, and from summoned or conjured creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects:

First, the subject gets a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made by chaotic creatures.

Second, the barrier blocks any attempt to possess the warded creature or to exercise mental control over the creature. The protection does not prevent a spell

that gains mental control, but it prevents the caster of such a spell from mentally commanding the protected creature. If the *protection from chaos* effect ends before the mental control effect does, the caster would then be able to mentally command the controlled creature. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast. This second effect works regardless of alignment.

Third, the spell prevents bodily contact by summoned or conjured creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Lawful elementals and outsiders are immune to this effect. The protection against contact by summoned or conjured creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

Protection from Elements

Abjuration

Level: Clr 3, Drd 3, Luck 3, Protection 3, Rgr 2,

Sor/Wiz 3

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level or until discharged

Saving Throw: None

Spell Resistance: Yes

Created Items: *Frost brand, ring of minor elemental resistance, ring of major elemental resistance, cube of frost resistance, helm of brilliance, **helm of fire***

This abjuration grants a creature temporary invulnerability to the selected energy type (acid, cold, fire, electricity, or sonic). When the spell absorbs 12 points per caster level of elemental damage, it is discharged. The spell protects the recipient's equipment as well.

Protection from elements absorbs only damage. The character could still suffer unfortunate side effects.

Note: *Protection from elements* overlaps (and does not stack with) *resist elements* and *endure elements*. If a character is warded by *protection from elements* and one or both of the other spells, the *protection* spell absorbs damage until it is exhausted. If a character is warded by *resist elements* and *endure elements* at the same time, the *resist* spell absorbs damage but the *endure* spell does not.

Protection from Evil

Abjuration [Good]

Level: Brd 1, Clr 1, Good 1, Pal 1, Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No (see text)

Created Items: *Ring of blue conjures, ring of red conjures*

This spell wards a creature from attacks by evil creatures, from mental control, and from summoned or conjured creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects:

First, the subject gets a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made by evil creatures.

Second, the barrier blocks any attempt to possess the warded creature (as by a *magic jar* attack) or to exercise mental control over the creature (as by a vampire's supernatural domination ability, which works similar to *dominate* person). The protection does not prevent a vampire's domination itself, but it prevents the vampire from mentally commanding the protected creature. If the *protection from evil* effect ends before the domination effect does, the vampire would then be able to mentally command the controlled creature. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast. This second effect works regardless of alignment.

Third, the spell prevents bodily contact by summoned or conjured creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Good elementals and outsiders are immune to this effect. The protection against contact by summoned or conjured creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

Protection from Good

Abjuration [Evil]

Level: Brd 1, Clr 1, Evil 1, Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No (see text)

Created Items: *Ring of blue conjures, ring of red conjures*

This spell wards a creature from attacks by good creatures, from mental control, and from summoned or conjured creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects:

First, the subject gets a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made by good creatures.

Second, the barrier blocks any attempt to possess the warded creature or to exercise mental control over the creature. The protection does not prevent a spell that gains mental control, but it prevents the caster of

such a spell from mentally commanding the protected creature. If the *protection from good* effect ends before the mental control effect does, the caster would then be able to mentally command the controlled creature. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast. This second effect works regardless of alignment.

Third, the spell prevents bodily contact by summoned or conjured creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Evil elementals and outsiders are immune to this effect. The protection against contact by summoned or conjured creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

Protection from Law

Abjuration [Chaotic]

Level: Brd 1, Chaos 1, Clr 1, Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No (see text)

Created Items: *Ring of blue conjures, ring of red conjures*

This spell wards a creature from attacks by lawful creatures, from mental control, and from summoned or conjured creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects:

First, the subject gets a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made by lawful creatures.

Second, the barrier blocks any attempt to possess the warded creature or to exercise mental control over the creature. The protection does not prevent a spell that gains mental control, but it prevents the caster of such a spell from mentally commanding the protected creature. If the *protection from law* effect ends before the mental control effect does, the caster would then be able to mentally command the controlled creature. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast. This second effect works regardless of alignment.

Third, the spell prevents bodily contact by summoned or conjured creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Chaotic elementals and outsiders are immune to this effect. The protection against contact by summoned or conjured creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

Protection from Spells

Abjuration

Level: Magic 8, Sor/Wiz 8

Components: V, S, M, F

Casting Time: 1 action

Range: Touch

Targets: Up to one creature/four levels touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Subjects gain a +8 resistance bonus on saving throws against spells and spell-like abilities (but not against supernatural and extraordinary abilities).

Material Component: Worth at least 500 gp value.

Focus: One 1,000 gp gem per creature granted the protection. Each recipient must carry one such gem for the duration of the spell. If a recipient loses the gem, the spell ceases to affect him or her.

Protection from Pests

Abjuration

Level: Brd 0, Clr 0, Drd 0, Pal 1, Rgr 1, Sor/Wiz 0

Components: V, S, M/DF

Casting Time: 1 action

Range: Personal

Target: Caster

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: None

Source: 101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires

Source Company: Ronin Arts

Protection from pests protects the caster and his/her immediate belongings from any type of normal parasitic pests from mosquitoes to fleas and ticks. Thecaster also gains a +1 deflection bonus versus giant sized versions of these pests.

Material component: A dash of crushed marigold leaves or at least a dram of vinegar.

Prying Eyes

Divination

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 minute

Range: One mile

Effect: Creates 1d4 levitating eyes +1 eye/level

Duration: 1 hour/level (see text)

Saving Throw: None

Spell Resistance: No

The character creates ten or more semitangible, visible magical orbs (called "eyes") that move out, scout around, and return as the character directs them when casting the spell. When an eye returns, it relays what it has seen to the character and then disappears. Each eye is about the size of a small apple and can see 120 feet (normal vision only) in all directions.

The spell conjures 1d4 eyes plus one eye per caster level. While the individual eyes are quite fragile, they're small and difficult to spot. Each eye is a Fine construct that has 1 hit point, has AC 18 (+8 bonus for its size), flies at a speed of 30 feet with perfect maneuverability, and a +16 skill modifier on Hide checks. The eyes are subject to illusions, darkness, fog, and any other factors that would affect the character's ability to receive visual information about the character's surroundings. An eye traveling through darkness must find its way by touch. When the character creates the eyes, the character specifies instructions the character wants the eyes to follow in a command of up to twenty-five words. Any knowledge the character possesses is known by the eyes as well.

In order to report their findings, the eyes must return to the character's hand. Each replays in the character's mind everything it has seen during its existence. It takes an eye only 1 round to replay 1 hour of recorded images.

If an eye ever gets more than one mile distant from the character, it instantly ceases to exist. However, the character's link with the eye is such that the character won't know if the eye was destroyed because it wandered out of range or because of some other event.

The eyes exist for up to 1 hour per caster level or until they return to the character. After relaying its findings, an eye disappears. Dispel magic can destroy eyes. Roll separately for each eye caught in an area dispel. Of course, if the eye is sent into darkness, then it's very possible that it could hit a wall or similar obstacle and destroy itself.

Purify Food and Drink

Universal

Level: Clr 0, Drd 0

Components: V, S

Casting Time: 1 action

Range: 10 ft.

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

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by purify food and drink, but the spell has no effect on creatures of any type, nor upon magic potions.

Note: Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Pyrotechnics

Transmutation

Level: Brd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)
Target: One fire source, up to a 20-ft. cube
Duration: 1d4+1 rounds or 1d4+1 rounds after creatures leave the smoke cloud (see text)
Saving Throw: Will negates or Fortitude negates (see text)
Spell Resistance: Yes or No (see text)
Created Items: *Ring of elemental command (fire), rod of flame extinguishing, ever-smoking bottle*

Pyrotechnics turns a fire into either a burst of blinding fireworks or a thick cloud of choking smoke, depending on the version the character chooses.

Fireworks: The fireworks are a flashing, fiery, momentary burst of glowing, colored aerial lights. This effect blinds creatures within 120 feet of the fire source for 1d4+1 rounds (Will negates). These creatures must have line of sight to the fire to be affected. Spell resistance can prevent blindness. In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have full concealment), loses any Dexterity bonus to AC, grants a +2 bonus to attackers' attack rolls (they are effectively invisible), moves at half speed, and suffers a -4 penalty on most Strength- and Dexterity-based skills.

Smoke Cloud: The smoke is a writhing stream of smoke billowing out from the source and forming a choking cloud. The cloud spreads 20 feet in all directions and lasts for 1 round per caster level. All sight, even darkvision, is ineffective in or through the cloud. All within the cloud suffer -4 penalties to Strength and Dexterity scores (Fortitude negates). These effects last for 1d4+1 rounds after the cloud dissipates or after the character leaves the area of the cloud. Spell resistance does not apply.

Material Component: The spell uses one fire source, which is immediately extinguished. A fire so large that it exceeds a 20-foot cube is only partly extinguished. Magical fires are not extinguished, although a fire-based creature used as a source takes 1 point of damage per caster level.

Quench

Transmutation
Level: Drd 4
Components: V, S, DF
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Area or Target: One 20-ft. cube/level (S) or one fire-based magic item
Duration: Instantaneous
Saving Throw: None or Will negates (object)
Spell Resistance: No or Yes (object)

Quench extinguishes all nonmagical fires in its area. The spell also dispels fire spells in the area, though the character must succeed at a dispel check of 1d20 +1 per caster level (maximum +15) against each spell to dispel it. The DC to dispel such spells is 11 + the caster level of the fire spell. Fire-based creatures within the area take 1d6 points of damage per caster level from the spell (maximum 15d6, no save allowed).

Alternatively, the character can target the spell on a single magic item that creates or controls flame. The item loses all its fire-based magical abilities permanently unless it succeeds at a Will save. (Artifacts are immune to this effect.)

Rainbow Pattern

Illusion (Pattern) [Mind-Affecting]
Level: Brd 4, Sor/Wiz 4
Components: (V), S, M, F (see text)
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: Colorful lights with a 15-ft.-radius spread
Duration: Concentration+1 round/level (D)
Saving Throw: Will negates
Spell Resistance: Yes

A glowing, rainbow-hued pattern of interweaving colors captivates those within it. *Rainbow pattern* captivates a maximum of 24 HD of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. Affected creatures that fail their saves are captivated by the pattern. Captivated creatures cannot move away from the pattern, nor can they take actions other than to defend themselves. An attack on a captivated creature frees it from the spell immediately.

With a simple gesture (a free action), the character can make the rainbow pattern move up to 30 feet per round (moving its effective point of origin). All captivated creatures follow the moving rainbow of light, trying to get or remain within the effect. Captivated creatures that are restrained and removed from the pattern still try to follow it. If the pattern leads its subjects into a dangerous area, each captivated creature gets a second save. If the view of the lights is completely blocked, creatures who can't see them are no longer affected.

The spell does not affect sightless creatures.

Verbal Component: A wizard or sorcerer need not utter a sound to cast this spell, but a bard must sing, play music, or recite a rhyme as a verbal component.

Raise Dead

Conjuration (Healing)
Level: Clr 5
Components: V, S, M, DF
Casting Time: 1 minute
Range: Touch
Target: Dead creature touched
Duration: Instantaneous
Saving Throw: None (see text)
Spell Resistance: Yes (harmless)

The cleric restores life to a deceased creature. The cleric can raise creatures who have been dead only up to 1 day per caster level. In addition, the subject's soul must be free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, subjects who want to return receive no saving throw.

The subject loses a level (or 1 Constitution point, if the subject is 1st level) when raised.

Raise dead cures hit point damage up to a total of 1 hit point per Hit Die. Any ability scores damaged to 0 are raised to 1. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell.

A creature who has been turned into an undead creature or killed by a death effect can't be raised by this spell. Constructs, elementals, outsiders, and undead creatures can't be raised. The spell cannot bring back a creature who has died of old age.

Coming back from the dead is an ordeal. The subject of the spell loses one level when it is raised, just as if it had lost a level to an energy-draining creature. This level loss cannot be repaired by any spell. If the subject is 1st level, it loses 1 point of Constitution instead. A character who died with spells prepared has a 50% chance of losing any given spell upon being raised, in addition to losing spells for losing a level. A spellcasting creature that doesn't prepare spells (such as a sorcerer) has a 50% chance of losing any given unused spell slot as if it had been used to cast a spell, in addition to losing spell slots for losing a level. Material Component: Worth at least 500 gp.

Random Action

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 1

Components: V, S, DF

Casting Time: 1 action

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

Target: One living creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

Created Items: *Chaos diamond*

The enchanted creature is compelled to act randomly for 1 round. Rather than deciding its action for itself, the subject of the spell takes an action determined randomly on the following table:

1d8	Action
1	Attack self (succeed on any attack roll other than a natural 1).
2	Attack nearest being (for this purpose, a familiar counts as part of the subject's "self").
3	Flee away from caster at top possible speed.
4	Drop anything held.
5	Stand motionless (as if stunned).
6	Do nothing but defend (total defense).

- 7 Speak (in the subject's native tongue, usually regarding surface thoughts) or make noises (if not capable of speech).
- 8 Attack caster with melee or ranged weapons (or close with caster if attacking is not possible).

Nothing can affect this die roll in any way. It is always entirely random.

Ray of Enfeeblement

Necromancy

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

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

Effect: Ray

Duration: 1 minute/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

Created Item: *Staff of power* [heightened], *petite portal*

A ray springs from the character's hand. The character must succeed at a ranged touch attack to strike a target. The subject suffers a -1d6 enhancement penalty to Strength, with an additional -1 per two caster levels (maximum additional penalty of -5). The subject's Strength score cannot drop below 1.

Ray of Frost

Conjuration (Creation) [Cold]

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A ray of freezing air and ice projects from the character's pointing finger. The character must succeed at a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of cold damage.

Read Magic

Universal

Level: Brd 0, Clr 0, Drd 0, Pal 1, Rgr 1, Sor/Wiz 0

Components: V, S, F

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 10 minutes/level

Created Items: *Helm of comprehending languages and reading magic*

By means of *read magic*, the character can read magical inscriptions on objects 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 the character has read the magical inscription, the character is thereafter able to read that particular writing without recourse to the use of *read magic*. The character can read at the rate of one page (250 words) per minute. The spell allows the character to identify a *glyph of warding* with a successful Spellcraft check against DC 13 or a *symbol* with a successful Spellcraft check against DC 19.

Reduce

Transmutation

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

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

Target: One creature or object of up to 10 cu. ft./caster level

Duration: 1 minute/level

Saving Throw: Fortitude negates (object)

Spell Resistance: Yes (object)

Created Items: *Staff of size alteration*

This spell causes instant diminution of a creature or object, decreasing its size and weight. Its height shrinks by up to 10% per caster level, to a maximum reduction of 50%. The reduced weight is proportional to the cube of the new height, as follows:

Height Decrease	Weight Decrease
-10% (x 0.9)	-30% (x 0.7)
-20% (x 0.8)	-50% (x 0.5)
-30% (x 0.7)	-60% (x 0.4)
-40% (x 0.6)	-80% (x 0.2)
-50% (x 0.5)	-90% (x 0.1)

All equipment worn or carried by a creature is reduced by the spell. Magical properties are not decreased by this spell. Weight, mass, and strength are affected, though. A creature's hit points, Armor Class, and attack rolls do not change, but Strength decreases with size. For every 10% of reduction, a creature's Strength score suffers an enlargement penalty of -1, to a minimum score of 1.

A shrinking object may damage weaker materials affixed to it, but a reduced object shrinks only as long as the object itself is not damaged.

Multiple magical effects that reduce size do not stack.

Reduce counters and dispels *enlarge*.

Refuge

Transmutation [Teleportation]

Level: Clr 7, Sor/Wiz 9

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Object touched

Duration: Permanent until discharged

Saving Throw: None

Spell Resistance: No

Created Items: *Bracelet of friends*

The character creates powerful magic in some specially prepared object. This object contains the power to instantaneously transport its possessor across any distance within the same plane to the character's abode. Once the item is transmuted, the character must give it willingly to an individual and at the same time inform him or her 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 the subject rends or breaks the item (a standard action). When this is done, the individual and all that he or she is wearing and carrying (up to a maximum of 50 lb./level) are instantaneously transported to the character's abode. No other creatures are affected (aside from a familiar that is touching the subject).

The character can alter the spell when casting it so that it transports the character to within 10 feet of the possessor of the item when it is broken and the command word spoken. The character 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 the character has no choice whether or not to be transported.

Material Component: Worth 1,500 gp.

Regenerate

Conjuration (Healing)

Level: Clr 7, Healing 7

Components: V, S, DF

Casting Time: 3 full rounds

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Created Items: *Ring of regeneration*

The subject's severed body members, broken bones, and ruined organs grow back. After the spell is cast, the physical regeneration is complete in 1 round if the severed members are present and touching the creature. It takes 2d10 rounds otherwise. Regenerate also cures 1d8 points of damage +1 point per caster level (up to +20).

Reincarnate

Transmutation

Level: Drd 4

Components: V, S, DF

Casting Time: 10 minutes

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None (see text)

Spell Resistance: Yes (harmless)

With this spell, the character brings back a dead creature in another body, provided death occurred no more than 1 week before the casting of the spell and the subject's soul is free and willing to return. If the subject's soul is

not willing to return, the spell does not work; therefore, subjects who want to return receive no saving throw. Since the dead creature is returning in a new body, all physical ills and afflictions are repaired. The magic of the spell creates an entirely new young adult body for the soul to inhabit from the natural elements at hand. This process requires 1 hour to complete. When the body is ready, the subject is reincarnated.

A character reincarnated recalls the majority of his former life and form. The character retains his or her Intelligence, Wisdom, and Charisma scores, as well as any class abilities or skills formerly possessed. The character's class, base attack bonus, base save bonuses, and hit points are unchanged. Strength, Dexterity, and Constitution scores depend partly on the new body. First eliminate the character's racial adjustments (since the character is no longer of his or her previous race) and then apply the adjustments found below. The character's level is reduced by 1. (If the character was 1st level, his or her new Constitution score is reduced by 1.)

It's quite possible for the change in the character's ability scores to make it difficult for the character to pursue his or her previous character class.

The new incarnation is determined on the following table or by DM choice.

d%	Incarnation	Str	Dex	Con
01-03	Badger	+4	+8	+4
04-09	Bear, black	+8	+2	+4
10-13	Bear, brown	+15	+2	+8
14-17	Boar	+4	0	+6
18-25	Centaur+8	+4	+4	
26-28	Dryad	0	+4	0
29-32	Eagle	0	+4	+2
33-42	Elf	0	+2	-2
43-46	Gnome	-2	0	+2
47-48	Hawk	-4	+6	0
49-58	Halfling -2	+2	0	
59-78	Human	0	0	0
79-80	Leopard	+6	+8	+4
81-82	Owl	-4	+6	0
83-86	Pixie	-4	+8	0
87-90	Satyr	0	+2	+2
91-96	Wolf	+2	+4	+4
97-99	Wolverine	+10	+8	+8
100	Other	?	?	?
	(DM's choice)			

Some bodies may make it impossible for the reincarnated character to use some of his or her class abilities. The reincarnated character does gain any powers or abilities associated with his new form. A humanoid reincarnated into an animal body can speak the languages it formerly knew and is a magical beast.

A *wish* spell can restore a reincarnated character to his or her original form.

Remove Blindness/Deafness

Conjuration (Healing)

Level: Clr 3, Pal 3

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Created Items: *Staff of healing, necklace of prayer beads*

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

Remove blindness/deafness counters and dispels *blindness/deafness*.

Remove Curse

Abjuration

Level: Brd 3, Clr 3, Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature or item touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

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

Remove curse counters and dispels *bestow curse*.

Remove Disease

Conjuration (Healing)

Level: Brd 3, Clr 3, Drd 3, Rgr 3

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Created Items: *Staff of healing, necklace of prayer beads, periapt of health, restorative ointment*

Remove disease cures all diseases that the subject is suffering from. The spell also kills parasites.

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

Remove Fear

Abjuration

Level: Clr 1

Components: V, S

Casting Time: 1 action

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

Targets: One creature plus one additional creature/four levels, no two of which can be more than 30 ft. apart

Duration: 10 minutes and see text

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The character instill courage in the subject, granting the creature a +4 morale bonus against fear effects for 10 minutes. If the subject is suffering from a fear effect when receiving the spell, it gets a new save with a +4 morale bonus.

Remove fear counters and dispels *cause fear*.

Remove Paralysis

Conjuration (Healing)

Level: Clr 2, Pal 2

Components: V, S

Casting Time: 1 action

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

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

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

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

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

Renew the Tide of Unlife

Necromancy

Level: Clr 0, Sor/Wiz 1

Components: V,S,F/DF

Casting Time: 1 action

Range: Touch

Target: One corpse touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Source: The Compleat Librum of Gar'Udok's Necromantic Artes

Source Company: E. N. Publishing

Closed Content: The name *renew the tide of unlife* is closed content

This spell prepares a corpse for animation as undead. A corpse touched by this spell becomes ready for

animation using an *animate dead* spell. Normally this makes no difference for a body, except for slain undead. An undead that has been reduced to zero hit points is normally destroyed and cannot be re-animated. Through the use of this spell, destroyed undead can be made to be animated once again through *animate dead* or any other spell that turns corpses into undead.

Repel Metal or Stone

Abjuration

Level: Drd 8

Components: V, S

Casting Time: 1 action

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

Area: Path 120 ft. wide and 10 ft. high, emanating from the character

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell creates waves of invisible and intangible energy that roll forth from the character. All metal or stone objects in the path of the spell are pushed away from the character to the limit of the range. Fixed metal or stone objects larger than 3 inches in diameter and loose objects weighing more than 500 pounds are not affected. Anything else, including animated objects, small boulders, and creatures in metal armor, moves back. Fixed objects 3 inches in diameter or smaller bend or break, and the pieces move with the wave of energy. Objects affected by the spell are repelled at the rate of 40 feet per round.

Objects such as metal armor, swords, etc. are pushed back, dragging their bearers with them. Even magic items with metal components are repelled, although an *antimagic field* blocks the effects.

The waves of energy continue to sweep down the set path for the spell's duration. After casting the spell, the path is set, and the character can then do other things or go elsewhere without affecting the spell's power.

Repel Vermin

Abjuration

Level: Animal 4, Clr 4, Drd 4

Components: V, S, DF

Casting Time: 1 action

Range: 10 ft.

Area: 10-ft.-radius emanation centered on the character

Duration: 10 minutes/level

Saving Throw: None or Will negates (see text)

Spell Resistance: Yes

An invisible barrier holds back vermin. A vermin with less than one-third the character's level in HD cannot penetrate the barrier. A vermin with at least one-third the character's level in HD can penetrate the barrier if it succeeds at a Will save. Even so, crossing the barrier deals the vermin 2d6 points of damage, and pressing against the barrier causes pain, which deters less aggressive vermin.

Repel Wood

Transmutation

Level: Drd 6, Plant 6

Components: V, S

Casting Time: 1 action

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

Area: Path 120 ft. wide and 10 ft. high, emanating from the character

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

Waves of energy roll forth from the character, moving in the direction that the character determines, causing all wooden objects in the path of the spell to be pushed away from the character to the limit of the range. Wooden objects larger than 3 inches in diameter that are fixed firmly are not affected, but loose objects (barrels, siege towers, etc.) are. Objects 3 inches in diameter or smaller that are fixed in place splinter and break, and the pieces move with the wave of energy. Objects affected by the spell are repelled at the rate of 40 feet per round.

Objects such as wooden shields, spears, wooden weapon shafts and hafts, and arrows and bolts are pushed back, dragging those carrying them with them. (A creature being dragged by an item it is carrying can let go. A creature being dragged by a shield can unlimber it as a move-equivalent action.) If a spear is planted (set) to prevent this forced movement, it splinters. Even magic items with wooden sections are repelled, although an *antimagic field* blocks the effects.

The waves of energy continue to sweep down the set path for the spell's duration. After casting the spell, the path is set, and the character can then do other things or go elsewhere without affecting the spell's power.

Repulsion

Abjuration

Level: Brd 6, Clr 7, Protection 7, Sor/Wiz 6

Components: V, S, F/DF

Casting Time: 1 action

Range: Up to 10 ft./level

Area: Up to 10-ft.-radius/level emanation centered on the character

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

An invisible, mobile field surrounds the character and prevents creatures from approaching the character. The character decides how big the field is at the time of casting (up to the limit the character's level allows). Creatures within or entering the field must attempt saves. If they fail, they become unable to move toward the character for the duration of the spell. Repelled creatures' actions are not otherwise restricted. If the character moves closer to an affected creature, nothing happens. (The creature is not forced back.) The creature is free to make melee attacks against the character if the character comes within reach. If a repelled creature

moves away from the character and then tries to turn back toward the character, it cannot move any closer if it is still within the spell's area.

Resilient Sphere

Evocation [Force]

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

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

Effect: 1-ft.-diameter/level sphere, centered around a creature

Duration: 1 minute /level

Saving Throw: Reflex negates

Spell Resistance: Yes

A globe of force encloses a creature, provided it is small enough to fit within the diameter of the sphere. The sphere contains its subject for the spell's duration. The sphere is not subject to damage of any sort except from a rod of cancellation, a wand of negation, disintegrate, or a targeted dispel magic spell. These destroy the sphere without harm to the subject. Nothing can pass through the sphere, inside or out, though the subject can breathe normally. The subject may struggle, but the only effect that act produces is to move the sphere slightly. The globe can be physically moved either by people outside it or by the struggles of those within.

Resistance

Abjuration

Level: Brd 0, Clr 0, Drd 0, Pal 1, Sor/Wiz 0

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Created Items: *Cloak of resistance*, *gold(armor)*, *gold(weapon)*

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

Resist Elements

Abjuration

Level: Clr 2, Drd 2, Fire 3, Pal 2, Rgr 1, Sor/Wiz 2

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

Created Items: *Acid resistance*, *cold resistance*, *fire resistance*, *lightning resistance*, *sonic resistance*, *ring of elemental command (air)*, *ring of elemental command (fire)*

This abjuration grants a creature limited protection to damage from whichever one of five energy types the character selects: acid, cold, fire, electricity, or sonic. Each round, the spell absorbs the first 12 points of damage the creature would otherwise take from the specified energy type, regardless of whether the source of damage is natural or magical. The spell protects the recipient's equipment as well.

Resist elements absorbs only damage. The character could still suffer unfortunate side effects.

Note: *Resist elements* overlaps (and does not stack with) *endure elements* and *protection from elements*. If a character is warded by *protection from elements* and one or both of the other spells, the *protection* spell absorbs damage until it is exhausted. If a character is warded by *resist elements* and *endure elements* at the same time, the *resist* spell absorbs damage but the *endure* spell does not.

Restoration

Conjuration (Healing)

Level: Clr 4

Components: V, S, M

Casting Time: 3 rounds

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Restoration dispels any magical effects reducing one of the subject's ability scores. The spell also dispels negative energy levels and restores one experience level to a creature who has had a level drained. The drained level is restored only if the time since the creature lost the level is equal to or less than 1 day per caster level.

Restoration cures all temporary ability damage, and it restores all points permanently drained from a single ability score (caster's choice if more than one is drained).

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

Material Component: Worth 100 gp.

Resurrection

Conjuration (Healing)

Level: Clr 7

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)

Created Items: *Staff of life*

The cleric restores life to a deceased creature. The cleric can raise creatures who have been dead no longer than 10 years per caster level. 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.) In addition, the subject's soul must be free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, subjects who want to return receive no saving throw. The subject loses a level (or 1 Constitution point, if the subject is 1st level) when raised.

Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of prepared spells.

None of the dead creature's equipment or possessions are affected in any way by this spell.

The character can revive someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. Constructs, elementals, outsiders, and undead creatures can't be raised. The spell cannot bring back a creature who has died of old age.

Coming back from the dead is an ordeal. The subject of the spell loses one level when it is raised, just as if it had lost a level to an energy-draining creature. This level loss cannot be repaired by any spell. If the subject is 1st level, it loses 1 point of Constitution instead.

Material Component: Worth at least 500 gp.

Reverse Gravity

Transmutation

Level: Drd 8, Sor/Wiz 7

Components: V, S, M/DF

Casting Time: 1 action

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

Area: Up to one 10-ft. cube/2 levels (S)

Duration: 1 round/level (D)

Saving Throw: None (see text)

Spell Resistance: No

This spell reverses gravity in the spell's area, causing all unattached objects and creatures within it to fall upward and reach the top of the area in 1 round. If some solid object is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, until the spell ends. At the end of the spell duration, affected objects and creatures fall downward.

Provided there's something for them to hold onto, creatures caught in the area can attempt Reflex saves to secure themselves when the spell strikes. Creatures who can fly or levitate can keep themselves from falling.

Righteous Might

Transmutation

Level: Clr 5, Strength 5

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Target: The character
Duration: 1 round/level
Created Item: *Monk's belt*

The character grows to double the character's height, and the character's gear grows proportionally. This increase has the following effects:

- The character gains a +4 enlargement bonus to Strength.
- The character's size becomes one step larger.
- Mass increases by a factor of eight.
- Weapons increase in size one step, increasing their damage as shown below.

Old Damage	New Damage
1d2	1d3
1d3	1d4
1d4	1d6
1d6	1d8
1d8	2d6
1d10	2d6
1d12	2d8

Magical properties of magic items that get bigger do not change.

Righteousness of Arms

Enchantment (Compulsion) [Mind-Affecting]

Level: Pal 4

Components: V, S, DF

Casting Time: 1 action

Target: Caster

Duration: 1 round / 2 levels

Source: Joe's Book of Enchantment

Source Company: Throwing Dice Games

Whenever the caster strikes in melee combat, he causes additional damage as if he were using the Power Attack feat perfectly. For each point by which the caster's attack roll exceeds the number needed to hit the target, the caster applies the difference as a bonus to the damage done up to a maximum equal to the caster's base attack bonus.

Example: The caster is 15th level with attack bonuses equal to +23, +18 and +13 for a total of three attacks. Taking a full attack action this round against a target with AC 25 three roll are made with a 19, 17 and 3 as the results. On the first strike, the caster exceeded 25 by 17. Since that exceeds his base attack bonus of +15 that strike gets a +15 bonus to damage. On the second strike, the caster exceeded 25 by 10 giving that strike a +10 bonus to damage. The third strike missed the target, causing no damage

Risen Armies

Necromancy

Level: Clr 7, Sor/Wiz 8

Components: V, S, M, DF

Casting Time: 1 full round

Range: 10 ft / level

Effect: 10 ft / level radius spread centered on caster

Duration: 1 minute / level

Saving Throw: None

Spell Resistance: No

Source: The Compleat Librum of Gar'Udok's Necromantic Artes

Source Company: E. N. Publishing

Closed Content: The name *risen armies* is closed content

This spell animates all of the dead within range, for a short period of time. Upon completion, every corpse within the spell's area of effect rises as a skeleton or zombie under the caster's command, as appropriate.

This spell ignores all limitations on the amount of undead that may be controlled at one time, placing (potentially) armies of the undead at the caster's fingertips. However, any undead still functional at the end of the spell's duration disintegrate, collapsing into piles of dust. The time it takes to dig out of the grave is part of the duration, so that it is most useful on battlefields or in crypts. In all other respects, this spell acts as *animate dead*.

Note: This spell does not supply any form of armament for the undead it creates.

Material Component: A black onyx gem worth at least 500gp

Rope Trick

Transmutation

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One touched piece of rope from 5 to 30 ft. long

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

When this spell is cast upon a piece of rope from 5 to 30 feet long, one end of the rope rises into the air until the whole rope hangs perpendicular to the ground as if affixed at the upper end. The upper end is, in fact, fastened to an extradimensional space that is outside the multiverse of extradimensional spaces ("planes"). Creatures in the extradimensional space are hidden, beyond the reach of spells (including divinations), unless those spells work across planes. The space holds up to eight creatures (of any size). Creatures in the space can pull the rope up into the space, making the rope "disappear." In that case the rope counts as one of the eight creatures that can fit in the space. The rope can support up to 16,000 pounds. A force greater than that can pull the rope free.

Spells cannot be cast across the interdimensional interface, nor can area effects cross it. Those in the extradimensional space can see out of it as if a 3-foot-by-5-foot window were centered on the rope. The window is present in the Prime Material Plane, but it's invisible, and even creatures that can see it somehow can't see through it. Anything inside the extradimensional space drops out when the spell ends.

The rope can be climbed by only one person at a time. The rope trick spell enables climbers to reach a normal place if they do not climb all the way to the extradimensional space.

Note: Creating an extradimensional space within or taking an extradimensional space into an existing extradimensional space is hazardous.

Rosewater

Conjuration (Creation)

Level: Clr 0

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: 1 cup of water

Duration: Instantaneous

Saving Throw: None

Spell Resistance: None

Source: 101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires

Source Company: Ronin Arts

Rosewater transforms a normal cup of water into a faintly luminescent lavender rosewater tea. This aromatic brew removes fatigue and heals bumps and bruises (1d8 +1/ per level subdual points damage). This tea can be created both hot and cold and remains potent until the next dawn, when it returns to normal water.

Rot Flesh

Necromancy

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: 1-ft. radius/level

Effect: Corrupts living flesh

Duration: Permanent

Saving Throw: Fort half

Spell Resistance: Yes

Source: 101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires

Source Company: Ronin Arts

The caster creates a field of corruption that speeds up the breakdown of all living flesh (except his own) within range. All living creatures within the area of effect must make a Fortitude save. Those who fail suffer 1d6 hp damage/caster level; those who succeed suffer only half that amount. This damage cannot be healed by magical means short of a *heal* spell.

Material Component: A piece of rotten flesh taken from a corpse no more than three days old.

Rusting Grasp

Transmutation

Level: Drd 4

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: One nonmagical ferrous object (or the volume of the object within 3 ft. of the touched point) or one ferrous creature

Duration: See text

Saving Throw: None

Spell Resistance: No

Created Items: *Gauntlet of rust*

The character corrodes iron and iron alloys at a touch. Any iron or iron alloy item the character touches becomes instantaneously rusted, pitted, and worthless, effectively destroyed. If the item is so large that it cannot fit within a 3-foot radius, a 3-foot-radius volume of the metal is rusted and destroyed. Magical metal items are immune to this spell.

The character may employ rusting grasp in combat with a successful melee touch attack. Rusting grasp used in this way instantaneously destroys 1d6 points of Armor Class gained from metal armor (up to the maximum amount of protection the armor offered) through corrosion.

Weapons in use by an opponent targeted by the spell are more difficult to grasp. The character must succeed at a melee touch attack against the weapon. A metal weapon that is hit is instantaneously destroyed.

Note: Striking at an opponent's weapon provokes an attack of opportunity. Also, the character must touch the weapon and not the other way around.

Against iron creatures, rusting grasp instantaneously deals 3d6 points of damage +1 per caster level (maximum +15) per successful attack. The spell lasts for 1 round per level, and the character can make one melee touch attack per round.

Sacrificial Speed

Transmutation

Level: Clr 2

Components: V, S, DF

Casting Time: 1 action

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

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Source: Right Under Our Noses

Source Company: Mystic Eye Games

When this spell is cast, the caster establishes a subtle divine link with the target creature. For the duration, each round the caster can forgo one of his own standard or move-equivalent actions, to grant the target a standard or move-equivalent action (respectively) on the caster's initiative. The caster must be able to see the target upon his initiative in order to transfer the action.

Sanctuary

Abjuration

Level: Clr 1, Protection 1

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: No

Any opponent attempting to strike or otherwise directly attack the warded creature, even with a targeted spell, must attempt a Will save. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent can't follow through with the attack, that part of the attacker's action is lost, and the attacker can't directly attack the warded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected. This spell does not prevent the warded creature from being attacked or affected by area or effect spells. While protected by this spell, the subject cannot attack without breaking the spell but may use nonattack spells or otherwise act.

Scare

Necromancy [Fear, Mind-Affecting]

Level: Brd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

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

Targets: All creatures within a 15-ft. radius

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Created Items: *Screaming bolt, pipes of haunting*

All targeted creatures of less than 6HD become frightened. They suffer a -2 morale penalty on attack rolls, weapon damage rolls, and saving throws. They flee from the character as well as they can. If unable to flee, the creatures may fight. Creatures with 6 or more Hit Dice are immune.

Scattered Escape

Transmutation

Level: Drd 6

Components: V, S

Casting Time: 1 action

Range: Personal

Effect: You

Duration: 20 minutes / level (D)

Source: The Compleat Librum of Gar'Udok's Necromantic Artes

Source Company: E. N. Publishing

Closed Content: The name *scattered escape* is closed content

This spell turns the caster into a swarm of insects. The

scattered escape spell transforms the caster (and all equipment and carried possessions) into a swarm of minute insects that carpet the area. The caster can select either spiders or flying beetles as the plural form.

Casting the spell initially restores lost hit points as if the caster had rested for a full day. The caster retains control over his new plural form, and it acts under his control, moving as a single creature. In this way, the plural form acts identically to the swarm from a *summon swarm* spell. In the plural form, the caster is subject to magic that affects vermin. Spells that target one creature or total hit dice less than the caster's character level have no effect. The plural form cannot be fought with weapons, but area effect spells and attacks deal damage as normal to the caster. The caster cannot cast spells with somatic, material or focus components while in this form. If the swarm is scattered in any way (through the effects of a *gust of wind* or *stinking cloud* spell as per the *summon swarm* spell description or through the voluntary choice of the spellcaster), it shatters from a swarm into one thousand individual insects which all depart in different directions. Of these insects, one group of 100 insects contains the life-force of the spellcaster. This group has 10% of the caster's remaining hit points, and travels (as do the other insects) at a speed of 30 feet for spider or 90 feet for flying beetles. Once an insect is more than 180 feet from the central life-force of the swarm, it dissipates harmlessly in a puff of acrid smoke.

The group of 100 insects that contains the caster's life force can be detected as being different from the rest of the swarm only through a *true seeing* effect.

When the spell ends, or the caster desires, the swarm (or the life-force carriers if the swarm has scattered) reforms into the spellcaster and all his equipment and possessions.

Screen

Illusion (Glamer)

Level: Sor/Wiz 8, Trickery 7

Components: V, S

Casting Time: 10 minutes

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

Area: 30-ft. cube/level (S)

Duration: 1 day

Saving Throw: None or Will disbelief (if interacted with) (see text)

Spell Resistance: No

When the spell is cast, the character dictates what will and will not be observed in the spell's area. The illusion created must be stated in general terms. Once the conditions are set, they cannot be changed.

Attempts to scry the area automatically detect the image stated by the character with no save allowed. Direct observation may allow a save (as per a normal illusion), if there is cause to disbelieve what is seen. Even entering the area does not cancel the illusion or necessarily allow a save, assuming that hidden beings take care to stay out of the way of those affected by the illusion.

Scrying

Divination

Level: Brd 3, Clr 5, Drd 4, Sor/Wiz 4

Components: V, S, M/DF, F

Casting Time: 1 hour

Range: See text

Effect: Magical sensor

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

Created Items: *Crystal ball, mirror of mental prowess*

The character can see and hear a creature, who may be at any distance. The character must succeed at a Scry check to do so. The difficulty of the task depends on how well the character knows the subject and what sort of physical connection (if any) the character has to that creature. Furthermore, if the subject is on another plane, the character gets a -5 penalty on the Scry check.

Knowledge	DC
None*	20
Secondhand (the character has heard of the subject)	15
Firsthand (the character has met the subject)	10
Familiar (the character knows the subject well)	5

*The character must have some sort of connection to a creature the character has no knowledge of.

Connection	Scry Check Bonus
Likeness or picture	+5
Possession or garment	+8
Body part, lock of hair, nail clippings, etc.	+10

This spell creates a magical sensor located near the subject. Any creature with Intelligence 12 or higher can notice the sensor by making a Scry check (or an Intelligence check) against DC 20.

The character may cast the following spells through a scrying spell: comprehend languages, read magic, tongues, and darkvision. The following spells have a 5% chance per caster level of operating correctly: detect magic, detect chaos, detect evil, detect good, detect law, and message.

Wizard, Sorcerer, or Bard Focus: worth at least 1,000 gp.

Cleric Focus: worth at least 100 gp.

Sculpt Sound

Transmutation

Level: Brd 3

Components: V, S

Casting Time: 1 action

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

Targets: One creature or object/level, no two of which can be more than 30 ft. apart

Duration: 1 hour/level (D)

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

The character changes the sounds that creatures or objects make. The character can create sounds where none exist, deaden sounds, or transform sounds into other sounds. All affected creatures or objects must be transmuted in the same way. Once the transmutation is made, the character cannot change it.

The character can change the qualities of sounds but cannot create words with which the character is unfamiliar.

A spellcaster whose voice is changed dramatically is unable to cast spells with verbal components.

Searing Light

Evocation

Level: Clr 3, Sun 3

Components: V, S

Casting Time: 1 action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Created Items: *Blinding, minor circlet of blasting, major circlet of blasting* [maximized]

The character projects a blast of light from his's open palm. The character must succeed at a ranged touch attack to strike his target. A creature struck by this ray of light takes 1d8 points of damage per two caster levels (maximum 5d8). Undead creatures take 1d6 points of damage per caster level (maximum 10d6), and undead creatures particularly vulnerable to sunlight take 1d8 points of damage per caster level (maximum 10d8). Constructs and inanimate objects take only 1d6 points of damage per two caster levels (maximum 5d6).

Secret Chest

Conjuration (Summoning)

Level: Sor/Wiz 5

Components: V, S, F

Casting Time: 10 minutes

Range: See text

Target: One chest and up to 1 cu. ft. of goods/caster level

Duration: 60 days or until discharged

Saving Throw: None

Spell Resistance: No

Created Items: *Bag of holding, handy haversack, ring of potion storage*

The character hides a chest on the Ethereal Plane for up to 60 days and can retrieve it at will. The chest can contain up to 1 cubic foot of material per caster level (regardless of the chest's actual size, which is about 3 feet by 2 feet by 2 feet). If any living creatures are in the chest, there is a 75% chance that the spell simply fails. Once the chest is hidden, the character can

retrieve it by concentrating (a standard action), and it appears next to the character.

The chest must be exceptionally well crafted and expensive, constructed for the character by master crafters. The cost of such a chest is never less than 5,000 gp. Once it is constructed, the character must make a tiny replica (of the same materials and perfect in every detail), so that the miniature of the chest appears to be a perfect copy. (The replica costs 50 gp.) The character can have but one pair of these chests at any given time—even wishes do not allow exceptions. The chests themselves are nonmagical and can be fitted with locks, wards, and so on, just as any normal chest can be.

To hide the chest, the character casts the spell while touching both the chest and the replica. The chest vanishes into the Ethereal Plane. The character needs the replica to recall the chest. After 60 days, there is a cumulative chance of 5% per day that the chest is irretrievably lost. If the miniature of the chest is lost or destroyed, there is no way, not even with a wish spell, that the large chest can be summoned back, although it could be found by going to the Ethereal Plane.

Living things in the chest eat, sleep, and age normally; and they die if they run out of food, air, water, or whatever they need to survive.

Focus: The chest and its replica.

Secret Page

Transmutation

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: Page touched, up to 3 sq. ft. in size

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Created Items: *Blessed book*

Secret page alters the actual contents of a page so that they appear to be something entirely different. *Explosive runes* or *sepia snake sigil* can be cast upon the *secret page*.

A *comprehend languages* spell alone cannot reveal the *secret page*'s contents. The character is able to reveal the original contents by speaking a special word. You can then peruse the actual page, and return it to its *secret page* form. The character can also remove the spell by double repetition of the special word. A *detect magic* spell reveals dim magic on the page in question but does not reveal its true contents. *True seeing* reveals the presence of the hidden material but does not reveal the contents unless cast in combination with *comprehend languages*. *Secret page* can be dispelled, and the hidden writings can be destroyed by means of an *erase* spell.

Secure Shelter

Conjuration (Creation)

Level: Brd 4, Sor/Wiz 4

Components: V, S, M, F (see text)

Casting Time: 10 minutes

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

Effect: 20-ft.-square structure

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

The character conjures a sturdy cottage or lodge made of material that is common in the area where the spell is cast. The floor is level, clean, and dry. In all respects the lodging resembles a normal cottage, with a sturdy door, two shuttered windows, and a small fireplace.

The shelter has no heating or cooling source (other than natural insulation qualities). Therefore, it must be heated as a normal dwelling, and extreme heat adversely affects it and its occupants. The dwelling does, however, provide considerable security otherwise—it is as strong as a normal stone building, regardless of its material composition. The dwelling resists flames and fire as if it were stone. It is impervious to normal missiles (but not the sort cast by siege machinery or giants).

The door, shutters, and even chimney are secure against intrusion, the former two being *arcane locked* and the latter secured by an iron grate at the top and a narrow flue. In addition, these three areas are protected by an *alarm* spell. Finally, an *unseen servant* is conjured to provide service to the character for the duration of the shelter.

The secure shelter contains rude furnishings—eight bunks, a trestle table, eight stools, and a writing desk.

See Invisibility

Divination

Level: Brd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

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

Area: Cone

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

Created Items: *Rod of alertness, hand of glory*

The character sees any objects or beings that are invisible, as well as any that are astral or ethereal, as if they were normally visible.

The spell does not reveal the method used to obtain invisibility, though an astral traveler is easy to identify if he has a silver cord. It does not reveal illusions or enable the character to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

Seeming

Illusion (Glamer)

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 action

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

Targets: One person/two levels, no two of which can be more than 30 ft. apart

Duration: 12 hours

Saving Throw: Will negates or Will disbelief (if interacted with)

Spell Resistance: Yes or No

The character can make the targets—including clothing, armor, weapons, and equipment—look different. The targets can seem 1 foot shorter or taller, thin, fat, or in between. The character cannot change the targets' body type. Otherwise, the extent of the apparent change is up to the character.

The spell does not provide the abilities or mannerisms of the chosen form. It does not alter the perceived tactile (touch) or audible (sound) properties of the character or the character's equipment.

If the character uses this spell to create a disguise, the subject gets a +10 bonus on the Disguise check.

Note: Creatures get Will saves to recognize the glamer as an illusion if they interact with it.

Affected creatures resume their normal appearances if slain.

Unwilling targets can negate the spell's effect on them by making Will saves or with SR.

Sending

Evocation

Level: Clr 4, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 10 minutes

Range: See text

Target: One creature

Duration: 1 round (see text)

Saving Throw: None

Spell Resistance: No

The character contacts a particular creature with whom the character is familiar and sends a short message of twenty-five words or less to the subject. The subject recognizes the character if it knows the character. It can answer in like manner immediately. Creatures with Intelligence scores as low as 1 can understand the sending, though the subject's ability to react is limited normally by its Intelligence. Even if the sending is received, the subject is not obligated to act upon it in any manner.

If the creature in question is not on the same plane of existence as the character is, 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.)

Sepia Snake Sigil

Conjuration (Creation) [Force]

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: One touched book or written work

Duration: Permanent or until discharged; until released or 1d4 days +1 day/level (see text)

Saving Throw: Reflex negates

Spell Resistance: No

Create Items: *Couatl feather token (constricting snake sigil)*

When the character casts *sepia snake sigil*, a small symbol appears in the text of one written work, such as a book, scroll, or map. The text containing the symbol must be at least twenty-five words long. Then anyone reads the text containing the symbol, the *sepia snake* springs into being and strikes the reader, provided there is line of effect between the symbol and the reader. Simply seeing the enspelled text is not sufficient to trigger the spell; the subject must deliberately read the text. The target is entitled to a save to evade the snake's strike. If it succeeds, the *sepia snake* dissipates in a flash of brown light accompanied by a puff of dun-colored smoke and a loud noise. If the target fails its save, it is engulfed in a shimmering amber field of force and immobilized until released, either at the character's command or when 1d4 days +1 day per caster level have elapsed.

While trapped in the amber field of force, the subject does not age, breathe, grow hungry, sleep, or regain spells. The subject is preserved in a state of suspended animation, unaware of his or her surroundings. The subject can be damaged by outside forces (and perhaps even killed), since the field provides the subject with no protection against physical injury. However, if the subject is reduced to –1 to –9 hit points, the subject does not lose hit points or stabilize until the spell ends.

The hidden sigil cannot be detected by normal observation, and *detect magic* reveals only that the entire text is magical. A *dispel magic* can remove the sigil. An *erase* spell destroys the entire page of text.

Sepia snake sigil can be cast in combination with other spells that hide or garble text.

Material Components: Worth at least 500 gp.

Sequester

Abjuration

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One creature or object (up to a 2-ft. cube/level) touched

Duration: 1 day/level (D)

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

When cast, this spell not only prevents divination spells from working to detect or locate the creature or object affected by *sequester*, it also renders the affected creature or object invisible to any form of sight or seeing. The spell does not prevent the subject from being discovered through tactile means or through the use of magic devices. Living creatures (and even undead creatures) affected by *sequester* become comatose and are effectively in a state of suspended animation until the spell wears off or is dispelled.

Note: The Will save prevents a character from being sequestered. There is no save to see the sequestered creature or object or to detect it with a divination spell.

Shades

Illusion (Shadow)

Level: Sor/Wiz 6

Components: V, S

Casting Time: 1 action

Range: See text

Effect: See text

Duration: See text

Saving Throw: Will disbelief (if interacted with); varies (see text)

Spell Resistance: No (see text)

The character uses material from the Plane of Shadow to shape quasi-real illusions of one or more creatures, objects, or forces. Shadow conjuration can mimic any sorcerer or wizard conjuration spell of 5th level or lower. Shadow conjurations are actually three-fifths (60%) as strong as the real things, though creatures who believe the shadow conjurations to be real are affected by them at full strength.

All those that interact with the conjured object, force, or creature can make Will saves to recognize its shadowy nature. Those who succeed do so.

Attack spells have normal effects unless those affected succeed at Will saves. Each disbelieving creature takes only three-fifths damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is three-fifths as strong (if applicable) or only 60% likely to occur. Mimicked spells allow the normal saves and SR.

Shadow objects or substances have normal effects except against those who disbelieve them. Against disbelievers, they are three-fifths strength or 60% likely to work.

Shadow creatures have three-fifths the normal hit points (regardless of whether they're recognized as shadowy). They deal normal damage and have all normal abilities and weaknesses. Against a creature who recognizes them as shadowy, however, such a creature's damage is three-fifths normal, and all special abilities that do not produce normal damage (in hit points) are only 60% likely to work. (Roll for each use and each affected character separately.) Furthermore, the shadow creature's AC bonuses are three-fifths as large.

Those who succeed at their saves see the *shades* as transparent images superimposed on vague, shadowy forms.

Shadowbound

Evocation (Darkness)

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

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

Target: One living creature/caster's level, max. of 6.

Duration: 1 day/level

Saving Throw: Will negates

Spell Resistance: Yes

Source: 101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires

Source Company: Ronin Arts

When the caster invokes this spell, he must select up to six creatures within range, each creature must be no more than 5 feet away from all other creatures. Those who fail a Will save are bound to each other, their shadows merged into a single unit, and unable to move more than 5 feet away from each other. This does not prevent them from moving together, but coordinating such movement is difficult, and all such movement is at half rate.

Shadow Conjuration

Illusion (Shadow)

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: See text

Effect: See text

Duration: See text

Saving Throw: Will disbelief (if interacted with); varies (see text)

Spell Resistance: No (see text)

The character uses material from the Plane of Shadow to shape quasi-real illusions of one or more creatures, objects, or forces. Shadow conjuration can mimic any sorcerer or wizard conjuration spell of 3rd level or lower. Shadow conjurations are actually one-fifth (20%) as strong as the real things, though creatures who believe the shadow conjurations to be real are affected by them at full strength.

All those that interact with the conjured object, force, or creature can make Will saves to recognize its shadowy nature. Those who succeed do so.

Attack spells have normal effects unless those affected succeed at Will saves. Each disbelieving creature takes only one-fifth damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is one-fifth as strong (if applicable) or only 20% likely to occur. Mimicked spells allow the normal saves and SR.

Shadow objects or substances have normal effects except against those who disbelieve them. Against disbelievers, they are one-fifth strength or 20% likely to work.

Shadow creatures have one-fifth the normal hit points (regardless of whether they're recognized as shadowy). They deal normal damage and have all

normal abilities and weaknesses. Against a creature who recognizes them as shadowy, however, such a creature's damage is one-fifth normal, and all special abilities that do not produce normal damage (in hit points) are only 20% likely to work. (Roll for each use and each affected character separately.) Furthermore, the shadow creature's AC bonuses are one-fifth as large.

Those who succeed at their saves see the *shadow conjurations* as transparent images superimposed on vague, shadowy forms.

Shadow Evocation

Illusion (Shadow)

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 action

Range: See text

Effect: See text

Duration: See text

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: Yes

The character taps energy from the Plane of Shadow to cast a quasi-real, illusory version of a wizard or sorcerer evocation of 4th level or lower. (For a spell with more than one level, use the best one applicable to the character.) If recognized as a shadow evocation, a damaging spell deals only one-fifth normal damage. Regardless of the result of the save to disbelieve, affected creatures are also allowed any save the spell being simulated allows, but set the save DC according to shadow magic's level (5th) rather than the spell's normal level. Nondamaging effects have no effect when the shadow magic is recognized as mostly illusory.

Shadow Walk

Illusion (Shadow)

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 action

Range: Touch

Targets: Up to one touched creature/level

Duration: 1 hour/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

To use the *shadow walk* spell, the character must be in an area of heavy shadows. The character and any creature the character touches are then transported along a coiling path of shadowstuff to the edge of the Material Plane where it borders the Plane of Shadow. The effect is largely illusory, but the path is quasi-real. The character can take more than one creature along with the character (subject to the character's level limit), but all must be touching each other.

In the region of shadow, the character can move at a rate of up to seven miles every 10 minutes, moving normally on the borders of the Plane of Shadow but much more rapidly relative to the Material Plane. Thus, a character can use this spell to travel rapidly by stepping onto the Plane of Shadow, moving the desired

distance, and then stepping back onto the Material Plane. The character knows where the character will come out on the Material Plane.

Shadow walk can also be used to travel to other planes that border on the Plane of Shadow, but this requires the potentially perilous transit of the Plane of Shadow to arrive at a border with another plane of reality. The transit of the Plane of Shadow requires 1d4 hours.

Any creatures touched by the character when *shadow walk* is cast also make the transition to the borders of the Plane of Shadow. They may opt to follow the character, wander off through the plane, or stumble back into the Material Plane (50% chance for either of the latter results if they are lost or abandoned by the character). Creatures unwilling to accompany the character into the Plane of Shadow receive a Will saving throw, negating the effect if successful.

Shambler

Conjuration (Creation)

Level: Drd 9, Plant 9

Components: V, S

Casting Time: 1 action

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

Effect: Three or more shambling mounds, no two of which can be more than 30 ft. apart (see text)

Duration: Seven days or seven months (D) (see text)

Saving Throw: None

Spell Resistance: No

Shambler creates 1d4+2 shambling mounds with 11 HD each. The creatures willingly aid the character in combat or battle, perform a specific mission, or serve as bodyguards. The creatures remain with the character for seven days unless the character dismisses 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

Level: Animal 9, Drd 9, Sor/Wiz 9

Components: V, S, F

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 10 minutes/level

The caster can assume the form of any single creature of less than deity status or any single object. The assumed form can be no smaller than a flea and no larger than 200 feet in its largest dimension. This spell allows incorporeal forms to be assumed.

Upon changing, the character regains lost hit points as if having rested for a day (though this healing does not restore temporary ability damage and provide other benefits of resting for a day; and changing back does not heal the caster further). If slain, the character reverts to his or her original form, though the character remains dead.

The shapechanged character acquires the physical and natural abilities of the creature he or she has been shapechanged into while retaining his or her own mind. The character gains the type of the new form. Physical abilities include natural size and Strength, Dexterity, and Constitution scores. Natural abilities include armor, attack routines and similar gross physical qualities. Natural abilities also include mundane movement capabilities, but not magical flight and other magical forms of travel. Extremely high speeds for certain creatures are the result of magical ability, so they are not granted by this spell. Other nonmagical abilities (such as low-light vision) are considered natural abilities and are retained.

Any part of the body or piece of equipment that is separated from the whole remains shapechanged.

The character's new scores and faculties are average ones for the race or species into which he or she has been transformed.

The character retains his or her Intelligence, Wisdom, and Charisma scores, level and class, hit points (despite any change in the character's Constitution score), alignment, base attack bonus, and base saves. (New Strength, Dexterity, and Constitution scores may affect final attack and save bonuses.) The character retains his or her extraordinary abilities, spells, and spell-like abilities, but not its supernatural abilities. The character can cast spells for which he or she has components. The character needs a humanlike voice for verbal components and humanlike hands for somatic components. The caster does not gain the spell-like abilities of the new form. The character does not gain the supernatural abilities of the new creature. The character does gain the extraordinary abilities of the new form.

When the shapechange occurs, the character's equipment, if any, transforms to match the new form. If the new form is a creature that does not use equipment, the equipment melds into the new form and becomes nonfunctional. Material components and focuses melded in this way cannot be used to cast spells. If the new form uses equipment, the caster's equipment changes to match the new form and retains its properties.

The character can freely designate the new form's minor physical qualities (such as hair color, hair texture, and skin color) within the normal ranges for a creature of that type. The new form's significant physical qualities (such as height, weight, and gender) are also under the character's control, but must fall within the norms for the new form's species. The character can be changed into a member of his or her own species or even into itself. (If changed into itself, it does not suffer the abovementioned penalties from the disorientation of a new form.)

The character is effectively disguised as an average member of the new form's race. If the character uses

this spell to create a disguise, the character gets a +10 bonus on the character's Disguise check.

The character can become just about anything the character is familiar with. The character can change form once each round as a free action. The change takes place either immediately before the character's regular action or immediately after it, but not during the action. The character regains hit points as if having rested for a day only from the initial transformation, however.

Focus: Worth at least 1,500 gp.

Shadow Bane

Abjuration

Level: Pal 3

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Effect: See text

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Source: Call of Duty

Source Company: Chainmail Bikini Games

While this spell is in effect, whenever the caster is attacked by a sneak attack in melee, the attacker provokes an attack of opportunity from the caster, even if you are flat-footed.

Shatter

Evocation [Sonic]

Level: Brd 2, Chaos 2, Clr 2, Destruction 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 action

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

Area or Target: 3-ft.-radius spread; or one solid object or one crystalline creature

Duration: Instantaneous

Saving Throw: Will negates (object); Will negates (object) or Fortitude half (see text)

Spell Resistance: Yes (object)

Created Items: *Snaplock*

Shatter creates a loud, ringing noise that shatters brittle, nonmagical objects; sunders a single solid, nonmagical object; or damages a crystalline creature. Used as an area attack, *shatter* destroys nonmagical objects of crystal, glass, ceramic, or porcelain. All such objects within a 3-foot radius of the point of origin are smashed into dozens of pieces by the spell. Objects weighing more than 1 pound per the character's level are not affected, but all other objects of the appropriate composition are shattered.

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

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

Shield

Abjuration [Force]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 1 minute/level (D)

Created Items: *Arrow deflection, defending, staff of defense, brooch of shielding, gloves of arrow snaring, **helm of fire***

Shield creates an invisible, mobile disk of force that hovers in front of the character. It negates magic missile attacks directed at the character. The disk also intercepts attacks, providing three-quarters cover (+7 AC and +3 on Reflex saves against attacks that affect an area). The disk moves out of the way when the character attacks, so it does not provide cover to opponents. The disk protects the character only against *magic missiles* and attacks from one direction. The character designates half the battlefield as being blocked by the *shield*. The other half is not. The character can change the defensive direction of the *shield* (that is, rotate the dividing line) once as a free action on each of the character's turns.

Shield Mind

Abjuration

Level: Clr 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 action.

Range: Personal

Targets: The character

Duration: 1 minute/level.

Source: Academy Handbook: Saint John's College of Abjuration and defence against the offensive arts

Source Company: Malladin's Gate Press

This spell turns the mind of the caster into a fortress-like wall. This does not affect any of the spell caster's abilities but does give her a +5 bonus to any saving throw she makes against mind affecting spells. This spell cannot be used to break any spell that has already taken effect.

Shield of Faith

Abjuration

Level: Clr 1

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Created Items: *Ring of protection, staff of defense*

This spell creates a shimmering, magical field around the touched creature that averts attacks. The spell

grants the subject a +2 deflection bonus, with an additional +1 to the bonus for every six levels the character has (maximum +5 deflection bonus).

Shield of Law

Abjuration [Lawful]

Level: Clr 8, Law 8

Components: V, S, F

Casting Time: 1 action

Range: 20 ft.

Targets: One creature/level in a 20-ft.-radius burst centered on the character

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: Yes (harmless)

Created Items: *Staff of defense*

A dim, blue glow surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by chaotic creatures, and slowing chaotic creatures when they strike the subjects. This abjuration has four effects:

First, the warded creatures gain a +4 deflection bonus to AC and a +4 resistance bonus to saves. This benefit applies against all attacks, not just against attacks by chaotic creatures.

Second, the warded creatures gain SR 25 against chaotic spells and spells cast by chaotic creatures.

Third, the abjuration blocks possession and mental influence.

Finally, if a chaotic creature succeeds at a melee attack against a warded creature, the attacker is slowed (Will save negates, as the slow spell, but against shield of law's save DC).

Focus: Worth at least 500 gp.

Shield Other

Abjuration

Level: Clr 2, Pal 2, Protection 2

Components: V, S, F

Casting Time: 1 action

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

Target: One creature

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Created Items: *Defending, ring of friend shield, staff of defense*

This spell wards the subject and creates a mystic connection between the character and the subject so that some of the subject's wounds are transferred to the character. The subject gains a +1 deflection bonus to AC and a +1 resistance bonus to saves. Additionally, the subject takes only half damage from all wounds and attacks (including those inflicted by special abilities) that deal it hit point damage. The amount of damage not taken by the warded creature is taken by the character. Forms of harm that do not involve hit points are not affected. If the subject suffers a reduction of hit points from a lowered Constitution score, the

reduction is not split with the character. When the spell ends, subsequent damage is no longer divided between the subject and the character, but damage already split is not reassigned to the subject.

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

Focus: Worth at least 50 gp each.

Shillelagh

Transmutation

Level: Drd 1

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: One touched nonmagical oak club or quarterstaff

Duration: 1 minute/level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

The character's club or quarterstaff becomes a weapon with a +1 enhancement bonus to attack and damage rolls that deals 1d10 points of damage (+1 point for the enhancement bonus) when the character wields it. If the character does not wield it, it behaves as if unaffected by this spell.

Shocking Grasp

Transmutation [Electricity]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature or object touched

Duration: Permanent until discharged

Saving Throw: None

Spell Resistance: Yes (object)

The character's successful melee touch attack deals 1d8 points of electrical damage +1 point per caster level (maximum +20). When delivering the jolt, the character gains a +3 attack bonus if the opponent is wearing metal armor (or made out of metal, carrying a lot of metal, etc.).

Shout

Evocation [Sonic]

Level: Brd 4, Sor/Wiz 4

Components: V

Casting Time: 1 action

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

Area: Cone

Duration: Instantaneous

Saving Throw: Fortitude partial (see text) (object)

Spell Resistance: Yes (object)

Created Items: *Rod of thunder and lightning, chime of interruption, horn of blasting*

The character emits an ear-splitting yell that deafens and damages creatures in its path. Any creature within the area is deafened for 2d6 rounds and takes 2d6

points of damage. A successful save negates the deafness and reduces the damage by half. Any exposed brittle or crystalline object or crystalline creature takes 1d6 points of damage per caster level (maximum 15d6). Crystalline creatures are allowed Fortitude saves to reduce the damage by half, and creatures holding fragile objects can negate damage to them with successful Reflex saves.

A deaf character, in addition to the obvious effects, suffers a -4 penalty on initiative, automatically fails listen checks, and has a 20% chance to miscast and lose any spell with a verbal (V) component that the character tries to cast.

The *shout* spell cannot penetrate the spell *silence*.

Shrapnel

Evocation (Force)

Level: Clr 3, Sor/Wiz 2, Bones 3

Components: V,S,M

Casting Time: 1 action

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

Effect: Cone

Duration: Instantaneous

Saving Throw: Ref half

Spell Resistance: Yes

Source: The Compleat Librum of Gar'Udok's

Necromantic Artes

Source Company: E. N. Publishing

Closed Content: The name *shrapnel* is closed content

This spell detonates a piece of bone, spraying fragments over a small area. All targets in the area of effect take 1d10 piercing damage +1 force damage / caster level (max 1d10+10) from the shrapnel of magically-propelled bone fragments projected by the spell. A reflex save reduces the damage by half.

Material Component: A sizeable (1lb) chunk of bone.

Shrink Item

Transmutation

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One touched object of up to 2 cu. ft./level

Duration: 1 day/level (see text)

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Created Items: *Glove of storing*

The character is able to shrink one nonmagical item (if it is within the size limit) to one-twelfth of its normal size in each dimension (to about 1/2,000th the original volume and mass). Optionally, the character can also change its now-shrunk composition to a clothlike one. Objects changed by a *shrink item* spell can be returned to normal composition and size merely by tossing them onto any solid surface or by a word of command from the original caster. Restoring the shrunken object to its normal size and composition ends the spell.

If *shrink item* is made permanent (see the *permanency* spell), the affected object can be shrunk and expanded an indefinite number of times, but only by the original caster.

Silence

Illusion (Glamer)

Level: Brd 2, Clr 2

Components: V, S

Casting Time: 1 action

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

Area: 15-ft.-radius emanation centered on a creature, object, or point in space

Duration: 1 minute/level

Saving Throw: Will negates or none (object)

Spell Resistance: Yes or no (object)

Created Items: *Silent moves*

Upon the casting of this spell, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will save to negate the spell and can use SR, if any. Items in a creature's possession or magic items that emit sound receive saves and SR, and unattended objects and points in space do not.

Silent Image

Illusion (Figment)

Level: Brd 1, Sor/Wiz 1

Components: V, S, F

Casting Time: 1 action

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

Effect: Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)

Duration: Concentration

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

This spell creates the visual illusion of an object, creature, or force, as visualized by the character. The illusion does not create sound, smell, texture, or temperature. The character can move the image within the limits of the size of the effect.

Silent Sound

Evocation [Sonic]

Level: Brd 1, Sor/Wiz 1

Components: S

Casting Time: One action

Range: Close (25 feet +5 feet/two levels)

Target: One creature or object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Source: The Book of Eldritch Might

Source Company: Malhavoc Press

Closed Content: The name *silent sound* is closed content

The caster fires (from her fingertips) a focused ray of sonic energy too shrill to hear. A hit with this ranged touch attack inflicts 1d6 points of damage per level (5d6 maximum).

Simulacrum

Illusion (Shadow)

Level: Sor/Wiz 7

Components: V, S, M, XP

Casting Time: 12 hours

Range: Touch

Effect: One duplicate creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Simulacrum creates an illusory duplicate of any creature. The duplicate creature is partially real and formed from ice or snow. The duplicate appears to be exactly the same as the original, but there are differences: The simulacrum has only 51% to 60% (50+1d10) of the hit points, knowledge (including level, skills, and speech), and personality of the real creature. Creatures familiar with the original might detect the ruse with a successful Spot check. The character must make a Disguise check when the character casts the spell to determine how good the likeness is.

At all times the simulacrum remains under the character's absolute command. No special telepathic link exists, so command must be exercised in some other manner. The simulacrum has no ability to become more powerful. It cannot increase its level or abilities. If destroyed, it reverts to snow and melts instantly into nothingness. A complex process requiring at least 1 day, 100 gp per hit point, and a fully equipped magical laboratory can repair damage to the simulacrum.

Material Component: Worth at least 100 gp.

XP Cost: 1,000 XP.

Skeletal Cohort

Necromancy

Level: Clr 1, Sor/Wiz 1, Bones 1

Components: V,S,M

Casting Time: 1 action

Range: Touch

Target: One corpse or skeleton

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Source: The Compleat Librum of Gar'Udok's Necromantic Artes

Source Company: E. N. Publishing

Closed Content: The name *skeletal cohort* is closed content

This spell turns the body or bones of a person or creature

into a skeleton. This spell will only animate dead creatures of medium-size or smaller. The skeleton can follow the caster and obey the caster's commands or can remain in an area and attack any creature (or just a specific type of creature) entering the place. The skeleton remains animated until it is destroyed. A destroyed skeleton cannot be reanimated again.

Regardless of the number of times this spell is cast, only a single skeleton from this spell may be controlled at any one time by a single caster. If another skeleton is animated using this spell whilst another is already under your control, the original becomes uncontrolled.

This undead does not count against your HD limit of controlled undead. An undead skeleton can be created only from a mostly intact skeleton or corpse. If a skeleton is made from a corpse, the flesh falls off the bones.

Material Component: A small black onyx worth 50gp, placed in the skeleton or corpse's eye socket or mouth. It is destroyed in the casting.

Skeletal Strength

Transmutation

Level: Sor/Wiz 3

Components: V,S

Casting Time: 1 action

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

Effect: One 10 ft cube / level or 1 Hit Die of Creatures / level.

Duration: 1 minute / level

Saving Throw: Fort negates (harmless)

Spell Resistance: Yes (harmless)

Source: The Compleat Librum of Gar'Udok's Necromantic Artes

Source Company: E. N. Publishing

Closed Content: The name skeletal strength is closed content

This spell makes bone harder and more resistant to damage. Often used to bolster skeletons and undead any bone can be strengthened by this enhancement. Some common bone targets and the effects upon them are listed below.

- **Living Creature:** +2 Constitution (with Hit Point bonuses), +2 enchantment bonus to Fortitude saves.
- **Skeleton, Lich or Skeletal Undead:** +2 hp per hit die.
- **Other Undead:** +1 hp per hit die.
- **Inanimate Objects:** Increase hardness of parts made of bone by 5.

SkinWalking

Transmutation

Level: Clr 4, Sor/Wiz 3

Components: V,S,F

Casting Time: 1 full round

Range: Touch

Target: Touched creature

Duration: 3 hours / level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Source: The Compleat Librum of Gar'Udok's Necromantic Artes

Source Company: E. N. Publishing

Closed Content: The name *skin walking* is closed content

Through this spell, a person can take on a full semblance of someone they have slain. The target of this spell gains a perfect visual disguise of the slain individual, in addition to their voice and intonation, tics, mannerisms and so on. This grants a +25 on all disguise checks to imitate the slain individual for the duration of the spell. The spell can be dispelled by the target by removing the spell focus (see below).

Spell Focus: The skin from the face of the slain individual to be imitated. The skin must be peeled off and placed over the face of the target of this spell. The skin is only good for 1 day times the result of a Wilderness Lore roll made by the person skinning the victim.

Slay Living

Necromancy [Death]

Level: Clr 5, Death 5

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

Created Items: *Assassin's dagger, necklace of strangulation, scarab of death*

The character can slay any one living creature. The character must succeed at a melee touch attack to touch the subject, and the subject can avoid death with a successful Fortitude save. If she succeeds, she instead takes 3d6 points of damage +1 point per caster level.

Sleep

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 1, Rgr 2, Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 1 action

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

Area: Several living creatures within a 15-ft.-radius burst

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

Created Items: *Sleep arrow, lute of confusion, ten eyes decanter*

A *sleep* spell causes a comatose slumber to come upon one or more creatures. Roll 2d4 to determine how many total HD of creatures can be affected. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. No creature with 5 or more HD

is affected, and HD that are not sufficient to affect a creature are wasted.

Creatures with fewer HD are affected first.

Sleeping creatures are helpless. Slapping or wounding awakens affected creatures, but normal noise does not. Awakening a creature is a standard action.

Sleep does not target unconscious creatures, constructs, or undead creatures.

Note: Extra hit points are irrelevant for determining how many HD a creature has.

Sleet Storm

Conjuration (Creation) [Cold]

Level: Drd 4, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 action

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

Effect: Sleet spreads 40 ft., 20 ft. high

Duration: 1 round/level

Saving Throw: Reflex partial

Spell Resistance: No

Driving sleet blocks all sight (even darkvision) within it and causes the ground in the area to be icy, slowing movement to one-half normal. Additionally, any creature in sleet that attempts to move must succeed at a Reflex save or fall down instead. The sleet extinguishes torches and small fires.

Slow

Transmutation

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

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

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

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Created Items: *Stone of weight (loadstone), ten eyes decanter (brown eye)*

Affected creatures move and attack at a drastically slowed rate. *Slowed* creatures can take only a partial action each turn. Additionally, they suffer –2 penalties to AC, melee attack rolls, melee damage rolls, and Reflex saves. *Slowed* creatures jump half as far as normal.

Slow counters and dispels haste but does not otherwise affect magically speeded or slowed creatures.

Snake's Speed

Transmutation

Level: Brd 3, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

Source: 101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires

Source Company: Ronin Arts

The subject gains the benefit of the Dodge, Mobility, and Quick Draw feats. If the subject already has one or more of these feats, there is no additional benefit from gaining it through this spell. For example, a subject that already has the Dodge feat does not get an additional +1 AC if this spell is cast upon him, although he still gains the benefits of the Mobility and Quick Draw feats.

Material Component: A scale from a living snake that is swallowed when the spell is cast.

Snare

Transmutation

Level: Rgr 2, Drd 3

Components: V, S, DF

Casting Time: 3 rounds

Range: Touch

Target: Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level

Duration: Until triggered or broken

Saving Throw: None

Spell Resistance: No

This spell enables the character to make a snare that functions as a magic trap. The snare can be made from any supple vine, a thong, or a rope. When the character casts snare upon it, the cordlike object blends with its surroundings (DC 23 Search check for a rogue [only] to locate). One end of the snare is tied in a loop that contracts around one or more of the limbs of any creature stepping inside the circle. (Note that the head of a worm or a snake could be thus ensnared.)

If a strong and supple tree is nearby, the *snare* can be fastened to it. The spell causes the tree to bend and then straighten when the loop is triggered, dealing 1d6 points of damage to the creature trapped and lifting it off the ground by the trapped limb or limbs. If no such tree is available, the cordlike object tightens around the creature, causing no damage but tightly binding it. An entangled creature suffers a –2 penalty to attack rolls and suffers a –4 penalty to effective Dexterity. If the snare is anchored to an immobile object, the entangled character cannot move. Otherwise, the creature can move at half speed, but can't run or charge. A character capable of spellcasting who is bound by this spell must succeed at a Concentration check (DC 15) to cast a spell.

The *snare* is magical. To escape, the trapped creature must succeed at an Escape Artist check (DC 23) or a Strength check (DC 23) that is a full-round action. The *snare* has 5 hit points and AC 7. A successful escape from the *snare* breaks the loop and ends the spell.

Soften Earth and Stone

Transmutation

Level: Drd 2, Earth 2

Components: V, S, DF

Casting Time: 1 action

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

Area: 10-ft. square/level (see text)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Created Items: *Ring of elemental command (earth)*

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. The character affects a 10-foot-square area to a depth of 1 to 4 feet, depending on the toughness or resilience of the ground at that spot (DM's option). Magical, enchanted, dressed, or worked stone cannot be affected. Earth or stone creatures are not affected.

Creatures in mud must succeed at Reflex saves or be caught for 1d2 rounds and unable to move, attack, or cast spells. Creatures who succeed at their saves can move through the mud at half speed, and they can't run or charge.

Loose dirt is not as troublesome as mud, but all creatures in the area are reduced to half their normal speed and can't run or charge over the surface.

Stone softened into clay does not hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before.

A moderate amount of structural damage can be dealt to a manufactured structure by softening the ground beneath it, causing it to settle. However, most well-built structures will only be damaged by this spell, not destroyed.

Solid Fog

Conjuration (Creation)

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft. level)

Effect: Fog that spreads in a 30-ft. radius, 20 ft. high

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

A bank of fog billows out from the point the character designates. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has one-half concealment (attacks suffer a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

The *solid fog* is so thick that any creature attempting to move through it progresses at one-tenth normal speed, and all melee attack and melee damage rolls suffer a -2 penalty. The vapors prevent effective ranged weapon attacks (except for magic rays and the

like). A creature or object that falls into *solid fog* is slowed, so that each 10 feet of vapor that the creature or objects passes through reduces falling damage by 1d6.

Only a severe wind (31+ mph) disperses these vapors, and it does so in 1 round.

The spell does not function underwater.

Soul Bind

Necromancy

Level: Clr 9, Sor/Wiz 9

Components: V, S, F

Casting Time: 1 action

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

Target: Corpse

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: No

The character draws the soul from a newly dead body and imprisons it in a 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: at least 1,000 gp value for every Hit Die possessed by the creature whose soul is to be bound.

Sound Burst

Evocation [Sonic]

Level: Brd 2, Clr 2

Components: V, S, F/DF

Casting Time: 1 action

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

Area: 10-ft.-radius spread

Duration: Instantaneous

Saving Throw: Will partial

Spell Resistance: Yes

Created Items: *Pipes of pain*, *sonic crown*

Creatures in the area take 1d8 points of sonic damage and must succeed at Will saves to avoid being stunned for 1 round. A stunned creature can't act and loses any Dexterity bonus to AC. Attackers gain +2 bonuses to attack it.

Deafened creatures are not stunned but are still damaged.

Speak with Animals

Divination

Level: Clr 2, Drd 2, Rgr 1

Components: V, S

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 1 minute/level

Created Items: *Trident of fish command*, *staff of the woodlands*

The character can comprehend and communicate with animals. The character is able to ask questions of and receive answers from animals, although the spell doesn't make animals any more friendly or cooperative than normal. Furthermore, wary and cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments. If the animal is friendly, it may do some favor or service for the character (as determined by the DM).

Note: This spell does not work on beasts, magical beasts, or vermin.

Speak with Dead

Necromancy [Language-Dependent]

Level: Clr 3

Components: V, S, DF

Casting Time: 10 minutes

Range: 10 ft.

Target: One dead creature

Duration: 1 minute/level

Saving Throw: Will negates (see text)

Spell Resistance: No

The character grants the semblance of life and intellect to a corpse, allowing it to answer several questions that the character puts to it. The character 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 the character's, 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. The character 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 the character actually speak to the person (whose soul has departed). It instead draws on the imprinted knowledge stored in the corpse. The partially animated body retains the imprint of the soul that once inhabited it, and thus it can speak with all the knowledge that the creature had while alive. The corpse, however, cannot learn new information. Indeed, it can't even remember being questioned.

Any corpse that has been turned into an undead creature can't be spoken to with *Speak with Dead*.

Speak with Plants

Divination

Level: Clr 3, Drd 3, Rgr 2

Components: V, S

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 1 minute/level

The character can comprehend and communicate with plants, including normal plants and plant creatures. The character is able to ask questions of and receive answers from plants. A regular plant's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity.

The spell doesn't make plant creatures any more friendly or cooperative than normal. Furthermore, wary and cunning plant creatures are likely to be terse and evasive, while the more stupid ones may make inane comments. If the plant creature is friendly, it may do some favor or service for the character (as determined by the DM).

Spectral Hand

Necromancy

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

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

Effect: One spectral hand

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

Created Items: *Token of long reach, rod of potion touch*

A ghostly, glowing hand shaped from the character's life force materializes and moves as the character desires, allowing the character to deliver low-level, touch range spells at a distance. On casting the spell, the character loses 1d4 hit points that return when the spell ends (even if it is dispelled), but not if the hand is destroyed. (The hit points can be healed as normal.) For as long as the spell lasts, any touch range spell that the character casts of 4th level or lower can be delivered by the *spectral hand*. The spell gives the character a +2 bonus to the character's melee touch attack roll, and attacking with the hand counts normally as an attack. The hand always strikes from the character's direction. The hand can flank targets like a creature can. If the hand goes beyond the spell range, goes out of the character's sight, or if the character is not directing it, the hand returns to the character and hovers.

The hand is incorporeal and thus cannot be harmed by normal weapons. It has improved evasion (one-half damage on a failed save against an area spell and no damage on a successful save), the character's save bonuses, and an AC of at least 22. The character's Intelligence modifier applies to the hand's AC as if it were the hand's Dexterity modifier. The hand has 1 to 4 hit points, the same number that the character lost in creating it.

Spell Immunity

Abjuration

Level: Clr 4, Protection 4, Strength 4

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Created Items: *Ten eyes decanter*

The warded creature is immune to the effects of one specified spell for every four levels the character has. The spells must be of 4th level or lower. The warded creature effectively has unbeatable SR regarding the specified spell or spells. Naturally, that *spell immunity* doesn't protect a creature from spells for which SR doesn't apply. *Spell immunity* protects against spells, spell-like effects of magic items, and innate spell-like abilities of creatures. It does not protect against supernatural or extraordinary abilities. 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.

A creature can have only one *spell immunity* spell in effect on it at a time.

Spell Resistance

Abjuration

Level: Clr 5, Magic 5, Protection 5

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Created Items: *Spell resistance, mantle of spell resistance, robe of the archmagi*

The creature gains SR equal to 12 + caster level.

Spellstaff

Transmutation

Level: Drd 6

Components: V, S, F

Casting Time: 10 minutes

Range: Touch

Target: Wooden quarterstaff touched

Duration: Permanent until discharged (D)

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

The character stores one spell that the character can normally cast in a wooden quarterstaff. Only one such spell can be stored in a staff at a given time, and the character cannot have more than one *spellstaff* at any given time. The character can cast a spell stored within a staff just as though it were among those the character

had prepared, but it does not count against the character's normal total for a given day. The character uses up any applicable material components required to cast the spell when the character stores it in the *spellstaff*.

Spell Turning

Abjuration

Level: Luck 7, Magic 7, Sor/Wiz 7

Components: V, S, M/DF

Casting Time: 1 action

Range: Personal

Target: The character

Duration: Until expended or 10 minutes/level

Created Items: *Reflection, ring of counterspells, ring of spell turning, rod of absorption*

Spells (and spell-like effects) targeted against the character rebound on the original caster. The abjuration turns only spells that have the character as a target. Effect and area spells are not affected. *Spell turning* also fails to affect touch range spells.

From seven to ten (1d4+6) spell levels are affected by the turning. The DM secretly rolls the exact number. Each spell turned subtracts its level from the amount of spell turning left.

A spell might be only partially turned. Subtract the 1d4+6 result from the spell level of the incoming spell. Divide the remaining levels of the incoming spell by the spell level of the incoming spell to see what fraction of the effect gets through. For damaging spells, the character and the caster each take a fraction of the damage. For nondamaging spells, each of opponents has a proportional chance to be affected.

If the character 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 the characters equally at full effect.
81–97	Both turning effects are rendered nonfunctional for 1d4 minutes.
98–100	Both of the characters go through a rift into another plane.

Spider Bite

Evocation

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Source: 101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires

Source Company: Ronin Arts

This spell inflicts minor damage on the target, 1 point per level of the caster. This touch attack leaves the mark of a spider bite on the target's skin and it takes three days for this mark to fade. As long as the target is marked, all *spider bite* attacks deal an extra 2 points of damage.

Example: A character who suffered *spider bite* is hit again by the spell in less than 24 hours. The caster, 4th level, inflicts 4 points of damage with the spell and the target suffers another 2 points due to the already existing *spider bite* mark. The target now has two marks and if a third *spider bite* touched him while those marks remain he would suffer an additional 4 points of damage over that of the attack (2 for each mark).

Material Component: A spider's leg.

Spider Climb

Transmutation

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Created Items: *Cloak of arachnida, slippers of spider climbing*

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have bare hands and feet to climb in this manner. The subject climbs at half its speed. A creature with a Strength score of at least 20 +1 per caster level can pull the subject off a wall.

Spike Growth

Transmutation

Level: Drd 3

Components: V, S, DF

Casting Time: 1 action

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

Area: One 20-ft. square/level

Duration: 1 hour/level (D)

Saving Throw: Reflex partial

Spell Resistance: Yes

Any ground-covering vegetation in the spell's area becomes very hard and sharply pointed without changing its appearance. In areas of bare earth, roots and rootlets act in the same way. Typically, *spike growth* can be cast in any outdoor setting except open water, ice, heavy snow, sandy desert, or bare stone. Any creature moving on foot into or through the spell's area takes 1d4 points of damage for each 5 feet of movement through the spiked area.

Any creature who sustains damage from this spell must also succeed at a Reflex save or suffer injuries to its feet and legs that slow its speed by one-third. This speed penalty lasts for 24 hours or until the injured

creature receives a cure spell. Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding at a Heal check against the spell's save DC.

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

Spike Stones

Transmutation

Level: Drd 4, Earth 4

Components: V, S, DF

Casting Time: 1 action

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

Area: One 20-ft. square/level

Duration: 1 hour/level (D)

Saving Throw: Reflex partial

Spell Resistance: Yes

Rocky ground, stone floors, and similar surfaces shapes themselves into long, sharp points that blend into the background. The spike stones impede progress through an area and deal damage. Any creature moving on foot into or through the spell's area takes 1d8 points of damage for each 5 feet of movement through the spiked area. In addition, ground speed through the spell's area is reduced by half.

Any creature who sustains damage from this spell must also succeed at a Reflex save or suffer injuries to its feet and legs that slow its speed by one-third. This movement penalty lasts for 24 hours or until the injured creature receives a cure spell (which also restores lost hit points). Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding at a Heal check against the spell's save DC.

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

Spirit Knife

Necromancy (Death)

Level: Clr 7, Sor/Wiz 7

Components: V, S, F

Casting Time: 1 action

Range: 0 ft.

Effect: One knife

Duration: 1 round/5 levels

Saving Throw: Fortitude partial

Spell Resistance: Yes

Source: 101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires

Source Company: Ronin Arts

This spell creates a knife of crackling necromantic energy that the caster uses to slay or severely injure his opponents. The caster must succeed at a melee attack against his opponent, at which time the target must make a successful Fortitude save or die. If the save is successful, the target still receives 1d6 points of temporary Constitution damage.

Focus: A knife or dagger

Spiritual Weapon

Evocation [Force]

Level: Clr 2, War 2

Components: V, S, DF

Casting Time: 1 action

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

Effect: Magic weapon of force

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

A melee weapon made of pure force springs into existence and attacks opponents at a distance, as the character directs it. The weapon takes the shape of a weapon favored by the character's deity or a weapon with some spiritual significance or symbolism to the character. Regardless of the shape, the spiritual weapon deals 1d8 points of damage, has a threat range of 20, and deals double damage on a successful critical hit. It strikes the opponent the character designates, starting with one attack the round the spell is cast and continuing each round thereafter. It uses the character's base attack bonus as its attack bonus (possibly allowing it multiple attacks per round in subsequent rounds). It strikes as a spell, not as a weapon, so it can strike incorporeal creatures. The weapon always strikes from the character's direction. It does not get a flanking bonus or help a combatant get one. The character's feats or combat actions do not affect the weapon. If the weapon goes beyond the spell range, if it goes out of the character's sight, or if the character is not directing it, the weapon returns to the character and hovers.

Each round after the first, the character can use a standard action to switch the weapon to a new target. If the character does 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 the character's base attack bonus would allow it to. The *spiritual weapon* cannot be attacked or damaged.

If an attacked creature has SR, the resistance is checked the first time the *spiritual weapon* strikes it. If the weapon is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell.

Static Veil

Abjuration

Level: Clr 2, Sor/Wiz 2

Components: V, S, F, AF

Casting Time: 10 minutes

Range: 0 feet

Area: One 10-foot cube/level

Duration: One hour/level

Saving Throw: None

Spell Resistance: No

Source: The Book of Eldritch Might

Source Company: Malhavoc Press

Closed Content: The name *static aura* is closed content

The caster creates an area that resists scrying. The Difficulty Class of any attempt to scry into the protected area increases by +1 per caster level.

Arcane Focus: A lodestone

Statue

Transmutation

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A *statue* spell turns the subject to solid stone, along with any garments and equipment worn or carried. The initial transformation from flesh to stone requires 1 full round after the spell is cast. In statue form, the subject gains hardness 8. The subject retains its own hit points.

The subject can see, hear, and smell normally, but does not need to eat or breathe. Feeling is limited to those sensations that can affect the granite-hard substance of the individual's body. Chipping is equal to a mere scratch, but breaking off one of the statue's arms is serious damage.

The individual under the magic of a *statue* spell can return to his normal state, act, and then return instantly to the statue state (a free action) if he so desires, as long as the spell duration is in effect.

Status

Divination

Level: Clr 4

Components: V, S

Casting Time: 1 action

Range: Touch

Targets: One creature touched/three levels

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Status allows the caster to mentally monitor the relative position and general condition of allies. The cleric is aware of direction and distance to the creatures and their status: unharmed, wounded, disabled, staggered, unconscious, dying, dead, etc. Once the spell has been cast upon the subjects, the distance between them and the caster does not affect the spell as long as they are on the same plane of existence. If they leave it, the spell ceases to function for them.

Stinking Cloud

Conjuration (Creation)

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

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

Effect: Cloud that spreads in 30-ft. radius, 20 ft. high

Duration: 1 round/level

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

Stinking cloud creates a bank of fog that obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has one-half concealment (attacks suffer a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). The fog's vapors are nauseating. Living creatures in the cloud are nauseated (Fortitude negates), making them unable to attack, cast spells, concentrate on spells, and so on. The only action a nauseated character can take is a single move (or move-equivalent action) per turn. These effects last as long as the character is in the cloud and for 1d4+1 rounds after he or she leaves the cloud. (Roll separately for each nauseated character.) Those who succeed at their saves but remain in the cloud must continue to save each round.

A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

The spell does not function underwater.

Stone Shape

Transmutation

Level: Clr 3, Drd 3, Earth 3, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

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

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Created Items: *Ring of elemental command (earth), stonestrone hammer*

The character can form an existing piece of stone into any shape that suits the character's purpose. *Stone shape* also permits the character to reshape a stone door to make an exit where one didn't exist or to seal a door shut. Fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work.

Stoneskin

Abjuration

Level: Earth 6, Sor/Wiz 4, Strength 6

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Create Items: *Invulnerability, ring of elemental command (earth), stone salve, vestments of faith*

The subject gains damage reduction 10/+5. (It ignores the first 10 points of damage each time it takes damage,

though a weapon with a +5 enhancement bonus or any magical attack bypasses the reduction.) Once the spell has prevented a total of 10 points of damage per caster level (maximum 150 points), it is discharged.

Material Components: Worth at least 250 gp.

Stone Tell

Divination

Level: Drd 6

Components: V, S, DF

Casting Time: 10 minutes

Range: Personal

Target: The character

Duration: 1 minute/level

The character gains the ability to speak with stones, which relate to the character who or what has touched them as well as revealing what is covered or concealed behind or under them. The stones relate complete descriptions if asked. Note that a stone's perspective, perception, and knowledge may prevent the stone from providing the details the character is looking for. The character can speak with natural or worked stone.

Stone to Flesh

Transmutation

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

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

Target: One petrified creature or a cylinder of stone from 1 ft. to 3 ft. in diameter and up to 10 ft. long

Duration: Instantaneous

Saving Throw: Fortitude negates (object) (see text)

Spell Resistance: Yes

This spell restores a petrified creature to its normal state, restoring life and goods. The creature must succeed at a Fortitude save (DC 15) to survive the process. Any petrified creature, regardless of size, can be restored.

The spell also can convert a mass of stone into a fleshy substance. Such flesh is inert and lacking a vital life force unless a life force or magical energy is available. The character can affect an object that fits within a cylinder from 1 foot to 3 feet in diameter and up to 10 feet long or a cylinder of up to those dimensions in a larger mass of stone.

Storm of Vengeance

Conjuration (Summoning)

Level: Clr 9

Components: V, S

Casting Time: 1 full round

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

Effect: 360-ft.-radius storm cloud

Duration: Concentration (maximum 10 rounds) (D)

Saving Throw: See text

Spell Resistance: Yes

Created Items: *Orb of storms*

This spell creates an enormous black storm cloud. Lightning and crashing claps of thunder appear within the storm. Creatures beneath the cloud must succeed at Fortitude saves or be deafened (see *blindness/deafness*) for 1d4x10 minutes.

If the character does not maintain concentration on the spell after casting it, the spell ends. If the character continues to concentrate, the spell generates additional effects in each following round, as noted below. Each effect occurs during the character's turn.

Second Round: Acid rains down in the area, dealing 1d6 points of acid damage. No save is allowed.

Third Round: The character calls six bolts of lightning down from the cloud. The character decides where the bolts strike. All may be directed at a single target, or they may be directed at up to six separate targets. Each bolt deals 10d6 points of electricity damage. Creatures struck can attempt Reflex saves for half damage.

Fourth Round: Hailstones rain down in the area, dealing 5d6 points of damage (no save).

Fifth through Tenth Rounds: Violent rain and wind gusts reduce visibility. The rain obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has one-half concealment (attacks suffer a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). Speed is reduced by three-quarters. Ranged attacks within the area of the storm are impossible. Spells cast within the area are disrupted unless the caster succeeds at a Concentration check against a DC equal to the *storm of vengeance's* save + the level of the spell the caster is trying to cast.

Strength of the Dead

Necromancy

Level: Clr 3, Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 20 minutes/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

Source: The Compleat Librum of Gar'Udok's Necromantic Artes

Source Company: E. N. Publishing

Closed Content: The name *strength of the dead* is closed content.

Drawing upon the energies of the negative energy plane, the target of this spell gains 1d6+2 Strength for the duration of the spell. Once the duration expires, the target suffers from the ravages of the negative energy, and gains the effect of a negative level for the same duration as the duration of the spell. This negative level is short-lived enough that it never results in actual level loss.

Subvert Charm

Enchantment (Charm, Compulsion) [Dispel, Mind-Affecting]

Level: Brd 4, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

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

Target: One creature currently affected by a charm effect or spell.

Duration: Instantaneous (see below)

Saving Throw: Will negates

Spell Resistance: No

Source: Joe's Book of Enchantment

Source Company: Throwing Dice Games

If the subject makes his saving throw, the original charm effect is dispelled. Otherwise, the charm effect he is affected by is altered such that the caster of *subvert charm* is the originator of the effect. While this spell is instantaneous, if the saving throw is failed, the duration of the original charm effect is unchanged. This spell does not affect compulsions.

Example: a person casts *subvert charm* on someone who is currently affected by a *charm person* spell cast by another spellcaster. If the target makes his saving throw against *subvert charm*, the *charm person* spell is dispelled. If the target fails his saving throw, the *charm person* effect is altered such that he now views the caster of the *subvert charm* as a friend and no longer views the original caster as a friend. If the duration of the original spell was already permanent, this has no additional effect.

Subvert Summoning

Enchantment (Compulsion) [Dispel, Mind-Affecting]

Level: Clr 5, Sor/Wiz 4

Components: V, S

Casting Time: 1 action

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

Targets: One summoned creature / three levels or one summoning spell as it is being cast

Duration: Special

Saving Throw: Will negates

Spell Resistance: No

Source: Joe's Book of Enchantment

Source Company: Throwing Dice Games

If the original caster of an existing Conjunction (summoning) spell fails the saving throw against *subvert summoning*, the creatures within range who were summoned by him come under your control. If creatures summoned by different spell casters exist within range, the caster of *subvert summoning* must choose which caster's spell to affect by choosing which of the summoned creatures the caster is targeting. The original caster need not be within range of this spell, only the summoned creature(s) must.

If the original spell was dismissable, the original caster will be aware that the spell has been subverted. When subverted, the summoned creatures obey the caster of *subvert summoning* as if the caster had cast

the original spell that summoned them. The duration and other restrictions of the original spell are still in effect. The caster of *subvert summoning* may choose to dismiss the summoned creatures rather than control them.

This spell can be readied as a counterspell for any Conjunction (summoning) spell of 6th level or lower. If *subvert summoning* is cast successfully to counter a Conjunction (summoning), rather than countering the spell the caster may instead complete the spell making all choices about what creatures are summoned as if the caster had cast his opponent's spell. The only difference in this case is that the *subvert summoning* caster's level is used to determine duration, range, etc. However the range of the spell is centered on the opponent caster.

This spell will not subvert the summoning ability of Outsiders who summon creatures of their own race to fight with them (like demons and devils do). While these monster's abilities are spelllike, the summoned creature knows who summoned it and will not have its will subverted by this spell. The counterspell part of this spell can be used to prevent the monster from summoning allies.

Note: Specialist wizards for whom Conjunction is a prohibited school can only use this spell to dismiss the summoned creatures or to counter a summoning as it is cast. They may not control the summoned creatures

Suggestion

Enchantment (Compulsion) [Mind-Affecting, Language-Dependent]

Level: Brd 2, Sor/Wiz 3

Components: V, M

Casting Time: 1 action

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

Target: One living creature

Duration: 1 hour/level or until completed

Saving Throw: Will negates

Spell Resistance: Yes

Created Items: *Harp of charming, helm of telepathy*

The character influences the actions of the enchanted creature by suggesting a course of activity (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what he was asked to do. The character can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell expires, the activity is not performed. A very reasonable suggestion causes the save to be made with a penalty (such as -1, -2, etc.) at the discretion of the DM.

Sumarldi's Uncontrollable Fire

Evocation (Fire)

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

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

Target: One creature per round.

Duration: 1 round/level

Saving Throw: Reflex half

Spell Resistance: Yes

Source: 101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires

Source Company: Ronin Arts

This spell creates a ball of flame that attempts to attack a random target anywhere within range each round. The caster must make a Will save (DC 12) each round. If he succeeds, then he may select any target within range; if he fails, then the fire attacks a random target. The caster is never targeted by the spell, but his allies may be. The ball inflicts 4d4 points of fire damage on a successful hit; a Reflex save halves the damage.

Summon Monster I

Conjunction (Summoning) [see text]

Level: Brd 1, Clr 1, Sor/Wiz 1

Components: V, S, F/DF

Casting Time: 1 full round

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

Effect: One summoned creature

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

Created Items: *Bane*

This spell summons an outsider (extraplanar creature). It appears where the character designates and acts immediately, on the character's turn. It attacks the character's opponents to the best of its ability. If the character can communicate with the outsider, the character can direct it not to attack, to attack particular enemies, or to perform other actions. Summoned creatures act normally on the last round of the spell and disappear at the end of their turn.

The spell conjures one of the creatures from the 1st-level list on the Summon Monster table below. The character chooses which creature to summon, and can change that choice each time the spell is cast.

1st Level

Celestial dog (animal)

Celestial badger (animal)

Fiendish dire rat

Fiendish hawk (animal)

Alignment

LG

CG

LE

CE

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

Summon Monster II

Conjuration (Summoning) [see text]

Level: Brd 2, Clr 2, Sor/Wiz 2

Components: V, S, F/DF

Casting Time: 1 full round

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

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

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell summons an outsider (extraplanar creature). It appears where the character designates and acts immediately, on the character's turn. It attacks the character's opponents to the best of its ability. If the character can communicate with the outsider, the character can direct it not to attack, to attack particular enemies, or to perform other actions. Summoned creatures act normally on the last round of the spell and disappear at the end of their turn.

The spell conjures one of the creatures from the 2nd-level list on the Summon Monster table below or 1d3 outsiders of the same type from the 1st-level list. The character chooses which creature to summon, and can change that choice each time the spell is cast.

2nd Level	Alignment
Celestial eagle (animal)	CG
Formian worker	LN
Lemure (devil)	LE
Fiendish squid (animal)	LE
Fiendish wolf (animal)	LE
Fiendish shark, Medium-size (animal)	NE
Fiendish viper (animal)Tiny	CE
Fiendish hyena (animal) [treat as wolf (animal)]	CE
Fiendish octopus (animal)	CE

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

Summon Monster III

Conjuration (Summoning) [see text]

Level: Brd 3, Clr 3, Sor/Wiz 3

Components: V, S, F/DF

Casting Time: 1 full round

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

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

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell summons an outsider (extraplanar creature). It appears where the character designates and acts immediately, on the character's turn. It attacks the character's opponents to the best of its ability. If the character can communicate with the outsider, the

character can direct it not to attack, to attack particular enemies, or to perform other actions. Summoned creatures act normally on the last round of the spell and disappear at the end of their turn.

The spell conjures one of the creatures from the 3rd-level list on the Summon Monster table below, 1d3 creatures of the same type from the 2nd-level list, or 1d4+1 creatures of the same type from the 1st-level list. The character chooses which creature to summon, and can change that choice each time the spell is cast.

3rd Level	Alignment
Celestial bear, black (animal)	LG
Celestial bison (animal)	NG
Triton	NG
Celestial dire badger	CG
Azer	LN
Elemental, Small	N
Thoqqua	N
Fiendish dire weasel	LE
Fiendish gorilla (animal)	LE
Fiendish snake, constrictor (animal)	LE
Fiendish boar	NE
Fiendish dire bat	NE
Fiendish lizard, giant (animal)	NE
Salamander, Small	NE
Fiendish shark, Large (animal)	NE
Fiendish viper, Small snake (animal)	CE
Fiendish crocodile (animal)	CE
Dretch	CE
Fiendish leopard (animal)	CE
Fiendish wolverine (animal)	CE

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

Summon Monster IV

Conjuration (Summoning) [see text]

Level: Brd 4, Clr 4, Sor/Wiz 4

Components: V, S, F/DF

Casting Time: 1 full round

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

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

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell summons an outsider (extraplanar creature). It appears where the character designates and acts immediately, on the character's turn. It attacks the character's opponents to the best of its ability. If the character can communicate with the outsider, the character can direct it not to attack, to attack particular enemies, or to perform other actions. Summoned creatures act normally on the last round of the spell and disappear at the end of their turn.

The spell conjures one of the creatures from the 4th-level list on the Summon Monster table below, 1d3 creatures of the same type from the 3rd-level list, or 1d4+1 creatures of the same type from a lower-level

list. The character chooses which creature to summon, and can change that choice each time the spell is cast.

4th Level	Alignment
Lantern archon (celestial)	LG
Giant owl	NG
Giant eagle	CG
Celestial lion (animal)	CG
Tojanida, Small	N
Xorn, Small	N
Arrowhawk, Small	N
Magmin	CN
Imp (devil)	LE
Fiendish dire ape	LE
Fiendish dire wolf	LE
Hell hound	LE
Varguouille	NE
Fiendish viper, Medium-size	CE
snake (animal) Howler	CE

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

Summon Monster V

Conjuration (Summoning) [see text]

Level: Brd 5, Clr 5, Sor/Wiz 5

Components: V, S, F/DF

Casting Time: 1 full round

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

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

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

Created Items: *Horn of the tritons*

This spell summons an outsider (extraplanar creature). It appears where the character designates and acts immediately, on the character's turn. It attacks the character's opponents to the best of its ability. If the character can communicate with the outsider, the character can direct it not to attack, to attack particular enemies, or to perform other actions. Summoned creatures act normally on the last round of the spell and disappear at the end of their turn.

The spell conjures one of the creatures from the 5th-level list on the Summon Monster table below, 1d3 creatures of the same type from the 4th-level list, or 1d4+1 creatures of the same type from a lower-level list. The character chooses which creature to summon, and can change that choice each time the spell is cast.

5th Level	Alignment
Celestial bear, brown (animal)	LG
Hound archon (celestial)	LG
Celestial orca, whale	NG
(animal) Celestial pegasus	CG
Celestial dire lion	CG
Formian warrior	LN
Elemental, Medium-size	N
Mephit, any	N

Arrowhawk, Medium-size	N
Tojanida, Medium-size	N
Achaierai	LE
Fiendish griffon	LE
Fiendish snake, giant constrictor (animal)	LE
Yeth hound	NE
Fiendish dire boar	NE
Fiendish rhinoceros (animal)	NE
Fiendish shark, Large (animal)	NE
Salamander, Medium-size	NE
Shadow mastiff	NE
Fiendish viper, Large (animal)	CE
Quasit	CE
Fiendish dire wolverine	CE
Fiendish giant crocodile (animal)	CE
Fiendish tiger (animal)	CE
Fiendish girallon	CE

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

Summon Monster VI

Conjuration (Summoning) [see text]

Level: Brd 6, Clr 6, Sor/Wiz 6

Components: V, S, F/DF

Casting Time: 1 full round

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

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

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

Created Items: *Ring of elemental command (air), ring of elemental command (earth), ring of elemental command (fire), ring of elemental command (water), bowl of commanding water elementals, brazier of commanding fire elementals, censer of controlling air elementals, horn of valhalla, stone of controlling earth elementals, **kyton ruby, fire opal of the hell cat, sapphire of the barbaz, emerald of temptation***

This spell summons an outsider (extraplanar creature). It appears where the character designates and acts immediately, on the character's turn. It attacks the character's opponents to the best of its ability. If the character can communicate with the outsider, the character can direct it not to attack, to attack particular enemies, or to perform other actions. Summoned creatures act normally on the last round of the spell and disappear at the end of their turn.

The spell conjures one of the creatures from the 6th-level list on the Summon Monster table below, 1d3 creatures of the same type from the 5th-level list, or 1d4+1 creatures of the same type from a lower-level list. The character chooses which creature to summon, and can change that choice each time the spell is cast.

6th Level	Alignment
Celestial dire bear	LG

Celestial unicorn	CG
Elemental, Large	N
Rast	N
Xorn, Medium-size	N
Slaad, red	CN
Chaos beast	CN
Kyton	LE
Barbazû (devil)	LE
Bezekira	LE
Erinyes (devil)	LE
Belker	NE
Fiendish viper, Huge snake (animal)	CE

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

Summon Monster VII

Conjuration (Summoning) [see text]

Level: Clr 7, Sor/Wiz 7

Components: V, S, F/DF

Casting Time: 1 full round

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

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

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

Created Items: *Bowl of commanding water elementals, brazier of commanding fire elementals, censer of controlling air elementals, efreeti bottle, stone of controlling earth elementals, hamatula diamond*

This spell summons an outsider (extraplanar creature). It appears where the character designates and acts immediately, on the character's turn. It attacks the character's opponents to the best of its ability. If the character can communicate with the outsider, the character can direct it not to attack, to attack particular enemies, or to perform other actions. Summoned creatures act normally on the last round of the spell and disappear at the end of their turn.

The spell conjures one of the creatures from the 7th-level list on the Summon Monster table below, 1d3 creatures of the same type from the 6th-level list, or 1d4+1 creatures of the same type from a lower-level list. The character chooses which creature to summon, and can change that choice each time the spell is cast.

7th Level	Alignment
Celestial elephant (animal)	NG
Avoral guardinal (celestial)	NG
Djinni	CG
Ravid [alone]	N
Elemental, Huge	N
Invisible stalker	N
Xorn, Large	N
Arrowhawk, Large	N
Tojanida, Large	N
Slaad, blue	CN
Hamatula (devil)	LE

Osyluth (devil)	LE
Fiendish dire tiger	CE
Bebilith	CE
Fiendish octopus, giant (animal)	CE

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

Summon Monster VIII

Conjuration (Summoning) [see text]

Level: Clr 8, Sor/Wiz 8, Bones 8

Components: V, S, F/DF

Casting Time: 1 full round

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

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

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell summons an outsider (extraplanar creature). It appears where the character designates and acts immediately, on the character's turn. It attacks the character's opponents to the best of its ability. If the character can communicate with the outsider, the character can direct it not to attack, to attack particular enemies, or to perform other actions. Summoned creatures act normally on the last round of the spell and disappear at the end of their turn.

The spell conjures one of the creatures from the 8th-level list on the Summon Monster table below, 1d3 creatures of the same type from the 7th-level list, or 1d4+1 creatures of the same type from a lower-level list. The character chooses which creature to summon, and can change that choice each time the spell is cast.

8th Level	Alignment
Lillend	CG
Formian taskmaster [alone]	LN
Skeleton, Colossal	N
Janni (genie)	N
Elemental, greater	N
Barghest, Medium-size	LE
Cornugon (devil)	E
Fiendish squid, giant (animal)	LE
Salamander, Large	NE
Succubus (demon)	CE

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

Summon Monster IX

Conjuration (Summoning) [see text]

Level: Chaos 9, Clr 9, Evil 9, Good 9, Law 9, Sor/Wiz 9

Components: V, S, F/DF

Casting Time: 1 full round

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

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

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell summons an outsider (extraplanar creature). It appears where the character designates and acts immediately, on the character's turn. It attacks the character's opponents to the best of its ability. If the character can communicate with the outsider, the character can direct it not to attack, to attack particular enemies, or to perform other actions. Summoned creatures act normally on the last round of the spell and disappear at the end of their turn.

The spell conjures one of the creatures from the 9th-level list on the Summon Monster table below, 1d3 creatures of the same type from the 8th-level list, or 1d4+1 creatures of the same type from a lower-level list. The character chooses which creature to summon, and can change that choice each time the spell is cast.

9th Level	Alignment
Lammasu	LG
Couatl	LG
Astral deva (celestial)	NG
Ghaele eladrin (celestial)	CG
Elemental, elder	N
Barghest, Large	LE
Xill	LE
Rakshasa	LE
Gelugon (devil)	LE
Night hag	NE
Nightmare	NE
Vrock (demon)	CE

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

Summon Nature's Ally I

Conjuration (Summoning) [see text]

Level: Drd 1, Rgr 1

Components: V, S, DF

Casting Time: 1 full round

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

Effect: One summoned creature

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

Created Items: *Pipes of the sewers*

This spell summons a natural creature. It appears where the character designates and acts immediately, on the character's turn. It attacks the character's opponents to the best of its ability. If the character can communicate with the creature, the character can direct it not to attack, to attack particular enemies, or to perform other actions. Summoned creatures act normally on the last round of the spell and disappear at the end of their turn.

The spell conjures one of the creatures from the 1st-level list on the Summon Nature's Ally table below. All the creatures on the table are neutral unless otherwise noted.

1st Level	Alignment
Badger (animal)	N
Dire rat	N
Dog (animal)	N
Hawk (animal)	N
Viper, Tiny (animal)	N

Summon Nature's Ally II

Conjuration (Summoning) [see text]

Level: Drd 2, Rgr 2

Components: V, S, DF

Casting Time: 1 full round

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

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

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

Created Items: *Bag of tricks (gray)*

This spell summons a natural creature. It appears where the character designates and acts immediately, on the character's turn. It attacks the character's opponents to the best of its ability. If the character can communicate with the creature, the character can direct it not to attack, to attack particular enemies, or to perform other actions. Summoned creatures act normally on the last round of the spell and disappear at the end of their turn.

The spell conjures one of the creatures from the 2nd-level list on the Summon Nature's Ally table below or 1d3 creatures of the same type from the 1st-level list. All the creatures on the table are neutral unless otherwise noted.

2nd Level	Alignment
Eagle (animal)	N
Hyena [treat as wolf (animal)]	N
Octopus (animal)	N
Shark, Medium-size (animal)	N
Squid (animal)	N
Wolf (animal)	N
Viper, Small (animal)	N

Summon Nature's Ally III

Conjuration (Summoning) [see text]

Level: Drd 3, Rgr 3

Components: V, S, DF

Casting Time: 1 full round

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

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

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

Created Items: *Bag of tricks (rust)*

This spell summons a natural creature. It appears there the character designates and acts immediately, on the character's turn. It attacks the character's opponents to the best of its ability. If the character can communicate with the creature, the character can direct it not to attack, to attack particular enemies, or to perform other actions. Summoned creatures act normally on the last round of the spell and disappear at the end of their turn.

The spell conjures one of the creatures from the 3rd-level list on the Summon Nature's Ally table below, 1d3 creatures of the same type from the 2nd-level list, or 1d4+1 creatures of the same type from the 1st-level list. All the creatures on the table are neutral unless otherwise noted.

3rd Level	Alignment
Ape (animal)	N
Bear, black (animal)	N
Bison	N
Boar	N
Crocodile (animal)	N
Dire badger	N
Dire bat	N
Dire weasel	N
Elemental, Small	N
Leopard (animal)	N
Lizard, giant (animal)	N
Salamander, Small	NE
Satyr [without pipes]	N
Shark, Large (animal)	N
Snake, constrictor (animal)	N
Thoqqua	N
Viper, Medium-size (animal)	N
Wolverine (animal)	N

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

Summon Nature's Ally IV

Conjuration (Summoning) [see text]

Level: Drd 4, Rgr 4

Components: V, S, DF

Casting Time: 1 full round

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

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

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

Created Items: *Lion's shield*

This spell summons a natural creature. It appears there the character designates and acts immediately, on the character's turn. It attacks the character's opponents to the best of its ability. If the character can communicate with the creature, the character can direct it not to attack, to attack particular enemies, or to perform other actions. Summoned creatures act

normally on the last round of the spell and disappear at the end of their turn.

The spell conjures one of the creatures from the 4th-level list on the Summon Nature's Ally table below, 1d3 creatures of the same type from the 3rd-level list, or 1d4+1 creatures of the same type from a lower level list. All the creatures on the table are neutral unless otherwise noted.

4th Level	Alignment
Arrowhawk, Small	N
Assassin vine	N
Dire ape	N
Dire wolf	N
Giant eagle	CG
Giant owl	NG
Grig (sprite) [without pipes]	NG
Lion (animal)	N
Phantom fungus	N
Tojanida, Small	N
Viper, Large (animal)	N
Xorn, Small	N

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

Summon Nature's Ally V

Conjuration (Summoning) [see text]

Level: Drd 5

Components: V, S, DF

Casting Time: 1 full round

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

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

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

Created Items: *Bag of tricks (tan)*

This spell summons a natural creature. It appears there the character designates and acts immediately, on the character's turn. It attacks the character's opponents to the best of its ability. If the character can communicate with the creature, the character can direct it not to attack, to attack particular enemies, or to perform other actions. Summoned creatures act normally on the last round of the spell and disappear at the end of their turn.

The spell conjures one of the creatures from the 5th-level list on the Summon Nature's Ally table below, 1d3 creatures of the same type from the 4th-level list, or 1d4+1 creatures of the same type from a lower level list. All the creatures on the table are neutral unless otherwise noted.

5th Level	Alignment
Arrowhawk, Medium-size	N
Bear, brown (animal)	N
Dire boar	N
Dire lion	N
Dire wolverine	N

Elemental, Medium-size	N
Giant crocodile (animal)	N
Rhinoceros (animal)	N
Salamander, Medium-size	NE
Satyr [with pipes]	N
Shark, Large (animal)	N
Snake, giant constrictor (animal)	N
Tiger (animal)	N
Tojanida, Medium-size	N
Viper, Huge (animal)	N
Whale, orca (animal)	N

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

Summon Nature's Ally VI

Conjuration (Summoning) [see text]

Level: Drd 6

Components: V, S, DF

Casting Time: 1 full round

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

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

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

Created Items: *Staff of the woodlands*

This spell summons a natural creature. It appears there the character designates and acts immediately, on the character's turn. It attacks the character's opponents to the best of its ability. If the character can communicate with the creature, the character can direct it not to attack, to attack particular enemies, or to perform other actions. Summoned creatures act normally on the last round of the spell and disappear at the end of their turn.

The spell conjures one of the creatures from the 6th-level list on the Summon Nature's Ally table below, 1d3 creatures of the same type from the 5th-level list, or 1d4+1 creatures of the same type from a lower level list. All the creatures on the table are neutral unless otherwise noted.

6th Level	Alignment
Dire bear	N
Elemental, Large	N
Shambling mound	N
Tendriculos	N
Unicorn	CG
Xorn, Medium-size	CG

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

Summon Nature's Ally VII

Conjuration (Summoning) [see text]

Level: Drd 7

Components: V, S, DF

Casting Time: 1 full round

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

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

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell summons a natural creature. It appears there the character designates and acts immediately, on the character's turn. It attacks the character's opponents to the best of its ability. If the character can communicate with the creature, the character can direct it not to attack, to attack particular enemies, or to perform other actions. Summoned creatures act normally on the last round of the spell and disappear at the end of their turn.

The spell conjures one of the creatures from the 7th-level list on the Summon Nature's Ally table below, 1d3 creatures of the same type from the 6th-level list, or 1d4+1 creatures of the same type from a lower level list. All the creatures on the table are neutral unless otherwise noted.

7th Level	Alignment
Arrowhawk, Large	N
Dire tiger	N
Elemental, Huge	N
Elephant	N
Octopus, giant (animal)	N
Pixie [can't cast irresistible dance]	NG
Tojanida, Large	NG
Treant	NG
Xorn, Large	NG

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

Summon Nature's Ally VIII

Conjuration (Summoning) [see text]

Level: Drd 8

Components: V, S, DF

Casting Time: 1 full round

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

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

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell summons a natural creature. It appears there the character designates and acts immediately, on the character's turn. It attacks the character's opponents to the best of its ability. If the character can communicate with the creature, the character can direct it not to attack, to attack particular enemies, or to perform other actions. Summoned creatures act normally on the last round of the spell and disappear at the end of their turn.

The spell conjures one of the creatures from the 8th-level list on the Summon Nature's Ally table below,

1d3 creatures of the same type from the 7th-level list, or 1d4+1 creatures of the same type from a lower level list. All the creatures on the table are neutral unless otherwise noted.

8th Level	Alignment
Elemental, greater	N
Salamander, Large	NE
Squid, giant (animal)	N

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

Summon Nature's Ally IX

Conjuration (Summoning) [see text]

Level: Drd 9

Components: V, S, DF

Casting Time: 1 full round

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

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

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell summons a natural creature. It appears there the character designates and acts immediately, on the character's turn. It attacks the character's opponents to the best of its ability. If the character can communicate with the creature, the character can direct it not to attack, to attack particular enemies, or to perform other actions. Summoned creatures act normally on the last round of the spell and disappear at the end of their turn.

The spell conjures one of the creatures from the 9th-level list on the Summon Nature's Ally table below, 1d3 creatures of the same type from the 8th-level list, or 1d4+1 creatures of the same type from a lower level list. All the creatures on the table are neutral unless otherwise noted.

9th Level	Alignment
Elemental, elder	N
Pixie [can cast irresistible dance]	NG

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

Summon Swarm

Conjuration (Summoning)

Level: Brd 2, Drd 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 full round

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

Effect: Swarm of small creatures in a 5-ft. spread

Duration: Concentration + 2 rounds

Saving Throw: None

Spell Resistance: No

Created Items: *Staff of swarming insects, robe of vermin*

A swarm of little creatures carpets the effect's area, viciously attacking all other creatures there. (Roll on the table below to see what sort of creature is summoned.) A creature in the swarm who takes no actions other than fighting off the swarming creatures takes 1 point of damage on its turn. A creature in the swarm who takes any other action, including leaving the swarm, takes 1d4 points of damage +1 point per three caster levels. Spellcasting or concentrating on spells within the swarm is impossible.

1d20

1-8

9-14

15-16

17-18

19-20

Swarm Type*

Rats (animals)

Bats (animals)

Spiders (vermin, poisonous)

Centipedes (vermin, poisonous)

Flying beetles (vermin)

*The creature types (in parentheses) indicate what sorts of spells and effects might aid a subject against the swarm.

A swarm of poisonous creatures deals no damage to creatures who are immune to poison, though it still prevents spellcasting and concentration. The creatures' attacks are nonmagical. Damage reduction, being incorporeal, and other special abilities also make a creature immune to damage from the swarm.

The swarm cannot be fought effectively with weapons, but fire and damaging area effects can force it to disperse. The swarm disperses when it has taken a total of 2 hit points of damage per caster level from these attacks. Certain area or effect spells disperse a swarm immediately if appropriate to the swarm summoned.

The swarm is stationary once summoned. A druid caster, however, can (as a move-equivalent action) direct the swarm to move up to 30 feet per round (or 90 feet per round if she has summoned bats or beetles).

Sunbeam

Evocation

Level: Drd 7, Sun 7

Components: V, S, DF

Casting Time: 1 action

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

Area: Beam 5 feet wide and 100 ft. + 10 ft./level long, starting at a point right in front of the character

Duration: 1 round/level or until all beams are exhausted

Saving Throw: Reflex negates and half (see text)

Spell Resistance: Yes

For the duration of this spell, the character can use a standard action to evoke a dazzling beam of intensely hot light each round. The character can call forth one beam per three caster levels (maximum six beams at 18th level). The spell ends when its duration runs out or the character's allotment of beams is exhausted.

All creatures in the beam are blinded and take 3d6 points of damage. (A successful Reflex save negates the blindness and reduces the damage by half.) In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have full concealment), loses any Dexterity bonus to AC, grants a +2 bonus to attackers' attack rolls (they are effectively invisible), moves at half speed, and suffers a -4 penalty on most Strength- and Dexterity-based skills. Creatures to whom sunlight is harmful or unnatural take double damage.

Undead creatures caught within the ray are dealt 1d6 points of damage per caster level (maximum 20d6), or half damage if a Reflex save is successful. In addition, the ray results in the destruction of undead creatures specifically affected by sunlight if they fail their saves.

The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, slimes, jellies, puddings, and fungoid creatures just as if they were undead creatures.

Sunburst

Evocation [Fire]

Level: Drd 8, Sor/Wiz 8, Sun 8

Components: V, S, M/DF

Casting Time: 1 action

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

Area: 10 ft./level-radius burst

Duration: Instantaneous

Saving Throw: Reflex partial (see text)

Spell Resistance: Yes

Sunburst causes a globe of searing heat and radiance to explode silently from a point the character selects. All creatures in the globe are blinded and are dealt 3d6 points of damage. (A successful Reflex save negates the blindness and reduces the damage by half.). In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have full concealment), loses any Dexterity bonus to AC, grants a +2 bonus to attackers' attack rolls (they are effectively invisible), moves at half speed, and suffers a -4 penalty on most Strength- and Dexterity-based skills. Creatures to whom sunlight is harmful or unnatural take double damage.

Undead creatures caught within the globe are dealt 1d6 points of damage per caster level (maximum 25d6), or half damage if a Reflex save is successful. In addition, the burst results in the destruction of undead creatures specifically affected by sunlight if they fail their saves.

The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, slimes, jellies, puddings, and fungoid creatures just as if they were undead creatures.

Sunfire Tomb

Transmutation [Good]

Level: Clr 9, Drd 9

Components: V, S, DF

Casting Time: One action

Range: Medium (100 feet + 10 feet/level)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Source: The Book of Hallowed Might

Source Company: Malhavoc Press

Closed Content: The name *sunfire tomb* is closed content.

The caster transfers a target, body and soul, into the sun, where he remains (with all of his equipment), held entombed in stasis forever. For the subject, time ceases to flow and he grows no older. His bodily functions virtually cease, and no force or effect can harm him. He is, however, painfully aware of the heat and light around him—those sensations are all he experiences while entombed in the sun.

The subject remains there unless someone casts a *freedom* spell at the locale where *sunfire tomb* was originally cast, whereupon the subject reappears in that locale. Magical search by *scrying*, a *locate creature* spell, or similar divination does not reveal the fact that a creature is entombed, but *discern location* does. A *wish* or *miracle* spell will not free the recipient but will reveal where he is entombed.

The *sunfire tomb* spell functions only if the target's name and some facts about his life are known. This spell is often used against creatures such as dark elves, vampires, or other beings that hate the light of day, as a fitting punishment for their misdeeds.

Sure Thing

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 0, Sor/Wiz 0

Components: V, S, M

Casting Time: 1 action

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

Target: 1 creature

Duration: 1 minute / level

Saving Throw: Will negates

Spell Resistance: Yes

Source: Joe's Book of Enchantment

Source Company: Throwing Dice Games

The caster and subject must have a wager between them, the result of which has not been determined. If the result is determined within the duration of this spell, the subject will believe he chose the losing side of the wager. If the result of the wager is not determined within the duration of the spell, the subject remembers the original terms of the wager correctly.

When the spell ends, the subject will still believe he lost the bet unless someone provides him with evidence that he was fooled. The evidence provided must be directly telling or it must be provided by an overwhelming number of people. For example, a single person could undo this spell if the bet involved someone having died if that single person was the supposedly dead person. A wager based on a single die roll could not be undone unless a large group of people were present when the die was rolled and they unanimously agree as to what the terms of the wager really were.

Sword

Evocation [Force]

Level: Sor/Wiz 7

Components: V, S, F

Casting Time: 1 action

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

Effect: One sword

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

Created Items: *Wounding*

The character brings into being a shimmering, swordlike plane of force. The *sword* strikes at any opponent within its range, as the character desires, starting the round that the character cast the spell. The *sword* attacks its designated target once each round. Its attack bonus is the character's level + the character's Intelligence bonus or the character's Charisma bonus (for wizards and sorcerers, respectively) with a +3 enhancement bonus. As a force effect, it can strike ethereal and incorporeal creatures. It deals 4d6+3 points of damage, with a threat range of 19–20 and a crit of x2.

The *sword* always strikes from the character's direction. It does not get a flanking bonus or help a combatant get one. If the *sword* goes beyond the spell range from the character, if it goes out of the character's sight, or if the character is not directing it, the *sword* returns to the character and hovers.

Each round after the first, the character can use a standard action to switch the *sword* to a new target. If the character does not, the *sword* continues to attack the previous round's target. The *sword* cannot be attacked or harmed by physical attacks, but *dispel magic*, *disintegrate*, a *sphere of annihilation*, or a *rod of cancellation* affects it. The *sword's* AC against touch attacks is 13.

If an attacked creature has SR, the resistance is checked the first time the *sword* strikes it. If the *sword* is successfully resisted, the spell is dispelled. If not, the *sword* has its normal full effect on that creature for the duration of the spell.

Focus: Worth at least 250 gp.

Symbol

Universal [see text]

Level: Clr 8, Sor/Wiz 8

Components: V, S, M/DF (or V, S, M for carefully engraved)

Casting Time: 1 action or 10 minutes

Range: 0 ft.

Effect: One symbol

Duration: See text

Saving Throw: See text

Spell Resistance: Yes

This spell allows the character to scribe any of the potent runes described below. A symbol can be quickly scribed in the air or on some surface. Alternatively, the character can carefully inscribe it on a surface. The *symbol* harms those who trigger it.

A quickly scribed *symbol* has a casting time of 1 action. The resulting rune becomes active immediately. It lasts 10 minutes per caster level and glows faintly while it lasts. *Symbols of fear, hopelessness, pain, or persuasion* can be used in this manner. *Symbols of death, discord, insanity, pain, sleep, and stunning* cannot.

A carefully engraved *symbol* has a casting time of 10 minutes. The *symbol* is inactive when finished and remains so until triggered. Once triggered, it becomes active and glows, usually lasting 10 minutes per caster level. Some *symbols* can last indefinitely once triggered. To be effective, a *symbol* must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders the *symbol* ineffective.

As a default, a *symbol* is triggered whenever a creature does one or more of the following, as the character selects: reads, touches, or passes over the rune, looks at the rune, or passes through a portal bearing the rune.

In this case, "reading" the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a *symbol* to render it inoperative triggers it if it reacts to touch. To trigger a *symbol*, a creature must be within 60 feet of the rune.

The character can set special triggering conditions of the character's own. These can be as simple or elaborate as the character desires. Special conditions for triggering a *symbol* can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, HD, and hit points don't qualify.

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

Once the spell is cast, a *symbol's* triggering conditions cannot be changed.

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

When creating a carefully inscribed *symbol*, the character can specify a password or phrase that prevents a creature using it from triggering the *symbol*. The character also can attune any number of creatures to the *symbol*, but doing this can extend the casting time. Attuning one or two creatures takes negligible time, and attuning a small group (up to ten creatures) takes 1 hour. Attuning a large group (up to twenty-five creatures) takes 1 day. Attuning larger groups takes proportionately longer, as the DM sees fit.

When triggered, a *symbol* affects all creatures within a 60-foot radius except for the character and any individuals attuned to it. If a *symbol* has a password, anyone using the password remains immune to that particular rune's effects so long as the character

remains within 60 feet of the rune. If the character leaves the radius and returns later, the character must use the password again. Once triggered, a *symbol* remains active until its duration expires. Creatures who subsequently meet an active *symbol's* triggering conditions suffer its effects.

A successful *dispel magic* removes the effects of a *symbol* from a creature unless the *symbol's* effect is instantaneous or the description specifies another remedy. The rune itself can be removed by a successful *dispel magic* targeted solely on the rune. An *erase spell* has no effect on a *symbol*. Destruction of the surface where a symbol rests destroys the *symbol* but also triggers its effects.

Read magic allows the character to identify a *symbol* with a successful Spellcraft check (DC 19). Identifying the *symbol* does not discharge it and allows the character to know the version of the *symbol*.

A *symbol* can be rendered permanent with the *permanency* spell, provided it is carefully engraved upon a permanent, nonportable surface such as a wall or door. A *permanency* spell extends a *symbol's* basic duration of 10 minutes per caster level indefinitely. When triggered, a permanent *symbol* usually glows and is active for about 10 minutes, but there is no limit to how many times it can be triggered. If the *symbol* can affect only a limited number of hit points worth of creatures, the limit applies each 10 minutes.

Known symbols include:

Death: One or more creatures within the radius, whose combined total hit points do not exceed 150, must succeed at Fortitude saves or die. The *symbol* affects the closest creatures first, skipping creatures with too many hit points to affect. This *symbol* must be carefully engraved on a surface. Once triggered, the *symbol* lasts until it has affected 150 hit points worth of creatures.

Discord: All creatures with an Intelligence score of 3 or higher within 60 feet who fail a Will save immediately fall into loud bickering and arguing. Meaningful communication is impossible. If the affected creatures have different alignments, there is a 50% chance that they attack each other. Bickering lasts 5d4 rounds. Fighting begins 1d4 rounds into the bickering and lasts 2d4 rounds. This *symbol* must be carefully engraved on a surface. Once triggered, the *symbol* lasts 10 minutes per caster level. This version is a mind-affecting spell.

Fear: This *symbol* can be scribed quickly or carefully engraved on a surface. Living creatures within the radius become panicked. They suffer a –2 morale penalty on saving throws, and they flee from the area. A panicked creature has a 50% chance to drop what it's holding, chooses its path randomly (as long as it is getting away from immediate danger), and flees any other dangers that confront it. If cornered, a panicked creature cowers.

If scribed in the air, this *symbol* requires a Will save to resist. If the rune is carefully inscribed, the save DC increases by 4. Once triggered, the *symbol* lasts 10 minutes per caster level. This version is a mind-affecting spell.

Hopelessness: All creatures within the radius must attempt Will saves. If the rune is carefully engraved on a surface, the save DC increases by 4. If the save fails, the creature suffers from hopelessness for 3d4x10 minutes and submits to simple demands from foes, such as to surrender or get out. If no foes are present to make demands, there is a 25% chance that a hopeless creature proves unable to take any action except hold its ground. If the creature remains free to act, there is a 25% chance it retreats from the rune at normal speed. In either case, the creature can defend normally if attacked. Once triggered, the *symbol* lasts 10 minutes per caster level. This version is a mind-affecting spell.

Insanity: One or more creatures within the radius, whose combined total hit points do not exceed 150, become insane (Will negates)

Creatures affected behave randomly, as indicated on the following table:

1d10	Behavior
1	Wander away for 1 minute (unless prevented)
2–6	Do nothing for 1 round
7–9	Attack nearest creature for 1 round
10	Act normally for 1 round

Except on a result of 1, roll again each round to see what the subject does that round. Wandering creatures leave the scene as if disinterested. Attackers are not at any special advantage when attacking them. Behavior is checked at the beginning of each creature's turn. Any creature who is attacked automatically attacks its attackers on its next turn.

Remove curse does not remove *insanity*. *Greater restoration*, *limited wish*, *miracle*, and *wish* can restore the creature.

The *symbol* affects the closest creatures first, skipping creatures with too many hit points to affect. This *symbol* must be carefully engraved on a surface. Once triggered, the *symbol* lasts until it has affected 150 hit points worth of creatures. This version is a mind-affecting spell.

Pain: Creatures within the radius suffer wracking pains that reduce Dexterity scores by 2 and impose a –4 penalty on attack rolls, skill checks, and ability checks (Fortitude negates). Both effects last 2d10x10 minutes. This *symbol* can be scribed quickly or carefully engraved on a surface. If carefully inscribed, the save DC increases by 4. Once triggered, the *symbol* lasts 10 minutes per caster level.

Persuasion: This *symbol* can be scribed quickly or carefully engraved on a surface. All creatures within the radius must succeed at Will saves to resist. If the *symbol* is carefully inscribed, the save DC increases by 4. If the save fails, the creature becomes the same alignment as the character for 1d20 x 10 minutes. During this time, affected creatures become friendly to the character.

The spell does not enable the character to control the creatures as if they were automatons, but the creatures perceive the character's words and actions in the most favorable way. The character can try to

give the creatures orders, but the character must win an opposed Charisma check to convince the creatures to do anything they wouldn't ordinarily do. (Retries not allowed.) The creatures never obey suicidal or obviously harmful orders. Any act by the character or the character's apparent allies that threatens the creatures breaks the spell. Note also that the character must speak the creatures' language to communicate the character's commands, or else be good at pantomiming.

This version is a mind-affecting spell.

Sleep: Creatures within the radius fall into a catatonic slumber if they have 8 or fewer HD (Will negates). Sleeping creatures cannot be awakened for 3d6x10 minutes. This *symbol* must be carefully engraved on a surface. Once triggered, the *symbol* lasts 10 minutes per caster level. This version is a mind-affecting spell.

Stunning: One or more creatures within the radius whose total hit points do not exceed 250 become stunned (Fortitude negates). The *symbol* affects the closest creatures first, skipping creatures with too many hit points to affect. A *stunned* creature can't act and loses any Dexterity bonus to AC. Attackers gain +2 bonuses to attack it. In addition, the stunned creatures drop what they are holding. This *symbol* must be carefully engraved on a surface.

Material Component (carefully scribed version): Worth at least 5,000 gp each.

Sympathy

Enchantment (Compulsion) [Mind-Affecting]

Level: Drd 9, Sor/Wiz 8

Components: V, S, M

Casting Time: 1 hour

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

Target: One location (up to a 10-ft. cube/level) or one object

Duration: 2 hours/level

Saving Throw: Will negates (see text)

Spell Resistance: Yes

The character causes an object or location to emanate magical vibrations that attract either a specific type of intelligent creature or creatures of a particular alignment, as defined by the character. The particular type of creature to be affected must be named specifically. Larger groups, such as a "type," are not specific enough. Likewise, the specific alignment must be named.

Creatures of the type or alignment feel elated and pleased to be in the area or desire to touch or to possess the object. The compulsion to stay in the area or touch the object is overpowering. If the save is successful, the creature is released from the enchantment, but a subsequent save must be made 1d6 x 10 minutes later. If this save fails, the affected creature attempts to return to the area or object.

Sympathy counters and dispels *antipathy*.

Material Components: Worth at least 1,500 gp.

Tame

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 1, Drd 1, Rgr 1

Components: V, S

Casting Time: 1 action

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

Target: One animal, beast or magical beast whose Intelligence score is less than 3.

Duration: 1d6 rounds + 1 round / level

Saving Throw: Will negates

Spell Resistance: Yes

Created Items: *Whip of taming*

Source: Joe's Book of Enchantment

Source Company: Throwing Dice Games

Subject becomes docile, viewing the caster as its master. The creature will follow the caster around and attempt to please him within the limits of its Intelligence. Ad hoc training succeeds on a Handle Animal check (DC 25 + HD of creature). At the end of the spell duration, the creature's attitude toward the caster returns to normal.

Telekinesis

Transmutation

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 action

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

Target or Targets: See text

Duration: Concentration (up to 1 round/level) or instantaneous (see text)

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

Spell Resistance: Yes (object) (see text)

Created Items: *Returning*, *ring of the ram*, *ring of telekinesis*, *talisman of the sphere*, *ten eyes decanter* (gray eye)

The character moves objects or creatures by concentrating on them. Depending on the version selected, the spell can provide either a gentle, sustained force or a single short, violent thrust.

Sustained Force: A sustained force moves a creature or object weighing up to 25 pounds per caster level up to 20 feet per round. A creature can negate the effect against itself or against an object it possesses with a successful Will save or with SR.

This version of the spell lasts up to 1 round per caster level, but it ends if the character ceases concentration. The weight can be moved vertically, horizontally, or both. An object cannot be moved beyond the character's range. The spell ends if the object is forced beyond the range. If the character ceases concentration for any reason, the object falls or stops.

An object can be telekinetically manipulated as if with one hand. The character might even be able to untie simple knots, though delicate activities such as these require Intelligence checks against a DC set by the DM.

Violent Thrust: Alternatively, the spell energy can be expended in a single round. The character can hurl one or more objects or creatures who are within range

and all within 10 feet of each other toward any target within 10 feet/level of all the objects. The character can hurl up to a total weight of 25 pounds per caster level.

The character must succeed at attack rolls (one per creature or object thrown) to hit the target with the items, using the character's base attack bonus + the character's Intelligence modifier. Weapons cause standard damage (with no Strength bonus). Other objects cause damage ranging from 1 point per 25 pounds to 1d6 points of damage per 25 pounds.

Creatures who fall within the weight capacity of the spell can be hurled, but they are allowed Will saves to negate the effect, as are those whose held possessions are targeted by the spell. If a telekinetic creature is hurled against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points).

Telekinetic Sphere

Evocation [Force]

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: 1 action

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

Effect: 1-ft.-diameter/level sphere, centered around creatures or objects

Duration: 1 minute/level (D)

Saving Throw: Reflex negates (object)

Spell Resistance: Yes (object)

A globe of force encloses a creature, provided it is small enough to fit within the diameter of the sphere. The sphere contains its subject for the spell's duration. The sphere is not subject to damage of any sort except from a *rod of cancellation*, a *wand of negation*, *disintegrate*, or a targeted *dispel magic* spell. These destroy the sphere without harm to the subject. Nothing can pass through the sphere, inside or out, though the subject can breathe normally. The subject may struggle, but the only effect that act produces is to move the sphere slightly. The globe can be physically moved either by people outside it or by the struggles of those within

The creatures or objects inside the globe are nearly weightless. Anything contained within an telekinetic sphere weighs only one-sixteenth of its normal weight. The character can telekinetically lift anything in the

sphere that normally weighs up to 5,000 pounds. The range of the telekinetic control extends to a maximum distance of medium range from the character (100 feet + 10 feet per caster level) after the sphere has succeeded in encapsulating its contents.

The character moves objects or creatures in the sphere that weigh up to a total of 5,000 pounds by concentrating on the sphere. The character can begin moving a sphere the round after casting the spell. A round's concentration (a standard action) moves the sphere up to 30 feet. If the character ceases concentrating, the sphere does not move that round (if on a level surface) or descends at its falling rate (if aloft) until it reaches a level surface, the spell's duration ends, or the character begins concentrating again. If the character ceases concentrating (voluntarily or due to failing a Concentration check), the character can resume concentrating on the character's next turn or any later turn during the spell's duration.

Note that even if more than 5,000 pounds of weight is englobed, the perceived weight is only one-sixteenth of the actual weight, so the orb can be rolled without exceptional effort. The sphere falls at a rate of only 60 feet per round, which is not fast enough to cause damage to the contents of the sphere.

The character can move the sphere telekinetically even if the character is in it.

Telepathic Bond

Divination

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

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

Targets: One creature/three levels, no two of which can be more than 30 ft. apart

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

The character forges a telepathic bond among creatures, each of which must have an Intelligence score of 6 or higher. Each creature included in the link is linked to all the others. The bond can be established only among willing subjects, which therefore receive no saving throw or SR. The creatures can communicate telepathically through the bond regardless of language.

No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another).

A *wish* spell can make a *telepathic bond* permanent, but it can bond only two people per wish.

Teleport

Transmutation [Teleportation]

Level: Sor/Wiz 5, Travel 5

Components: V

Casting Time: 1 action

Teleport Table				
Familiarity	On Target	Off Target	Similar Area	Mishap
Very Familiar	01-97	98-99	100	--
Studied carefully	01-94	95-97	98-99	100
Seen Casually	01-88	89-94	95-98	99-100
Viewed once	01-76	77-88	89-96	97-100
Description	01-52	53-76	77-92	93-100
False destination (1d20+80)	--	--	81-92	93-100

Range: Personal and touch

Target: The character and touched objects or other touched willing creatures weighing up to 50 lb./level

Duration: Instantaneous

Saving Throw: None and Will negates (object)

Spell Resistance: No and Yes (object)

Created Items: *Helm of teleportation*

This spell instantly transports the character to a designated destination. Distance is not a factor, but interplanar travel is not possible. The character can bring along objects and willing creatures totaling up to 50 pounds per caster level. As with all spells where the range is personal and the target is the character, the character need not make a saving throw, nor is SR applicable to the character. Only objects held or in use (attended) by another person receive saving throws and SR.

The character must have some clear idea of the location and layout of the destination. The clearer the character's mental image, the more likely the teleportation works. Areas of strong physical or magical energies may make teleportation more hazardous or even impossible.

Note: Teleportation is instantaneous travel through the Astral Plane. Anything that blocks astral travel also blocks teleportation.

To see how well the teleportation works, roll d% and consult the Teleport table.

Refer to the following information for definitions of the terms on the table.

Familiarity: "Very familiar" is a place where the character has been very often and where the character feels at home. "Studied carefully" is a place the character knows well, either because the character has been there often or the character has used other means to study the place. "Seen casually" is a place that the character has seen more than once but with which the character is not very familiar. "Viewed once" is a place that the character has seen once, possibly using magic. "Description" is a place whose location and appearance the character knows through someone else's description, perhaps even from a precise map.

"False destination" is a place that doesn't exist. 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 the character to hope to arrive at or even be off target from.

On Target: The character appears where the character wants to be.

Off Target: The character appears 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. The DM determines the direction off target randomly.

Similar Area: The character winds up in an area that's visually or thematically similar to the target area. Generally, the character appears in the closest similar place, but since the spell has no range limit, the character could conceivably wind up somewhere else across the globe.

Mishap: The character and anyone else teleporting with the character have gotten "scrambled." the travellers each take 1d10 points of damage, and the character rerolls on the chart to see where the travellers wind up. For these rerolls, roll 1d20+80. Each time "Mishap" comes up, the characters take more damage and must reroll.

Teleportation Circle

Transmutation [Teleportation]

Level: Sor/Wiz 9

Components: V, M

Casting Time: 10 minutes

Range: 0 ft.

Effect: Circle up to 5 ft. in radius that teleports those who activate it

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: Yes

The character creates a circle on the floor or other horizontal surface that teleports any creature who stands on it to a designated spot. Once the character designates the destination for the circle, the character can't change it. The spell fails if the character attempts to set the circle to teleport creatures into a solid object, to a place with which the character is not familiar and has no clear description, or to another plane.

The circle itself is subtle and nearly impossible to notice. If the character intends to keep creatures from activating it accidentally, the character needs to mark the circle in some way.

Note: Teleportation is instantaneous travel through the Astral Plane. Anything that blocks astral travel also blocks teleportation.

Material Component: Worth at least 1,000 gp.

Teleport without Error

Transmutation [Teleportation]

Level: Sor/Wiz 7, Travel 7

Components: V

Casting Time: 1 action

Teleport Table				
Familiarity	On Target	Off Target	Similar Area	Mishap
Very Familiar	01-97	98-99	100	--
Studied carefully	01-94	95-97	98-99	100
Seen Casually	01-88	89-94	95-98	99-100
Viewed once	01-76	77-88	89-96	97-100
Description	01-52	53-76	77-92	93-100
False destination (1d20+80)	--	--	81-92	93-100

Range: Personal and touch

Target: The character and touched objects or other touched willing creatures weighing up to 50 lb./level

Duration: Instantaneous

Saving Throw: None and Will negates (object)

Spell Resistance: No and Yes (object)

Created Items: *Staff of passage*

This spell instantly transports the character to a designated destination. Distance is not a factor, but interplanar travel is not possible. The character can bring along objects and willing creatures totaling up to 50 pounds per caster level. As with all spells where the range is personal and the target is the character, the character need not make a saving throw, nor is SR applicable to the character. Only objects held or in use (attended) by another person receive saving throws and SR.

The character must have a reliable description of the place to which the character is teleporting. If the character attempts to teleport with insufficient information (or with misleading information), the character disappears and simply reappears in the character's original location. Areas of strong physical or magical energies may make teleportation more hazardous or even impossible.

Note: Teleportation is instantaneous travel through the Astral Plane. Anything that blocks astral travel also blocks teleportation.

Temporal Slam

Transmutation

Level: Sor/Wiz 8

Components: V, S

Casting Time: 1 full round

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

Target: One creature or object.

Duration: 1 hour/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Source: 101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires

Source Company: Ronin Arts

For whatever duration he desires up to the spell's maximum, the caster pushes that target creature and its carried gear (or any one object of medium- size or smaller) out of time. The target vanishes immediately, and it no longer exists in the world's normal time stream while the spell lasts. If the target is a caster, any spells or effects the target was maintaining are affected as though the target just died. During the period in which it is outside time, the target cannot be located with scrying or similar divinations. Not even a wish or miracle can bring the target back earlier or dispel the temporal slam, since no magic remains within the normal flow of time to dispel.

When the spell ends, the target returns to the same location from which it disappeared. If some other object occupies that space, the target is harmlessly shunted into the nearest open space. For the target, no time

has elapsed. A target creature will have effectively been transported into the future from its perspective. When the target returns, any timed phenomenon such as poison onset or the duration of abjuration spells will pick up from the point when the target vanished.

Temporal Stasis

Transmutation

Level: Sor/Wiz 9

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: None

Spell Resistance: Yes

The character must succeed at a melee touch attack. The character places the subject into a state of suspended animation. For the creature, time ceases to flow and its condition becomes fixed. The creature does not grow older. Its body functions virtually cease, and no force or effect can harm it. This state persists until the magic is removed by a successful *dispel magic* spell.

Material Component: Worth at least 5,000 gp.

Thrall

Enchantment (Compulsion) [Evil, Mind-Affecting]

Level: Clr 9, Sor/Wiz 9

Components: V, S, M, XP

Casting Time: 1 hour

Range: Touch

Target: One creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

Source: Joe's Book of Enchantment

Source Company: Throwing Dice Games

You permanently dominate a living being, as with *dominate monster*. The target will not willingly undergo the spell procedure and must be tied down or otherwise restrained during the casting of the spell. The thrall may resist individual orders with a successful saving throw in the same manner as subjects of *dominate monster* may. However, this resistance only lasts for one hour and only for that command. The caster can always change the command, potentially requiring another saving throw, or he may wait an hour and repeat the command. While *protection from evil* and *anti-magic shell* can suppress the effects of a *thrall* spell, only a *disjunction* can permanently break this Enchantment.

Material Component: A single diamond worth over 10,000 gp crushed and destroyed during the casting.

XP Cost: 2,000 XP + 200 XP / hit die (or level) of the subject.

Time Stop

Transmutation

Level: Sor/Wiz 9, Trickery 9

Components: V

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 1d4+1 rounds (apparent time)

This spell seems to make time cease to flow for everyone but the character. In fact, the character speeds up so greatly that all other creatures seem frozen, though they are actually still moving at their normal speeds. The character is free to act for 1d4+1 rounds of apparent time. Energy and effects present can still harm the character. While the *time stop* is in effect, other creatures are invulnerable to the character's attacks and spells; however, the character can create spell effects and leave them to take effect when the *time stop* spell ends. (The spells' durations do not begin until the time stop is over.)

The character cannot move or harm items held, carried, or worn by a creature stuck in normal time, but the character can affect any item that is not in another creature's possession.

The character is undetectable while time stop lasts. The character cannot enter an area protected by an *antimagic field*, or by *protection from chaos/evil/good/law*, or by a *magic circle* spell, while under the effects of *time stop*.

Timely Awakening

Divination

Level: Clr 0, Drd 0, Sor/Wiz 0

Components: V, S, F/DF

Casting Time: 1 action

Range: Personal

Target: Caster

Duration: Up to 24 hours

Saving Throw: None

Spell Resistance: None

Source: 101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires

Source Company: Ronin Arts

Timely Awakening enables the character to awaken from a slumber at a predetermined time. The awakening is natural and instantaneous. Characters can act normally the round after awakening.

Note: This does not ensure a comfortable sleep, it only ensures that they awaken at a precise time.

Focus: Some sort of a time piece (A simple sundial drawn in the dirt with a stick or rock for a gnomon, or center pin, will do in a pinch). The focus is not consumed in the casting.

Tiny Hut

Evocation [Force]

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: 20 ft.

Effect: 20-ft.-radius sphere centered on the character's location

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

The character creates an unmoving, opaque sphere of force of any color the character desires around his or her self. Half of the sphere projects above the ground, and the lower hemisphere passes through the ground. Up to nine other Medium-size creatures can fit into the field with the character; they can freely pass into and out of the *hut* without harming it. However, if the character removes him or her self from the *hut*, the spell ends.

The temperature inside the *hut* is 70° F if the exterior temperature is between 0° and 100° F. An exterior temperature below 0° or above 100° lowers or raises, respectively, the interior temperature on a 1-degree-for-1 basis (thus, if it's -20° outside, inside it'll be 50°). The *hut* also provides protection against the elements, such as rain, dust, and sandstorms. The *hut* withstands any wind of less than hurricane force, but a hurricane (75+ mph wind speed) or greater force destroys it.

The interior of the *hut* is a hemisphere. The character can illuminate it dimly upon command or extinguish the light as desired. Note that although the force field is opaque from the outside, it is transparent from within. Missiles, weapons, and most spell effects can pass through the *hut* without affecting it, although the occupants cannot be seen from outside the hut (they have total concealment).

Tongue of Angels

Transmutation [Good]

Level: Clr 0, Sor/Wiz 0

Components: S

Casting Time: One action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: None (harmless)

Spell Resistance: No

Source: The Book of Eldritch Might

Source Company: Malhavoc Press

Closed Content: The name *tongue of angels* is closed content

The caster can speak Celestial, allowing him to confer with celestials and celestial beings, as well as give commands to summoned celestial creatures.

Tongue of Fiends

Transmutation [Evil]

Level: Clr 0, Sor/Wiz 0

Components: S

Casting Time: One action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: None (harmless)

Spell Resistance: No

Source: The Book of Eldritch Might

Source Company: Malhavoc Press

Closed Content: The name *tongue of fiends* is closed content

The caster can speak Infernal, allowing him to confer with demons, devils, and fiendish beings, as well as give commands to summoned fiendish creatures.

Tongues

Divination

Level: Brd 2, Clr 4, Sor/Wiz 3

Components: V, M/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

Created Items: *Plate armor of the deep, belt of dwarvenkind*

This spell grants the creature touched the ability to speak and understand the language of any intelligent creature. The subject can speak only one language at a time, although he or she may be able to understand several languages. *Tongues* does not enable the subject to speak with creatures who don't speak. This spell does not predispose any creature addressed toward the subject in any way.

Torrent of Blood

Conjuration

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

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

Area: 20 ft.-radius

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Source: 101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires

Source Company: Ronin Arts

The caster calls down a rain of blood that completely coats everything in a 20 ft.-radius, centered anywhere within the spell's range. All creatures in the target area suffer a -3 circumstance penalty to all rolls until they clean the blood from their bodies. The slickness of the

area slows all movement within the area of effect to 1/2 the creature's base speed.

Material Component: A drop of the caster's blood

Touch of the Wraith

Necromancy

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 round

Range: Touch

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

Source: 101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires

Source Company: Ronin Arts

When this spell is cast, crackling necromantic energy wreathes around the caster's hand. A successful touch attack deals 1d6+1 points of Constitution damage for every two levels of the caster's experience. A target's Fortitude save halves the normal damage. A target whose Constitution score is reduced to 0 by this spell is so overwhelmed by necromantic energies, he falls unconscious (instead of dying, as normal) until he regains at least one point of Constitution.

Touch of the wraith has no effect on undead, constructs, and similar beings.

Transformation

Transmutation

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 1 round/level

Created Items: *Monk's belt*

The character gains 1d6 temporary hit points per caster level, a +4 natural armor bonus to AC, a +2d4 Strength enhancement bonus, a +2d4 Dexterity enhancement bonus, a +1 base attack bonus per two caster levels (which may give the character an extra attack), a +5 competence bonus on Fortitude saves, and proficiency with all simple and martial weapons. The character attacks opponents with melee or ranged weapons if the character can, even resorting to unarmed attacks if that's all the character can do.

The character can't cast spells, even from magic items.

Material Component: A *potion of strength*, which the character drinks (and whose effects are subsumed by the spell effects).

Transmute Metal to Wood

Transmutation

Level: Drd 7

Components: V, S, DF

Casting Time: 1 action

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

Area: All metal objects within a 40-ft.-radius burst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (object; see text)

This spell enables the character to change all metal objects within its area to wood. Weapons, armor, and other metal objects carried by creatures are affected as well. Magic objects made of metal effectively have SR 20 + caster level against this spell. Artifacts cannot be transmuted. Weapons converted from metal to wood suffer a –2 penalty to attack and damage rolls. Armor converted from metal to wood loses 2 points of AC bonus. Weapons changed by this spell splinter and break on any natural attack roll of 1 or 2, and armor changed by this spell loses an additional point of AC bonus every time it is struck by a natural attack roll of 19 or 20.

Only a *limited wish*, *miracle*, or *wish* or similar magic can restore a transmuted object to its metallic state.

Transmute Mud to Rock

Transmutation

Level: Drd 5, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 1 action

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

Area: Up to two 10-ft. cubes/level (S)

Duration: Permanent

Saving Throw: See text

Spell Resistance: No

This spell transforms normal mud or quicksand of any depth into soft stone permanently. Creatures in the mud are allowed a Reflex save to escape before the area is hardened to stone.

Transmute mud to rock counters and dispels *transmute rock to mud*.

Transmute Rock to Mud

Transmutation

Level: Drd 5, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 1 action

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

Area: Up to two 10-ft. cubes/level (S)

Duration: Permanent (see text)

Saving Throw: See text

Spell Resistance: No

This spell turns natural, uncut or unworked rock of any sort into an equal volume of mud. Magical or enchanted stone is not affected by the spell. The depth of the

mud created cannot exceed 10 feet. Creatures unable to levitate, fly, or otherwise free themselves from the mud sink until hip- or chest-deep, reducing their speed to 5 feet and giving them –2 penalties on attack rolls and AC. Brush thrown atop the mud can support creatures able to climb on top of it. Creatures large enough to walk on the bottom can wade through the area at a speed of 5 feet.

If *transmute rock to mud* is cast upon the ceiling of a cavern or tunnel, the mud falls to the floor and spreads out in a pool at a depth of 5 feet. The falling mud and the ensuing cave-in deal 8d6 points of damage to anyone caught directly beneath the area, or half damage to those who succeed at Reflex saves.

Castles and large stone buildings are generally immune to the effects of the spell, since *transmute rock to mud* can't affect worked stone and doesn't reach deep enough to undermine such buildings' foundations. However, small buildings or structures often rest upon foundations shallow enough to be damaged or even partially toppled by this spell.

The mud remains until a successful *dispel magic* or *transmute mud to rock* spell restores its substance—but not necessarily its form. Evaporation turns the mud to normal dirt over a period of days. The exact time depends on exposure to the sun, wind, and normal drainage.

Transport via Plants

Transmutation

Level: Drd 6

Components: V, S

Casting Time: 1 action

Range: Unlimited

Target: The character

Duration: 1 round

The character can enter any normal plant (Medium-size or larger) and pass any distance to a plant of the same species in a single round, regardless of the distance separating the two. The entry plant must be alive. The destination plant need not be familiar to the character, but it also must be alive. If the character is uncertain of the location of a particular kind of destination plant, the character needs merely designate direction and distance, and the *transport via plants* spell moves the character as close as possible to the desired location. If a particular destination plant is desired, but the plant is not living, the spell fails and the character is ejected from the entry plant.

This spell does not function with plant creatures.

The destruction of an occupied plant slays the character.

Trap

Illusion (Glamer)

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Object touched

Duration: Permanent
Saving Throw: None
Spell Resistance: No

This spell makes a lock or other small mechanism seem to be trapped to anyone who can detect traps. The character places the spell upon any small mechanism or device. Any character able to detect traps, or who uses any spell or device enabling trap detection, is 100% certain a real trap exists. The effect is illusory and nothing happens if the trap is “sprung”; its primary purpose is to frighten away thieves or make them waste precious time.

If another *trap* spell is active within 50 feet when the spell is cast, the casting fails.

Material Component: Worth at least 50 gp.

Trap the Soul

Conjuration (Summoning)
Level: Sor/Wiz 8
Components: V, S, M, (F)
Casting Time: 1 action or see text
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Permanent (see text)
Saving Throw: See text
Spell Resistance: Yes (see text)
Created Items: *Iron flask*

Trap the soul forces a creature’s life force (and its material body) into a gem.

The gem holds the trapped entity indefinitely or until the gem is broken and the life force is released, which allows the material body to reform. If the trapped creature is a powerful creature from another plane (which could mean a character trapped by an inhabitant of another plane when the character is not on the Material Plane), it can be required to perform a service immediately upon being freed. Otherwise, the creature can go free once the gem imprisoning it is broken.

Depending on the version selected, the spell can be triggered in one of two ways.

Spell Completion: First, the spell can be completed by speaking its final word as a standard action as if the character were casting a regular spell at the subject. This allows SR (if any) and a Will save to avoid the effect. If the creature’s name is spoken as well, any SR is ignored and the save DC increases by 2. If the save or SR is successful, the gem shatters.

Trigger Object: The second method tricks the subject into accepting a trigger object inscribed with the final spell word, automatically placing the creature’s soul in the trap. To use this method, both the creature’s name and the trigger word must be inscribed on the trigger object when the gem is enchanted. A *sympathy* spell can also be placed on the trigger object. As soon as the subject picks up or accepts the trigger object, its life force is automatically transferred to the gem without the benefit of SR or a save.

Material Component: at least 1,000 gp value for every Hit Die possessed by the creature to be trapped.

Tree Shape

Transmutation
Level: Drd 2, Rgr 3
Components: V, S, DF
Casting Time: 1 action
Range: Personal
Target: The character
Duration: 1 hour/level (D)

By means of this spell, the character is able to assume the form of a small, living tree or shrub or a large, dead tree trunk with a small number of limbs. The closest inspection cannot reveal that the tree in question is actually a magically concealed creature. To all normal tests the character is, in fact, a tree or shrub, although a *detect magic* spell reveals a faint transmutation on the tree. While in tree form, the character can observe all that transpires around the character just as if the character were in the character’s normal form, and the character’s hit points and saves remain unaffected. The character gains a +10 natural armor bonus to AC but has an effective Dexterity score of 1. The character is immune to critical hits while in tree form. All clothing and gear carried or worn changes with the character.

The character can dismiss *tree shape* as a free action.

Tree Stride

Transmutation [Teleportation]
Level: Drd 5, Rgr 4
Components: V, S, DF
Casting Time: 1 action
Range: Personal
Target: The character
Duration: 1 hour/level or until expended (see text)

The character gains the ability to enter trees and move from inside one tree to inside another tree. The first tree the character enters and all others the character enters must be of the same type, must all be living, and must have girth at least equal to the character’s. By moving into a tree, the character instantly knows the location of all other trees of the same type within transport range (see below) and may choose whether the character wants to pass into one or simply step back out of the tree the character moved into. The character may choose to pass to any tree of the appropriate kind within the transport range shown in the following table:

Type of Tree	Range of Transport
Oak, ash, yew	3,000 feet
Elm, linden	2,000 feet
Other deciduous	1,500 feet
Any coniferous	1,000 feet
All other trees	500 feet

The character may move into a tree up to one time per level (passing from one tree to another counts only as moving into one tree). The spell lasts until the duration

is expended or the character exits a tree. Each transport is a full-round action.

The character can, at her option, remain within a tree without transporting, though she is forced out when the spell ends. If the tree in which the character is concealed is chopped down or burned, the character is slain if she does not exit before the process is complete.

True Resurrection

Conjuration (Healing)

Level: Clr 9, Healing 9

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)

The cleric restores life to a deceased creature. The cleric can raise creatures who have been dead up to 10 years per caster level. In addition, the subject's soul must be free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, subjects who want to return receive no saving throw.

Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of level (or Constitution point) or prepared spells.

This spell can even bring back creatures whose bodies have been wholly destroyed, provided the character unambiguously identifies the deceased in some fashion (reciting the deceased's time and place of birth or death is the most common method).

None of the dead creature's equipment or possessions are affected in any way by this spell.

The character can revive someone killed by a death effect or someone who has been turned into an undead creature and then destroyed.

Constructs, elementals, outsiders, and undead creatures can't be raised. The spell cannot bring back a creature who has died of old age.

Material Components: Worth at least 5,000 gp.

True Seeing

Divination

Level: Clr 5, Drd 7, Knowledge 5, Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Created Items: *Ring of x-ray vision, gem of seeing, goggles of minute seeing, lens of detection, robe of eyes, ocular band*

The character confers on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors

hidden by magic, sees the exact locations of creatures or objects under *blur* or *displacement* effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus her vision to see into the Ethereal Plane (but not into extradimensional spaces). The range of *true seeing* conferred is 120 feet.

True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not cancel concealment, including that caused by fog and the like. *True seeing* does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic.

Additionally, the divine version of this spell allows the subject to see auras, noting alignments of creatures at a glance.

Material Component: Worth at least 250 gp.

True Strike

Divination

Level: Sor/Wiz 1

Components: V, F

Casting Time: 1 action

Range: Personal

Target: The character

Duration: see text

The character's next single attack roll (if it is made before the end of the next round) gains a +20 insight bonus. Additionally, the character is not affected by the miss chance that applies to attacks against a concealed target.

Uncontrollable Weeping

Enchantment (Compulsion)

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

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

Target: One living creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Source: 101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires

Source Company: Ronin Arts

A weeping character is considered helpless, but can still move 5 ft./round by crawling across the floor while sobbing. A weeping character that attempts to communicate verbally must make a second Will save or be unable to speak intelligibly. Success allows the target to speak, but does not negate this spell.

Material Component: A tiny piece of onion.

Undetectable Alignment

Abjuration

Level: Brd 2,Clr 2,Pal 2

Components: V, S

Casting Time: 1 action

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

Target: One creature or object

Duration: 24 hours

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Conceals the alignment of an object or a creature from all forms of divination.

Undetectable Aura

Illusion (Glamer)

Level: Magic 1, Sor/Wiz 1

Components: V, S, F

Casting Time: 1 action

Range: Touch

Target: Object touched weighing up to 5 lb./level

Duration: 1 day/level

Saving Throw: None (see text)

Spell Resistance: No

This spell allows the character to mask a magic item's aura from detection. If the object bearing *undetectable aura* has identify cast on it or is similarly examined, the examiner recognizes that the aura is false and detects the object's actual qualities if he succeeds at a Will save.

Unforgettable

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 action

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

Target: One creature and everyone he meets

Duration: 1 day / level

Saving Throw: Will negates

Spell Resistance: Yes

Source: Joe's Book of Enchantment

Source Company: Throwing Dice Games

The subject of this spell becomes easily noticed. People meeting him will unconsciously remember everything about him. When interrogated, anyone who met the subject of the spell must make a Will saving throw against the spell or be unable to hold anything back from the interrogation. If they make the saving throw, normal interrogation chances apply. Friends of the subject may notice that he is doing small things to make himself noticed if they make a Sense Motive check against a DC of 25. If they point this out to him, he gets one additional saving throw against this spell. If he makes this saving throw, people he meets will still remember him but they will remember fewer details.

Unhallow

Evocation [Evil]

Level: Clr 5, Drd 5

Components: V, S, M

Casting Time: One day

Range: Touch

Area: 10-ft./level radius emanating from the touched point

Duration: Instantaneous

Saving Throw: None

Spell Resistance: See text

Created Items: *Darks skull*

Unhallow makes a particular site, building, or structure an unholy site. This has three major effects.

First, all creatures in the area are warded from attacks by good creatures, from mental control, and from summoned or conjured creatures. All recipients get a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made by good creatures. The spell blocks any attempt to possess the warded creatures or to exercise mental control over the creatures. The protection does not prevent a spell from gaining mental control over a creature, but it prevents anyone who does so from mentally commanding the protected creature. The barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast. This effect works regardless of alignment.

The spell also prevents bodily contact by summoned or conjured 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. Evil elementals and outsiders are immune to this effect. The protection against contact by summoned or conjured creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

These effects are not cumulative with *protection from good*.

Second, all turning checks to turn undead suffer a -4 profane penalty and turning checks to rebuke undead gain a +4 profane bonus. Spell resistance does not apply to this effect. (Note: This provision does not apply to the druid version of the spell.)

Finally, the character may choose to fix a single spell effect to the unhallow site. The spell effect lasts for one year and functions throughout the entire consecrated site, regardless of its normal duration and area or effect. The character may designate whether the effect applies to all creatures, creatures who share the character's faith or alignment, or creatures who adhere to another faith or alignment. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting unhallow again.

Spell effects that may be tied to an unhallow site include *aid*, *bane*, *bless*, *cause fear*, *darkness*, *daylight*, *deeper darkness*, *detect magic*, *detect good*, *dimensional anchor*, *discern lies*, *dispel magic*, *endure elements*, *freedom of movement*, *invisibility purge*,

negative energy protection, protection from elements, remove fear, resist elements, silence, tongues, and zone of truth. Spell resistance might apply to these spells' effects. (See the individual spell descriptions for details.)

An area can receive only one *unhallow* (and its associated spell effect) at a time.

Unhallow counters but does not dispel *hallow*.

Material Components: Worth at least 1,000 gp, plus 1,000 gp per level of the spell to be tied to the unhallowed area.

Unholy Aura

Abjuration [Evil]

Level: Clr 8, Evil 8

Components: V, S, F

Casting Time: 1 action

Range: 20 ft.

Targets: One creature/level in a 20-ft.-radius burst centered on the character

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: Yes (harmless)

A malevolent darkness surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by good creatures, and weakening good creatures when they strike the subjects. This abjuration has four effects:

First, the warded creatures gain a +4 deflection bonus to AC and a +4 resistance bonus to saves. This benefit applies against all attacks, not just against attacks by good creatures.

Second, the warded creatures gain SR 25 against good spells and spells cast by good creatures.

Third, the abjuration blocks possession and mental influence.

Finally, if a good creature succeeds at a melee attack against a warded creature, the offending attacker takes 1d6 points of temporary Strength damage (Fortitude save negates).

Focus: Worth at least 500 gp.

Unholy Blight

Evocation [Evil]

Level: Evil 4

Components: V, S

Casting Time: 1 action

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

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

Created Item: *Unholy, necklace of prayer beads, unholy burst*

The character calls unholy power to smite the character's enemies. The power takes the form of a cold, cloying cloud of greasy darkness. Only good and neutral (not evil) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to good creatures and sickens them for 1d4 rounds. A sickened creature suffers a –2 penalty on attack rolls, weapon damage rolls, saves, skill checks, and ability checks. A successful Fortitude save reduces damage to half and negates the sickening effect.

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

Unite Allies

Enchantment (Compulsion) [Mind-Affecting]

Level: Rgr 4

Components: V, S

Casting Time: One action

Range: 50 feet

Area: All allies within 50 feet

Duration: One minute/level

Saving Throw: None

Spell Resistance: Yes (harmless)

Source: The Book of Hallowed Might

Source Company: Malhavoc Press

Closed Content: The name *unite allies* is closed content.

The caster's allies enjoy a +1 favored enemy bonus (as the 1st-level ranger ability) against a favored enemy you choose. The chosen enemy must be one of the caster's favored enemies. This bonus does not stack with existing favored enemy bonuses.

Unseen Servant

Conjuration (Creation)

Level: Brd 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

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

Effect: One invisible, mindless, shapeless servant

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

The unseen servant is an invisible, mindless, shapeless force that performs simple tasks at the character's command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so. It has an effective Strength score of 2 (so it can lift 20 pounds or drag 100 pounds). It can trigger traps and such, but it can exert only 20 pounds of force. Its speed is 15 feet.

The servant cannot attack in any way; it is never allowed an attack roll. It cannot be killed, but it dissipates if it takes 6 points of damage from area attacks. (It gets no saves against attacks.) If the character attempts to send it beyond the spell's range (measured from the character's current position), the servant ceases to exist.

Vampiric Touch

Necromancy

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: Instantaneous/1 hour (see text)

Saving Throw: None

Spell Resistance: Yes

The character must succeed at a melee touch attack. The character's touch deals 1d6 points of damage per two caster levels (maximum 10d6).

The character gains temporary hit points equal to the damage the character inflicts. However, the character can't gain more than the subject's current hit points +10, which is enough to kill the subject. The temporary hit points disappear 1 hour later.

Vanish

Transmutation [Teleportation]

Level: Sor/Wiz 7

Range: Touch

Target: One touched object of up to 50 lb./level and 3 cu. ft./level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell instantly transports an object to a designated destination. Creatures and magical forces cannot be made to vanish. There is a 1% chance that a vanished item is disintegrated instead.

Distance is not a factor, but interplanar travel is not possible. The character must have some clear idea of the location and layout of the destination. The clearer the character's mental image, the more likely the teleportation works. Areas of strong physical or magical energies may make teleportation more hazardous or even impossible.

Note: Teleportation is instantaneous travel through the Astral Plane. Anything that blocks astral travel also blocks teleportation.

To see how well the teleportation works, roll d% and consult the Teleport table.

Refer to the following information for definitions of the terms on the table.

Familiarity: "Very familiar" is a place where the character has been very often and where the character feels at home. "Studied carefully" is a place the character knows well, either because the character has been there often or the character has used other means to study the place. "Seen casually" is a place that the character has seen more than once but with which the character is not very familiar. "Viewed once" is a place that the character has seen once, possibly using magic. "Description" is a place whose location and appearance the character knows through someone else's description, perhaps even from a precise map. "False

Teleport Table

Familiarity	On Target	Off Target	Similar Area	Mishap
Very Familiar	01-97	98-99	100	--
Studied carefully	01-94	95-97	98-99	100
Seen Casually	01-88	89-94	95-98	99-100
Viewed once	01-76	77-88	89-96	97-100
Description	01-52	53-76	77-92	93-100
False destination (1d20+80)	--	--	81-92	93-100

destination" is a place that doesn't exist. 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 the character to hope to arrive at or even be off target from.

On Target: The object appears where the character wants it to be.

Off Target: The object appears 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. The DM determines the direction off target randomly.

Similar Area: The object winds up in an area that's visually or thematically similar to the target area. Generally, the object appears in the closest similar place, but since the spell has no range limit, the object could conceivably wind up somewhere else across the globe.

Mishap: The object takes 1d10 points of damage, and the character rerolls on the chart to see where the object winds up. For these rerolls, roll 1d20+80. Each time "Mishap" comes up, the object takes more damage and the character must reroll.

If desired, a vanished object can be sent to a distant location on the Ethereal Plane. In this case, the point from which the object vanished remains faintly magical until the item is retrieved. A successful targeted dispel magic spell cast on that point brings the vanished item back from the Ethereal Plane.

Veil

Illusion (Glamer)

Level: Brd 6, Sor/Wiz 6

Components: V, S

Casting Time: 1 action

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

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

Duration: Concentration + 1 hour/level (D)

Saving Throw: Will negates (see text)

Spell Resistance: Yes (see text)

The character instantly changes the appearance of the subjects and then maintain that appearance for the spell's duration. The character can make the subjects

appear to be anything the character wishes. The subjects look, feel, and smell just like the creatures the spell makes them resemble. Affected creatures resume their normal appearances if slain. The character must succeed at a Disguise check to duplicate the appearance of a specific individual. This spell gives the character a +10 bonus on the check.

Unwilling targets can negate the spell's effect on them by making Will saves or with SR. Those who interact with the subjects can attempt Will disbelief saves to see through the glamor, but SR doesn't help.

Venomous Strike

Necromancy

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude (half)

Spell Resistance: Yes

Source: 101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires

Source Company: Ronin Arts

With this spell the caster infects the target creature with a deadly poison. The successful touch attack inflicts 3d6 Constitution damage and then one minute later the target suffers 2d4 Constitution damage. Each time damage may occur the target makes a Fortitude check (DC 10 + caster level) and, on a successful check, the target suffers only half damage.

Material Component: The head of a poisonous snake and a poisonous leaf.

Ventriloquism

Illusion (Figment)

Level: Brd 1, Sor/Wiz 1

Components: V, F

Casting Time: 1 action

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

Effect: Intelligible sound, usually speech

Duration: 1 minute/level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

The character can make the character's voice (or any sound that the character can normally make vocally) seem to issue from someplace else. The character can speak in any language the character knows. With respect to such voices and sounds, anyone who hears it and rolls a successful save recognizes the sound as illusory (but still hears it).

Virtue

Transmutation

Level: Clr 0, Drd 0, Pal 1

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute

Saving Throw: Yes (harmless)

Spell Resistance: Yes (harmless)

The subject gains 1 temporary hit point.

Visceral Wounds

Necromancy

Level: Sor/Wiz 2

Components: V, S, F

Casting Time: 1 action

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

Effect: Ray

Duration: 2 rounds / level

Saving Throw: Fort partial

Spell Resistance: Yes

Source: The Compleat Librum of Gar'Udok's Necromantic Artes

Source Company: E. N. Publishing

Closed Content: The name *visceral wounds* is closed content

This spell accelerates injuries to living tissue and makes wounds more serious. With this spell, even a small pinprick can cause a subject to bleed to death, as the wound resists all attempts to halt the flow of blood.

A ranged touch attack must be made against the subject. If the target succeeds at a Fortitude save, he will take an additional 1d6 damage every time he takes damage from any weapon or non-energy damage source for the duration of the spell. Should he fail, the subject will suffer one point of damage each round from blood loss and rapid decomposition, for the duration of the spell, for every attack that is augmented by the weeping wounds effect (for example, a target struck three times during the spell duration will suffer 3 damage per round from blood loss and decomposition). Stopping this damage requires the application of any form of magical healing or a Heal check at DC 15.

This spell has no effect on undead, constructs, animated objects, outsiders and oozes.

Arcane Focus: autopsy tools or a sacrificial dagger.

Vision

Divination

Level: Sor/Wiz 7

Components: V, S, M, XP

Casting Time: 1 action

Range: Personal

Target: The character

Duration: See text

Vision quickly brings to the character's mind legends about an important person, place, or thing, but produces some strain on the character. The character poses a question about some person, place, or object, then casts the spell. If the person or object is at hand or if the character is in the place in question, the character receives a vision about it with a successful

Scry check (DC 10). If only detailed information on the person, place, or object is known, the DC is 15, and the information gained is incomplete (though it often provides enough information to help the character find the person, place, or thing, thus allowing a better vision next time). If only rumors are known, the DC is 20, and the information gained is vague (though it often directs the character to more detailed information, thus allowing a better vision).

When completed, the divination brings legends (if any) about the person, place, or things to the character's 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, the character gains no information. As a rule of thumb, characters 11th level and higher are "legendary," as are the sorts of creatures they contend with, the major magic items they wield, and the places where they perform their key deeds.

XP Cost: 100 XP.

Wail of the Banshee

Necromancy [Death, Sonic]

Level: Death 9, Sor/Wiz 9

Components: V

Casting Time: 1 action

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

Area: One living creature/level within a 30-ft.-radius spread

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The character emits a terrible scream that kills creatures that hear it (except for the character). The spell affects up to one creature per caster level. Creatures closest to the point of origin are affected first.

Wall of Fire

Evocation [Fire]

Level: Drd 5, Fire 4, Sor/Wiz 4

Components: V, S, M/DF

Casting Time: 1 action

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

Effect: Opaque sheet of flame up to 20 ft. long/caster level or a ring of fire with a radius of up to 5 ft./two caster levels; either form 20 ft. high

Duration: Concentration + 1 round/level

Saving Throw: See text

Spell Resistance: Yes

Created Items: *Ring of elemental command (fire), staff of fire, helm of brilliance*

An immobile, blazing curtain of shimmering violet fire springs into existence. One side of the wall, selected by the character, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet. The wall deals this damage when it

appears and each round that a creature enters or remains in the area. In addition, the wall deals 2d6 points of fire damage +1 point of fire damage per caster level (maximum +20) to any creature passing through it. The wall deals double damage to undead creatures. If the character evokes the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall by making a successful Reflex save. (If the creature ends up on the hot side of the wall, it takes 2d4 points of damage, as normal.)

If any 5-foot length of wall takes 20 points of cold damage or more in 1 round, that length goes out. (Do not divide cold damage by 4, as normal for objects.)

Wall of Force

Evocation [Force]

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

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

Effect: Wall whose area is up to one 10-ft. square/level or a sphere or hemisphere with a radius of up to 1 ft./level

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

Created Items: *Ring of force shield, staff of power, bead of force, cube of force*

A *wall of force* spell creates an invisible wall of force. The *wall of force* cannot move, it is immune to damage of all kinds, and it is totally unaffected by most spells, including dispel magic. However, *disintegrate* immediately destroys it, as does a *rod of cancellation*, a *sphere of annihilation*, and *disjunction*. Spells and breath weapons cannot pass through the wall in either direction, although transportation spells and effects can bypass the barrier. It blocks ethereal creatures as well as material creatures (though ethereal creatures can usually get around the wall by floating under or over it through material floors and ceilings). Gaze attacks can operate through the wall of force.

The caster can form the wall into a flat, vertical plane whose area is up to one 10-foot square per level, or into a sphere or hemisphere with a radius of up to 1 foot per level.

The wall of force must be continuous and unbroken when formed. If its surface is broken by any object or creature, the spell fails.

Wall of Ice

Evocation [Cold]

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

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

Effect: Anchored plane of ice, up to one 10-ft. square/level, or hemisphere of ice with a radius of up to 3 ft. +1 ft./level

Duration: 1 minute/level

Saving Throw: See text

Spell Resistance: Yes

Created Items: *Ring of elemental command (water), staff of frost*

This spell creates an anchored plane of ice or a hemisphere of ice, depending on the version selected. A *wall of ice* cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. Fire can melt a wall of ice. It deals full damage to the wall (instead of the normal half damage suffered by objects). Suddenly melting the *wall of ice* creates a great cloud of steamy fog that lasts for 10 minutes.

Ice Plane: A sheet of strong, hard ice appears. The wall is 1 inch thick per caster level. It covers up to a 10-foot-square area per caster level (so a 10th-level wizard can create a wall of ice 100 feet long and 10 feet high, a wall 50 feet long and 20 feet high, etc.). The plane can be oriented in any fashion as long as it is anchored. A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides.

Each 10-foot square of wall has 3 hit points per inch of thickness. Creatures can hit the wall automatically. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 15 + caster level.

Even when the ice has been broken through, a sheet of frigid air remains. Any creature stepping through it (including the one who broke through the wall) takes 1d6 points of cold damage +1 point per caster level. Hemisphere: The wall takes the form of a hemisphere whose maximum radius is 3 feet +1 foot per caster level. It is as hard to break through as the ice plane form, but it does not deal damage to those who go through a breach.

The character can create the hemisphere so that it traps one or more creatures, though these creatures can avoid being trapped by the hemisphere by making successful Reflex saves.

Wall of Iron

Conjuration (Creation)

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

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

Effect: Iron wall whose area is up to one 5-ft. square/level (see text)

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

The character causes a flat, vertical iron wall to spring into being. The wall inserts itself into any surrounding nonliving material if its area is sufficient to do so. The wall cannot be conjured so that it occupies the same space as a creature or another object. It must always be a flat plane, though the character can shape its edges to fit the available space.

The *wall of iron* is 1 inch thick per four caster levels. The character can double the wall's area by halving its thickness. Each 5-foot square of the wall has 30 hit points per inch of thickness. Creatures can hit the wall automatically, but it is so hard that the first 10 points of damage from each blow are ignored. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 25 + 2 per inch of thickness.

If the character desires, the wall can be created vertically resting on a flat surface but not attached to the surface so that it can be tipped over to fall on and crush creatures beneath it. The wall is 50% likely to tip in either direction if left unpushed. Creatures can push the wall in one direction rather than letting it fall randomly. A creature must succeed at a Strength check (DC 40) to push the wall over. Creatures with room to flee the falling wall may do so by making successful Reflex saves. Large and smaller creatures who fail take 10d6 points of damage. The wall cannot crush Huge and larger creatures.

Like any iron wall, this wall is subject to rust, perforation, and other natural phenomena.

Material Component: Worth at least 50 gp.

Wall of Stone

Conjuration (Creation)

Level: Clr 5, Drd 6, Earth 5, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 1 action

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

Effect: Stone wall whose area is up to one 5-ft. square/level (S)

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

Created Items: *Ring of elemental command (earth)*

This spell creates a wall of rock that merges into adjoining rock surfaces. The *wall of stone* is 1 inch thick per four caster levels and composed of up to one 5-foot square per level. The character 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.

The character can create a wall of stone in almost any shape the character desires. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area.

Each 5-foot square has 15 hit points per inch of thickness. Creatures can hit the wall automatically, but the wall is so hard that the first 8 points of damage from each blow are ignored. A section of wall whose hit points drop to 0 is breached. If a creature tries to

break through the wall with a single attack, the DC for the Strength check is 20 + 2 per inch of thickness.

It is possible, but difficult, to trap mobile opponents within or under a wall of stone, provided the wall is shaped so it can hold the creatures. Creatures avoid entrapment with successful Reflex saves.

Wall of the Grave

Conjuration (Creation)

Level: Clr 3, Sor/Wiz 3

Components: V,S,M, DF

Casting Time: 1 action

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

Area: 5 ft sq / level

Duration: 10 minutes / level (D)

Saving Throw: None

Spell Resistance: No

Created Items: *Staff of dancing bones*

Source: The Compleat Librum of Gar'Udok's Necromantic Artes

Source Company: E. N. Publishing

Closed Content: The names *wall of the grave* and *staff of dancing bones* is closed content

This spell summons a wall formed of tightly-packed human bones into existence. Up to 5 ft square per caster level can be created with this spell. The wall is 1 inch thick per 4 caster levels, and the casters can double it's thickness by halving its area.

Bones, while hard, are quite brittle, and this spell is more useful for slowing an enemy down than outright stopping him. Each 5-ft segment has 8 hit points per inch of thickness and a hardness of 4. If a section of the wall is reduced to 0 hit points, it is breached and crumbles.

Arcane Material Component: A femur.

Wall of Thorns

Conjuration (Creation)

Level: Drd 5, Plant 5

Components: V, S

Casting Time: 1 action

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

Effect: Wall of thorny brush, up to one 10-ft. cube/level (S)

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

Created Items: *Staff of the woodlands*

The *wall of thorns* spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a person's finger. Any creature forced into or attempting to move through the *wall of thorns* takes 25 points of damage per round of movement, minus 1 point for each point of the creature's AC. Dexterity bonuses to AC and dodge bonuses do not count for this calculation. (Creatures with an Armor Class of 25 or higher take no damage from contact with the wall.)

The character can make the wall as thin as 5 feet thick, which allows the character to shape the wall as a

number of 10-by-10-by-5-foot blocks equal to caster level x2. This has no effect on the damage inflicted by the thorns, but any creature attempting to break through takes that much less time to force its way through the barrier.

Creatures can force their way slowly through the wall. To make any progress, a creature must succeed at a Strength check (DC 20). A successful creature moves a number of feet equal to its Strength check result minus 19. Of course, moving or attempting to move through the thorns incurs damage as described above. A creature trapped in the thorns can choose to remain motionless in order to avoid taking any more damage.

Any creature within the area of the spell when it is cast takes damage as if it had moved into the wall and is caught inside. In order to escape, it must attempt to push its way free, or it can wait until the spell ends. Creatures with the ability to pass through overgrown areas unhindered can pass through a *wall of thorns* at their normal speed without taking damage.

A *wall of thorns* can be carefully breached by slow work with edged weapons. Chopping away at the wall creates a safe passage 1 foot deep for every 10 minutes of work. Normal fire cannot harm the barrier, but magical fire burns away the barrier in 10 minutes.

Warp Wood

Transmutation

Level: Drd 2

Components: V, S

Casting Time: 1 action

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

Target: 1 lb. of wood/level, all within a 20-ft. radius

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (Object)

The character causes wood to bend and warp, permanently destroying its straightness, form, and strength. Boards or planks can also be affected. Warped ranged weapons are useless. Warped melee weapons suffer a -4 penalty to their attack rolls.

Alternatively, the character can unwarped wood with this spell, straightening wood that has been warped by this spell or by other means.

Water Breathing

Transmutation

Level: Clr 3, Drd 3, Sor/Wiz 3, Water 3

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Living creatures touched

Duration: 2 hours/level (see text)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Created Item: *Plate armor of the deep, ring of elemental command (water), cloak of the manta ray, helm of underwater action, necklace of adaption, pearl of the sirines*

The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures the character touches.

The spell does not make creatures unable to breathe air.

Water Walk

Transmutation

Level: Clr 3, Rgr 3

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Targets: One touched creature/level

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Created Items: *Ring of elemental command (water), ring of water walking*

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

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

Web

Conjuration (Creation)

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

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

Effect: Webs in a 20-ft.-radius spread

Duration: 10 minutes/level

Saving Throw: Reflex negates (see text)

Spell Resistance: Yes

Created Items: *Cloak of arachnida*

Web creates a many-layered mass of strong, sticky strands. These strands trap those caught in them. The strands are similar to spider webs but far larger and tougher. These masses must be anchored to two or more solid and diametrically opposed points or else the web collapses upon itself and disappears. Creatures caught within a *web* or simply touching its strands become entangled among the gluey fibers.

An *entangled* creature suffers a –2 penalty to attack rolls, suffers a –4 penalty to effective Dexterity, and can't move. An entangled character who attempts to cast a spell must make a Concentration check (DC 15) or lose the spell.

Anyone in the effect's area when the spell is cast must make a Reflex save. If this save succeeds, the creature is not stuck in the webs and is free to act, though moving may be a problem (see below). If the

save fails, the creature is stuck. A stuck creature can break loose by spending 1 round and succeeding at a Strength check (DC 20) or an Escape Artist check (DC 25). Once loose (either by making the initial Reflex save or a later Strength check or Escape Artist check), a creature may progress through the *web* very slowly. Each round devoted to moving allows the creature to make a new Strength check or Escape Artist check. The creature moves 5 feet for each full 5 points by which the check result exceeds 10.

The *web* provides one-quarter cover for every 5 feet of the substance between the character and an opponent—one-half cover for 10 feet of web, three-quarters for 15 feet, and total cover for 20 feet or more.

The strands of a *web* spell are flammable. Any fire can set them alight and burn away 5 square feet in 1 round. All creatures within flaming webs take 2d4 points of damage from the flames.

Weeping Wounds

Necromancy

Level: Sor/Wiz 1

Components: V, S, F

Casting Time: 1 action

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

Effect: Ray

Duration: 2 rounds / level

Saving Throw: None

Spell Resistance: Yes

Source: The Compleat Librum of Gar'Udok's Necromantic Artes

Source Company: E. N. Publishing

Closed Content: The name weeping wounds is closed content

This spell accelerates injuries with small amounts of negative energy. By infecting the target with a minute amount of negative energy, this spell accelerates injuries to living tissue and makes wounds more serious. Even a small knife wound can be made to bleed more heavily, the flesh around it turning septic as the spell works its dark magic.

A ranged touch attack must be made against the subject. If successful, the subject will take an additional 1d6 damage every time it takes damage from any weapon or non-energy damage source (so not from spells that deal energy damage, or breath weapons), for the duration of the spell.

This spell has no effect on undead, constructs, animated objects, outsiders or oozes.

Arcane Focus: a small bonesaw.

Weird

Illusion (Phantasm) [Fear, Mind-Affecting]

Level: Sor/Wiz 9

Components: V, S

Casting Time: 1 action

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

Targets: Any number of creatures, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Will disbelief (if interacted with), then Fortitude partial

Spell Resistance: Yes

Only the spell's subjects can see the phantasmal creatures attacking them. The character sees only shadowy shapes. The subjects first get a Will save to recognize the image as unreal. If a subject fails, the phantasm touches the subject, and the subject must succeed at a Fortitude save or die from fear. Even if the Fortitude save is successful, the subject takes 3d6 points of damage and is stunned for 1 round. The subject's Strength score also drops 1d4 points for 10 minutes. A stunned creature can't act and loses any Dexterity bonus to AC. Attackers gain +2 bonuses to attack it.

If a subject of a *weird* attack succeeds in disbelieving and is wearing a helm of telepathy, the beast can be turned upon the character. The character must then disbelieve it or suffer its deadly fear attack.

Whirlwind

Evocation [Air]

Level: Air 8, Drd 8

Components: V, S, DF

Casting Time: 1 action

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

Effect: Cyclone 10 ft. wide at base, 30 ft. wide at top, and 30 ft. tall

Duration: 1 round/level

Saving Throw: Reflex negates (see text)

Spell Resistance: Yes

This spell creates a powerful cyclone of raging wind that moves through the air, along the ground, or over water at a speed of 60 feet per round. The character can concentrate on controlling the cyclone's every movement or specify a simple program. Directing the cyclone's movement or changing its programmed movement is a standard action for the character. The whirlwind always moves during the character's turn in the initiative order. If the cyclone exceeds the spell's range, it moves in a random, uncontrolled fashion for 1d3 rounds—possibly endangering the character or the character's allies—and then dissipates (the character can't regain control of the cyclone, even if comes back within range).

Any Large or smaller creature that comes in contact with the whirlwind must succeed at a Reflex save or take 3d6 points of damage. Medium-size or smaller creatures who fail their first save must succeed at a second one or be picked up bodily by the whirlwind and held suspended in its powerful winds, taking 1d8 points of damage each round with no save allowed. The character may direct the cyclone to eject any carried creatures whenever the character wishes, depositing the hapless souls wherever the whirlwind happens to be when they are released.

Whispering Wind

Transmutation

Level: Brd 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: One mile/level

Area: 10-ft.-radius spread

Duration: No more than 1 hour/level or until discharged (destination is reached)

Saving Throw: None

Spell Resistance: No

The character sends a message or sound on the wind to a designated spot. The whispering wind travels to a specific location within range that is familiar to the character, provided that it can find a way to the location. The *whispering wind* is unnoticed until it reaches the location. It then delivers its whisper-quiet message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it. The wind then dissipates. The character can prepare the spell to bear a message of up to twenty-five words, cause the spell to deliver other sounds for 1 round, or merely have the *whispering wind* seem to be a faint stirring of the air. The character can likewise cause the *whispering wind* to move as slowly as one mile per hour or as quickly as one mile per 10 minutes. When the spell reaches its objective, it swirls and remains until the message is delivered. *Whispering wind* cannot speak verbal components, use command words, or activate magical effects.

Wild Stealth

Transmutation

Level: Drd 2, Rgr 2

Components: S

Casting Time: One action

Range: Personal

Area: You

Duration: 10 minutes/level

Saving Throw: None

Source: The Book of Hallowed Might

Source Company: Malhavoc Press

Closed Content: The name *wild stealth* is closed content.

The caster gains a +10 enhancement bonus to Move Silently and Hide checks when out of doors, above ground, in a non-urban environment.

Wind Walk

Transmutation

Level: Clr 6, Drd 7

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Targets: The character and one touched creature/three levels

Duration: 1 hour/level (D)

Saving Throw: No and Will negates (harmless)

Spell Resistance: No and Yes (harmless)
Created Items: *Necklace of prayer beads*

The character alters the substance of the character's body to a cloudlike vapor and moves through the air, possibly at great speed. The character can take other creatures with the character, each of which acts independently.

A magical wind wafts a wind walker along at up to 600 feet per round (60 mph) or as slow as 5 feet per round (1/2 mph), as the walker wills. Wind walkers are not invisible but rather appear misty and translucent. If fully clothed in white, they are 80% likely to be mistaken for clouds, fog, vapors, etc.

A wind walker can regain his or her physical form as desired and later resume the cloud form. Each change to and from vaporous form requires 5 rounds. The character, however, may dismiss the spell, ending it immediately. The character may even dismiss it for individual wind walkers and not others. While in vaporous form, subjects gain damage reduction 20/+1, though they may sustain damage from high winds (as determined by the DM). No spellcasting is possible in vaporous form.

For the last minute of the spell, a wind walker automatically descends 60 feet per round (for a total of 600 feet), though he or she may descend faster if he or she wishes. This descent serves as a warning that the spell is about to end.

Wind Wall

Evocation

Level: Air 2, Brd 3, Clr 3, Rgr 4, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 action

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

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

Duration: 1 round/level

Saving Throw: None (see text)

Spell Resistance: Yes

Created Items: *Ring of elemental command (air), gold*

An invisible vertical curtain of wind appears. It is 2 feet thick and of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle or tear papers and similar materials from unsuspecting hands. (A Reflex save allows a creature to maintain its grasp on an object.) Tiny and Small flying creatures cannot pass through the barrier. Loose materials and cloth garments fly upward when caught in a *wind wall*. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall suffers a 30% miss chance. (massive ranged weapons are not affected.) Gases, most gaseous breath weapons, and creatures in gaseous form cannot pass through the wall (although it is no barrier to incorporeal creatures).

While the wall must be vertical, the character can shape it in any continuous path along the ground that the character likes.

Wish

Universal

Level: Sor/Wiz 9

Components: V, XP

Casting Time: 1 action

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: See text

Spell Resistance: Yes

Create Items: *Invulnerability, luck blade, ring of three wishes, manual of bodily health, manual of gainful exercise, manual of quickness of action, scarab of protection, tome of clear thought, tome of leadership and influence, tome of understanding*

By simply speaking aloud, the character can alter reality to better suit the character. Even *wish*, however, has its limits.

A *wish* can do any one of the following:

- Duplicate any wizard or sorcerer spell of 8th level or lower, provided the spell is not from a school prohibited to the character.
- Duplicate any other spell of 6th level or lower, provided the spell is not from a school prohibited to the character.
- Duplicate any wizard or sorcerer spell of 7th level or lower even if it's from a prohibited school.
- Duplicate any other spell of 5th level or lower even if it's from a prohibited school.
- Undo the harmful effects of many other spells.
- Create a valuable item, even a magic item, of up to 15,000 gp in value.
- Grant a creature a +1 inherent bonus to an ability score. *Two* to five *wish* spells cast in immediate succession can grant a creature a +2 to +5 inherent bonus to an ability score (two wishes for a +2 inherent bonus, three for a +3 inherent bonus, and so on). Inherent bonuses are instantaneous, so they cannot be dispelled. Note: An inherent bonus may not exceed +5 for a single ability score, and inherent bonuses to a particular ability score do not stack, so only the best one applies.
- Remove injuries and afflictions. A single *wish* can aid one creature per caster level, and all subjects must be cured of the same type of affliction. A *wish* can never restore the experience point loss from casting a spell or the level or Constitution loss from being raised from the dead.
- Revive the dead. A *wish* can bring a dead creature back to life by duplicating a resurrection spell. A *wish* can revive a dead creature whose body has been destroyed, but the feat takes two wishes, one to recreate the body and another to infuse the body with life again. A *wish* cannot prevent a character who

was brought back to life from losing an experience level.

- Transport travelers. A *wish* can lift one creature per caster level from anywhere on any plane and place these creatures anywhere else on any plane regardless of local conditions. An unwilling target gets a Will save to negate and SR.
- Undo misfortune. A *wish* can undo a single recent event. The wish forces a reroll of any roll made within the last round (including the character's last turn). Reality reshapes itself to accommodate the new result. The reroll, however, may be as bad as or worse than the original roll. An unwilling target gets a Will save to negate and SR.

The character may *wish* for greater effects than these, but doing so is dangerous. Such a *wish* gives the opportunity to fulfill the character's request without fulfilling it completely. (The *wish* may pervert the character's intent into a literal but undesirable fulfillment or only a partial fulfillment.)

Duplicated spells allow saves and SR as normal (but save DCs are for 9th-level spells). When a *wish* duplicates a spell that has an XP cost, the character must pay 5,000 XP or that cost, whichever is more. When a *wish* duplicates a spell with a material component that costs more than 10,000 gp, the character must provide that component.

XP Cost: 5,000 XP or more (see above).

Wood Shape

Transmutation

Level: Drd 2

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: One touched piece of wood no larger than 10 cu. ft. + 1 cu. ft./level

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Wood shape enables the character to form one existing piece of wood into any shape that suits the character's purpose. This spell also permits the character to reshape a wood door to make an exit where one didn't exist or to seal a door shut. There is a 30% chance that any shape that includes moving parts simply doesn't work.

Woodlands Prison

Transmutation

Level: Drd 4

Components: V, S, M

Casting Time: One action

Range: Touch

Target: One helpless or willing creature

Duration: Permanent (D)

Saving Throw: None

Spell Resistance: Yes

Source: The Book of Hallowed Might

Source Company: Malhavoc Press

Closed Content: The name *woodlands prison* is closed content.

This spell must be cast in an area thick with plants, some of which must be at least Medium sized (a wooded area, a thick garden, etc.). The caster creates a cocoon-like prison hidden among natural plants where a subject is held motionless. He grows no older, and his bodily functions virtually cease. He cannot use any abilities, even purely mental ones. Those affected by the spell must be either helpless or willing — often, when granted an option between this type of imprisonment and death, a subject submits to the spell. Willing targets cannot be tricked or magically compelled. For up to one hour per day, the caster can mentally communicate with him, although he is in no way compelled to answer any questions or even respond. The subject can be found by *discern location*, *locate creature*, or similar divinations. He can be freed by a *freedom* or *dispel magic* spell or by destroying all the plants within 50 feet.

Material Components: Rare herbs worth at least 10 gp

Word of Chaos

Evocation [Chaotic, Sonic]

Level: Chaos 7, Clr 7

Components: V

Casting Time: 1 action

Range: 30 ft.

Area: Creatures in a 30-ft.-radius spread centered on the character

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Created Items: *Chaos diamond*

Uttering *word of chaos* creates two effects:

If the character is on the character's home plane, nonchaotic extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 1 day. This effect takes place regardless of whether the creatures hear the *word of chaos*.

Creatures native to the character's plane who hear the word of chaos and are not chaotic suffer the following ill effects:

HD	Effect
12 or more	Deafened
Less than 12	Stunned, deafened
Less than 8	Confused, stunned, deafened
Less than 4	Killed, confused, stunned, deafened

The effects are cumulative.

Deafened: The creature is struck deaf (see blindness/deafness) for 1d4 rounds.

Stunned: The creature is stunned for 1 round. A stunned creature can't act and loses any Dexterity bonus to AC. Attackers gain +2 bonuses to attack it.

Confused: The creature is confused, as by the confusion spell, for 1d10 minutes. This is a mind-affecting enchantment.

Killed: Living creatures die. Undead creatures are destroyed.

Word of Recall

Transmutation [Teleportation]

Level: Clr 6, Drd 8

Components: V

Casting Time: 1 action

Range: Unlimited

Target: The character and objects and willing creatures totaling up to 50 lb./level

Duration: Instantaneous

Saving Throw: None or Will negates (harmless, object)

Spell Resistance: No or Yes (harmless, object)

Word of recall teleports the character instantly back to the character's sanctuary when the word is uttered. The character must designate the sanctuary when the character prepares the spell, and it must be a very familiar place. The actual point of arrival is a designated area no larger than 10 feet by 10 feet. The character can be transported any distance within a plane but cannot travel between planes. The character can transport, in addition to him or herself, objects and creatures weighing up to 50 pounds per caster level. Exceeding this limit causes the spell to fail.

An unwilling creature can't be teleported by *word of recall*. Likewise, a creature's Will save (or SR) prevents items in its possession from being teleported. Unattended, nonmagical objects receive no saving throw.

Zombie Cohort

Necromancy

Level: Clr 2, Sor/Wiz 2

Components: V,S,M

Casting Time: 1 action

Range: Touch

Target: One corpse touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Source: The Compleat Librum of Gar'Udok's Necromantic Artes

Source Company: E. N. Publishing

Closed Content: The name *zombie cohort* is closed content

This spell turns the body of a creature into a zombie. This spell will only animate dead creatures of medium-size or smaller. The zombie can follow the caster and it follows the caster's commands or can remain in an area and attack any creature (or just a specific type of creature) entering the place. The zombie remains animated until it is destroyed. A destroyed zombie cannot be reanimated again.

Regardless of the number of times this spell is cast, only a single zombie from this spell may be controlled

at any one time by a single caster. If another zombie is animated using this spell whilst another is already under your control, the original becomes uncontrolled. This undead does not count against your HD limit of controlled undead. A zombie can be created only from a mostly intact corpse.

Material Component: A small black onyx worth 50gp, placed in the corpse's eye socket or mouth. It is destroyed in the casting.

Zone of Truth

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 2

Components: V, S, DF

Casting Time: 1 action

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

Area: 5-ft.-radius/level emanation

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

Created Items: *Candle of truth*

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

MAGIC ITEMS

DETECT MAGIC & MAGIC ITEMS

When detect magic identifies a magic item's school of magic, this information refers to the school of the spell placed within the potion, scroll, or wand, or the prerequisite given for the item. If more than one spell is given as a prerequisite, use the highest-level spell. If no spells are included in the prerequisites, use the following default guidelines:

Item Nature	School
Armor and protection items	Abjuration
Weapons or offensive items	Evocation
Bonus to ability score, skill check, etc.	Transmutation

USING ITEMS

To use a magic item, it must be activated. Some items, once donned, function constantly. In most cases, using an item requires an activate magic item action that does not provoke attacks of opportunity. By contrast, spell completion items are treated like spells in combat and do provoke attacks of opportunity.

Activating a magic item is a standard action unless the item indicates otherwise. However, the casting time of a spell is the time required to activate the same power in an item, whether it's a scroll, a wand, or a pair of boots, unless the item description specifically states otherwise. Their are four ways to activate magic items.

Spell Completion: This is the activation method for scrolls. To use a spell completion item safely, a character must be high enough level in the right class to cast the spell already. If the character can't already cast the spell, there's a chance the character will make a mistake (see Scroll Mishaps for possible consequences). Activating a spell completion item is a standard action and provokes attacks of opportunity exactly as casting a spell does.

Spell Trigger: Anyone with a spell on his or her spell list knows how to use a spell trigger item that stores that spell. Activating a spell trigger item is a standard action and does not provoke attacks of opportunity.

Command Word: Command word activation means that a character speaks the word and the item activates. No other special knowledge is needed. Activating a command word magic item is a standard action and does not provoke attacks of opportunity.

Knowledge (arcana) or Knowledge (history) skills might be useful in helping to identify command words or deciphering clues regarding them. A successful check (DC 30) is needed to come up with the word itself. If that check is failed, succeeding at a second check (DC 25) might provide some insight into a clue.

The spells *identify* and *analyze dweomer* both reveal command words.

Use Activated: This type of item simply has to be used in order to activate it. Use activation is generally straightforward and self-explanatory.

Continually functioning items are practically always items that one wears. A few must simply be in the character's possession. Some items made for wearing must still be activated. Although this activation sometimes requires a command word, usually it means mentally willing the activation to happen.

Activating a use-activated magic item is either a standard action or not even an action and does not provoke attacks of opportunity, unless the use involves committing an action that provokes an attack of opportunity in itself. If the use of the item takes time before a magical effect occurs, then use activation is a standard action. If the item's activation is subsumed in use and takes no extra time, use activation is usually not even an action.

SIZE AND MAGIC ITEMS

When an article of magic clothing, jewelry, or armor is discovered, most of the time size shouldn't be an issue. Many magic garments are made to be easily adjustable, or they adjust themselves magically to the wearer. As a rule, size should not keep overweight characters, characters of various genders, or characters of various kinds from using magic items.

LIMIT ON MAGIC ITEMS WORN

Only so many items of a certain kind can be worn and be effective at the same time. The limits include the following:

- 1 headband, hat, helmet, or phylactery
- 1 pair of eye lenses or goggles
- 1 cloak, cape, or mantle
- 1 amulet, brooch, medallion, necklace, periapt, or scarab
- 1 suit of armor
- 1 robe
- 1 vest, vestment, or shirt
- 1 pair of bracers or bracelets
- 1 pair of gloves or gauntlets
- 2 rings
- 1 belt
- 1 pair of boots

This general rule applies to other attempts to "double up" on magic items—for instance, if a character puts on another magic cloak on top of the one he is already wearing, the second cloak's power does not work.

SAVING THROWS AGAINST MAGIC ITEM POWERS

Magic items produce spells or spell-like effects. For a saving throw against a spell or spell-like effect from a magic item, the DC is always 10 + the level of the spell or effect + the ability bonus of the minimum ability score needed to cast that level of spell. Another way to figure this number is to multiply the spell's level by 1.5 and add 10 to the result.

Most item descriptions give saving throw DCs for various effects, particularly when the effect has no exact spell equivalent (making its level otherwise difficult to determine quickly).

DAMAGING MAGIC ITEMS

Magic items should always get a saving throw against spells that might deal damage to them—even against attacks from which a mundane item would normally get no chance to save. Magic items use the same saving throw bonus for all saves, no matter what the type. A magic item's saving throw bonus equals 2 + one-half its caster level (round down). The only exceptions to this are intelligent magic items, which make Will saves based on their own Wisdom scores.

Magic items, unless otherwise noted, take damage as normal items of the same type. A damaged magic item continues to function, but if it is destroyed, all its magical power is lost.

BONUSES FROM MAGIC ITEMS

Bonus Type	Improves
Armor	AC
Circumstance	Attacks, checks
Competence	Attacks, saves, checks
Deflection	AC
Dodge	AC
Enhancement	Armor's bonus
Enhancement	Attacks, damage
Enhancement	Ability scores
Enlargement	Str, Con
Haste	AC
Inherent	Ability scores
Insight	Attacks, AC, saves, checks
Luck	Attacks, weapon damage, AC, saves, checks
Morale	Attacks, weapon damage, checks, saves
Natural armor	AC
Profane	AC, saves, checks
Resistance	Saves
Sacred	AC, saves, checks
Synergy	Checks

Many magic items offer a bonus on attack rolls, damage rolls, saving throws, Armor Class, ability scores, or skill checks. Most items that add to saving throws, attack rolls, damage rolls, or AC are restricted to a maximum bonus of +5. (Bracers of armor are an exception.) Most items that add to ability scores are restricted to a maximum bonus of +6, and the bonus usually comes in multiples of 2 (+2, +4, or +6). Skill check bonuses do not have a maximum.

Bonuses of different types always stack. Identical types of bonuses do not stack.

Different named bonus types all stack, but usually a named bonus does not stack with another bonus of the same name (except for enhancement bonuses to armor and shields, enhancement bonuses to ranged weapons and their ammunition, dodge bonuses, synergy bonuses, and some circumstance bonuses).

Armor: This is the same type of bonus that mundane armor gives a character. A spell that gives an armor bonus typically creates an invisible, tangible field of force around the affected character.

Circumstance: A bonus or penalty based on situational factors, which may apply either to a check

or the DC for that check. Circumstance modifiers stack with each other, unless they arise from essentially the same circumstance.

Competence: When a character has a competence bonus, the character actually gets better at what he or she is doing.

Deflection: A deflection bonus increases a character's AC by making attacks veer off.

Dodge: An enhancement of a character's ability to get out of the way quickly. Dodge bonuses do stack with other dodge bonuses. However, spells and magic items never grant dodge bonuses. Only feats and special abilities can do that.

Enhancement: An enhancement bonus represents an increase in the strength or effectiveness of a character's armor or weapon or a general bonus to an ability score.

Enlargement: When a character gets bigger, the character's Strength increases (as might the character's Constitution). That's an enlargement bonus.

Haste: A haste bonus improves a character's AC because the character is moving faster.

Inherent: An inherent bonus is a bonus to an ability score that results from powerful magic. A character is limited to a total inherent bonus of +5 to any ability score.

Insight: An insight bonus makes a character better at what the character's doing because the character has an almost precognitive knowledge of factors pertinent to the activity.

Luck: A luck bonus is a general bonus that represents good fortune.

Morale: A morale bonus represents the effects of greater hope, courage, and determination.

Natural Armor: A natural armor bonus is the type of bonus that many monsters get because of their tough or scaly hides. A natural armor bonus bestowed by a spell indicates that the subject's skin has become tougher.

Profane: A profane bonus represents the power of evil.

Resistance: A resistance bonus is a general bonus against magic or harm.

Sacred: The opposite of a profane bonus, a sacred bonus relates to the power of good.

Synergy: A bonus resulting from an unusually beneficial interaction between two related skills. Synergy bonuses are not granted by magic items.

CHARGES, DOSES AND MULTIPLE USE ITEMS

Many items, particularly wands and staffs, are limited in power by the number of charges they hold. Normally, charged items have 50 charges at most.

Prices listed are always for fully charged items. (When an item is created, it is fully charged.) For an item that's worthless when its charges run out (which is the case for almost all charged items), the value of the partially used item is proportional to the number of charges left. For an item that has usefulness in addition to its charges, only part of the item's value is based on the number of charges left (DM's discretion).

MAGIC ITEM DESCRIPTIONS

General descriptions include notes on activation, random generation, and other material. The AC, hardness, hit points, and break DC are listed for typical examples of some types of magic items. The AC assumes that the item is unattended and includes a -5 penalty for the item's effective Dexterity of 0. If a creature holds the item, use the creature's Dexterity modifier in place of the -5 penalty.

Some individual items, notably those that simply store spells and nothing else, don't get full-blown descriptions. Simply reference the spell's description for details, modified by the form of the item (potion, scroll, wand, and so on). Assume that the spell is cast at the minimum level required to cast it, unless the character chooses to make it higher for some reason (which increases the cost of the item; see Table: Calculating Magic Item Gold Piece Values). The main reason to make it higher, of course, would be to increase the power of the spell.

Items with full descriptions have their powers detailed, and each of the following topics is covered in notational form at the end of the description.

Caster Level: The power of the item (just as a spell's caster level measures its power). The caster level determines the item's saving throw bonus, as well as range or other level-dependent aspects of the powers of the item (if variable). It also determines the level that must be contended with should the item come under the effect of a dispel magic spell or similar situation.

For potions, scrolls, and wands, the creator can set the caster level of the item at any number high enough to cast the stored spell and not higher than her own caster level. For other magic items, the caster level is determined by the item itself. In this case, the creator's caster level must be as high as the item's caster level (and prerequisites may effectively put a higher minimum on the creator's level).

Prerequisites: The requirements that must be met in order for a character to create the item.

It is possible for more than one character to cooperate in the creation of an item, with each participant providing one or more of the prerequisites. In some cases, cooperation may even be necessary, such as if one character knows some of the spells necessary to create an item and another character knows the rest.

If two or more characters cooperate to create an item, they must agree among themselves who will be considered the creator for the purpose of determinations where the creator's level must be known.

When two spells at the end of a list are separated by "or," one of those spells is required in addition to every other spell mentioned prior to the last two.

Market Price: The going rate if a character wants to buy the item.

Cost to Create: The cost in gp and XP to create the item.

Weight: Wondrous items have their weight listed. An entry of "—" indicates an item that has no weight worth noting (for purposes of determining how much of a load a character can carry).

ARMOR AND SHIELDS

Armor and Shield Bonuses

Item Bonus	Market Price
+1 shield	+1,000 gp
+1 armor	+1,000 gp
+2 shield	+4,000 gp
+2 armor	+4,000 gp
+3 shield	+9,000 gp
+3 armor	+9,000 gp
+4 shield	+16,000 gp
+4 armor	+16,000 gp
+5 shield	+25,000 gp
+5 armor	+25,000 gp
+6 armor/shield*	+36,000 gp
+7 armor/shield*	+49,000 gp
+8 armor/shield*	+64,000 gp
+9 armor/shield*	+81,000 gp
+10 armor/shield*	+100,000 gp

*Armor and shields can't actually have bonuses this high. Use these lines to determine price when special abilities are added in.

Armor Special Abilities

Special Ability	Modifier*
Comfort	+1 bonus
Divine Mark (+2)	+1 bonus
Fortification, light	+1 bonus
Glamer	+1 bonus
Gold	+1 bonus
Platinum	+1 bonus
Silver	+1 bonus
Slick	+1 bonus
Shadow	+1 bonus
Shining	+1 bonus
Silent moves	+1 bonus
Divine Mark (+4)	+2 bonus
Spell resistance (13)	+2 bonus
Divine Mark (+6)	+3 bonus
Ghost touch	+3 bonus
Invulnerability	+3 bonus
Fortification, moderate	+3 bonus
Spell resistance (15)	+3 bonus
Acid resistance	+3 bonus
Cold resistance	+3 bonus
Fire resistance	+3 bonus
Lightning resistance	+3 bonus
Sonic resistance	+3 bonus
Spell resistance (17)	+4 bonus
Etherealness	+5 bonus
Fortification, heavy	+5 bonus
Spell resistance (19)	+5 bonus

*Add to enhancement bonus on Table: Armor and Shields to determine total market price.

Shield Special Abilities

Special Ability	Modifier*
Bashing	+1 bonus
Blinding	+1 bonus
Divine Mark (+2)	+1 bonus
Fortification, light	+1 bonus
Gold	+1 bonus
Arrow deflection	+2 bonus
Animated	+2 bonus
Divine Mark (+4)	+2 bonus
Spell resistance (13)	+2 bonus
Divine Mark (+6)	+3 bonus
Ghost touch	+3 bonus
Fortification, moderate	+3 bonus
Acid resistance	+3 bonus
Cold resistance	+3 bonus
Fire resistance	+3 bonus
Lightning resistance	+3 bonus
Sonic resistance	+3 bonus
Spell resistance (15)	+3 bonus
Spell resistance (17)	+4 bonus
Fortification, heavy	+5 bonus
Reflecting	+5 bonus
Spell resistance (19)	+5 bonus

*Add to enhancement bonus on Table: Armor and Shields to determine total market price.

Specific Armors

Specific Armor	Market Price
Mithral shirt	1,100 gp
Elven chain	4,150 gp
Rhino hide	5,165 gp
Adamantine breastplate	5,350 gp
Dwarven plate	10,500 gp
Plate armor of the deep	16,650 gp
Banded mail of luck	18,900 gp
Breastplate of command	21,600 gp
Celestial armor	25,300 gp
Demon armor	41,650 gp

Specific Shields

Specific Shield	Market Price
Darkwood shield	257 gp
Mithral large shield	1,020 gp
Adamantine shield	2,170 gp
Spined shield	2,670 gp
Caster's shield	3,153 gp
Lion's shield	9,170 gp
Winged shield	15,159 gp
Bullseye Buckler	17,165 gp
Absorbing shield	50,170 gp

WEAPONS

Weapon Bonuses

Weapon Bonus	Base Price*
+1	2,000 gp
+2	8,000 gp
+3	18,000 gp
+4	32,000 gp
+5	50,000 gp
+6**	72,000 gp
+7**	98,000 gp
+8**	128,000 gp
+9**	162,000 gp
+10**	200,000 gp

*This price is for 50 arrows, crossbow bolts, or sling bullets.

**A weapon can't actually have a bonus higher than +5. Use these lines to determine price when special abilities are added in.

Melee Weapon Special Abilities

Special Ability	Modifier*
Blasphemous	+1 bonus
Defending	+1 bonus
Flaming	+1 bonus
Filthy	+1 bonus
Frost	+1 bonus
Shock	+1 bonus
Ghost touch	+1 bonus
Gold	+1 bonus
Keen†	+1 bonus
Mighty cleaving	+1 bonus
Platinum	+1 bonus
Righteous	+1 bonus
Spell storing	+1 bonus
Throwing	+1 bonus
Bane	+2 bonus
Disruption†	+2 bonus
Flaming burst	+2 bonus
Holding	+2 bonus
Icy burst	+2 bonus
Shocking burst	+2 bonus
Silver	+2 bonus
Thundering	+2 bonus
Wounding	+2 bonus
Holy	+2 bonus
Unholy	+2 bonus
Lawful	+2 bonus
Chaotic	+2 bonus
Holy Burst	+3 bonus
Subdual	+3 bonus
Terror	+3 bonus
Unholy Burst	+3 bonus
Brilliant energy	+4 bonus
Dancing	+4 bonus
Fearsome Presence	+4 bonus
Speed	+4 bonus
Vorpal‡	+5 bonus

*Add to enhancement bonus on Table 8-10: Weapons to determine total market price.

†Bludgeoning weapons only. Reroll if randomly generated for a piercing or slashing weapon.

‡Slashing weapons only. Reroll if randomly generated for a nonslashing weapon.

Ranged Weapon Special Abilities

Special Ability	Modifier*
Blasphemous	+1 bonus
Returning	+1 bonus
Distance	+1 bonus
Filthy	+1 bonus
Flaming	+1 bonus
Gold	+1 bonus
Platinum	+1 bonus
Righteous	+1 bonus
Shock	+1 bonus
Frost	+1 bonus
Flaming burst	+2 bonus
Icy burst	+2 bonus
Shocking burst	+2 bonus
Bane	+2 bonus
Holding	+2 bonus
Holy	+2 bonus
Unholy	+2 bonus
Lawful	+2 bonus
Chaotic	+2 bonus
Silver	+2 bonus
Holy burst	+3 bonus
Unholy burst	+3 bonus
Speed	+4 bonus
Brilliant energy	+4 bonus

*Add to enhancement bonus on Table: Weapons to determine total market price.

Specific Weapons

Specific Weapon	Market Price
Sleep arrow	132 gp
Screaming bolt	257 gp
Arrow of multiple strikes	457 gp
Javelin of lightning	751 gp
Arrow of internal agony	757 gp
Exploding Arrow	907 gp
Slaying arrow	2,282 gp
Arrow of animate dead	2,307 gp
Adamantine dagger	3,302 gp
Trident of fish command	3,815 gp
Slaying arrow (greater)	4,057 gp
Arrow of domination	7,657 gp
Dagger of venom	9,302 gp
Adamantine battleaxe	9,310 gp
Stonestrong hammer	9,592 gp
Trident of warning	9,815 gp
Assassin's dagger	10,302 gp
Sword of subtlety	15,310 gp
Mace of terror	17,812 gp
Nine lives stealer	25,315 gp
Oathbow	27,875 gp
Sword of life stealing	30,315 gp
Flame tongue	18,315 gp
Whip of taming	19,301 gp
Life-drinker	40,320 gp
Frost brand	49,350 gp
Rapier of puncturing	50,320 gp
Sun blade	50,335 gp
Sword of the planes	52,315 gp
Sylvan scimitar	55,815 gp
Dwarven thrower	60,312 gp

Mace of smiting	75,312 gp
Holy avenger	120,315 gp
Luck blade	170,560 gp

POTIONS

Potions

Potion	Market Price
Jump	50 gp
Spider climb	50 gp
Cure light wounds	50 gp
Love	150 gp
Vision	150 gp
Swimming	150 gp
Hiding	150 gp
Sneaking	150 gp
Oil of timelessness	150 gp
Reduce (at 5th level)	250 gp
Enlarge (at 5th level)	250 gp
Dead nose	300 gp
Speak with animals	300 gp
Protection from Arrows	300 gp
Charisma	300 gp
Intelligence	300 gp
Wisdom	300 gp
Alter self	300 gp
Blur	300 gp
Darkvision	300 gp
Ghoul touch	300 gp
Delay poison	300 gp
Endurance	300 gp
Cure moderate wounds	300 gp
Remove Paralysis	300 gp
Levitate	300 gp
Aid	300 gp
Invisibility	300 gp
See invisibility	300 gp
Cat's grace	300 gp
Bull's strength	300 gp
Truth	500 gp
Glibness	500 gp
Nondetection	750 gp
Tongues	750 gp
Water breathing	750 gp
Negative energy protection	750 gp
Displacement	750 gp
Remove disease	750 gp
Neutralize poison	750 gp
Cure serious wounds	750 gp
Fly	750 gp
Protection from elements (cold)	750 gp
Protection from elements (electricity)	750 gp
Protection from elements (fire)	750 gp
Protection from elements (acid)	750 gp
Protection from elements (sonic)	750 gp
Haste	750 gp
Gaseous form	750 gp
Oil of slipperiness	900 gp
Heroism	900 gp
Fire breath	900 gp

RINGS

Rings

Ring	Market Price
<i>Potion storage</i>	2,000 gp
<i>Climbing</i>	2,000 gp
<i>Concentration</i>	2,000 gp
<i>Jumping</i>	2,000 gp
<i>Protection +1</i>	2,000 gp
<i>Psi-Sense</i>	2,000 gp
<i>Warmth</i>	2,100 gp
<i>Feather falling</i>	2,200 gp
<i>Swimming</i>	2,300 gp
<i>Sustenance</i>	2,500 gp
<i>Counterspells</i>	4,000 gp
<i>Rage</i>	5,040 gp
<i>Mind shielding</i>	8,000 gp
<i>Protection +2</i>	8,000 gp
<i>Force shield</i>	8,500 gp
<i>Ram</i>	8,600 gp
<i>Animal friendship</i>	9,500 gp
<i>Pegasus</i>	9,500 gp
<i>Chameleon power</i>	12,000 gp
<i>Red Conjures</i>	14,000 gp
<i>Water walking</i>	15,000 gp
<i>Elemental resistance, minor</i>	16,000 gp
<i>Protection +3</i>	18,000 gp
<i>Invisibility</i>	20,000 gp
<i>Wizardry (I)</i>	20,000 gp
<i>Elemental resistance, major</i>	24,000 gp
<i>Dauntless</i>	25,000 gp
<i>X-ray vision</i>	25,000 gp
<i>Evasion</i>	25,000 gp
<i>Blinking</i>	30,000 gp
<i>Neutrality</i>	30,000 gp
<i>Protection +4</i>	32,000 gp
<i>Wizardry (II)</i>	40,000 gp
<i>Freedom of movement</i>	40,000 gp
<i>Blue Conjures</i>	42,000 gp
<i>Friend shield</i>	50,000 gp
<i>Protection +5</i>	50,000 gp
<i>Shooting stars</i>	50,000 gp
<i>Telekinesis</i>	75,000 gp
<i>Wizardry (III)</i>	80,000 gp
<i>Spell storing</i>	90,000 gp
<i>Regeneration</i>	90,000 gp
<i>Three wishes</i>	97,950 gp
<i>Wizardry (IV)</i>	100,000 gp
<i>Djinni calling</i>	125,000 gp
<i>Spell turning</i>	150,000 gp
<i>Air elemental command</i>	200,000 gp
<i>Earth elemental command</i>	200,000 gp
<i>Fire elemental command</i>	200,000 gp
<i>Water elemental command</i>	200,000 gp

RODS

Rods

Rod	Market Price
<i>Rod of potion touch</i>	5,000 gp
<i>Immovable</i>	7,500 gp
<i>Metal and mineral detection</i>	10,500 gp
<i>Cancellation</i>	11,000 gp
<i>Wonder</i>	12,000 gp
<i>Python</i>	13,000 gp
<i>Flame extinguishing</i>	15,000 gp
<i>Withering</i>	17,000 gp
<i>Viper</i>	19,000 gp
<i>Thunder and lightning</i>	23,000 gp
<i>Enemy detection</i>	23,500 gp
<i>Splendor</i>	25,000 gp
<i>Bookrod</i>	32,000 gp
<i>Negation</i>	35,000 gp
<i>Failing</i>	40,000 gp
<i>Absorption</i>	50,000 gp
<i>Rulership</i>	60,000 gp
<i>Security</i>	61,000 gp
<i>Lordly might</i>	70,000 gp
<i>Alertness</i>	72,000 gp

SCROLLS

1st-Level Arcane Spell Scrolls

Spell	Market Price
<i>Burning hands</i>	25 gp
<i>Change self</i>	25 gp
<i>Charm person</i>	25 gp
<i>Color spray</i>	25 gp
<i>Detect secret doors</i>	25 gp
<i>Detect undead</i>	25 gp
<i>Enlarge</i>	25 gp
<i>Erase</i>	25 gp
<i>Feather fall</i>	25 gp
<i>Grease</i>	25 gp
<i>Identify</i>	125 gp
<i>Jump</i>	25 gp
<i>Mage armor</i>	25 gp
<i>Magic weapon</i>	25 gp
<i>Mount</i>	25 gp
<i>Ray of enfeeblement</i>	25 gp
<i>Reduce</i>	25 gp
<i>Shield</i>	25 gp
<i>Shocking grasp</i>	25 gp
<i>Silent image</i>	25 gp
<i>Sleep</i>	25 gp
<i>Spider climb</i>	25 gp
<i>Summon monster I</i>	25 gp
<i>Floating disk</i>	25 gp
<i>Unseen servant</i>	25 gp
<i>Ventriloquism</i>	25 gp

2nd-Level Arcane Spell Scrolls

Spell	Market Price
<i>Arcane lock</i>	175 gp

<i>Blindness/deafness</i>	150 gp
<i>Blur</i>	150 gp
<i>Bull's strength</i>	150 gp
<i>Cat's grace</i>	150 gp
<i>Darkvision</i>	150 gp
<i>Detect thoughts</i>	150 gp
<i>Flaming sphere</i>	150 gp
<i>Invisibility</i>	150 gp
<i>Knock</i>	150 gp
<i>Levitate</i>	150 gp
<i>Locate object</i>	150 gp
<i>Acid arrow</i>	150 gp
<i>Minor image</i>	150 gp
<i>Mirror image</i>	150 gp
<i>Misdirection</i>	150 gp
<i>Protection from arrows</i>	150 gp
<i>See invisibility</i>	150 gp
<i>Spectral hand</i>	150 gp
<i>Stinking cloud</i>	150 gp
<i>Summon monster II</i>	150 gp
<i>Summon swarm</i>	150 gp
<i>Web</i>	150 gp

3rd-Level Arcane Spell Scrolls

Spell	Market Price
<i>Blink</i>	375 gp
<i>Clairaudience/clairvoyance</i>	375 gp
<i>Dispel magic</i>	375 gp
<i>Displacement</i>	375 gp
<i>Fireball</i>	375 gp
<i>Flame arrow</i>	375 gp
<i>Fly</i>	375 gp
<i>Gaseous form</i>	375 gp
<i>Greater magic weapon</i>	375 gp
<i>Halt undead</i>	375 gp
<i>Haste</i>	375 gp
<i>Hold person</i>	375 gp
<i>Invisibility sphere</i>	375 gp
<i>Lightning bolt</i>	375 gp
<i>Magic circle against chaos</i>	375 gp
<i>Magic circle against evil</i>	375 gp
<i>Magic circle against good</i>	375 gp
<i>Magic circle against law</i>	375 gp
<i>Nondetection</i>	425 gp
<i>Slow</i>	375 gp
<i>Spectral hand</i>	375 gp
<i>Suggestion</i>	375 gp
<i>Summon monster III</i>	375 gp
<i>Tongues</i>	375 gp
<i>Vampiric touch</i>	375 gp
<i>Water breathing</i>	375 gp

4th-Level Arcane Spell Scrolls

Spell	Market Price
<i>Charm monster</i>	700 gp
<i>Confusion</i>	700 gp
<i>Contagion</i>	700 gp
<i>Detect scrying</i>	700 gp
<i>Dimensional anchor</i>	700 gp
<i>Dimension door</i>	700 gp
<i>Emotion</i>	700 gp
<i>Enervation</i>	700 gp

<i>Black tentacles</i>	700 gp
<i>Fear</i>	700 gp
<i>Fire shield</i>	700 gp
<i>Ice storm</i>	700 gp
<i>Improved invisibility</i>	700 gp
<i>Lesser geas</i>	700 gp
<i>Minor globe of invulnerability</i>	700 gp
<i>Phantasmal killer</i>	700 gp
<i>Polymorph other</i>	700 gp
<i>Polymorph self</i>	700 gp
<i>Remove curse</i>	700 gp
<i>Shadow conjuration</i>	700 gp
<i>Stoneskin</i>	950 gp
<i>Summon monster IV</i>	700 gp
<i>Wall of fire</i>	700 gp
<i>Wall of ice</i>	700 gp

5th-Level Arcane Spell Scrolls

Spell	Market Price
<i>Interposing hand</i>	1,125 gp
<i>Cloudkill</i>	1,125 gp
<i>Cone of cold</i>	1,125 gp
<i>Dismissal</i>	1,125 gp
<i>Dominate person</i>	1,125 gp
<i>Feeblemind</i>	1,125 gp
<i>Greater shadow conjuration</i>	1,125 gp
<i>Hold monster</i>	1,125 gp
<i>Major creation</i>	1,125 gp
<i>Mind fog</i>	1,125 gp
<i>Passwall</i>	1,125 gp
<i>Persistent image</i>	1,125 gp
<i>Shadow evocation</i>	1,125 gp
<i>Stone shape</i>	1,125 gp
<i>Summon monster V</i>	1,125 gp
<i>Telekinesis</i>	1,125 gp
<i>Teleport</i>	1,125 gp
<i>Transmute mud to rock</i>	1,125 gp
<i>Transmute rock to mud</i>	1,125 gp
<i>Wall of force</i>	1,125 gp
<i>Wall of iron</i>	1,175 gp
<i>Wall of stone</i>	1,125 gp

6th-Level Arcane Spell Scrolls

Spell	Market Price
<i>Acid fog</i>	1,650 gp
<i>Analyze dweomer</i>	1,650 gp
<i>Antimagic field</i>	1,650 gp
<i>Forceful hand</i>	1,650 gp
<i>Chain lightning</i>	1,650 gp
<i>Circle of death</i>	2,150 gp
<i>Control water</i>	1,650 gp
<i>Disintegrate</i>	1,650 gp
<i>Eyebite</i>	1,650 gp
<i>Flesh to stone</i>	1,650 gp
<i>Globe of invulnerability</i>	1,650 gp
<i>Greater shadow evocation</i>	1,650 gp
<i>Mass suggestion</i>	1,650 gp
<i>Mislead</i>	1,650 gp
<i>Move earth</i>	1,650 gp
<i>Freezing sphere</i>	1,650 gp
<i>Programmed image</i>	1,650 gp
<i>Project image</i>	1,650 gp

<i>Repulsion</i>	1,650 gp
<i>Shades</i>	1,650 gp
<i>Stone to flesh</i>	1,650 gp
<i>Summon monster VI</i>	1,650 gp
<i>True seeing</i>	1,900 gp

<i>Wail of the banshee</i>	3,825 gp
<i>Weird</i>	3,825 gp
<i>Wish</i>	28,825 gp*
*-Assumes no material component cost in excess of 10,000 gp and no XP cost in excess of 5,000 XP.	

7th-Level Arcane Spell Scrolls

Spell	Market Price
<i>Grasping hand</i>	2,275 gp
<i>Control undead</i>	2,275 gp
<i>Delayed blast fireball</i>	2,275 gp
<i>Ethereal jaunt</i>	2,275 gp
<i>Finger of death</i>	2,275 gp
<i>Forcecage</i>	3,775 gp
<i>Limited wish</i>	3,775 gp*
<i>Mass invisibility</i>	2,275 gp
<i>Sword</i>	2,275 gp
<i>Power word, stun</i>	2,275 gp
<i>Prismatic spray</i>	2,275 gp
<i>Reverse gravity</i>	2,275 gp
<i>Sequester</i>	2,275 gp
<i>Spell turning</i>	2,275 gp
<i>Summon monster VII</i>	2,275 gp
<i>Teleport without error</i>	2,275 gp
<i>Vanish</i>	2,275 gp
<i>Vision</i>	3,025 gp

*-Assumes no material component cost in excess of 1,000 gp and no XP cost in excess of 300 XP.

8th-Level Arcane Spell Scrolls

Spell	Market Price
<i>Antipathy</i>	3,000 gp
<i>Clenched fist</i>	3,000 gp
<i>Clone</i>	4,000 gp
<i>Demand</i>	3,000 gp
<i>Horrid wilting</i>	3,000 gp
<i>Incendiary cloud</i>	3,000 gp
<i>Mass charm</i>	3,000 gp
<i>Maze</i>	3,000 gp
<i>Mind blank</i>	3,000 gp
<i>Telekinetic sphere</i>	3,000 gp
<i>Irresistible dance</i>	3,000 gp
<i>Polymorph any object</i>	3,000 gp
<i>Power word, blind</i>	3,000 gp
<i>Prismatic wall</i>	3,000 gp
<i>Protection from spells</i>	3,500 gp
<i>Screen</i>	3,000 gp
<i>Summon monster VIII</i>	3,000 gp
<i>Sunburst</i>	3,000 gp
<i>Sympathy</i>	4,500 gp

9th-Level Arcane Spell Scrolls

Spell	Market Price
<i>Crushing hand</i>	3,825 gp
<i>Energy drain</i>	3,825 gp
<i>Imprisonment</i>	3,825 gp
<i>Meteor swarm</i>	3,825 gp
<i>Disjunction</i>	3,825 gp
<i>Prismatic sphere</i>	3,825 gp
<i>Shapechange</i>	3,825 gp
<i>Summon monster IX</i>	3,825 gp
<i>Time stop</i>	3,825 gp

1st-Level Divine Spell Scrolls

Spell	Market Price
<i>Bless</i>	25 gp
<i>Calm animals</i>	25 gp
<i>Command</i>	25 gp
<i>Cure light wounds</i>	25 gp
<i>Detect chaos</i>	25 gp
<i>Detect evil</i>	25 gp
<i>Detect good</i>	25 gp
<i>Detect law</i>	25 gp
<i>Detect snares and pits</i>	25 gp
<i>Doom</i>	25 gp
<i>Entangle</i>	25 gp
<i>Faerie fire</i>	25 gp
<i>Inflict light wounds</i>	25 gp
<i>Invisibility to animals</i>	25 gp
<i>Invisibility to undead</i>	25 gp
<i>Magic fang</i>	25 gp
<i>Magic stone</i>	25 gp
<i>Magic weapon</i>	25 gp
<i>Sanctuary</i>	25 gp
<i>Shillelagh</i>	25 gp
<i>Summon monster I</i>	25 gp
<i>Summon nature's ally I</i>	25 gp

2nd-Level Divine Spell Scrolls

Spell	Market Price
<i>Aid</i>	150 gp
<i>Augury</i>	150 gp
<i>Barkskin</i>	150 gp
<i>Bull's strength</i>	150 gp
<i>Charm person or animal</i>	150 gp
<i>Chill metal</i>	150 gp
<i>Cure moderate wounds</i>	150 gp
<i>Delay poison</i>	150 gp
<i>Flame blade</i>	150 gp
<i>Flaming sphere</i>	150 gp
<i>Heat metal</i>	150 gp
<i>Hold animal</i>	150 gp
<i>Hold person</i>	150 gp
<i>Inflict moderate wounds</i>	150 gp
<i>Lesser restoration</i>	150 gp
<i>Silence</i>	150 gp
<i>Speak with animals</i>	150 gp
<i>Spiritual weapon</i>	150 gp
<i>Summon monster II</i>	150 gp
<i>Summon nature's ally II</i>	150 gp
<i>Summon swarm</i>	150 gp
<i>Undetectable alignment</i>	150 gp

3rd-Level Divine Spell Scrolls

Spell	Market Price
<i>Call lightning</i>	375 gp
<i>Cure serious wounds</i>	375 gp
<i>Dispel magic</i>	375 gp
<i>Dominate animal</i>	375 gp

<i>Greater magic fang</i>	375 gp
<i>InFLICT serious wounds</i>	375 gp
<i>Invisibility purge</i>	375 gp
<i>Locate object</i>	375 gp
<i>Magic circle against chaos</i>	375 gp
<i>Magic circle against evil</i>	375 gp
<i>Magic circle against good</i>	375 gp
<i>Magic circle against law</i>	375 gp
<i>Negative energy protection</i>	375 gp
<i>Neutralize poison</i>	375 gp
<i>Plant growth</i>	375 gp
<i>Prayer</i>	375 gp
<i>Protection from elements</i>	375 gp
<i>Remove blindness/deafness</i>	375 gp
<i>Remove curse</i>	375 gp
<i>Remove disease</i>	375 gp
<i>Searing light</i>	375 gp
<i>Speak with dead</i>	375 gp
<i>Spike growth</i>	375 gp
<i>Stone shape</i>	375 gp
<i>Summon monster III</i>	375 gp
<i>Summon nature's ally III</i>	375 gp
<i>Water breathing</i>	375 gp
<i>Water walk</i>	375 gp

4th-Level Divine Spell Scrolls

Spell	Market Price
<i>Antiplant shell</i>	700 gp
<i>Control water</i>	700 gp
<i>Cure critical wounds</i>	700 gp
<i>Discern lies</i>	700 gp
<i>Dispel magic</i>	700 gp
<i>Divine power</i>	700 gp
<i>Flame strike</i>	700 gp
<i>Freedom of movement</i>	700 gp
<i>Giant vermin</i>	700 gp
<i>Greater magic weapon</i>	700 gp
<i>InFLICT critical wounds</i>	700 gp
<i>Lesser planar ally</i>	700 gp
<i>Neutralize poison</i>	700 gp
<i>Quench</i>	700 gp
<i>Restoration</i>	800 gp
<i>Rusting grasp</i>	700 gp
<i>Spell immunity</i>	700 gp
<i>Spike stones</i>	700 gp
<i>Summon monster IV</i>	700 gp
<i>Summon nature's ally IV</i>	700 gp
<i>Tongues</i>	700 gp

5th-Level Divine Spell Scrolls

Spell	Market Price
<i>Break enchantment</i>	1,125 gp
<i>Commune</i>	1,625 gp
<i>Control winds</i>	1,125 gp
<i>Cure critical wounds</i>	1,125 gp
<i>Dispel evil</i>	1,125 gp
<i>Dispel good</i>	1,125 gp
<i>Flame strike</i>	1,125 gp
<i>Greater command</i>	1,125 gp
<i>Hallow</i>	6,125 gp*
<i>Healing circle</i>	1,125 gp
<i>Ice storm</i>	1,125 gp

<i>Insect plague</i>	1,125 gp
<i>Raise dead</i>	1,625 gp
<i>Righteous might</i>	1,125 gp
<i>Slay living</i>	1,125 gp
<i>Spell resistance</i>	1,125 gp
<i>Summon monster V</i>	1,125 gp
<i>Summon nature's ally V</i>	1,125 gp
<i>Transmute rock to mud</i>	1,125 gp
<i>True seeing</i>	1,375 gp
<i>Unhallow</i>	6,125 gp*
<i>Wall of fire</i>	1,125 gp
<i>Wall of stone</i>	1,125 gp
<i>Wall of thorns</i>	1,125 gp

*-Allows for up to a 4th-level spell to be tied to the hallowed or unhallowed area.

6th-Level Divine Spell Scrolls

Spell	Market Price
<i>Antilife shell</i>	1,650 gp
<i>Blade barrier</i>	1,650 gp
<i>Find the path</i>	1,650 gp
<i>Fire seeds</i>	1,650 gp
<i>Geas/Quest</i>	1,650 gp
<i>Harm</i>	1,650 gp
<i>Heal</i>	1,650 gp
<i>Heroes' feast</i>	1,650 gp
<i>Planar ally</i>	1,650 gp
<i>Repel wood</i>	1,650 gp
<i>Stone tell</i>	1,650 gp
<i>Summon monster VI</i>	1,650 gp
<i>Transport via plants</i>	1,650 gp
<i>Wall of stone</i>	1,650 gp
<i>Wind walk</i>	1,650 gp
<i>Word of recall</i>	1,650 gp

7th-Level Divine Spell Scrolls

Spell	Market Price
<i>Control weather</i>	2,275 gp
<i>Creeping doom</i>	2,275 gp
<i>Destruction</i>	2,275 gp
<i>Dictum</i>	2,275 gp
<i>Fire storm</i>	2,275 gp
<i>Greater restoration</i>	4,775 gp
<i>Holy word</i>	2,275 gp
<i>Regenerate</i>	2,275 gp
<i>Repulsion</i>	2,275 gp
<i>Resurrection</i>	2,775 gp
<i>Summon monster VII</i>	2,275 gp
<i>Transmute metal to wood</i>	2,275 gp
<i>True seeing</i>	2,525 gp
<i>Word of chaos</i>	2,275 gp

8th-Level Divine Spell Scrolls

Spell	Market Price
<i>Antimagic field</i>	3,000 gp
<i>Creeping doom</i>	3,000 gp
<i>Discern location</i>	3,000 gp
<i>Earthquake</i>	3,000 gp
<i>Finger of death</i>	3,000 gp
<i>Fire storm</i>	3,000 gp
<i>Holy aura</i>	3,000 gp
<i>Mass heal</i>	3,000 gp

<i>Repel metal or stone</i>	3,000 gp
<i>Reverse gravity</i>	3,000 gp
<i>Summon monster VIII</i>	3,000 gp
<i>Sunburst</i>	3,000 gp
<i>Unholy aura</i>	3,000 gp
<i>Whirlwind</i>	3,000 gp

9th-Level Divine Spell Scrolls

Spell	Market Price
<i>Earthquake</i>	3,825 gp
<i>Elemental Swarm</i>	3,825 gp
<i>Energy drain</i>	3,825 gp
<i>Implosion</i>	3,825 gp
<i>Miracle</i>	28,825 gp*
<i>Shapechange</i>	3,825 gp
<i>Storm of vengeance</i>	3,825 gp
<i>Summon monster IX</i>	3,825 gp
<i>True resurrection</i>	8,825 gp

*-Assumes powerful request but no expensive material components in excess of 100 gp and no additional XP cost.

<i>Levitate</i>	4,500 gp
<i>Summon monster II</i>	4,500 gp
<i>Silence</i>	4,500 gp
<i>Knock</i>	4,500 gp
<i>Daylight</i>	4,500 gp
<i>Invisibility</i>	4,500 gp
<i>Shatter</i>	4,500 gp
<i>Bull's strength</i>	4,500 gp
<i>Mirror image</i>	4,500 gp
<i>Ghoul touch</i>	4,500 gp
<i>Cure moderate wounds</i>	4,500 gp
<i>Hold person</i>	4,500 gp
<i>Acid arrow</i>	4,500 gp
<i>Web</i>	4,500 gp
<i>Darkness</i>	4,500 gp
<i>Magic missile</i> (7th-level caster)	5,250 gp
<i>Magic missile</i> (9th-level caster)	6,750 gp
<i>Fireball</i> (5th-level caster)	11,250 gp
<i>Lightning bolt</i> (5th-level caster)	11,250 gp
<i>Summon monster III</i>	11,250 gp
<i>Keen edge</i>	11,250 gp
<i>Major image</i>	11,250 gp
<i>Slow</i>	11,250 gp
<i>Suggestion</i>	11,250 gp
<i>Dispel magic</i>	11,250 gp
<i>Cure serious wounds</i>	11,250 gp
<i>Contagion</i>	11,250 gp
<i>Charm person</i> (heightened to 3rd-level spell)	11,250 gp

<i>Fireball</i> (6th-level caster)	13,500 gp
<i>Searing light</i> (6th-level caster)	13,500 gp
<i>Lightning bolt</i> (6th-level caster)	13,500 gp
<i>Fireball</i> (8th-level caster)	18,000 gp
<i>Lightning bolt</i> (8th-level caster)	18,000 gp
<i>Charm monster</i>	21,000 gp
<i>Fear</i>	21,000 gp
<i>Improved invisibility</i>	21,000 gp
<i>Polymorph self</i>	21,000 gp
<i>Polymorph other</i>	21,000 gp
<i>Ice storm</i>	21,000 gp
<i>Summon monster IV</i>	21,000 gp
<i>Wall of ice</i>	21,000 gp
<i>Wall of fire</i>	21,000 gp
<i>Ray of enfeeblement</i> (heightened to 4th-level spell)	21,000 gp

<i>Poison</i>	21,000 gp
<i>Suggestion</i> (heightened to 4th-level spell)	21,000 gp

<i>Neutralize poison</i>	21,000 gp
<i>Inflict critical wounds</i>	21,000 gp
<i>Cure critical wounds</i>	21,000 gp
<i>Restoration</i>	21,100 gp
<i>Fireball</i> (10th-level caster)	22,500 gp
<i>Lightning bolt</i> (10th-level caster)	22,500 gp
<i>Holy smite</i> (8th-level caster)	24,000 gp
<i>Chaos hammer</i> (8th-level caster)	24,000 gp
<i>Unholy blight</i> (8th-level caster)	24,000 gp
<i>Order's wrath</i> (8th-level caster)	24,000 gp
<i>Stoneskin</i>	37,700 gp*

*-The cost to create a wand of stoneskin is 10,500 gp, 840 XP, plus 12,500 gp for the material components.

STAFFS

Staffs

Staff	Market Price
<i>Size alteration</i>	6,500 gp
<i>Charming</i>	12,000 gp
<i>Dancing Bones</i>	20,344 gp
<i>Healing</i>	33,000 gp
<i>Fire</i>	29,000 gp
<i>Swarming insects</i>	20,000 gp
<i>Frost</i>	70,000 gp
<i>Earth and stone</i>	85,000 gp
<i>Defense</i>	80,000 gp
<i>Woodlands</i>	90,000 gp
<i>Life</i>	130,000 gp
<i>Passage</i>	180,000 gp
<i>Power</i>	200,000 gp

WANDS

Wands

Wand	Market Price
<i>Detect magic</i>	375 gp
<i>Light</i>	375 gp
<i>Detect secret doors</i>	750 gp
<i>Color spray</i>	750 gp
<i>Burning hands</i>	750 gp
<i>Charm person</i>	750 gp
<i>Enlarge</i>	750 gp
<i>Magic missile</i> (1st-level caster)	750 gp
<i>Shocking grasp</i>	750 gp
<i>Summon monster I</i>	750 gp
<i>Cure light wounds</i>	750 gp
<i>Magic missile</i> (3rd-level caster)	2,250 gp
<i>Magic missile</i> (5th-level caster)	3,750 gp

WONDROUS ITEMS

Minor Wondrous Items

Item	Market Price		
Ioun stone (dull gray)	25 gp	Cloak of elvenkind	2,000 gp
Feather token (anchor)	50 gp	Hat of disguise	2,000 gp
Everburning torch	90 gp	Handy haversack	2,000 gp
Feather token (tree)	100 gp	Horn of fog	2,000 gp
Couatl feather token (clear path)	200 gp	Slippers of spider climbing	2,000 gp
Feather token (fan)	200 gp	Ten eyes decanter (orange eye)	2,000 gp
Couatl feather token (scaly body)	250 gp	Universal solvent	2,000 gp
Dust of tracelessness	250 gp	Vest of escape	2,000 gp
Couatl feather token (snake to rope)	275 gp	Dust of appearance	2,100 gp
Couatl feather token (confusing tremor)	300 gp	Initiate's saddle	2,000 gp
Feather token (bird)	300 gp	Glove of storing	2,200 gp
Couatl feather token (hunting snake)	350 gp	Ten eyes decanter (white eye)	2,200 gp
Couatl feather token (fangs of the couatl)	400 gp	Sovereign glue	2,400 gp
Feather token (swan boat)	450 gp	Bag of holding (Bag 1)	2,500 gp
Couatl feather token (phantom winged snake)	500 gp	Boots of the winterlands	2,500 gp
Dust of illusion	500 gp	Healing sprinkler rod	2,600 gp
Necklace of prayer beads(blessing)	500 gp	Boots of striding and springing	6,000 gp
Feather token (whip)	500 gp	Candle of truth	2,500 gp
Couatl feather token (wings of the couatl)	600 gp	Scarab, golembane (any golem)	2,500 gp
Ten eye decanter (blue eye)	700 gp	Helm of comprehending languages and reading magic	2,600 gp
Couatl feather token (constricting snake)	800 gp	Necklace of fireballs (Type II)	2,700 gp
Scarab, golembane (flesh)	800 gp	Bag of tricks (rust)	3,000 gp
Bag of tricks (gray)	900 gp	Chime of opening	3,000 gp
Dust of dryness	1,000 gp	Horseshoes of a zephyr	3,000 gp
Bracers of armor (+1)	1,000 gp	Rope of climbing	3,000 gp
Cloak of resistance (+1)	1,000 gp	Ten eyes decanter (green)	3,000 gp
Eyes of the eagle	1,000 gp	Ten eyes decanter (red)	3,000 gp
Goggles of minute seeing	1,000 gp	Boots of the equestrian	3,200 gp
Hand of the mage	1,000 gp	Ten eyes decanter (purple)	3,400 gp
Pearl of power (1st-level spell)	1,000 gp	Ten eyes decanter (purple variant)	3,400 gp
Phylactery of faithfulness	1,000 gp	Dust of disappearance	3,500 gp
Scarab, golembane (clay)	1,000 gp	Lens of detection	3,500 gp
Stone of alarm	1,000 gp	Figurine of wondrous power (silver raven)	3,800 gp
Ten eye decanter (brown eye)	1,000 gp	Amulet of balance	4,000 gp
Pipes of the sewers	1,150 gp	Amulet of health (+2)	4,000 gp
Scarab, golembane (stone)	1,200 gp	Bracers of armor (+2)	4,000 gp
Ten eye decanter (gray eye)	1,200 gp	Cloak of Charisma (+2)	4,000 gp
Brooch of shielding	1,500 gp	Cloak of resistance (+2)	4,000 gp
Sonic Crown	1,500 gp	Gauntlets of ogre power	4,000 gp
Ten eye decanter (yellow eye)	1,500 gp	Gloves of arrow snaring	4,000 gp
Scarab, golembane (iron)	1,600 gp	Gloves of Dexterity (+2)	4,000 gp
Necklace of fireballs (Type I)	1,650 gp	Headband of intellect (+2)	4,000 gp
Couatl feather token (couatl poison)	1,720 gp	Ioun stone (dusty rose prism)	4,000 gp
Pipes of sounding	1,800 gp	Mirror of vanity (+2)	4,000 gp
Efficient quiver	1,800 gp	Restorative ointment	4,000 gp
Scarab, golembane (flesh and clay)	1,800 gp	Pearl of power (2nd-level spell)	4,000 gp
Horseshoes of speed	1,900 gp	Periapt of proof against poison	4,000 gp
Amulet of natural armor (+1)	2,000 gp	Periapt of Wisdom (+2)	4,000 gp
Bead of force	2,000 gp	Stone salve	4,000 gp
Boots of elvenkind	2,000 gp	Necklace of fireballs (Type III)	4,350 gp
		Bracelet of friends	4,550 gp
		Circlet of persuasion	4,500 gp
		Incense of meditation	4,900 gp
		Ten eyes decanter (black)	4,900 gp
		Bag of holding (Bag 2)	5,000 gp
		Ioun stone (clear spindle)	5,000 gp
		Necklace of prayer beads (karma)	5,000 gp
		Scabbard of venoms	5,000 gp
		Bracers of archery	5,100 gp
		Eversmoking bottle	5,200 gp
		Ever-full root cellar	5,400 gp

Necklace of fireballs (Type IV)	5,400 gp
Sustaining spoon	5,500 gp
Marvelous pigments	5,500 gp
Wind fan	5,500 gp
Vestment, druid's	5,800 gp
Cloak of arachnida	6,000 gp
Gloves of swimming and climbing	6,000 gp
Horn of goodness/evil	6,000 gp
Necklace of fireballs (Type V)	6,150 gp
Bag of tricks (tan)	6,300 gp
Circlet of blasting, minor	6,480 gp
Pipes of haunting	6,500 gp
<i>Kyton ruby</i>	7,000 gp
Robe of useful items	7,000 gp
Hand of glory	7,200 gp
<i>Snaplock</i>	7,200 gp
<i>Fire opal of the hell cat</i>	7,300 gp
Bag of holding (Bag 3)	7,400 gp

Medium Wondrous Items

Item	Market Price
Boots of levitation	7,500 gp
Harp of charming	7,500 gp
Periapt of health	7,500 gp
Candle of invocation	7,800 gp
Amulet of natural armor (+2)	8,000 gp
Boots of speed	8,000 gp
Ioun stone (dark blue rhomboid)	8,000 gp
Ioun stone (deep red sphere)	8,000 gp
Ioun stone (incandescent blue sphere)	8,000 gp
Ioun stone (pale blue rhomboid)	8,000 gp
Ioun stone (pink rhomboid)	8,000 gp
Ioun stone (pink and green sphere)	8,000 gp
Ioun stone (scarlet and blue sphere)	8,000 gp
Goggles of night	8,000 gp
<i>Horn of countersong</i>	8,000 gp
<i>Steinthor's tool</i>	8,000 gp
<i>Latch of forbiddance</i>	8,050 gp
Necklace of fireballs (Type VI)	8,100 gp
<i>Sapphire of the barbazu</i>	8,200 gp
Belt, monk's	9,000 gp
Bracers of armor (+3)	9,000 gp
<i>Clay tablet</i>	9,000 gp
Cloak of resistance (+3)	9,000 gp
Decanter of endless water	9,000 gp
Pearl of power (3rd-level spell)	9,000 gp
Talisman of the sphere	9,000 gp
Figurine of wondrous power (serpentine owl)	9,100 gp
Necklace of fireballs (Type VII)	9,150 gp
Deck of illusions	9,200 gp
<i>Emerald of temptation</i>	9,200 gp
Blessed book	9,500 gp
Bag of holding (Bag 4)	10,000 gp
Figurine of wondrous power (bronze griffon)	10,000 gp
Figurine of wondrous power (ebony fly)	10,000 gp
Necklace of prayer beads (healing)	10,000 gp
Robe of blending	10,000 gp
Stone of good luck (luckstone)	10,000 gp
Stone horse (courser)	10,000 gp
Boat, folding	10,500 gp

Amulet of undead turning	11,000 gp
Gauntlet of rust	11,500 gp
Boots, winged	12,000 gp
Horn of blasting	12,000 gp
Ioun stone (vibrant purple prism)	12,000 gp
Medallion of thoughts	12,000 gp
<i>Mirror of charm disruption</i>	12,000 gp
<i>Petite Portal</i>	12,000 gp
Pipes of pain	12,000 gp
<i>Lute of confusion</i>	12,500 gp
Cape of the mountebank	12,960 gp
Lyre of building	13,000 gp
<i>Defender's saddle</i>	14,000 gp
Portable hole	14,000 gp
Bottle of air	14,500 gp
Stone horse (destrier)	14,800 gp
Belt of dwarvenkind	14,900 gp
Ioun stone (iridescent spindle)	15,000 gp
Necklace of prayer beads (smiting)	15,000 gp
Periapt of wound closure	15,000 gp
Scabbard of keen edges	15,000 gp
Broom of flying	15,100 gp
Horn of the tritons	15,100 gp
Gem of brightness	15,200 gp
Pearl of the sirines	15,300 gp
Figurine of wondrous power (onyx dog)	15,500 gp
Chime of interruption	15,800 gp
Amulet of health (+4)	16,000 gp
Belt of giant strength (+4)	16,000 gp
Bracers of armor (+4)	16,000 gp
Cloak of Charisma (+4)	16,000 gp
Cloak of resistance (+4)	16,000 gp
Gloves of Dexterity (+4)	16,000 gp
Headband of intellect (+4)	16,000 gp
<i>Mirror of vanity (+4)</i>	16,000 gp
Pearl of power (4th-level spell)	16,000 gp
Periapt of Wisdom (+4)	16,000 gp
<i>Hamatula Diamond</i>	16,300 gp
Figurine of wondrous power (golden lions)	16,500 gp
Figurine of wondrous power (marble elephant)	17,000 gp
Amulet of natural armor (+3)	18,000 gp
Carpet of flying (3 ft. by 5 ft.)	18,000 gp
Necklace of adaptation	19,000 gp
Cloak of the manta ray	20,000 gp
Ioun stone (pale green prism)	20,000 gp
Ioun stone (pale lavender ellipsoid)	20,000 gp
Ioun stone (pearly white spindle)	20,000 gp
Figurine of wondrous power (ivory goats)	21,000 gp
<i>Ocular band</i>	21,000 gp
Rope of entanglement	21,000 gp
<i>Wandwrap</i>	21,000 gp
Cube of frost resistance	22,000 gp
Wings of flying	22,000 gp
<i>Ghoul Gloves</i>	22,400 gp
Mattock of the titans	23,000 gp
<i>Ten eyes decanter (complete set)</i>	23,000 gp
Circlet of blasting, major	23,760 gp
<i>Captain's saddle</i>	24,000 gp
Cloak of the bat	24,000 gp
Helm of underwater action	24,000 gp

<i>Eyes of doom</i>	24,500 gp
<i>Bracers of armor (+5)</i>	25,000 gp
<i>Cloak of displacement, minor</i> (20% miss chance)	25,000 gp
<i>Cloak of resistance (+5)</i>	25,000 gp
<i>Mask of the skull</i>	25,000 gp
<i>Maul of the titans</i>	25,000 gp
<i>Pearl of power (5th-level spell)</i>	25,000 gp
<i>Token of long reach</i>	25,000 gp
<i>Dimensional shackles</i>	26,000 gp
<i>Iron bands of binding</i>	26,000 gp
<i>Robe of scintillating colors</i>	27,000 gp
<i>Manual of bodily health +1</i>	27,500 gp
<i>Manual of gainful exercise +1</i>	27,500 gp
<i>Manual of quickness in action +1</i>	27,500 gp
<i>Tome of clear thought +1</i>	27,500 gp
<i>Tome of leadership and influence +1</i>	27,500 gp
<i>Tome of understanding +1</i>	27,500 gp
<i>Robe of storms</i>	28,000 gp
<i>Figurine of wondrous power</i> (obsidian steed)	28,500 gp
<i>Carpet of flying (4 ft. by 6 ft.)</i>	29,000 gp

Major Wondrous Items

Item	Market Price
<i>Lantern of revealing</i>	30,000 gp
<i>Necklace of prayer beads</i> (wind walking)	30,000 gp
<i>Drums of panic</i>	30,000 gp
<i>Orb of animation and control</i>	30,000 gp
<i>Portable window</i>	30,000 gp
<i>Helm of telepathy</i>	31,000 gp
<i>Standard of morale</i>	31,500 gp
<i>Amulet of natural armor (+4)</i>	32,000 gp
<i>Fasting chalice and book</i>	32,000 gp
<i>Amulet of proof against detection</i> and location	35,000 gp
<i>Headband of Calm</i>	35,000 gp
<i>Amulet of health (+6)</i>	36,000 gp
<i>Bracers of armor (+6)</i>	36,000 gp
<i>Belt of giant strength (+6)</i>	36,000 gp
<i>Cloak of Charisma (+6)</i>	36,000 gp
<i>Gloves of Dexterity (+6)</i>	36,000 gp
<i>Headband of intellect (+6)</i>	36,000 gp
<i>Pearl of power (6th-level spell)</i>	36,000 gp
<i>Periapt of Wisdom (+6)</i>	36,000 gp
<i>Orb of storms</i>	38,000 gp
<i>Scarab of protection</i>	38,000 gp
<i>Ioun stone (lavender and</i> green ellipsoid)	40,000 gp
<i>Mirror of vanity (+6)</i>	40,000 gp
<i>Ring gates</i>	40,000 gp
<i>Carpet of flying (5 ft. by 7 ft.)</i>	41,000 gp
<i>Crystal ball</i>	42,000 gp
<i>Helm of teleportation</i>	48,600 gp
<i>Bracers of armor (+7)</i>	49,000 gp
<i>Pearl of power (7th-level spell)</i>	49,000 gp
<i>Amulet of natural armor (+5)</i>	50,000 gp
<i>Cloak of displacement, major</i> (50% miss chance)	50,000 gp
<i>Crystal ball with detect invisibility</i>	50,000 gp
<i>Horn of Valhalla</i>	50,000 gp
<i>Necklace of prayer beads (summons)</i>	50,000 gp

<i>Crystal ball with detect thoughts</i>	51,000 gp
<i>Cloak of etherealness</i>	52,000 gp
<i>Carpet of flying (6 ft. by 9 ft.)</i>	53,000 gp
<i>Instant fortress</i>	55,000 gp
<i>Manual of bodily health +2</i>	55,000 gp
<i>Manual of gainful exercise +2</i>	55,000 gp
<i>Manual of quickness in action +2</i>	55,000 gp
<i>Tome of clear thought +2</i>	55,000 gp
<i>Tome of leadership and influence +2</i>	55,000 gp
<i>Tome of understanding +2</i>	55,000 gp
<i>Eyes of charming</i>	56,000 gp
<i>Robe of stars</i>	58,000 gp
<i>Darksull</i>	60,000 gp
<i>Cube of force</i>	62,000 gp
<i>Helm of fire</i>	62,000 gp
<i>Bracers of armor (+8)</i>	64,000 gp
<i>Pearl of power (8th-level spell)</i>	64,000 gp
<i>Crystal ball with telepathy</i>	70,000 gp
<i>Pearl of power (two spells)</i>	70,000 gp
<i>Gem of seeing</i>	75,000 gp
<i>Robe of the archmagi</i>	75,000 gp
<i>Vestments of faith</i>	76,000 gp
<i>Amulet of the planes</i>	80,000 gp
<i>Crystal ball with true seeing</i>	80,000 gp
<i>Pearl of power (9th-level spell)</i>	81,000 gp
<i>Well of many worlds</i>	82,000 gp
<i>Manual of bodily health +3</i>	82,500 gp
<i>Manual of gainful exercise +3</i>	82,500 gp
<i>Manual of quickness in action +3</i>	82,500 gp
<i>Tome of clear thought +3</i>	82,500 gp
<i>Tome of leadership and influence +3</i>	82,500 gp
<i>Tome of understanding +3</i>	82,500 gp
<i>Mantle of spell resistance</i>	90,000 gp
<i>Robe of eyes</i>	90,000 gp
<i>Mirror of opposition</i>	92,000 gp
<i>Chaos diamond</i>	93,000 gp
<i>Eyes of petrification</i>	98,000 gp
<i>Book of roses</i>	100,000 gp
<i>Bowl of commanding water elementals</i>	100,000 gp
<i>Brazier of commanding fire elementals</i>	100,000 gp
<i>Censer of controlling air elementals</i>	100,000 gp
<i>Stone of controlling earth elementals</i>	100,000 gp
<i>Manual of bodily health +4</i>	110,000 gp
<i>Manual of gainful exercise +4</i>	110,000 gp
<i>Manual of quickness in action +4</i>	110,000 gp
<i>Tome of clear thought +4</i>	110,000 gp
<i>Tome of leadership and influence +4</i>	110,000 gp
<i>Tome of understanding +4</i>	110,000 gp
<i>Amulet of control</i>	120,000 gp
<i>Apparatus of the crab</i>	130,000 gp
<i>Manual of bodily health +5</i>	137,500 gp
<i>Manual of gainful exercise +5</i>	137,500 gp
<i>Manual of quickness in action +5</i>	137,500 gp
<i>Tome of clear thought +5</i>	137,500 gp
<i>Tome of leadership and influence +5</i>	137,500 gp
<i>Tome of understanding +5</i>	137,500 gp
<i>Efreeti bottle</i>	150,000 gp
<i>Mirror of life trapping</i>	152,000 gp
<i>Cubic gate</i>	156,000 gp
<i>Helm of brilliance</i>	157,000 gp
<i>Iron flask</i>	170,000 gp
<i>Mirror of mental prowess</i>	175,000 gp
<i>Velvet Maiden</i>	180,000 gp

CURSED ITEMS

Item	Market Price
<i>Incense of obsession</i>	200 gp
<i>Ring of clumsiness</i>	500 gp
<i>Amulet of inescapable location</i>	1,000 gp
<i>Stone of weight (loadstone)</i>	1,000 gp
<i>Bracers of defenselessness</i>	1,200 gp
<i>Gauntlets of fumbling</i>	1,300 gp
<i>-2 sword, cursed</i>	1,500 gp
<i>Armor of rage</i>	1,600 gp
<i>Medallion of thought projection</i>	1,800 gp
<i>Spear, cursed backbiter</i>	2,000 gp
<i>Flask of curses</i>	2,100 gp
<i>Dust of sneezing and choking</i>	2,400 gp
<i>Helm of opposite alignment</i>	4,000 gp
<i>Potion of poison</i>	5,000 gp
<i>Broom of animated attack</i>	5,200 gp
<i>Robe of powerlessness</i>	5,500 gp
<i>Vacuous grimoire</i>	6,000 gp
<i>Armor of arrow attraction</i>	9,000 gp
<i>Net of snaring</i>	10,000 gp
<i>Bag of devouring</i>	15,500 gp
<i>Mace of blood</i>	16,000 gp
<i>Robe of vermin</i>	16,500 gp
<i>Periapt of foul rotting</i>	17,000 gp
<i>Sword, berserking</i>	17,500 gp
<i>Boots of dancing</i>	30,000 gp
<i>Crystal hypnosis ball</i>	-
<i>Necklace of strangulation</i>	60,000 gp
<i>Cloak of poisonousness</i>	62,000 gp
<i>Scarab of death</i>	80,000 gp

ARTIFACTS

Minor Artifacts

Book of Infinite Spells
Deck of Many Things
Hammer of Thunderbolts
Philosopher's Stone
Sphere of Annihilation
Staff of the Magi
Talisman of Pure Good
Talisman of Ultimate Evil
Talisman of Reluctant Wishes
Unholy Destroyer

Major Artifacts

The Saint's Mace
The Moaning Diamond
The Orbs of Dragonkind
The Shadowstaff
The Shield of the Sun

Armors and Shields

Magic armor bonuses are referred to as enhancement bonuses, never rise above +5, and stack with regular armor bonuses (and with shield and magic shield enhancement bonuses). Further, all magic armor is also masterwork armor, so armor check penalties are reduced by 1.

In addition to an enhancement bonus, armor may have special abilities. Special abilities count as additional bonuses for determining the market value of an item, but do not improve AC. A suit of armor cannot have an effective bonus (enhancement plus special ability bonus equivalents) higher than +10. A suit of armor with a special ability must have at least a +1 enhancement bonus.

Armor is always created so that even if the type of armor comes with boots or gauntlets, these pieces can be switched for other magic boots or gauntlets. Magic armor, like almost all magic items, resizes itself to fit the wearer.

Caster Level for Armor and Shields: The caster level of a magic shield or magic armor with a special ability is given in the item description. For an item with only an enhancement bonus, the caster level is three times the enhancement bonus. If an item has both an enhancement bonus and a special ability, the higher of the two caster level requirements must be met.

Shields: Shield enhancement bonuses stack with armor enhancement bonuses. Shield enhancement bonuses do not act as attack or damage bonuses when the shield is used in a bash. The bashing shield enchantment, however, does grant a +1 bonus to attacks and damage (see the item description). A shield could be built with offensive powers (like a magic weapon), but the magic offensive bonus cost would need to be added into the defensive bonus cost of the shield.

As with armor, special abilities built into the shield add to the market value in the form of additions to the bonus of the shield, although they do not improve AC. A shield cannot have an effective bonus (enhancement plus special ability bonus equivalents) higher than +10. A shield with a special ability must have at least a +1 enhancement bonus.

Shields' Hardness and Hit Points: An attacker cannot damage a magic shield with an enhancement bonus unless the attacker's own weapon has at least as high an enhancement bonus as the shield struck. Each +1 of enhancement bonus also adds 1 to the shield's hardness and hit points.

Activation: If armor or a shield has a special ability that the user needs to activate, then the user usually needs to utter the command word (a standard action).

Armor and Shield Special Qualities

Acid Resistance: The armor or shield absorbs the first 10 points of acid damage per round that the wearer would normally take.

Caster Level: 5th; **Prerequisites:** Craft Magic Arms and Armor, *resist elements*; **Market Price:** +3 bonus.

Animated: Upon command, an animated shield floats within 2 feet of the wielder, protecting the

character as if he or she were using it, but freeing up both the character's hands. Only one shield can protect a character at a time.

Caster Level: 12th; *Prerequisites:* Craft Magic Arms and Armor, *animate objects*; *Market Price:* +2 bonus.

Arrow Deflection: This shield protects the wielder as if he or she had the Deflect Arrows feat.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *shield*; *Market Price:* +2 bonus.

Bashing: No matter what the size of the attacker, a large bashing shield deals 1d8 points of damage and a small bashing shield deals 1d6 points of damage. The shield acts as a +1 weapon when used to bash. (Tower shields cannot be bashing shields.)

Caster Level: 8th; *Prerequisites:* Craft Magic Arms and Armor, *bull's strength*; *Market Price:* +1 bonus.

Blinding: A shield with this enchantment flashes with a brilliant light up to twice per day upon command of the wielder. All within 20 feet except the wielder must make a Reflex saving throw (DC 14) or be blinded for 1d4 rounds.

Caster Level: 7th; *Prerequisites:* Craft Magic Arms and Armor, *blindness/deafness*, *searing light*; *Market Price:* +1 bonus.

Cold Resistance: The armor or shield absorbs the first 10 points of cold damage per round that the wearer would normally take.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *resist elements*; *Market Price:* +3 bonus.

Comfort: A suit of armor enhanced with this ability can be slept in without any ill effects, even if it has a –5 armor check penalty or higher. Barding can also be crafted with this ability, enabling a mount to remain armored through the night.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *cure light wounds*; *Market Price:* +1 bonus.

Source: Call of Duty

Source Company: Chainmail Bikini Games

Divine Mark: This special ability can enhance any magical shield, breastplate, half-plate, or plate mail armor. A *divinely marked* item is magically emblazoned with the symbol of a deity or a special mark that is associated with a particular alignment in the campaign world. The mark can glow dimly (not bright enough to give off useful light) or merely be engraved or carved; the choice is up to the crafter.

The basic benefit of this ability is that a *divinely marked* shield can serve as a divine focus, but more powerful *marks* can grant a sacred or profane bonus to the wielder's ability to turn or rebuke the undead. Good *marks* gain sacred bonuses, and evil *marks* gain profane bonuses. Neutral *marks* can gain one or the other, chosen at the time of creation. The *mark* itself has an alignment that is the same as the alignment it is associated with, or the same as the alignment of the deity it represents.

Only one *divine mark* can adorn an item, and the mark cannot be removed without destroying the item. Abilities with alignments that conflict with the alignment of the *mark* cannot enhance such a shield. This ability cannot enhance a buckler; it is too small to hold a proper *divine mark*.

Caster Level: 10th (+2), 14th (+4), 18th (+6+); *Prerequisites:* Craft Magic Arms and Armor, *consecrate*

or *desecrate*; *Market Price:* +1 bonus (+2), +2 bonus (+4), +3 bonus (+6)

Source: Call of Duty

Source Company: Chainmail Bikini Games

Etherealness: On command, this enchantment allows the wearer of the armor to become ethereal once per day. The character can remain ethereal for as long as desired, but once the character returns to normal, he or she cannot become ethereal again that day.

Caster Level: 15th; *Prerequisites:* Craft Magic Arms and Armor, *ethereal jaunt*; *Market Price:* +5 bonus.

Fire Resistance: The armor or shield absorbs the first 10 points of heat damage per round that the wearer would normally take.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *resist elements*; *Market Price:* +3 bonus.

Fortification: When a critical hit or sneak attack is scored on the wearer, there is a chance that the critical hit or sneak attack is negated and damage is instead rolled normally:

Fortification Type	Chance for Normal Damage	Market Price
Light	25%	+1 bonus
Moderate	75%	+3 bonus
Heavy	100%	+5 bonus

Caster Level: 13th; *Prerequisites:* Craft Magic Arms and Armor, *limited wish* or *miracle*; *Market Price:* varies (see above).

Ghost Touch: Both the enhancement bonus and the armor bonus of this armor or shield count against the attacks of incorporeal creatures. Further, it can be picked up, moved, and worn by incorporeal creatures at any time. Incorporeal creatures gain the armor or shield's enhancement bonus against both corporeal and incorporeal attacks, and they can still pass freely through solid objects.

Caster Level: 15th; *Prerequisites:* Craft Magic Arms and Armor, *etherealness*; *Market Price:* +3 bonus.

Glamer: Upon command, this armor changes shape and form to assume the appearance of a normal set of clothing. The armor retains all its properties (including weight) when glamer. Only a true seeing spell or similar magic reveals the true nature of the armor when disguised.

Caster Level: 10th; *Prerequisites:* Craft Magic Arms and Armor, *alter self*; *Market Price:* +1 bonus.

Gold: This armor or shield provides special protection against the breath weapons of foes. The wearer gains a +5 resistance bonus to any saving throw made against a breath weapon attack. The magic effects make the gold portions of this armor as strong as steel.

Caster Level: 4th; *Prerequisites:* Craft Magic Arms and Armor, 1,000 gp worth of gold, *resistance*, *wind wall*; *Market Price:* +1 bonus

Source: The Book of Hallowed Might

Source Company: Malhavoc Press

Closed Content: The name *gold* is closed content.

Invulnerability: This suit of armor grants the wearer damage reduction of 5/+1.

Caster Level: 18th; *Prerequisites:* Craft Magic Arms and Armor, *stoneskin*, *wish* or *miracle*; *Market Price:*

+3 bonus.

Lightning Resistance: The armor or shield absorbs the first 10 points of electrical damage per round that the wearer would normally take.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *resist elements*; *Market Price:* +3 bonus.

Platinum: Armor with this ability increases the wearer's speed by +10 feet. This addition does not stack with spells such as *godspeed*, nor does it stack with a barbarian's or a monk's enhanced speed. It is not multiplied by *boots of striding and springing* or *expeditious retreat*. It does stack with the bonus provided by a *platinum weapon*, however.

Caster Level: 4th; *Prerequisites:* Craft Magic Arms and Armor, 1,000 gp worth of platinum, *godspeed*; *Market Price:* +1 bonus

Source: The Book of Hallowed Might

Source Company: Malhavoc Press

Closed Content: The names *platinum* and *godspeed* are closed content.

Reflection: Once per day as a free action, this shield can be called on to reflect a spell back at its caster exactly. This is similar to the *spell turning* spell.

If the character and a spellcasting attacker are both warding 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 the characters equally at full effect.
81–97	Both turning effects are rendered nonfunctional for 1d4 minutes.
98–100	Both of the characters go through a rift into another plane.

Caster Level: 14th; *Prerequisites:* Craft Magic Arms and Armor, *spell turning*; *Market Price:* +5 bonus.

Shadow: This armor grants a +10 circumstance bonus to Hide checks. This bonus does not stack with the Hide bonus granted by a cloak of elvenkind or obscuring or blinding-based Hide check bonuses. (The armor's armor check penalty still applies normally.)

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *invisibility*; *Market Price:* +1 bonus.

Shining: This enhancement can only be placed on metallic armor polished to a mirror-like finish, such as banded mail, breastplate, half-plate, or plate mail armor. Anyone wearing shining armor has a –5 circumstance penalty to Hide skill checks.

When worn by a paladin, *shining* armor grants a +2 enhancement bonus to charisma.

Caster Level: 10th, *Prerequisites:* Craft Magic Arms and Armor, *enthrall*; *Market price:* +1 bonus

Source: Call of Duty

Source Company: Chainmail Bikini Games

Silent Moves: This armor adds a +10 circumstance bonus to its wearer's Move Silently checks. (The armor's armor check penalty still applies normally.)

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *silence*; *Market Price:* +1 bonus.

Silver: Armor with this ability grants the wearer a +2 resistance bonus to all saving throws against spells,

spell-like abilities, or supernatural abilities (all magic).

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, 1,000 gp worth of silver, *dispel magic*; *Market Price:* +1 bonus

Source: The Book of Hallowed Might

Source Company: Malhavoc Press

Closed Content: The name *silver* is closed content.

Slick: This armor adds a +10 circumstance bonus to its wearer's Escape Artist checks. (The armor's armor check penalty still applies normally.)

Caster Level: 4th; *Prerequisites:* Craft Magic Arms and Armor, *grease*; *Market Price:* +1 bonus.

Sonic Resistance: The armor or shield absorbs the first 10 points of sonic damage per round that the wearer would normally take.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *resist elements*; *Market Price:* +3 bonus.

Spell Resistance: This enchantment grants the armor's wearer spell resistance while the armor is worn. The spell resistance can be SR 13, SR 15, SR 17, or SR 19, depending on the armor.

Caster Level: 15th; *Prerequisites:* Craft Magic Arms and Armor, *spell resistance*; *Market Price:* +2 bonus (SR 13), +3 bonus (SR 15), +4 bonus (SR 17), or +5 bonus (SR 19).

Specific Armors

The following specific suits of armor usually are preconstructed with exactly the qualities described here.

Adamantine Breastplate: This nonmagical breastplate is made of adamantine, giving it a natural +2 enhancement bonus.

Caster Level: -; *Prerequisites:* -; *Market Price:* 5,350 gp.

Banded Mail of Luck: This is +3 banded mail. Once per week, the armor allows its wearer to require that an attack roll made against him or her be rerolled. The wearer must take whatever consequences come from the second roll. The decision to have a reroll must be made before damage is rolled.

Caster Level: 12th; *Prerequisites:* Craft Magic Arms and Armor, *bless*; *Market Price:* 18,900 gp; *Cost to Create:* 10,150 gp + 700 XP.

Breastplate of Command: When worn, this +2 breastplate bestows a +2 circumstance bonus on Charisma checks, checks using skills for which Charisma is the key ability, and turning checks to its wearer. Friendly troops within 360 feet of the user become braver than normal. The wearer cannot hide or conceal herself in any way and still have the effect function.

Caster Level: 15th; *Prerequisites:* Craft Magic Arms and Armor, *mass charm*; *Market Price:* 21,600 gp; *Cost to Create:* 10,975 gp + 850 XP.

Celestial Armor: This +1 chainmail is so fine and light that it can be worn under normal clothing without revealing its presence. It has a maximum Dexterity bonus of +8, an armor check penalty of -2, and an arcane spell failure chance of 15%. It is considered light armor, and it allows the wearer to fly on command (as the spell) once per day.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *fly*, creator must be good; *Market Price:* 25,300 gp; *Cost to Create:* 12,800 gp + 1,000 XP.

Demon Armor: This +4 full plate allows the wearer to make claw attacks that deal 1d10 (x2 critical) points of damage, strike as +1 weapons, and afflict the target as if he or she had been struck by a contagion spell (Fortitude negates DC 14). The "claws" are built into the armor's vambraces and gauntlets.

The armor bestows one negative level on any nonevil creature wearing it. This negative level persists as long as the armor is worn and disappears when the armor is removed. The negative level never results in actual level loss, but it cannot be overcome in any way (including restoration spells) while the armor is worn.

Caster Level: 13th; *Prerequisites:* Craft Magic Arms and Armor, *contagion*; *Market Price:* 41,650 gp; *Cost to Create:* 21,650 gp + 1,600 XP.

Dwarven Plate: This full plate is made of mithral. This armor has an arcane spell failure chance of 25%, a maximum Dexterity bonus of +3, and an armor check penalty of -4. It is considered medium armor and weighs 25 pounds.

Caster Level: -; *Prerequisites:* -; *Market Price:* 10,500 gp.

Elven Chain: This very light chainmail is made of very fine mithral links. Speed while wearing elven chain is 30 feet for Medium-size creatures, or 20 feet for Small. The armor has an arcane spell failure chance of 20%, a maximum Dexterity bonus of +4, and an armor check penalty of -2. It is considered light armor and weighs 20 pounds.

Caster Level: -; *Prerequisites:* -; *Market Price:* 4,150 gp.

Mithral Shirt: This very light chain shirt is made of very fine mithral links. Speed while wearing a mithral shirt is 30 feet for Medium-size creatures, or 20 feet for Small. The armor has an arcane spell failure chance of 10%, a maximum Dexterity bonus of +6, and no armor check penalty. It is still considered light armor. The shirt weighs 10 pounds.

Caster Level: -; *Prerequisite:* -; *Market Price:* 1,100 gp.

Plate Armor of the Deep: The wearer of this +1 full plate armor takes no pressure damage from being deep underwater and is treated as unarmored for purposes of Swim checks. The wearer can also breathe underwater and can converse with any creature that breathes water.

Caster Level: 11th; *Prerequisites:* Craft Magic Arms and Armor, *freedom of movement*, *water breathing*, *tongues*; *Market Price:* 16,650 gp; *Cost to Create:* 9,150 gp + 600 XP.

Rhino Hide: This +2 hide armor is made from rhinoceros hide. In addition to granting a +2 enhancement AC bonus, it has a -1 armor check penalty and doubles all damage dealt by a charge attack made by the wearer.

Caster Level: 9th; *Prerequisites:* Craft Magic Arms and Armor, *haste*; *Market Price:* 5,165 gp; *Cost to Create:* 2,665 gp + 200 XP.

Specific Shields

The following specific shields usually are preconstructed with exactly the qualities described here.

Absorbing Shield: Every other day this +1 large steel shield can be commanded to absorb a single Large or smaller object or creature that touches its front, annihilating the thing that touches it. Only the direct intervention of a deity can restore an annihilated character. A successful touch attack in combat is required to absorb a target.

Caster Level: 17th; *Prerequisites:* Craft Magic Arms and Armor, *disintegrate*; *Market Price:* 50,170 gp; *Cost to Create:* 25,170 gp + 2,000 XP.

Adamantine Shield: This large nonmagical shield is made from adamantine, giving it a natural +1 enhancement bonus.

Caster Level: -; *Prerequisites:* -; *Market Price:* 2,170 gp.

Bullseye Buckler: This plain +1 buckler has a pattern of alternating red and white circles. This pattern draws the attention of attackers making it more likely that they will hit the buckler than the wielder. Any missile attack made against the wearer suffers a -4 penalty to hit. If the attack misses by up to 4, the missile ricochets harmlessly off the buckler. Melee attacks are unaffected by the buckler's Enchantment.

Caster Level: 9th; *Prerequisite:* Craft Magic Arms and Armor, *detect*; *Market Price:* 17,165 gp; *Weight* 5 lb.

Source: Joe's Book of Enchantment

Source Company: Throwing Dice Games

Caster's Shield: This +1 small wooden shield has a small leather strip on the back on which a spellcaster can scribe a single spell as on a scroll. A spell so scribed has only half the normal materials cost. (Experience point and component costs remain the same.) The user can cast the spell scribed on the back of the shield with no chance of arcane spell failure due to the shield.

A random caster's shield has a 50% chance of having a single medium scroll spell on it. The spell is divine (01-80 on d%) or arcane (81-100).

Caster Level: 6th; *Prerequisites:* Craft Magic Arms and Armor, Scribe Scroll, creator must be at least 6th level; *Market Price:* 3,153 gp (plus the value of the scroll spell if one is currently scribed); *Cost to Create:* 1,653 gp + 120 XP.

Darkwood Shield: This large nonmagical wooden shield is made out of darkwood. It has no enhancement bonus, but its construction material makes it lighter than a normal wooden shield. It weighs 5 pounds and has no armor check penalty.

Caster Level: -; *Prerequisites:* -; *Market Price:* 257 gp.

Lion's Shield: This +2 large steel shield is fashioned to appear to be a roaring lion's head. Three times per day, the lion's head can be commanded to attack (independently of the shield wearer), biting with the wielder's base attack bonus (including multiple attacks, if the wielder has them) and dealing 2d6 points of damage (x2 critical). This attack is in addition to any actions performed by the wielder.

Caster Level: 10th; *Prerequisites:* Craft Magic Arms

and Armor, *summon nature's ally IV*; Market Price: 9,170 gp; Cost to Create: 4,670 gp + 360 XP.

Mithral Large Shield: This very light large shield is made of mithral. It has a 5% arcane spell failure chance and no armor check penalty. It weighs 5 pounds.

Caster Level: -; Prerequisite: -; Market Price: 1,020 gp.

Spined Shield: This +1 large steel shield is covered in spines. It acts as a normal spiked shield. On command up to three times per day, the shield's wearer can fire one of the shield's spines. A fired spine has a +1 enhancement bonus, a range increment of 120 feet, and deals 1d10 points of damage (19-20/x2 critical). Fired spines regenerate each day.

Caster Level: 6th; Prerequisites: Craft Magic Arms and Armor, *magic missile*; Market Price: 2,670 gp; Cost to Create: 1,420 gp + 100 XP.

Winged Shield: This round, large wooden shield has a +3 enhancement bonus. Once per day it can be commanded to fly (as the spell), carrying the wielder. The shield can fly up to 2 hours and carry 400 pounds while doing so.

Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, *fly*; Market Price: 15,159 gp; Cost to Create: 7,659 gp + 600 XP.

Weapons

Magic weapons have enhancement bonuses ranging from +1 to +5. They apply these bonuses to both attack and damage rolls when used in combat. All magic weapons are also masterwork weapons, but their masterwork bonus to attack does not stack with their enhancement bonus to attack.

Weapons come in two basic categories: melee and ranged. Some of the weapons listed as melee weapons can also be used as ranged weapons. In this case, their enhancement bonus applies to either type of attack.

Special abilities count as additional bonuses for determining the market value of the item, but do not modify attack or damage bonuses (except where specifically noted). A single weapon cannot have a modified bonus (enhancement bonus plus special ability bonus equivalents) higher than +10. A weapon with a special ability must have at least a +1 enhancement bonus.

Caster Level for Weapons: The caster level of a weapon with a special ability is given in the item description. For an item with only an enhancement bonus and no other abilities, the caster level is three times the enhancement bonus. If an item has both an enhancement bonus and a special ability, the higher of the two caster level requirements must be met.

Bonus Damage Dice: Some magic weapons deal bonus dice of damage. Unlike other modifiers to damage, bonus dice of damage are not multiplied when the attacker scores a critical hit.

Ranged Weapons and Ammunition: Masterwork ranged weapon bonuses to attack and masterwork ammunition (arrows, crossbow bolts, and sling bullets) attack bonuses stack with each other (but not with enhancement bonuses).

Magic Ammunition and Breakage: When a magic arrow, crossbow bolt, or sling bullet misses its target, there is a 50% chance it breaks or otherwise is rendered useless. A magic arrow, bolt, or bullet that hits is destroyed.

Light Generation: Fully 30% of magic weapons shed light equivalent to a torch (20-foot radius). These glowing weapons are quite obviously magical. Such a weapon can't be concealed when drawn, nor can its light be shut off. Some of the specific weapons detailed below always or never glow, as defined in their descriptions.

Hardness and Hit Points: An attacker cannot damage a magic weapon with an enhancement bonus unless the attacker's own weapon has at least as high an enhancement bonus as the weapon or shield struck. Each +1 of enhancement bonus also adds 1 to the weapon's or shield's hardness and hit points.

Activation: If a weapon has a special ability that the user needs to activate, then the user usually needs to utter the command word (a standard action).

Weapon Special Abilities Descriptions

Most magic weapons only have enhancement bonuses. They can also have the special abilities detailed here. A weapon with a special ability must have at least a +1 enhancement bonus.

Bane: Against its designated foe, a ban weapon's effective enhancement bonus is +2 better than its normal enhancement bonus. Further, it deals +2d6 points of bonus damage against the foe. To randomly determine a weapon's designated foe, roll on the following table:

d%
01-05
06-08
09-13
14-20
21-25
26-30
31-35
36-40
41-45
46-50
51-53
54-58
59-65
66-70
71-75
76-77
78-85
86-92
93-94
95-100

Designated Foe

Aberations
Animals
Beasts
Constructs
Dragons
Elementals
Fey
Giants
Magical beasts
Monstrous humanoids
Oozes
Outsiders, chaotic
Outsiders, evil
Outsiders, good
Outsiders, lawful
Plants
Shapechangers
Undead
Vermin
Humanoids (choose subtype)

Caster Level: 8th; *Prerequisites:* Craft Magic Arms and Armor, *summon monster I*; *Market Price:* +2 bonus.

Blasphemous: A blasphemous weapon is a weaker type of *unholy* weapon. This special ability functions the same as the *unholy* ability, except it causes only +1d6 unholy (evil) damage when striking good creatures. A weapon can only have one of the following special abilities: *blasphemous*, *unholy*, or *unholy burst*.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *desecrate*; *Market Price:* +1 bonus

Source: Call of Duty

Source Company: Chainmail Bikini Games

Brilliant Energy: A brilliant energy weapon has its significant portion transformed into light, although this does not modify the item's weight. It gives off light as a torch (20-foot radius). A brilliant energy weapon ignores nonliving matter. Armor and enhancement AC bonuses do not count against it. (Dexterity, deflection, dodge, natural armor, and other such bonuses still apply.) A brilliant energy weapon cannot harm undead, constructs, and objects. Bows, crossbows, and slings cannot be enchanted with this ability.

Caster Level: 16th; *Prerequisites:* Craft Magic Arms and Armor, *gaseous form*, *continual flame*; *Market Price:* +4 bonus.

Chaotic: A chaotic weapon deals +2d6 points of bonus chaotic damage against all opponents of lawful alignment it strikes. It bestows one negative level on any lawful creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including restoration spells) while the weapon is wielded. Bows, crossbows, and slings so enchanted bestow the chaotic power upon their ammunition.

Caster Level: 7th; *Prerequisites:* Craft Magic Arms and Armor, *chaos hammer*, creator must be chaotic; *Market Price:* +2 bonus.

Dancing: A dancing weapon can be loosed (requiring a standard action) to attack on its own. It fights for 4 rounds using the base attack bonus of the one who loosed it and then drops. It never leaves the side of the one who loosed it (never straying more than 5 feet) and fights on even if that creature falls. The wielder who loosed it can grasp it while it is attacking on its own as a free action, but when so retrieved it can't dance (attack on its own) again for 4 rounds.

Caster Level: 15th; *Prerequisites:* Craft Magic Arms and Armor, *animate objects*; *Market Price:* +4 bonus.

Defending: A defender weapon allows the wielder to transfer some or all of the weapon's enhancement bonus to his or her AC as a special bonus that stacks with all others. As a free action, the wielder chooses how to allocate the weapon's enhancement bonus at the start of his or her turn before using the weapon, and the effect to AC lasts until the wielder's next turn.

Caster Level: 8th; *Prerequisites:* Craft Magic Arms and Armor, *shield* or *shield of faith*; *Market Price:* +1 bonus.

Disruption: Any undead creature struck in combat must succeed at a Fortitude save (DC 14) or be destroyed. A weapon of disruption must be a

bludgeoning weapon. (If this property is rolled randomly for a piercing or slashing weapon, reroll.)

Caster Level: 14th; *Prerequisites:* Craft Magic Arms and Armor, *heal*; *Market Price:* a+2 bonus.

Distance: This enchantment can only be placed on a ranged weapon. A weapon of distance doubles its range increment.

Caster Level: 6th; *Prerequisites:* Craft Magic Arms and Armor, *clairaudience/clairvoyance*; *Market Price:* +1 bonus.

Fearsome Presence: The first time an opponent comes within reach of this melee weapon he must make a Will saving throw (DC 16). Failure causes him to view the wielder as such a fearsome opponent that he will take an additional 1d6 points of damage whenever struck by the wielder of the weapon *with any melee attack* for the rest of the encounter.

The fearsomeness is so overpowering that it also benefits the wielder's allies. If someone within reach of the weapon who failed the saving throw is attacked by an ally of the wielder, the affected creature must make another Will saving throw (DC 14). Failure causes that ally to seem nearly as fearsome as the wielder. The affected creature takes an additional 1d4 points of damage from all of that ally's melee attacks for the rest of the encounter. An initial successful saving throw negates any need for saving throws when confronted by allies.

This Enchantment (compulsion) effect lasts for the entire encounter. The target is either awed by the wielder's (and his allies') presence or he is not for the entire encounter.

Caster Level: 14th; *Prerequisite:* Craft Magic Arms and Armor, *blessing of arms*, *fear*; *Market Price:* +4 bonus.

Source: Joe's Book of Enchantment

Source Company: Throwing Dice Games

Filthy: A weapon with the Filthy enchantment is always splattered with gore, and metal surfaces are perpetually rusty. They can never be truly cleaned. Any person wounded by a *filthy* weapon is exposed to Filth Fever. A save to avoid contracting the disease must be made for each wound suffered from these weapons. Missile weapons with the *filthy* enchantment deliver the special ability upon the ammunition fired.

Caster Level: 8th; *Prerequisites:* Craft Magic Arms and Armor, *contagion*; *Market Price:* +1 bonus.

Source: The Compleat Librum of Gar'Udok's Necromantic Artes

Source Company: E. N. Publishing

Closed Content: The name *filthy* is closed content

Flaming: Upon command, a flaming weapon is sheathed in fire. The fire does not harm the hands that hold the weapon. Flaming weapons deal +1d6 points of bonus fire damage on a successful hit. Bows, crossbows, and slings so enchanted bestow the fire energy upon their ammunition.

Caster Level: 10th; *Prerequisites:* Craft Magic Arms and Armor and *flame blade*, *flame strike*, or *fireball*; *Market Price:* +1 bonus.

Flaming Burst: Upon command a flaming burst weapon deals +1d6 points of bonus fire damage on a successful hit. In addition it also explodes with flame

upon striking a successful critical hit. The fire does not harm the hands that hold the weapon. Flaming burst weapons deal +1d10 points of bonus fire damage on a successful critical hit. If the weapon's critical multiplier is x3, add +2d10 points of bonus fire damage instead, and if the multiplier is x4, add +3d10 points of bonus fire damage. Bows, crossbows, and slings so enchanted bestow the fire energy upon their ammunition.

Caster Level: 12th; **Prerequisites:** Craft Magic Arms and Armor and *flame blade*, *flame strike*, or *fireball*; **Market Price:** +2 bonus.

Frost: Upon command, a frost weapon is sheathed in icy cold. The cold does not harm the hands that hold the weapon. Frost weapons deal +1d6 points of bonus cold damage on a successful hit. Bows, crossbows, and slings so enchanted bestow the cold energy upon their ammunition.

Caster Level: 8th; **Prerequisites:** Craft Magic Arms and Armor, *chill metal* or *ice storm*; **Market Price:** +1 bonus.

Ghost Touch: A ghost touch weapon deals damage normally against incorporeal creatures, regardless of its bonus. (An incorporeal creature's 50% chance to avoid damage does not apply to ghost touch weapons.) Further, it can be picked up and moved by incorporeal creatures at any time. A manifesting ghost can wield the weapon against corporeal foes.

Caster Level: 9th; **Prerequisites:** Craft Magic Arms and Armor, *plane shift*; **Market Price:** +1 bonus.

Gold: Weapons with this ability glisten brightly and draw the gaze of others. Wielders gain a +5 resistance bonus to saving throws against gaze attacks. The magic effects make the gold portions of these weapons as strong as steel.

Caster Level: 3rd; **Prerequisites:** Craft Magic Arms and Armor, 1,000 gp worth of gold, *resistance*, *glitterdust*; **Market Price:** +1 bonus

Source: The Book of Hallowed Might

Source Company: Malhavoc Press

Closed Content: The name *gold* is closed content

Holding: On a successful critical hit from this weapon (or ammunition fired from this ranged weapon), the target must make a Will saving throw (DC 20) or he *held* for 2d6 rounds.

Caster Level: 7th; **Prerequisite:** Craft Magic Arms and Armor, *hold monster*; **Market Price:** +2 bonus.

Source: Joe's Book of Enchantment

Source Company: Throwing Dice Games

Holy: A holy weapon deals +2d6 points of bonus holy (good) damage against all of evil alignment. It bestows one negative level on any evil creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including restoration spells) while the weapon is wielded. Bows, crossbows, and slings so enchanted bestow the holy power upon their ammunition.

Caster Level: 7th; **Prerequisites:** Craft Magic Arms and Armor, *holy smite*, creator must be good; **Market Price:** +2 bonus.

Holy Burst: A *holy burst* weapon is a *holy* weapon (+2d6 holy damage to evil creatures) that also stuns

evil creatures for one round on a critical hit. A weapon can only have one of the following special abilities: *righteous*, *holy*, or *holy burst*.

Caster Level: 12th; **Prerequisites:** Craft Magic Arms and Armor, *holy smite*; **Market Price:** +3 bonus

Source: Call of Duty

Source Company: Chainmail Bikini Games

Icy Burst: Upon command an icy burst weapon deals +1d6 points of bonus cold damage on a successful hit. In addition it also explodes with frost upon striking a successful critical hit. The frost does not harm the hands that hold the weapon. Icy burst weapons deal +1d10 points of bonus cold damage on a successful critical hit. If the weapon's critical multiplier is x3, add +2d10 points of bonus cold damage instead, and if the multiplier is x4, add +3d10 points of bonus cold damage. Bows, crossbows, and slings so enchanted bestow the cold energy upon their ammunition.

Caster Level: 10th; **Prerequisites:** Craft Magic Arms and Armor, *chill metal* or *ice storm*; **Market Price:** +2 bonus.

Keen: This enchantment doubles the threat range of a weapon. Only slashing and piercing weapons can be enchanted to be keen. (If this property is rolled randomly for an inappropriate weapon, reroll.)

Caster Level: 10th; **Prerequisites:** Craft Magic Arms and Armor, *keen edge*; **Market Price:** +1 bonus.

Lawful: A lawful weapon deals +2d6 points of bonus lawful damage against all struck opponents of chaotic alignment. It bestows one negative level on any chaotic creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including restoration spells) while the weapon is wielded. Bows, crossbows, and slings so enchanted bestow the lawful power upon their ammunition.

Caster Level: 7th; **Prerequisites:** Craft Magic Arms and Armor, *order's wrath*, creator must be lawful; **Market Price:** +2 bonus.

Mighty Cleaving: A mighty cleaving weapon allows a wielder with the Cleave feat to make one additional cleave attempt in a round. Only one extra cleave attempt is allowed per round.

Caster Level: 8th; **Prerequisites:** Craft Magic Arms and Armor, *divine power*; **Market Price:** +1 bonus.

Platinum: A weapon with this ability increases the wielder's speed by +10 feet. This addition does not stack with spells such as *godspeed*, nor does it stack with a barbarian's or a monk's enhanced speed. It is not multiplied by *boots of striding and springing* or *expeditious retreat*. It does stack with the bonus provided by *platinum armor*, however.

Caster Level: 4th; **Prerequisites:** Craft Magic Arms and Armor, 1,000 gp worth of platinum, *godspeed*; **Market Price:** +1 bonus

Source: The Book of Hallowed Might

Source Company: Malhavoc Press

Closed Content: The names *platinum* and *godspeed* are closed content.

Returning: This enchantment can only be placed on a weapon that can be thrown. A returning weapon

returns through the air back to the creature that threw it. It returns on the round following the round that it was thrown just before its throwing creature's turn. It is therefore ready to use again that turn.

Caster Level: 7th; **Prerequisites:** Craft Magic Arms and Armor, *telekinesis*; **Market Price:** +1 bonus.

Righteous: A *righteous* weapon is a weaker type of *holy* weapon. This special ability functions the same as the *holy* ability, except it causes only +1d6 *holy* (good) damage when striking evil creatures. A weapon can only have one of the following special abilities: *righteous*, *holy*, or *holy burst*.

Caster Level: 5th; **Prerequisites:** Craft Magic Arms and Armor, *consecrate*; **Market Price:** +1 bonus

Source: Call of Duty

Source Company: Chainmail Bikini Games

Shock: Upon command, a shock weapon is sheathed in crackling electricity. The electricity does not harm the hands that hold the weapon. Shock weapons deal +1d6 points of bonus electricity damage on a successful hit. Bows, crossbows, and slings so enchanted bestow the electricity energy upon their ammunition.

Caster Level: 8th; **Prerequisites:** Craft Magic Arms and Armor, *call lightning* or *lightning bolt*; **Market Price:** +1 bonus.

Shocking Burst: Upon command an shocking burst weapon deals +1d6 points of bonus electricity damage on a successful hit. In addition it also explodes with electricity upon striking a successful critical hit. The electricity does not harm the hands that hold the weapon. Shocking burst weapons deal +1d10 points of bonus electricity damage on a successful critical hit. If the weapon's critical multiplier is x3, add +2d10 points of bonus electricity damage instead, and if the multiplier is x4, add +3d10 points of bonus electricity damage. Bows, crossbows, and slings so enchanted bestow the electricity energy upon their ammunition.

Caster Level: 10th; **Prerequisites:** Craft Magic Arms and Armor, *call lightning* or *lightning bolt*; **Market Price:** +2 bonus.

Silver: Weapons with this ability are considered *bane* weapons against any creature that casts spells or uses spelllike or supernatural abilities (any creature that uses magic). *Bane* weapons add +2 to the enhancement bonus of the weapon against their keyed foe and add +2d6 points of damage against the specific foe as well. *Silver weapons* affect lycanthropes as would other weapons made of silver.

Caster Level: 5th; **Prerequisites:** Craft Magic Arms and Armor, 1,000 gp worth of silver, *dispel magic*; **Market Price:** +2 bonus

Source: The Book of Hallowed Might

Source Company: Malhavoc Press

Closed Content: The name *silver* is closed content.

Speed: A weapon of speed allows the wielder one single extra attack each round at the wielder's highest bonus. It is not cumulative with haste. The extra attack must be with this weapon. The weapon does not grant the benefits of a haste spell, simply an extra single attack with this weapon.

Caster Level: 7th; **Prerequisites:** Craft Magic Arms and Armor, *haste*; **Market Price:** +4 bonus.

Spell Storing: A spell-storing weapon allows a

spellcaster to store a single targeted spell of up to 3rd level in the weapon. (The spell must have a casting time of 1 action.) Any time the weapon strikes a creature and the creature takes damage from it, the weapon can immediately cast the spell on that creature as a free action if the wielder desires. Once the spell has been cast, the weapon is empty of spells, and a spellcaster can cast any other targeted spell of up to 3rd level into it. The weapon magically imparts to the wielder the name of the spell currently stored within it. A randomly rolled spell-storing weapon has a 50% chance to have a spell stored in it already.

Caster Level: 8th; **Prerequisites:** Craft Magic Arms and Armor, creator must be a caster of at least 12th level; **Market Price:** +1 bonus.

Subdual: This ability can be applied to weapons that cause subdual damage only or to weapons that restrain the target such as a net. A successful hit with this weapon requires the target to make a Will saving throw (DC 16) or else he will immediately fall unconscious. Unconsciousness lasts for 2d4 rounds. When applied to a restraining weapon like a net, the duration does not start until the net is removed from the target.

Caster Level: 10th; **Prerequisite:** Craft Magic Arms and Armor, *emotion (despair)*; **Market Price:** +3 bonus; **Weight** —.

Source: Joe's Book of Enchantment

Source Company: Throwing Dice Games

Error: Each time this melee weapon successfully strikes an opponent, the victim must make a Will saving throw (DC 10 + ½ hp damage taken from that strike) or become shaken with fear at the wielder. A shaken target who fails his saving throw becomes frightened, then panicked, then cowering.

Caster Level: 12th; **Prerequisite:** Craft Magic Arms and Armor, *fear*; **Market Price:** +3 bonus.

Source: Joe's Book of Enchantment

Source Company: Throwing Dice Games

Thundering: A thundering weapon creates a cacophonous roar like thunder upon striking a successful critical hit. The sonic energy does not harm the wielder of the weapon. Thundering weapons deal +1d8 points of bonus sonic damage on a successful critical hit. If the weapon's critical multiplier is x3, add +2d8 points of bonus sonic damage instead, and if the multiplier is x4, add +3d8 points of bonus sonic damage. Bows, crossbows, and slings so enchanted bestow the sonic energy upon their ammunition. Subjects dealt a critical hit by a thundering weapon must make a Fortitude save (DC 14) or be deafened permanently.

Caster Level: 5th; **Prerequisites:** Craft Magic Arms and Armor, *blindness/deafness*; **Market Price:** +2 bonus.

Throwing: This enchantment can only be placed on a melee weapon. A melee weapon enchanted with this ability gains a range increment of 10 feet and can be thrown by a wielder proficient in its normal use.

Caster Level: 5th; **Prerequisites:** Craft Magic Arms and Armor, *magic stone*; **Market Price:** +1 bonus.

Unholy: An unholy weapon deals +2d6 points of bonus unholy (evil) damage against all of good alignment. It bestows one negative level on any good creature attempting to wield it. The negative level

remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including restoration spells) while the weapon is wielded. Bows, crossbows, and slings so enchanted bestow the unholy power upon their ammunition.

Caster Level: 7th; *Prerequisites:* Craft Magic Arms and Armor, *unholy blight*, creator must be evil; *Market Price:* +2 bonus.

Unholy Burst: An *unholy burst* weapon is a *unholy* weapon (+2d6 unholy damage to good creatures) that also stuns good creatures for one round on a critical hit. A weapon can only have one of the following special abilities: *blasphemous*, *unholy*, or *unholy burst*.

Caster Level: 12th; *Prerequisites:* Craft Magic Arms and Armor, *unholy blight*; *Market Price:* +3 bonus

Source: Call of Duty

Source Company: Chainmail Bikini Games

Vorpal: This enchantment allows the weapon to sever the heads of those it strikes. Upon a successful critical hit, the weapon severs the opponent's head (if it has one) from its body. Some creatures have no heads. Others are not affected by the loss of their heads. Most other creatures, however, die when their heads are cut off. The DM may have to make judgment calls about this sword's effect. A vorpal weapon must be a slashing weapon. (If this property is rolled randomly for an inappropriate weapon, reroll.)

Caster Level: 18th; *Prerequisites:* Craft Magic Arms and Armor, *keen edge*, *circle of death*; *Market Price:* +5 bonus.

Wounding: A weapon of wounding deals damage to a creature such that a wound it inflicts bleeds for 1 point of damage per round thereafter in addition to the normal damage the weapon deals. Multiple wounds from the weapon result in cumulative bleeding. The bleeding can only be stopped by a successful Heal check (DC 15) or the application of any cure spell or other healing spell.

Caster Level: 10th; *Prerequisites:* Craft Magic Arms and Armor, *sword*; *Market Price:* +2 bonus.

SPECIFIC WEAPONS

The following specific weapons usually are preconstructed with exactly the qualities described here.

Adamantine Battleaxe: This nonmagical axe is made out of adamantine, giving it a natural +2 enhancement bonus.

Caster Level: -; *Prerequisites:* -; *Market Price:* 9,310 gp.

Adamantine Dagger: This nonmagical dagger is made out of adamantine, giving it a natural +1 enhancement bonus.

Caster Level: -; *Prerequisites:* -; *Market Price:* 3,302 gp.

Arrow of Animate Dead: This barbed +1 *arrow* is constructed of the darkest wood available and then painted black. The arrowhead, painted red, is cast from silver. On contact with the target, if it is dead, a blast of magical energy surrounds the target as the *animate dead* spell within is released. The target is under the control of the firer. The arrow does 1 point of damage if it strikes a living target.

Caster Level: 9th; *Prerequisites:* Craft Magic Arms and Armor, *animate dead*; *Market Price:* 2,307 gp; *Cost to Create:* 1,153 gp 5 sp + 92 XP.

Source: 101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires

Source Company: Ronin Arts

Arrow of Domination: At first glance this arrow looks like any other but, on closer inspection, arcane writings and symbols can be seen etched along its length. This +1 *arrow* causes no damage when it strikes its target but, instead, forces the target to suffer the effects of the arcane spell, *dominate monster*. The effects of this arrow follow that spell exactly as if it were cast by a 17th level spellcaster.

Caster Level: 17th; *Prerequisites:* Craft Magic Arms and Armor, *dominate monster*; *Market Price:* 7,657 gp; *Cost to Create:* 3,828 gp 5 sp + 306 XP.

Source: 101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires

Source Company: Ronin Arts

Arrow of Internal Agony: These arrows are slightly longer than normal arrows and tipped with red-painted arrowheads. When an arrow of internal agony strikes a target it explodes in a flash of magical energy, igniting a fire deep within the target's body. This does 5 points of damage per round for three rounds and then the fire is extinguished.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *boiling blood*; *Market Price:* 757 gp; *Cost to Create:* 378 gp 5 sp + 30 XP.

Source: 101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires

Source Company: Ronin Arts

Arrow of Multiple Strikes: These +1 *arrows* are manufactured of only the finest woods and are tipped with gold arrowheads. The shaft of the arrow has 5 arrow symbols engraved along its length that glow white. Upon firing, the arrow splits into 5 separate magical arrows that may target a single foe or any number of creatures up to 5 (i.e., one arrow per creature). The arrows strike their target unerringly like the spell *magic missile* and, like that spell, deal 1d4+1 points of damage each.

Caster Level: 9th; *Prerequisites:* Craft Magic Arms and Armor, *magic missile*; *Market Price:* 457 gp; *Cost to Create:* 228 gp 5 sp + 18 XP.

Source: 101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires

Source Company: Ronin Arts

Assassin's Dagger: This +2 dagger adds a +1 bonus to the DC of a Fortitude save forced by the death attack of an assassin.

Caster Level: 9th; *Prerequisites:* Craft Magic Arms and Armor, *slay living*; *Market Price:* 10,302 gp; *Cost to Create:* 5,302 gp + 400 XP.

Dagger of Venom: This +1 dagger allows the wielder to inflict a poison spell (DC 14) upon a creature struck by the blade once per day. The wielder can decide to use the power after he has struck. Doing so is a free action, but the poison spell must be inflicted on the same round that the dagger strikes.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *poison*; *Market Price:* 9,302 gp; *Cost to Create:* 4,802 gp + 360 XP.

Dwarven Thrower: This weapon commonly functions as a +2 warhammer. If in the hands of a dwarf, the warhammer gains an additional +1 enhancement bonus (for a total enhancement bonus of +3) and can be hurled with a 30-foot range increment. It returns to its thrower on the round after it was thrown and is then ready to be wielded or thrown again. When hurled, it deals +1d8 points of bonus damage or +2d8 points of bonus damage against giants.

Caster Level: 10th; *Prerequisites:* Craft Magic Arms and Armor, creator must be a dwarf of at least 10th level; *Market Price:* 60,312 gp; *Cost to Create:* 30,312 gp + 2,400 XP.

Explosive Arrow: Gray arrows that appear to be nothing more than common arrows. These +1 arrows explode when they strike their target, causing 6d6 points of damage to the target. All characters and creatures within 10 ft. that succeed a Reflex save (DC 15) suffer only half damage.

Caster Level: 6th; *Prerequisites:* Craft Magic Arms and Armor, *explosive rules*; *Market Price:* 907 gp; *Cost to Create:* 453 gp 5 sp + 36 XP.

Source: 101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires

Source Company: Ronin Arts

Flame Tongue: This is a +1 flaming burst longsword (+1d6 points of fire damage with each hit, +1d10 points of bonus fire damage on a critical).

Caster Level: 11th; *Prerequisites:* Craft Magic Arms and Armor and *flame blade*, *flame strike*, or *fireball*; *Market Price:* 18,315 gp; *Cost to Create:* 9,315 + 720 XP.

Frost Brand: This +3 frost great-sword (+1d6 points of bonus cold damage with each hit) does not shed any light except when the air temperature is below 0°F. Its wielder is protected from fire, since the sword absorbs the first 10 points of fire damage each round that the wielder would otherwise suffer.

The frost brand sword also has a 50% chance of extinguishing any fire into which its blade is thrust. This power extends to a 10-foot radius and includes lasting effects and spells but excludes instantaneous effects and spells.

Caster Level: 14th; *Prerequisites:* Craft Magic Arms and Armor, *ice storm*, *dispel magic*, *protection from elements*; *Market Price:* 49,350 gp; *Cost to Create:* 24,850 gp + 1,960 XP.

Holy Avenger: In the hands of any character other than a paladin, this sword performs only as a +2 longsword. In the hands of a paladin, this becomes a +5 holy (+2d6 points of bonus holy damage against evil creatures) longsword and grants spell resistance of 15 in a 5-foot radius, and casts dispel magic (usable every round as a standard action) in a 5-foot radius at the class level of the paladin. (Only the area dispel is possible, not the targeted dispel or counterspell versions of dispel magic.)

Caster Level: 18th; *Prerequisites:* Craft Magic Arms and Armor, *holy aura*, creator must be good; *Market Price:* 120,315 gp; *Cost to Create:* 60,315 gp + 4,800 XP.

Javelin of Lightning: This javelin becomes a 5d6 lightning bolt when thrown (DC 14). It is consumed in the attack.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *lightning bolt*; *Market Price:* 751 gp; *Cost to Create:* 526 gp + 18 XP.

Life-Drinker: This +1 greataxe bestows two negative levels on its target whenever it deals damage. One day after being struck, subjects must make a Fortitude save (DC 23) for each negative level or lose a character level. However, each time a life-drinker deals damage to a foe, it also bestows one negative level on the wielder. The negative level gained by the wielder lasts until the axe is put down. The axe can't be used again for 1 hour without the wielder once again gaining the negative level.

Caster Level: 13th; *Prerequisites:* Craft Magic Arms and Armor, *enervation*; *Market Price:* 40,320 gp; *Cost to Create:* 20,320 gp + 1,600 XP.

Luck Blade: This +1 short sword gives its possessor a +1 luck bonus to all saving throws and contains five wish spells when newly created. When randomly rolled, the luck blade can contain fewer than five wishes (1d6-1, minimum 0). The DM should keep the number of wishes left a secret. When the last wish is used, the sword remains a +1 short sword, and it still grants the +1 luck bonus.

Caster Level: 17th; *Prerequisites:* Craft Magic Arms and Armor, *wish* or *miracle*; *Market Price:* 170,560 gp; *Cost to Create:* 22,935 gp + 26,810 XP.

Mace of Smiting: This +3 heavy mace has a +5 enhancement bonus against constructs, and any critical hit dealt to a construct completely destroys it (no saving throw). Furthermore, a critical hit dealt to an outsider deals x4 critical damage rather than x2.

Caster Level: 13th; *Prerequisites:* Craft Magic Arms and Armor, *finger of death*; *Market Price:* 75,312 gp; *Cost to Create:* 37,812 gp + 3,000 XP.

Mace of Terror: This +2 heavy mace has a spell-like ability allowing the wielder to envelop him or herself in a terrifying aura. The wielder's clothes and appearance are transformed into an illusion, such that all within 20 feet who view him or her must roll successful Will saving throws (DC 16) or be struck motionless with terror (treat as hold person). Those who succeed on their saves are shaken. Each time the mace is used to cause terror, there is a 20% chance the wielder permanently loses 1 point from his Charisma score.

Caster Level: 13th; *Prerequisites:* Craft Magic Arms and Armor, *fear*, *hold person*; *Market Price:* 17,812 gp; *Cost to Create:* 9,062 gp + 700 XP.

Nine Lives Stealer: This longsword always performs as a +2 longsword, but it also has the power to draw the life force from an opponent. It can do this nine times before the ability is lost. At that point, the sword becomes a simple +2 longsword. A critical hit must be dealt for the sword's death-dealing ability to function. The victim is entitled to a Fortitude saving throw (DC 17) to avoid death. If the save is successful, the sword's death-dealing ability does not function, no charge is used, and normal critical damage is determined. This sword is evil, and any good character attempting to wield it gains two negative levels. These negative levels remain as long as the sword is in hand and disappear when the sword is no longer wielded. These negative levels never result in actual level loss, but they cannot be overcome in any way (including

restoration spells) while the sword is wielded.

Caster Level: 13th; **Prerequisites:** Craft Magic Arms and Armor, *finger of death*; **Market Price:** 25,315 gp; **Cost to Create:** 12,815 gp + 1,000 XP.

Oathbow: Of elven make, this white +1 longbow has a +3 enhancement bonus, and arrows launched from it deal double normal damage (and x4 on a critical hit instead of the normal x3) against its sworn enemies. However, if the firer does not deal the killing blow on the sworn enemy within 24 hours, the bow falls inert for one week, during which it possesses no magical abilities or bonuses at all. Further, the character is demoralized and suffers a -1 morale penalty to attack rolls, saving throws, and skill checks during that week.

Caster Level: 15th; **Prerequisites:** Craft Magic Arms and Armor, creator must be an elf; **Market Price:** 27,875 gp; **Cost to Create:** 14,125 gp + 1,100 XP.

Rapier of Puncturing: Three times per day, this +2 rapier of wounding allows the wielder to make a touch attack with the weapon that deals 1d6 points of temporary Constitution damage by draining blood.

Caster Level: 13th; **Prerequisites:** Craft Magic Arms and Armor, *harm*; **Market Price:** 50,320 gp; **Cost to Create:** 25,320 gp + 2,000 XP.

Screaming Bolt: One of these +2 bolts screams when fired, forcing all enemies of the firer within 20 feet of the path of the bolt to succeed at a Will save (DC 14) or become shaken. This is a mind-affecting fear effect.

Caster Level: 5th; **Prerequisites:** Craft Magic Arms and Armor, *scare*; **Market Price:** 257 gp; **Cost to Create:** 132 gp + 10 XP.

Slaying Arrow: This +1 arrow is keyed to a particular type of creature. If it strikes such a creature, the target must make a Fortitude save (DC 20) or die (or, in the case of unliving targets, be destroyed) instantly. Note that even creatures normally exempt from Fortitude saves (undead and constructs) are subject to this attack. When keyed to a living creature, this is a death effect. To determine the type of creature the arrow is keyed to, roll on the following table:

d%	Target Type
01-05	Aberrations
06-08	Animals
09-13	Beasts
14-20	Constructs
21-25	Dragons
26-30	Elementals
31-35	Fey
36-40	Giants
41-45	Magical beasts
46-50	Monstrous humanoid
51-53	Oozes
54-58	Outsiders, chaotic
59-65	Outsiders, evil
66-70	Outsiders, good
71-75	Outsiders, lawful
76-77	Plants
78-85	Shapechangers
86-92	Undead
93-94	Vermin
95-100	Humanoid (choose subtype)

A greater slaying arrow functions just like a normal slaying arrow, but the DC to avoid the death effect is 23.

Caster Level: 13th; **Prerequisites:** Craft Magic Arms and Armor, *finger of death* (slaying arrow) or heightened *finger of death* (greater slaying arrow); **Market Price:** 2,282 gp (slaying arrow) or 4,057 gp (greater slaying arrow); **Cost to Create:** 1,144 gp 5 sp + 91 XP (slaying arrow) or 2,032 gp + 162 XP (greater slaying arrow).

Sleep Arrow: If this +1 arrow strikes a foe so that it would normally deal damage, it instead bursts into magical energy that deals subdual damage (in the same amount as would be normal damage) and forces the target to make a Will save (DC 11) or fall asleep.

Caster Level: 5th; **Prerequisites:** Craft Magic Arms and Armor, *sleep*; **Market Price:** 132 gp; **Cost to Create:** 69 gp 5 sp + 5 XP.

Stonestrong Hammer: This +2 warhammer is inscribed with Dwarven runes describing the myth of the first builder. Despite its awkward size, a character using it for construction gains a +8 competency bonus to Craft (stonemasonry) checks.

Caster Level: 6th; **Prerequisites:** Craft Magic Arms and Armor, *stone shape*; **Market Price:** 9,592 gp; **Cost to Create:** 4,952 gp + 371 XP

Source: Where Madness Dwells

Source Company: The Inner Circle

Sun Blade: This sword is the size of a bastard sword. However, its enchantment enables the sun blade to be wielded as if it were a short sword with respect to weight and ease of use. (In other words, the weapon appears to all viewers to be a bastard sword, and deals bastard sword damage, but the wielder feels and reacts as if the weapon were a short sword.) Any individual able to use either a bastard sword or a short sword with proficiency is proficient in the use of a *sun blade*. Likewise, Weapon Focus and Weapon Specialization in short sword and bastard sword apply equally.

In normal combat, the glowing golden blade of the weapon is equal to a +2 *bastard sword*. Against evil creatures, its enhancement bonus is +4. Against Negative Energy Plane creatures or undead creatures, the sword deals double damage (and x3 on a critical hit instead of the usual x2).

Furthermore, the blade has a special *sunbeam* power. Once a day, the wielder can swing the blade vigorously above his or her head while speaking a command word. The *sunblade* then sheds a bright yellow radiance that is like full daylight. The radiance begins shining in a 10-foot radius around the sword wielder and spreads outward at 5 feet per round for 10 rounds thereafter, to create a globe of light with a 60-foot radius. When the wielder stops swinging, the radiance fades to a dim glow that persists for another minute before disappearing entirely. All *sun blades* are of good alignment, and any evil creature attempting to wield one gains one negative level. The negative level remains as long as the sword is in hand and disappears when the sword is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the sword is wielded.

Caster Level: 10th; **Prerequisites:** Craft Magic Arms and Armor, *daylight*, creator must be good; **Market Price:** 50,335 gp; **Cost to Create:** 25,335 gp + 2,000 XP.

Sword of Life Stealing: This +2 longsword bestows a negative level when it deals a critical hit. The sword wielder gains 1d6 temporary hit points each time a negative level is bestowed on another. These temporary hit points last 24 hours. One day after being struck, subjects must make a Fort save (DC 16) for each negative level or lose a character level.

Caster Level: 17th; **Prerequisites:** Craft Magic Arms and Armor, energy drain; **Market Price:** 30,315 gp; **Cost to Create:** 15,315 gp + 1,200 XP.

Sword of the Planes: This longsword has an enhancement bonus of +1 on the Material Plane, but on any Elemental Plane its enhancement bonus increases to +2. (The +2 enhancement bonus also applies on the Material Plane when the weapon is used against elementals.) It operates as a +3 longsword on the Astral or Ethereal plane or when used against opponents from either of those planes. On any other plane, or against any outsider, it functions as a +4 longsword.

Caster Level: 15th; **Prerequisites:** Craft Magic Arms and Armor, *plane shift*; **Market Price:** 52,315 gp; **Cost to Create:** 26,315 gp + 2,080 XP.

Sword of Subtlety: A +1 short sword, this sword adds a +4 bonus to its wielder's attack roll and damage when he or she is making a sneak attack with it.

Caster Level: 7th; **Prerequisites:** Craft Magic Arms and Armor, *blur*; **Market Price:** 15,310 gp; **Cost to Create:** 7,810 gp + 600 XP.

Sylvan Scimitar: This +3 scimitar, when used outdoors in a temperate climate, grants its wielder the use of the Cleave feat and deals +1d6 points of bonus damage.

Caster Level: 11th; **Prerequisites:** Craft Magic Arms and Armor; *divine power* or caster must be druid level 7th+; **Market Price:** 55,815 gp; **Cost to Create:** 28,065 gp + 2,220 XP.

Trident of Fish Command: The magical properties of this +1 trident with a 6-foot-long haft enable its wielder to cause all water-dwelling animals within a 60-foot radius to make a Will saving throw (DC 12). This uses 1 charge of the trident. Animals failing this save are completely under the empathic command of the wielder and will not attack the wielder or any of his or her allies within 10 feet of her. The wielder can make the controlled marine animals move in whatever direction desired and convey messages of emotion to them. Animals making their saving throw are free of empathic control, but they will not approach within 10 feet of the trident. A school of fish should be checked as a single entity.

A newly created trident has 50 charges. When all the charges are used, it remains a +1 trident.

Caster Level: 7th; **Prerequisites:** Craft Magic Arms and Armor, *speak with animals*; **Market Price:** 3,815 gp; **Cost to Create:** 2,065 gp + 140 XP.

Trident of Warning: A weapon of this type enables its wielder to determine the location, depth, species, and number of hostile or hungry marine predators within 240 feet. A trident of warning must be grasped and pointed in order for the character using it to gain such

information, and it requires 1 round to scan a hemisphere with a radius of 240 feet. The weapon is otherwise a +2 trident.

Caster Level: 7th; **Prerequisites:** Craft Magic Arms and Armor, *detect magic*; **Market Price:** 9,815 gp; **Cost to Create:** 5,065 gp + 380 XP.

Whip of Taming: Any animal, beast or magical beast struck with this whip must make a Will saving throw (DC 15) or lose its ferocity as if affected by a *tame* spell. The effect lasts for one day. The whip has a +1 enhancement bonus to attack and damage rolls versus most targets. The enhancement bonus increases to +3 against animals, beasts and magical beasts. If the wielder desires, the whip may be used to deliver subdual damage only when used against animals, beasts, or magical beasts.

Caster Level: 9th; **Prerequisite:** Craft Magic Arms and Armor, *tame*; **Market Price:** 19,301 gp; **Weight** 2 lb.

Source: Joe's Book of Enchantment

Source Company: Throwing Dice Games

Potions

A potion is a magic liquid that produces its effect when imbibed. Potions are also sometimes called elixirs. Magic oils are similar to potions, except that oils are applied externally rather than imbibed. A potion, oil, or elixir can be used only once.

Physical Description: A typical potion or oil consists of 1 ounce of liquid held in a ceramic or glass vial fitted with a tight stopper. The stoppered container is usually no more than 1 inch wide and 2 inches high. The vial has an AC of 13, 1 hit point, a hardness of 1, and a break DC of 12. Vials hold 1 ounce of liquid.

Activation: Drinking a potion or applying an oil requires no special skill. The user merely removes the stopper and swallows the potion or smears on the oil. The following rules govern potion and oil use:

- Drinking a potion or applying an oil is a standard action. The potion or oil takes effect immediately.
- Using a potion or oil provokes attacks of opportunity. A successful attack (including grappling attacks) against the character forces a Concentration check (as with casting a spell). If the character fails this check, he or she cannot drink the potion. An attacker may direct the attack of opportunity against the potion or oil container rather than against the character. A successful attack on the potion can destroy the container.
- A creature must be able to swallow a potion or smear on an oil. Because of this, incorporeal creatures cannot use potions or oils.
- Any corporeal creature can imbibe a potion. The potion must be swallowed. Any corporeal creature can use an oil.
- A character can carefully administer a potion to an unconscious creature as a full-round action,

trickling the liquid down the creature's throat. Likewise, it takes a full-round action to apply an oil to an unconscious creature.

Potion Descriptions

The caster level for a standard potion is the minimum caster level needed to cast the spell (unless otherwise specified). Nonstandard potions are described below.

Charisma: This potion adds a 1d4+1 enhancement bonus to the user's Charisma score for 3 hours.

Caster Level: 3rd; *Prerequisites:* Brew Potion, spellcaster level 4th+; *Market Price:* 300 gp.

Potion of Dead Nose: This potion grants the drinker immunity to all scent-based effects. It also makes it impossible for the individual to smell or taste anything for 2d3 days.

Caster Level: 7th; *Prerequisites:* Brew Potion, Spellcaster level 5th+; *Market Price:* 300 gp.

Source: Right Under Our Noses

Source Company: Mystic Eye Games

Fire Breath: This strange elixir bestows upon the drinker the ability to spit gout of flame. The user can breathe fire up to three times, each time dealing 3d6 points of fire damage to a single target up to 25 feet away. The victim can attempt a Reflex save (DC 12) for half damage. Unused blasts dissipate 1 hour after the potion is consumed.

Caster Level: 3rd; *Prerequisites:* Brew Potion, spellcaster level 8th+; *Market Price:* 900 gp.

Glibness: This potion lasts 1 hour and provides the user with a +30 to Bluff checks. In addition, magic that normally detects lies does not register the speaker's lies as such.

Caster Level: 4th; *Prerequisites:* Brew Potion, spellcaster level 8th+; *Market Price:* 500 gp.

Heroism: This potion grants the drinker a +2 competence bonus to attacks, saves, and skill checks for 1 hour.

Caster Level: 4th; *Prerequisites:* Brew Potion, spellcaster level 8th+; *Market Price:* 900 gp.

Hiding: A character drinking this potion gains a +10 competence bonus to Hide checks for 1 hour.

Caster Level: 2nd; *Prerequisites:* Brew Potion, spellcaster level 6th+; *Market Price:* 150 gp.

Intelligence: This potion grants an enhancement bonus of 1d4+1 to the drinker's Intelligence score for 3 hours.

Caster Level: 3rd; *Prerequisites:* Brew Potion, spellcaster level 4th+; *Market Price:* 300 gp.

Love: This potion causes the character drinking it to become charmed with the first creature seen after consuming the draft (as charm person—the drinker must be a humanoid of Medium-size or smaller, Will save, DC 14). The drinker actually becomes enamored if the creature is of similar race or kind. The charm effects wear off in 1d3 hours, but the enamoring effect is permanent.

Caster Level: 2nd; *Prerequisites:* Brew Potion, charm person; *Market Price:* 150 gp.

Oil of Slipperiness: This oil adds a +30 bonus to all Escape Artist checks. In addition, such obstructions as webs (magical or otherwise) do not affect an anointed individual. Magic ropes and the like do not avail against

this oil. If the oil is poured on a floor or on steps, the spill should be treated as a long-lasting grease spell. The oil requires 8 hours to wear off normally, or it can be wiped off with an alcohol solution.

Oil of slipperiness is needed to coat the inside of a container that is meant to hold *sovereign glue*.

Caster Level: 6th; *Prerequisites:* Brew Potion, grease, spellcaster level 6th+; *Market Price:* 900 gp.

Oil of Timelessness: When applied to any matter that was once alive, this oil allows that substance to resist the passage of time. Each year of actual time affects the substance as if only a day had passed. The coated object has a +1 resistance bonus on all saving throws. The oil never wears off, although it can be magically removed. One flask contains enough oil to coat eight Medium-size objects or an equivalent area.

Caster Level: 2nd; *Prerequisite:* Brew Potion; *Market Price:* 150 gp.

Sneaking: This potion grants the drinker a +10 circumstance bonus to Move Silently checks for 1 hour.

Caster Level: 2nd; *Prerequisites:* Brew Potion, spellcaster level 6th+; *Market Price:* 150 gp.

Swimming: This potion bestows a +10 circumstance bonus to Swim checks for 1 hour.

Caster Level: 2nd; *Prerequisites:* Brew Potion, spellcaster level 6th+; *Market Price:* 150 gp.

Truth: This potion forces the individual drinking it to say nothing but the truth for 10 minutes (Will negates DC 12). Further, the drinker is compelled to answer any questions put to him or her in that time, but with each question he or she is free to make a separate Will save (DC 12). If one of these secondary saves is successful, the drinker doesn't break free of the truth-compelling enchantment but also doesn't have to answer that particular question. No more than one question can be asked each round. This is a mind-affecting compulsion enchantment.

Caster Level: 4th; *Prerequisites:* Brew Potion, spellcaster level 8th+; *Market Price:* 500 gp.

Vision: Drinking this potion a +10 to Search checks for 1 hour.

Caster Level: 2nd; *Prerequisites:* Brew Potion, spellcaster level 6th+; *Market Price:* 150 gp.

Wisdom: This potion adds a 1d4+1 enhancement bonus to the drinker's Wisdom score for 3 hours.

Caster Level: 3rd; *Prerequisites:* Brew Potion, spellcaster level 4th+; *Market Price:* 300 gp.

Rings

A ring has an AC of 13, 2 hit points, a hardness of 10, and a break DC of 25.

Activation: Usually, a ring's ability is activated by a command word (a standard action that does not provoke attacks of opportunity) or it works continually. Some rings have exceptional activation methods, according to their descriptions.

Special Qualities: One out of every 100 rings is intelligent. Intelligent items have extra abilities and sometimes also extraordinary powers and special purposes. Rings with charges can never be intelligent.

Ring Descriptions

Rings are highly coveted and powerful magic items usable by anyone. A character can only wear two rings at one time. A third magic ring will not function when worn.

Animal Friendship: On command, this ring affects an animal as if the wearer had cast animal friendship. The ring wearer can befriend 12 HD worth of animals (see the spell description). If animal friendship is already on the character's spell list, this ring allows the character to befriend additional animals.

Caster Level: 6th; *Prerequisites:* Forge Ring, *animal friendship*; *Market Price:* 9,500 gp.

Blinking: On command, this ring makes the wearer blink, as with the blink spell.

Caster Level: 7th; *Prerequisites:* Forge Ring, *blink*; *Market Price:* 30,000 gp.

Ring of Blue Conjures: This silver band is set with a sapphire. If the wearer casts any spell that summons or calls a creature, that creature is protected by a blue aura for the entire time it remains under the summoning spell's effect. This aura gives the creature a +4 deflection Armor Class bonus, a +4 bonus to Constitution (effectively giving it a +2 bonus to Fortitude saves and +2/HD extra hit points), and a +2 bonus to Strength (effectively giving it a +1 bonus to melee attack and damage rolls).

Caster Level: 7th; *Prerequisites:* Forge Ring, *bull's strength*, *endurance*, *protection from chaos/evil/good/law*; *Market Price:* 42,000 gp

Source: The Book of Eldritch Might

Source Company: Malhavoc Press

Closed Content: The name *ring of blue conjures* is closed content

Chameleon Power: As a free action, the wearer of this ring can gain the ability to magically blend in with the surroundings. This adds a +15 bonus to the wearer's Hide checks. As a standard action, the wearer can also command the ring to utilize the spell change self as often as he or she wants.

Caster Level: 3rd; *Prerequisites:* Forge Ring, *change self*, *invisibility*; *Market Price:* 12,000 gp.

Climbing: This ring is actually a magic leather cord that ties around a finger. It continually grants the wearer a +10 competence bonus to Climb checks.

Caster Level: 5th; *Prerequisites:* Forge Ring, creator must have 5 ranks of the Climb skill; *Market Price:* 2,000 gp.

Ring of Concentration: This ring adds a +10 competence bonus to the wearer's Concentration checks.

Caster Level: 1st; *Prerequisites:* Forge Ring, *clarity of mind*; *Market Price:* 2,000 gp

Source: The Book of Hallowed Might

Source Company: Malhavoc Press

Closed Content: The names *ring of concentration* and *clarity of mind* are closed content.

Counterspells: This ring allows a single spell of 1st through 6th level to be cast into it. Should that spell ever be cast upon the wearer, the spell is immediately countered, as a counterspell action, requiring no action (or even knowledge) on the wearer's part. Once so used, the spell cast within the ring is gone.

A new spell (or the same one as before) may be placed in it again.

Caster Level: 11th; *Prerequisites:* Forge Ring, *spell turning*; *Market Price:* 4,000 gp.

Ring of the Dauntless: This ring allows the wearer to make a 10 ft. step instead of a normal 5 ft. step. In situations where the wearer would not get a 5 ft. step (i.e., he has already moved in this turn), he may make a 5 ft. step.

Caster Level: 9th; *Prerequisites:* Forge Ring, *haste*; *Market Price:* 25,000 gp.

Source: Right Under Our Noses

Source Company: Mystic Eye Games

Djinni Calling: This ring serves as a special gate by means of which a specific djinni can be called from the Elemental Plane of Air. When the ring is rubbed, the call goes out, and the djinni appears on the next round. The djinni faithfully obeys and serves the wearer of the ring, but never for more than 1 hour per day. If the djinni of the ring is ever killed, the ring becomes nonmagical and worthless.

Caster Level: 17th; *Prerequisites:* Forge Ring, *gate*; *Market Price:* 125,000 gp.

Elemental Command: All four types of elemental command rings are very powerful. Each appears to be nothing more than a lesser magic ring until fully activated (see below), but each has certain other powers as well as the following common properties:

- Elementals of the plane to which the ring is attuned can't attack the wearer, or even approach within 5 feet of him or her. If the wearer desires, he or she may forego this protection and instead attempt to charm the elemental (as *charm monster*, Will save DC 17). If the charm attempt fails, however, absolute protection is lost and no further attempt at charming can be made.
- Creatures from the plane to which the ring is attuned who attack the wearer suffer a -1 penalty to their attack rolls. The ring wearer makes applicable saving throws from the extraplanar creature's attacks with a +2 resistance bonus. The wearer gains a +4 morale bonus to all attacks against such creatures. Any weapon the wearer uses bypasses the damage reduction of such creatures, regardless of any qualities the weapon may or may not have.
- The wearer of the ring is able to converse with creatures from the plane to which the ring is attuned. These creatures recognize that he or she wears the ring. They show a healthy respect for the wearer if alignments are similar. If alignments are opposed, creatures fear the wearer if he or she is strong. If the wearer is weak, they hate and desire to slay him or her. Fear, hatred, and respect are determined by the DM.
- The possessor of a ring of elemental command suffers a saving throw penalty as follows:

Element	Saving Throw Penalty
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Air	-2 against earth-based effects
Earth	-2 against air- or electricity-based effects
Fire	-2 against water- or cold-based effects
Water	-2 against fire-based effects

In addition to the powers described above, each specific ring gives its wearer the following abilities according to its type:

Ring of Elemental Command (Air)

- *Feather fall* (unlimited use, wearer only)
- *Resist elements* (electricity) (unlimited use, wearer only)
- *Gust of wind* (twice per day)
- *Wind wall* (unlimited use)
- *Air walk* (once per day, wearer only)
- *Chain lightning* (once per week)

The ring appears to be a *ring of feather fall* until a certain condition is met, such as having the ring blessed, single-handedly slaying an air elemental, or whatever the DM determines necessary to activate its full potential. It must be reactivated each time a new wearer acquires it.

Ring of Elemental Command (Earth)

- *Meld into stone* (unlimited use, wearer only)
- *Soften earth or stone* (unlimited use)
- *Stone shape* (twice per day)
- *Stoneskin* (once per week, wearer only)
- *Passwall* (twice per week)
- *Wall of stone* (once per day)

The ring appears to be a *ring of meld into stone* until the DM established condition is met.

Ring of Elemental Command (Fire)

- *Resist elements (fire)* (as a *major ring of elemental resistance [fire]*)
- *Burning hands* (unlimited use)
- *Flaming sphere* (twice per day)
- *Pyrotechnics* (twice per day)
- *Wall of fire* (once per day)
- *Flame strike* (twice per week)

The ring appears to be a *major ring of elemental resistance (fire)* until the DM established condition is met.

Ring of Elemental Command (Water)

- *Water walk* (unlimited use)
- *Create water* (unlimited use)
- *Water breathing* (unlimited use)
- *Wall of ice* (once per day)

- *Ice storm* (twice per week)
- *Control water* (twice per week)

The ring appears to be a *ring of water walking* until the DM established condition is met.

Caster Level: 15th; **Prerequisites:** Forge Ring, *summon monster VI*, all appropriate spells; **Market Price:** 200,000 gp.

Elemental Resistance, Minor: This ring continually protects the wearer from damage from one type of energy-fire, cold, electricity, acid, or sonic. When the wearer would normally take such damage, subtract 15 points of damage per round from the total to account for the ring's effect.

Caster Level: 5th; **Prerequisites:** Forge Ring, *protection from elements*; **Market Price:** 16,000 gp.

Elemental Resistance, Major: This iron ring continually protects the wearer from even greater damage from one type of energy-fire, cold, electricity, acid, or sonic. When the wearer would normally take such damage, subtract 30 points of damage per round from the amount before applying. This amount is enough to survive even on the Elemental Plane corresponding to the energy type (if applicable), but it still won't completely absorb powerful spells or special attacks.

Caster Level: 7th; **Prerequisites:** Forge Ring, *protection from elements*; **Market Price:** 24,000 gp.

Evasion: This ring allows the wearer to avoid damage as if he or she had the evasion ability. Whenever the wearer makes a Reflex saving throw to determine whether he or she takes half damage from an attack, a successful save results in no damage.

Caster Level: 7th; **Prerequisites:** Forge Ring, *jump*; **Market Price:** 25,000 gp.

Feather Falling: This ring acts exactly like a feather fall spell, activated immediately if the wearer falls more than 3 feet.

Caster Level: 1st; **Prerequisites:** Forge Ring, *feather fall*; **Market Price:** 2,200 gp.

Force Shield: This ring generates a large shield-sized (and shield-shaped) wall of force that stays with the ring and can be wielded by the wearer as if it were a large shield (+2 AC). This special creation, since it can be activated and deactivated at will (a free action), has no armor check penalty or arcane spell failure chance.

Caster Level: 9th; **Prerequisites:** Forge Ring, *wall of force*; **Market Price:** 8,500 gp.

Freedom of Movement: This ring allows the wearer to act as if continually under the effect of a *freedom of movement* spell.

Caster Level: 7th; **Prerequisites:** Forge Ring, *freedom of movement*; **Market Price:** 40,000 gp.

Friend Shield: These rings always come in pairs. A friend shield ring without its mate is useless. Either wearer of one of a pair of the rings can, at any time, command his or her ring to cast a shield other spell with the wearer of the mated ring as the recipient. There is no range limitation on this effect.

Caster Level: 10th; **Prerequisites:** Forge Ring, *shield other*; **Market Price:** 50,000 gp (for a pair).

Invisibility: By activating this ring, the wearer can become invisible, as the spell.

Caster Level: 3rd; *Prerequisites:* Forge Ring, invisibility; *Market Price:* 20,000 gp.

Jumping: This ring continually allows the wearer to leap about as if a jump spell had been cast upon him or her, adding a +30 bonus to all Jump checks and eliminating the usual maximum distances.

Caster Level: 1st; *Prerequisites:* Forge Ring, jump; *Market Price:* 2,000 gp.

Mind Shielding: The wearer of this ring is continually immune to detect thoughts, discern lies, and any attempt to magically discern his or her alignment.

Caster Level: 3rd; *Prerequisites:* Forge Ring, nondetection; *Market Price:* 8,000 gp.

Ring of Neutrality: This plain grey band has a unique property. When a spell or other effect that depends on alignment (*holy word*, *unholy blight*, and so on) would affect the wearer, his alignment is treated as true neutral. The ring likewise masks him from spells like *detect evil* or *detect chaos*, and under the scrutiny of someone with *true seeing* active, he seems neutral. The ring does not mask actions or statements that would betray the wearer's real alignment. Similar items, such as a *ring of neutral evil*, or a *ring of chaotic good*, may also exist.

Caster Level: 5th; *Prerequisites:* Forge Ring, nondetection; *Market Price:* 30,000 gp

Source: The Book of Hallowed Might

Source Company: Malhavoc Press

Closed Content: The name *ring of neutrality* is closed content.

Pegasus Rings: This magic item comes in pairs, consisting of two golden rings of the same size and shape with a silver pegasus engraved in one of them and the phrase "Hail Pegasus" written on the back. In order to function, two different characters must wear the rings. The one wearing the ring with the silver engraving then speaks the etched phrase and the design turns into a Tiny metallic pegasus (treat as an animated object with 10 hp, fly speed of 40 feet, and a +2 natural armor bonus to AC; see the MM for more information). A small package can be given to this pegasus weighting up to 4 pounds. Then, a second command phrase (Ride Pegasus!) makes it fly to the wearer of the second ring, delivering the package. If the pegasus flies at its normal speed x4, it can cover 16 miles in one hour. After this, it returns to its engraving form but this time in the second ring.

The Tiny construct cannot speak or do any other task than delivering and protecting its package, which may fight if needed. It can turn *invisible* (as the spell) and use all the advantages of a *haste* spell as cast by a 10th-level sorcerer for up to one hour to protect itself and its package. If destroyed, the rings cannot be used until repaired, which require paying one quarter of the item's market price and spending one day for each 1,000 gp. Obviously, the repairman must have the Forge Ring feat.

Caster Level: 10th *Prerequisites:* Forge Ring, *haste*, invisibility, major creation *Market Price:* 9,500 gp, *Components:* Two golden rings, one pound of pulverized pegasus hooves that must be mixed and melted with a

pinch of silver to create the pegasus engraving *Weight:* —

Source: Scales and Furs: Crafts from Creatures

Source Company: DreamReality Press

Closed Content: The name *pegasus rings* is closed content.

Ring of Potion Storage: This plain bronze ring has a tiny concealed compartment, which a character can find with a Search check (DC 30). Despite the ring's small size, an entire magic potion (and only a magic potion) can be poured into the ring and stored there indefinitely.

Caster Level: 7th; *Prerequisites:* Forge Ring, *secret chest*; *Market Price:* 1,000 gp

Source: The Book of Eldritch Might

Source Company: Malhavoc Press

Closed Content: The name *ring of potion storage* is closed content

Protection: This ring offers continual magical protection in the form of a deflection bonus of +1 to +5 to AC.

Caster Level: 5th; *Prerequisites:* Forge Ring, *shield of faith*, *caster* must be of a level three times that of the bonus of the ring; *Market Price:* 2,000 gp (*ring* +1); 8,000 gp (*ring* +2); 18,000 gp (*ring* +3); 32,000 gp (*ring* +4); or 50,000 gp (*ring* +5).

Ring of Psi-Sense: This magical ring is made from the vertebra of a dead psion or psionic being. When its wearer approaches within 50 feet of any creature capable of manifesting psionic powers, the ring vibrates—the stronger the ring's vibrations, the closer the psion. The ring also tugs slightly to the left or right (though not strongly enough to hamper the wearer's actions in any way), indicating the approximate direction of the closest psionic individual within 50 feet.

Caster Level: 3rd; *Prerequisites:* Forge Ring, *detect magic*, *mage hand*; *Market Price:* 2,000 gp.

Source: 101 Spellbooks, *Tomes of Knowledge*, and *Forbidden Grimoires*

Source Company: Ronin Arts

Ring of Rage: This is a ring made of red gold with a ruby chip mounted into its face. When activated by a command word, the gem glows darkly and the ring causes all living creatures within a 15 foot radius to fight each other without noticing any danger they might be in, as in the spell *emotion* (*rage*). The enchanted creatures get a +2 morale bonus to Strength and Constitution scores, +1 morale bonus on Will saves, and a -1 penalty to AC. The ring does not affect the wearer. The effect lasts until a second command word is spoken, or the ring is removed from the wearer's finger. A Will save DC 16 (not including the morale bonus) negates the effect. The ring can be used once per day.

Caster Level: 7th; *Prerequisites:* Forge Ring, *emotion*; *Market Price:* 5,040 gp.

Source: 101 Spellbooks, *Tomes of Knowledge*, and *Forbidden Grimoires*

Source Company: Ronin Arts

Ram: The wearer can command this ring to give forth a ramlike force, manifested by a vaguely discernible shape that resembles the head of a ram or a goat. This force strikes a single target, dealing 1d6 points of damage if 1 charge is expended, 2d6 points if 2 charges are used, or 3d6 points if 3 charges (the maximum) are

used. Treat this as a ranged attack with a 50-foot maximum range and no penalties for distance.

The force of the blow is considerable, and those struck by the ring are subject to a bull rush if within 30 feet of the ring-wearer. (The ram has Strength 25 and is Large.) The ram gains a +1 bonus to the bull rush attempt if 2 charges are expended, or +2 if 3 charges are expended.

In addition to its attack mode, the *ring of the ram* also has the power to open doors as if it were a character with Strength 25. If 2 charges are expended, the effect is equivalent to a character with Strength 27. If 3 charges are expended, the effect is that of a character with Strength 29.

A newly created *ring of the ram* has 50 charges. When all the charges are expended, the ring becomes a nonmagical item.

Caster Level: 9th; **Prerequisites:** Forge Ring, *bull's strength*, *telekinesis*; **Market Price:** 8,600 gp.

Ring of Red Conjures: This gold band is set with a ruby. If the wearer casts any spell that summons or calls a creature, that creature is protected by a red aura for the entire time it remains under the effect of the summoning spell. This aura gives the creature a +2 deflection Armor Class bonus and a +2 bonus to Constitution (effectively giving it a +1 bonus to Fortitude saves and +1/HD extra hit points).

Caster Level: 5th; **Prerequisites:** Forge Ring, *endurance*, *protection from chaos/evil/good/law*; **Market Price:** 14,000 gp

Source: The Book of Eldritch Might

Source Company: Malhavoc Press

Closed Content: The name *ring of red conjures* is closed content

Regeneration: This ring continually allows a living wearer to heal 1 point of damage per level every hour rather than every day. (This ability cannot be aided by the Heal skill.) Subdual damage heals at a rate of 1 point of damage per level every 5 minutes. If the wearer loses a limb, an organ, or any other body part while wearing this ring, the ring regenerates it like the spell. In either case, only damage taken while wearing the ring is regenerated.

Caster Level: 15th; **Prerequisites:** Forge Ring, *regenerate*; **Market Price:** 90,000 gp.

Shooting Stars: This ring has two modes of operation-at night and underground-both of which work only in relative darkness.

During the night under the open sky, the ring of shooting stars can perform the following functions on command:

- *Dancing lights* (once per hour)
- *Light* (twice per night)
- *Ball lightning* (special, once per night)
- *Shooting stars* (special, three per week)

The first special function, *ball lightning*, releases one to four balls of lightning (ring wearer's choice). These glowing globes resemble dancing lights, and the ring wearer controls them in the same fashion (see the *dancing lights* spell description). The spheres have a

120-foot range and a duration of 4 rounds. They can be moved at 120 feet per round. Each sphere is about 3 feet in diameter, and any creature who comes within 5 feet of one causes its charge to dissipate, taking electricity damage in the process according to the number of balls created.

Number of Balls

4 lightning balls
3 lightning balls
2 lightning balls
1 lightning ball

Damage per Ball

1d6 points of damage each
2d6 points of damage each
3d6 points of damage each
4d6 points of damage

Once the *ball lightning* function is activated, the balls can be released at any time before the sun rises. (Multiple balls can be released in the same round.)

The second special function, *shooting stars*, produces glowing projectiles with fiery trails, much like a *meteor swarm*. Three shooting stars can be released from the ring each week, simultaneously or one at a time. They impact for 12 points of damage and spread (as a *fireball*) in a 5-foot-radius sphere for 24 points of fire damage.

Any creature struck by a *shooting star* takes full damage from impact plus full damage from the spread, unless a Reflex save (DC 13) is made. Creatures not struck but within the spread ignore the impact damage and take only half damage from the fire spread on a successful Reflex save (DC 13). Range is 70 feet, at the end of which the *shooting star* explodes, unless it strikes a creature or object before that. A *shooting star* always follows a straight line, and any creature in its path must make a save or be hit by the projectile.

Indoors at night, or underground, the *ring of shooting stars* has the following properties:

- *Faerie fire* (twice per day)
- *Spark shower* (special, once per day)

The *spark shower* is a flying cloud of sizzling purple sparks that fan out from the ring for a distance of 20 feet in an arc 10 feet wide. Creatures within this area take 2d8 points of damage each if not wearing metal armor or carrying a metal weapon. Those wearing metal armor and/or carrying a metal weapon take 4d8 points of damage.

Caster Level: 12th; **Prerequisites:** Forge Ring, *light*, *faerie fire*, *lightning bolt*, *meteor swarm*; **Market Price:** 50,000 gp.

Spell Storing: A ring of spell storing contains up to ten levels of spells that the wearer can cast. Each spell has a caster level equal to the minimum level needed to cast that spell. The user need not provide any material components or focus, or pay an XP cost to cast the spell, and there is no arcane spell failure chance for wearing armor (since the ring user need not gesture).

For a randomly generated ring, treat it as a scroll to determine what spells are stored in it. If you roll a spell that would put the ring over the ten-level limit, ignore that roll; the ring has no more spells in it. (Not every newly discovered ring need be fully charged.)

A spellcaster can cast any spells into the ring, so

long as the total spell levels do not add up to more than ten.

The ring magically imparts to the wearer the names of all spells currently stored within it.

Caster Level: Varies (minimum needed to cast each stored spell); **Prerequisites:** Forge Ring, *imbue with spell ability*; **Market Price:** 90,000 gp.

Spell Turning: On command, this band automatically reflects spells cast at the wearer, exactly as if spell turning had been cast upon the wearer.

Caster Level: 15th; **Prerequisites:** Forge Ring, *spell turning*; **Market Price:** 150,000 gp.

Sustenance: This ring continually provides its wearer with life-sustaining nourishment. The ring also refreshes the body and mind, so that its wearer needs only sleep 2 hours per day to gain the benefit of 8 hours of sleep. The ring must be worn for a full week before it begins to work. If it is removed, the owner must wear it for another week to reattune it to him or herself.

Caster Level: 5th; **Prerequisites:** Forge Ring, *create food and water*; **Market Price:** 2,500 gp.

Swimming: This ring continually grants the wearer a +10 competence bonus to Swim checks.

Caster Level: 5th; **Prerequisites:** Forge Ring, creator must have 5 ranks of the Swim skill; **Market Price:** 2,300 gp.

Telekinesis: This ring allows the caster to use the spell *telekinesis* on command.

Caster Level: 9th; **Prerequisites:** Forge Ring, *telekinesis*; **Market Price:** 75,000 gp.

Three Wishes: This ring is set with three rubies. Each ruby stores a *wish* spell, activated by the ring. When a wish is used, that ruby disappears. For a randomly generated ring, roll 1d3 to determine the remaining number of rubies. When all the wishes are used, the ring becomes a nonmagical item.

Caster Level: 20th; **Prerequisites:** Forge Ring, *wish* or *miracle*; **Market Price:** 97,950 gp; **Cost to Create:** 11,475 gp + 15,918 XP.

Warmth: This ring continually keeps the wearer comfortably warm, allowing him or her to withstand cold weather and cold damage as if he or she had *endure elements (cold)* cast upon him or her (negating 5 points of cold damage per round).

Caster Level: 7th; **Prerequisites:** Forge Ring, *endure elements*; **Market Price:** 2,100 gp.

Water Walking: This ring allows the wearer to continually utilize the effects of the spell *water walk*.

Caster Level: 9th; **Prerequisites:** Forge Ring, *water walk*; **Market Price:** 15,000 gp.

Wizardry: This special ring come in four types (*ring of wizardry I*, *ring of wizardry II*, *ring of wizardry III*, and *ring of wizardry IV*), all of them useful only to arcane spellcasters. The wearer's arcane spells per day are doubled for one specific spell level. A *ring of wizardry I* doubles 1st-level spells, a *ring of wizardry II* doubles 2nd-level spells, a *ring of wizardry III* doubles 3rd-level spells, and a *ring of wizardry IV* doubles 4th-level spells. Bonus spells from high ability scores or school specialization are not doubled.

Caster Level: 11th (*wizardry I*), 14th (*wizardry II*), 17th (*wizardry III*), or 20th (*wizardry IV*); **Prerequisites:** Forge Ring, *limited wish* (*wizardry I-wizardry IV*); **Market**

Price: 20,000 gp (*wizardry I*), 40,000 gp (*wizardry II*), 70,000 gp (*wizardry III*), or 100,000 gp (*wizardry IV*).

X-Ray Vision: On command, this ring gives its possessor the ability to see into and through solid matter. Vision range is 20 feet, with the viewer seeing as if he or she were looking at something in normal light even if there is no illumination. X-ray vision can penetrate 20 feet of cloth, wood, or similar animal or vegetable material. It can see through up to 10 feet of stone or some metals. Some metals can't be penetrated at all.

Substance Scanned	Thickness Penetrated per	
	Round of X-Raying	Maximum Thickness
Organic matter (animal)	4 ft.	20 ft.
Organic matter (vegetable)	2 1/2 ft.	20 ft.
Stone	1 ft.	10 ft.
Iron, steel, copper, brass, etc.	1 in.	10 in.
Lead, gold, platinum	Cannot penetrate	

It's possible to scan an area of up to 100 square feet during 1 round.

Secret compartments, drawers, recesses, and doors are 90% likely to be located by X-ray vision scanning. Using the ring is physically exhausting, causing the wearer 1 point of temporary Constitution damage per minute after the first 10 minutes of use in a single day.

Caster Level: 6th; **Prerequisites:** Forge Ring, *true seeing*; **Market Price:** 25,000 gp.

Rods

Anyone can use a rod.

Physical Description: Rods weigh approximately 5 pounds. They range from 2 feet to 3 feet long and are usually made of iron or some other metal. (Many can function as light maces or clubs due to their sturdy construction.) These sturdy items have an AC of 9, 10 hit points, a hardness of 10, and a break DC of 27.

Activation: Details relating to rod use vary from item to item. See the individual descriptions for specifics.

Special Qualities: One out of every 100 rods is intelligent. Intelligent items have extra abilities and sometimes also extraordinary powers and special purposes.

Rod Descriptions

Absorption: This rod acts as a magnet, drawing spells or spell-like abilities into itself. The magic absorbed must be a single-target spell or a ray directed either at the character possessing the rod or her gear. The rod then nullifies the spell's effect and stores its potential until the wielder releases this energy in the form of spells of his or her own. The wielder can instantly detect a spell's level as the rod absorbs that spell's energy. Absorption requires no action on the part of the user if the rod is in hand at the time.

A running total of absorbed (and used) spell levels should be kept. For example, a rod that absorbs a 6th-level spell and a 3rd-level spell has a total of nine absorbed spell levels. The wielder of the rod can use captured spell energy to cast any spell he or she has prepared, without expending the preparation itself. The only restrictions are that the levels of spell energy stored in the rod must be equal to or greater than the level of the spell the wielder wants to cast, that any material components required for the spell be present, and that the rod be in hand when casting. Continuing the example above, the rod wielder could use the nine absorbed spell levels to cast one 9th-level spell, or one 5th-level and one 4th-level spell, or nine 1st-level spells, and so on. For casters such as bards or sorcerers who do not prepare spells, the rod's energy can be used to cast any spell of the appropriate level or levels that they know.

The *rod of absorption* absorbs a maximum of fifty spell levels and can thereafter only discharge any remaining potential it might have. The rod cannot be recharged. The wielder knows the rod's remaining absorbing potential and current amount of stored energy.

To determine the absorption potential remaining in a newly found rod, roll d% and divide the result by 2. Then roll d% again: On a result of 01-30, half the levels already absorbed by the rod are still stored within.

Caster Level: 15th; **Prerequisites:** Craft Rod, *spell turning*; **Market Price:** 50,000 gp.

Alertness: This rod is indistinguishable from a +1 light mace. It has eight flanges on its macelike head. The rod bestows a +1 initiative bonus. If grasped firmly, the rod enables the holder to *detect evil*, *detect good*, *detect chaos*, *detect law*, *detect magic*, *discern lies*, or *see invisibility*. The use of these powers can be done freely with the rod, each different use taking a separate standard action.

If the head of a *rod of alertness* is planted in the ground, and the possessor wills it to alertness (a standard action), the rod senses any creature within 120 feet who intends to harm the possessor. Each of the flanges on the rod's head then casts a *light* spell along the direction it faces (usually north, northeast, east, southeast, south, southwest, west, and northwest) out to a 60-foot range. At the same time, the rod creates the effect of a prayer spell upon all creatures friendly to the possessor in a 20-foot radius. Immediately thereafter, the rod sends forth a mental alert to these friendly creatures, warning them of possible danger from the unfriendly creature or creatures within the 120-foot radius. These effects last for 10 minutes, and the rod can perform this function once per day.

Last, the rod can be used to simulate the casting of an animate objects spell, utilizing any eight (or fewer) objects located roughly around the perimeter of a 5-foot-radius circle centered on the rod when planted in the ground. Objects remain animated for 10 minutes. The rod can perform this function once per day.

Caster Level: 14th; **Prerequisites:** Craft Rod, *light*, *detect magic*, *alarm*, *detect chaos*, *detect evil*, *detect good*, *detect law*, *discern lies*, *see invisibility*, *prayer*, *animate objects*; **Market Price:** 72,000 gp.

Bookrod: This strange wooden rod is covered in

odd knobs and lumps. A wizard who makes an Intelligence check (DC 15) upon touching the rod discerns that it can be used as a spellbook; spells are encoded in the bumps on the rod (like Braille). What's more, the rod can change, upon mental command, to code a new spell or reveal the codes for a stored spell. There is no limit to the number of spells that one can store in this rod, and storing them carries no cost. Users each code their own spells—one cannot use spells already coded in the rod.

Caster Level: 15th; **Prerequisites:** Craft Rod, *lucubration*; **Market Price:** 32,000 gp; **Weight:** 5 lbs.

Source: The Book of Eldritch Might

Source Company: Malhavoc Press

Closed Content: The name *bookrod* is closed content

Cancellation: The touch of this rod drains an item of all magical properties. The item touched gets a saving throw (DC 19). If a creature is holding it at the time, then the item can use the holder's Will save bonus in place of its own if the holder's is better. In such cases, contact is made by making a melee touch attack roll. Upon draining an item, the rod itself becomes brittle and cannot be used again. Drained items are only restorable by *wish* or *miracle*. (If a *sphere of annihilation* and a *rod of cancellation* negate each other, nothing can restore either of them.)

Caster Level: 15th; **Prerequisites:** Craft Rod, *dispel magic*; **Market Price:** 11,000 gp.

Enemy Detection: This device pulses in the wielder's hand and points in the direction of any creature or creatures hostile to the bearer of the device (nearest ones first). These creatures can be invisible, ethereal, hidden, disguised, or in plain sight. Detection range is 60 feet. The rod can be used three times each day, each use lasting up to 10 minutes. Activating the rod is a standard action.

Caster Level: 10th; **Prerequisites:** Craft Rod, *discern lies*; **Market Price:** 23,500 gp.

Flailing: Upon the command of its possessor, the rod activates, changing from a normal-seeming rod to a +3 *dire flail*. The dire flail is a double weapon, which means that each of the weapon's heads can be used to attack. The wielder can gain an extra attack (with the second head) at the cost of making all attacks at a -2 penalty (as if the user had the Two-Weapon Fighting and Ambidexterity feats).

Once per day the wielder can use a free action to cause the rod to grant him or her a +4 deflection bonus to Armor Class and a +4 resistance bonus to saving throws for 10 minutes. The rod need not be in weapon form to grant this benefit. Transforming it into a weapon or back into a rod is a move-equivalent action.

Caster Level: 9th; **Prerequisites:** Craft Rod, Craft Magic Arms and Armor, *bless*; **Market Price:** 40,000 gp.

Flame Extinguishing: This rod can extinguish Medium-size or smaller nonmagical fires with simply a touch (a standard action). Extinguishing a Large or larger nonmagical fire, or a magic fire of Medium-size or smaller (such as that of a flaming weapon or a burning hands spell), expends 1 charge. Continual magic flames, such as those of a weapon or a fire creature, are suppressed for 6 rounds and flare up again after that time. To extinguish an instantaneous fire spell, the rod must be

within the area of the effect and the wielder must have used a ready action, effectively countering the entire spell. When applied to Large or larger magic fires, such as those caused by *fireball*, *flame strike*, or *wall of fire*, extinguishing the flames expends 2 charges from the rod.

If the device is used upon a fire creature, a successful attack roll deals 6d6 points of damage to the creature. This requires 3 charges.

The rod has 10 charges, renewed each day.

Caster Level: 12th; **Prerequisites:** Craft Rod, *pyrotechnics*; **Market Price:** 15,000 gp.

Immovable Rod: This rod is a flat iron bar with a small button on one end. When the button is pushed (a move-equivalent action), the rod does not move from where it is, even if staying in place defies gravity. An immovable rod can support up to 8,000 pounds before falling to the ground. If a creature pushes against an immovable rod, it must make a Strength check (DC 30) to move it up to 10 feet in a single round.

Caster Level: 10th; **Prerequisites:** Craft Rod, *levitate*; **Market Price:** 7,500 gp.

Lordly Might: This rod has functions that are spell-like, and it can also be used as a magic weapon of various sorts. It also has several more mundane uses. The *rod of lordly might* is metal, thicker than other rods, with a flanged ball at one end and six studlike buttons along its length. (Pushing any of the rod's buttons is equivalent to drawing a weapon.) It weighs 10 pounds.

The following spell-like functions of the rod can each be used once per day:

- *Hold person* upon touch, if the wielder so commands (DC 14). The wielder must choose to use this power and then succeed with a melee touch attack to activate the power. If the attack fails, the effect is lost.
- *Fear* upon all enemies viewing it, if the wielder so desires (10-foot maximum range, DC 16). Invoking this power is a standard action.
- Deal 2d4 hit points of damage to an opponent on a successful touch attack and cure the wielder of a like amount of damage (DC 17). The wielder must choose to use this power before attacking, as with *hold person*.

The following weapon uses of the rod have no limits on their use:

- In its normal form, the rod can be used as a +2 light mace.
- When button 1 is pushed, the rod becomes a +1 *flaming longsword*. A blade springs from the ball, with the ball itself becoming the sword's hilt. The weapon lengthens to an overall length of 4 feet.
- When button 2 is pushed, the rod becomes a +4 *battleaxe*. A wide blade springs forth at the ball, and the whole lengthens to 4 feet.
- When button 3 is pushed, the rod becomes a +3 *shortspear* or a +3 *longspear*. The spear

blade springs forth, and the handle can be lengthened up to 12 feet (wielder's choice), for an overall length of from 6 feet to 15 feet. At its 15-foot length, the rod is suitable for use as a lance.

The following mundane uses of the rod also have no limits on their use:

- **Climbing pole/ladder.** When button 4 is pushed, a spike that can anchor in granite is extruded from the ball, while the other end sprouts three sharp hooks. The rod lengthens to anywhere between 5 and 50 feet in a single round, stopping when button 4 is pushed again. Horizontal bars three inches long fold out from the sides, 1 foot apart, in staggered progression. The rod is firmly held by the spike and hooks and can bear up to 4,000 pounds. The wielder can retract the pole by pushing button 5.
- The ladder function can be used to force open doors. The wielder plants the rod's base 30 feet or less from the portal to be forced and in line with it, then pushes button 4. The force exerted has a +12 Strength bonus.
- When button 6 is pushed, the rod indicates magnetic north and gives the wielder a knowledge of his or her approximate depth beneath the surface or height above it.

Caster Level: 19th; **Prerequisites:** Craft Rod, Craft Magic Arms and Armor, *inflict light wounds*, *bull's strength*, *flame blade*, *hold person*, *fear*; **Market Price:** 70,000 gp.

Metal and Mineral Detection: This rod pulses in the wielder's hand and points to the largest mass of metal within 30 feet. However, the wielder can concentrate on a specific metal or mineral. If the specific mineral is within 30 feet, the rod points to any places it is located, and the rod wielder knows the approximate quantity as well. If more than one deposit of the specified metal or mineral is within range, the rod points to the largest cache first. Each operation requires a full-round action.

Caster Level: 9th; **Prerequisites:** Craft Rod, *locate object*; **Market Price:** 10,500 gp.

Negation: This device negates the spell or spell-like function or functions of magic items. The wielder points the rod at the magic item, and a pale gray beam shoots forth to touch the target device, attacking as a ray (a ranged touch attack). The ray negates any currently active item function and has a 75% chance to negate any other spell or spell-like functions of that device, regardless of the level or power of the functions, for 2d4 rounds. To negate instantaneous effects, the rod wielder needs to have used a ready action. The target item gets no saving throw or means to resist this effect, although the rod can't negate artifacts (even minor artifacts). The rod can function three times per day.

Caster Level: 16th; **Prerequisites:** Craft Rod, *dispel magic*, and *limited wish* or *miracle*; **Market Price:** 44,600 gp.

Rod of Potion Touch: This long wooden rod looks like a short staff. However, when a potion is poured over it, the rod can convey the potion's effects to a single target touched within the next 10 minutes. The wielder selects the target; the effect need not discharge upon the next creature or object the rod touches; *Weight:* 5 lbs.

Caster Level: 5th; *Prerequisites:* Craft Rod, Brew Potion, *spectral hand*; *Market Price:* 5,000 gp.

Source: The Book of Eldritch Might

Source Company: Malhavoc Press

Closed Content: The name *rod of potion touch* is closed content

Python: This rod is longer than normal rods. It is about 4 feet long and weighs 10 pounds. It strikes as a +2 quarterstaff. If the user throws the rod to the ground (a standard action), it grows to become a 25-foot-long Huge constrictor snake by the end of the round. The python obeys all commands of the owner. (In animal form, it lacks the +2 enhancement bonus to attacks and damage possessed by the rod form.) The serpent returns to rod form (a full-round action) whenever the wielder desires, or whenever it moves farther than 100 feet from the owner. If the snake form is slain, it returns to rod form and cannot be activated again for three days. A *python rod* only functions if the possessor is good.

Caster Level: 10th; *Prerequisites:* Craft Rod, Craft Magic Arms and Armor, *polymorph other*, creator must be good; *Market Price:* 13,000 gp.

Rulership: This rod looks like a royal scepter worth at least 5,000 gp in materials and workmanship alone. The wielder can command the obedience and fealty of creatures within 120 feet when he or she activates the device (a standard action). Creatures totaling 300 Hit Dice can be ruled, but creatures with Intelligence scores of 12 or higher are entitled to a Will saving throw (DC 16) to negate the effect. Ruled creatures obey the wielder as if he or she were their absolute sovereign. Still, if the wielder gives a command that is contrary to the nature of the creatures commanded, the magic is broken. The rod can be used for 500 total minutes before crumbling to dust. This duration need not be continuous.

Caster Level: 20th; *Prerequisites:* Craft Rod, *mass charm*; *Market Price:* 60,000 gp.

Security: This item creates a nondimensional space, a pocket paradise. There the rod's possessor and as many as 199 other creatures can stay in complete safety for a period of time, up to 200 days divided by the number of creatures affected. All fractions are rounded down.

In this pocket paradise, creatures don't age, and natural healing take place at twice the normal rate. Fresh water and food (fruits and vegetables only) are in abundance. The climate is comfortable for all creatures involved.

Activating the rod (a standard action) causes the wielder and all creatures touching the rod to be transported instantaneously to the paradise. Members of large groups can hold hands or otherwise maintain physical contact, allowing all connected creatures in a circle or a chain to be affected by the rod. Unwilling creatures get a Will saving throw (DC 17) to negate the

effect. If such a creature succeeds at its save, other creatures beyond that point in a chain can still be affected by the rod.

When the rod's effect expires or is dispelled, all the affected creatures instantly reappear in the location they occupied when the rod was activated. If something else occupies the space that a traveler would be returning to, then his or her body is displaced a sufficient distance to provide the space required for reentry. The rod's possessor can dismiss the effect whenever he or she wishes before the maximum time period expires, but the rod can only be activated once per week.

Caster Level: 20th; *Prerequisites:* Craft Rod, *gate*; *Market Price:* 61,000 gp.

Splendor: The possessor of this rod gains a +4 enhancement bonus to his or her Charisma score for as long as he or she holds or carries the item. Once per day, the rod creates and garbs the user in clothing of the finest fabrics, plus adornments of furs and jewels. Apparel created by the magic of the rod remains in existence for 12 hours. However, if the user attempts to sell or give away any part of it, to use it for a spell component, or the like, all the apparel immediately disappears. The same applies if any of it is forcibly taken from the user.

The value of noble garb created by the rod ranges from 7,000 to 10,000 gp (1d4+6 times 1,000 gp)-1,000 gp for the fabric alone, 5,000 gp for the furs, and the rest for the jewel trim (maximum of twenty gems, maximum value 200 gp each).

In addition, the rod has a second special power, usable once per week. Upon command, it creates a palatial tent-a huge pavilion of silk 60 feet across. Inside the tent are temporary furnishings and food suitable to the splendor of the pavilion and sufficient to entertain as many as one hundred persons. The tent and its trappings last for one day. At the end of that time, the tent and all objects associated with it (including any items that were taken out of the tent) disappear.

Caster Level: 12th; *Prerequisites:* Craft Rod, *fabricate*, *major creation*; *Market Price:* 25,000 gp.

Thunder and Lightning: This rod has the properties of a +2 light mace. Its other magical powers are as follows:

- **Thunder:** Once per day, the rod can strike as a +3 *light mace*, and the opponent struck is stunned from the noise of the rod's impact (Fortitude negates DC 13). Activating this power counts as a free action, and it works if the wielder strikes an opponent within 1 round.
- **Lightning:** Once per day, a short spark of electricity can leap forth when the rod strikes an opponent to deal the normal damage for a +2 *light mace* (1d6) and +2d6 points of bonus electricity damage. Even when the rod might not score a normal hit in combat, if the roll was good enough to count as a successful melee touch attack hit, then the +2d6 points of bonus electrical damage still applies. The wielder activates this power as a free action, and it works if the wielder strikes an opponent within 1 round.

- **Thunderclap:** Once per day as a standard action, the rod can create a deafening noise, just as a *shout* spell (DC 14, 2d6 points of sonic damage, target deafened for 2d6 rounds).
- **Lightning Stroke:** Once per day as a standard action, a 5-foot-wide *lightning bolt* (9d6 points of damage, DC 14) can blast from the rod to a range of 200 feet.
- **Thunder and Lightning:** Once per week as a standard action, the rod can combine the *thunderclap* described above with a forked *lightning bolt*, as in the *lightning stroke*. The thunderclap affects all within 10 feet of the bolt. The lightning alone deals 9d6 points of damage (count rolls of 1 or 2 as rolls of 3, for a range of 27 to 54 points), plus 2d6 more for the thunderclap. A single Reflex saving throw applies for both effects (DC 14), with deafness and half damage suffered by those who are successful.

Caster Level: 9th; **Prerequisites:** Craft Rod, Craft Magic Arms and Armor, *lightning bolt*, *shout*; **Market Price:** 23,000 gp.

Viper: This rod strikes as a +1 heavy mace. Once per day, upon command (a free action), the head of the rod becomes that of an actual serpent for 10 minutes. During this period, any successful strike with the rod deals normal damage and poisons the creature hit. The poison deals 1d10 points of temporary Constitution damage immediately (Fortitude negates DC 14) and another 1d10 points of temporary Constitution damage 1 minute later (Fortitude negates DC 14). The rod only functions if the possessor is evil.

Caster Level: 10th; **Prerequisites:** Craft Rod, Craft Magic Arms and Armor, *poison*, creator must be evil; **Market Price:** 19,000 gp.

Withering: The rod of withering acts as a +1 light mace that deals no hit point damage. Instead, the wielder deals 1d4 points of temporary Strength damage and 1d4 points of temporary Constitution damage to any creature touched with the rod (by making a melee touch attack). If the wielder scores a critical hit, the damage from that hit is actually permanent ability drain. In either case, the defender negates the effect with a Fortitude save (DC 14).

Caster Level: 13th; **Prerequisites:** Craft Rod, Craft Magic Arms and Armor, *contagion*; **Market Price:** 17,000 gp.

Wonder: The rod of wonder is a strange and unpredictable device that randomly generates any number of weird effects each time it is used. (Activating the rod is a standard action.) The usual effects are shown on the table below, but you may alter these for any or all of these as you see fit for your own campaign. Typical powers of the rod include all of the following:

d% Wondrous Effect

- 01-05 *Slow* creature pointed at for 10 rounds (DC 13).
- 06-10 *Faerie fire* surrounds the target (DC 11).
- 11-15 Deludes wielder for 1 round into believing the rod functions as indicated by a second die roll (no save).

- 16-20 *Gust of wind*, but at windstorm force (DC 13).
- 21-25 Wielder learns target's surface thoughts (as with *detect thoughts*) for 1d4 rounds (no save).
- 26-30 *Stinking cloud* at 30-ft. range (DC 12).
- 31-33 Heavy rain falls for 1 round in 60-ft. radius centered on rod wielder.
- 34-36 *Summon* an animal—a rhino (01-25 result on d%), -elephant (26-50), or mouse (51-100).
- 37-46 *Lightning bolt* (70 ft. long, 5 ft. wide), 6d6 points of damage (DC 13).
- 47-49 Stream of 600 large butterflies pours forth and flutters around for 2 rounds, blinding everyone (including wielder) within 25 ft. (Reflex save DC 14 to avoid).
- 50-53 *Enlarge* target 50% if within 60 ft. of rod (DC 11).
- 54-58 *Darkness*, 30-ft.-diameter hemisphere, centered 30 ft. away from rod.
- 59-62 Grass grows in 160-sq.-ft. area before the rod, or grass -existing there grows to ten times normal size.
- 63-65 Turn ethereal any nonliving object of up to 1,000 lb. mass and up to 30 cu. ft. in size.
- 66-69 *Reduce* wielder to 1/12 height (no save).
- 70-79 *Fireball* at target or 100 ft. straight ahead, 6d6 damage (DC 13).
- 80-84 *Invisibility* covers rod wielder.
- 85-87 Leaves grow from target if within 60 ft. of rod. These last 24 hours.
- 88-90 10-40 gems, value 1 gp each, shoot forth in a 30-ft.-long stream. Each gem causes 1 point of damage to any creature in its path: roll 5d4 for the number of hits and divide them among the available targets.
- 91-95 Shimmering colors dance and play over a 40-ft.-by-30-ft. area in front of rod. Creatures therein are blinded for 1d6 rounds (Fortitude negates DC 12).
- 96-97 Wielder (50% chance) or target (50% chance) turns -permanently blue, green, or purple (no save).
- 98-100 *Flesh to stone* (or *stone to flesh* if target is stone already) if target is within 60 ft.

Caster Level: 10th; **Prerequisites:** Craft Rod, *confusion*, creator must be chaotic; **Market Price:** 12,000 gp.

Scrolls

A spell on a scroll can be used only once. The writing vanishes from the scroll when the spell is activated. Using a scroll is basically like casting a spell.

Physical Description: A scroll has an AC of 9, 1 hit point, a hardness of 0, and a break DC of 8.

Activation: To activate a scroll, a spellcaster must read the spell written on it. Doing so involves several

steps and conditions.

Decipher the Writing: The writing on a scroll must be deciphered before a character can use it or know exactly what spell it contains. This requires a read magic spell or a successful Spellcraft check (DC 20 + spell level).

Deciphering a scroll to determine its contents does not activate its magic unless it is a specially prepared cursed scroll. A character can decipher the writing on a scroll in advance so that he or she can proceed directly to the next step when the time comes to use the scroll.

Activate the Spell: Activating a scroll requires reading the spell from the scroll. The character must be able to see and read the writing on the scroll.

Activating a scroll spell requires no material components or focus. (The creator of the scroll provided these when scribing the scroll.) Note that some spells are effective only when cast on an item or items. In such a case, the scroll user must provide the item when activating the spell. Activating a scroll spell is subject to disruption just as casting a normally prepared spell would be.

To have any chance of activating a scroll spell, the caster must meet the following requirements:

- The spell must be of the correct type (arcane or divine). Arcane spellcasters cannot cast divine spells from a scroll, nor can divine spellcasters cast arcane spells in this manner.
- The user must have the spell on his or her class list.
- The user must have the requisite ability score.

If the user meets all the requirements noted above, and the user's caster level is at least equal to the spell's caster level, the user can automatically activate the spell without a check. If the character meets all three requirements but his or her own caster level is lower than the scroll spell's caster level, then the character has to make a caster level check (DC = scroll's caster level + 1) to cast the spell successfully. If the character fails, he or she must make a Wisdom check (DC 5) to avoid a mishap (see Scroll Mishaps, below). A natural roll of 1 always fails, whatever the modifiers.

Determine Effect: A spell successfully activated from a scroll works exactly like a spell prepared and cast the normal way. Assume the scroll spell's caster level is always the minimum level required to cast the spell for the character who scribed the scroll (usually twice the spell's level, minus 1), unless the caster specifically desires otherwise.

The writing for an activated spell disappears from the scroll.

Scroll Mishaps: In a mishap, the spell on the scroll has a reversed or harmful effect. The DM determines what sort of mishap occurs, with a surge of uncontrolled magic energy that deals 1d6 points of damage per spell level being the default.

Staffs

A staff has 50 charges when created.

Physical Description: A typical staff is like a walking stick, quarterstaff, or cudgel. It has an AC of 7, 10 hit points, a hardness of 5, and a break DC of 24.

Activation: Staffs use the spell trigger activation method, so casting a spell from a staff is usually a standard action that doesn't provoke attacks of opportunity. (If the spell being cast, however, has a longer casting time than 1 action, it takes that long to cast the spell from a staff.) To activate a staff, a character must hold it forth in at least one hand (or whatever passes for a hand, for nonhumanoid creatures).

Staff Descriptions

Unlike wands, staffs are always of specific types. A spellcaster can't put spells into staffs as they can with wands.

Charming: This staff allows use of the following spells:

- *Charm person* (1 charge, DC 11)
- *Charm monster* (2 charges, DC 16)

Caster Level: 7th; **Prerequisites:** Craft Staff, *charm person*, *charm monster*; **Market Price:** 12,000 gp.

Healing: This staff allows use of the following spells:

- *Lesser restoration* (1 charge)
- *Cure serious wounds* (1 charge)
- *Remove blindness/deafness* (1 charge)
- *Remove disease* (1 charge)

Caster Level: 7th; **Prerequisites:** Craft Staff, *lesser restoration*, *cure serious wounds*, *remove blindness/deafness*, *remove disease*; **Market Price:** 33,000 gp.

Dancing Bones: Crafted from two or more bones lashed together by leather or skin with a skull at its head, this staff allows the use of the following spells:

- *Animate Dead* (1 charge)
- *Exoskeletal Animation* (1 charge)
- *Wall of the Grave* (1 charge)

Caster Level: 7th; **Prerequisites:** Craft Staff, *animate dead*, *exoskeletal animation*, *wall of the grave*; **Market Price:** 20,344 gp.

Source: The Compleat Librum of Gar'Udok's Necromantic Artes

Source Company: E. N. Publishing

Closed Content: The names *dancing bones*, *exoskeletal animation*, and *wall of the grave* are closed content

Defense: The staff allows use of the following spells:

- *Shield* (1 charge)

- *Shield of faith* (+5 deflection bonus to AC) (1 charge)
- *Shield other* (1 charge)
- *Shield of law* (2 charges)

Caster Level: 15th; **Prerequisites:** Craft Staff, *shield*, *shield of faith*, *shield other*, *shield of law*, creator must be lawful; **Market Price:** 80,000 gp.

Earth and Stone: This staff allows the use of the following spells:

- *Passwall* (1 charge)
- *Move earth* (1 charge)

Caster Level: 11th; **Prerequisites:** Craft Staff, *passwall*, *move earth*; **Market Price:** 85,000 gp.

Fire: This staff allows use of the following spells:

Burning hands (1 charge, DC 11)
Fireball (8d6, DC 14) (1 charge)
Wall of fire (2 charges, DC 16)

Caster Level: 8th; **Prerequisites:** Craft Staff, *burning hands*, *fireball*, *wall of fire*; **Market Price:** 29,000 gp.

Frost: This staff allows the use of the following spells:

- *Ice storm* (1 charge, DC 16)
- *Wall of ice* (1 charge, DC 16)
- *Cone of cold* (10d6, DC 17) (1 charge)

Caster Level: 10th; **Prerequisites:** Craft Staff, *ice storm*, *wall of ice*, *cone of cold*; **Market Price:** 70,000 gp.

Life: This staff allows use of the following spells:

- *Heal* (1 charge)
- *Resurrection* (1 charge)

Caster Level: 13th; **Prerequisites:** Craft Staff, *heal*, *resurrection*; **Market Price:** 130,000 gp.

Passage: This staff allows the use of the following spells:

- *Dimension door* (1 charge)
- *Passwall* (1 charge)
- *Phase door* (2 charges)
- *Teleport without error* (2 charges)
- *Astral projection* (2 charges)

Caster Level: 17th; **Prerequisites:** Craft Staff, *dimension door*, *passwall*, *phase door*, *teleport without error*, *astral projection*; **Market Price:** 180,000 gp.

Power: The staff of power has the following powers:

- *Magic missile* (5 missiles) (1 charge)
- *Ray of enfeeblement* (heightened to 5th level,

DC 17) (1 charge)

- *Continual flame* (1 charge)
- *Levitate* (1 charge)
- *Lightning bolt* (heightened to 5th level, 10d6, DC 17) (1 charge)
- *Fireball* (heightened to 5th level, 10d6, DC 17) (1 charge)
- *Cone of cold* (15d6, DC 15) (2 charges)
- *Hold monster* (2 charges, DC 14)
- *Wall of force* (in a 10-foot-diameter hemisphere around the caster only) (2 charges)
- *Globe of invulnerability* (2 charges)

The wielder of a *staff of power* gains a +2 luck bonus to AC and saving throws. The staff is also a +2 *quarterstaff*, and its wielder may use it to smite opponents. If 1 charge is expended (as a free action), the staff causes double damage (x3 on a critical hit) for 1 round.

A *staff of power* can be broken for a retributive strike. The breaking of the staff must be purposeful and declared by the wielder. All charges currently in the staff are instantly released in a 30-foot-radius globe. All within 10 feet of the broken staff take hit points of damage equal to eight times the number of charges in the staff, those between 11 feet and 20 feet away take six times the number of charges in damage, and those 21 feet to 30 feet distant take four times the number of charges in damage. Successful Reflex saving throws (DC 17) reduce the damage sustained by half.

The character breaking the staff has a 50% chance of traveling to another plane of existence, but if the character does not, the explosive release of spell energy destroys him or her.

After all charges are used up from the staff, it remains a +2 *quarterstaff*. (Once empty of charges, it cannot be broken in a retributive strike.)

Caster Level: 15th; **Prerequisites:** Craft Staff, Craft Magic Arms and Armor, *magic missile*, heightened *ray of enfeeblement*, *continual flame*, *levitate*, heightened *fireball*, heightened *lightning bolt*, *cone of cold*, *hold monster*, *wall of force*, *globe of invulnerability*; **Market Price:** 200,000 gp.

Size Alteration: This staff allows use of the following spells:

- *Enlarge* (1 charge)
- *Reduce* (1 charge)

Caster Level: 5th; **Prerequisites:** Craft Staff, *enlarge*, *reduce*; **Market Price:** 6,500 gp.

Swarming Insects: This staff allows use of the following spells:

- *Summon swarm* (1 charge)
- *Insect plague* (2 charges)

Caster Level: 9th; **Prerequisites:** Craft Staff, *summon swarm*, *insect plague*; **Market Price:** 20,000 gp.

Woodlands: This staff allows use of the following spells:

- *Animal friendship* (1 charge)
- *Barkskin* (1 charge)
- *Speak with animals* (1 charge)
- *Wall of thorns* (1 charge)
- *Summon nature's ally VI* (2 charges)

Further, the staff may be used as a weapon, functioning as a +2 *quarterstaff*. The staff of the woodlands also allows its wielder to pass without trace at will, with no charge cost.

Caster Level: 9th; **Prerequisites:** Craft Staff, Craft Magic Arms and Armor, *pass without trace*, *animal friendship*, *barkskin*, *Speak with animals*, *wall of thorns*, *Summon nature's ally VI*; **Market Price:** 90,000 gp.

Wands

Each wand has 50 charges when created.

Physical Description: A typical wand has an AC of 7, 5 hit points, a hardness of 5, and a break DC of 16.

Activation: Wands use the spell trigger activation method, so casting a spell from a wand is usually a standard action that doesn't provoke attacks of opportunity. (If the spell being cast, however, has a longer casting time than 1 action, it takes that long to cast the spell from a wand.) To activate a wand, a character must hold it in hand (or whatever passes for a hand, for nonhumanoid creatures) and point it in the general direction of the target or area.

Wondrous Items

Anyone can use a wondrous item (unless specified otherwise in the description).

Wondrous Item Descriptions

Amulet of Balance: This amulet is a diamond-shaped piece of iron that hangs from a silver chain. The amulet bears the image of a cat or acrobat and grants a Dexterity bonus to the wearer of +2.

Caster Level: 9th; **Prerequisites:** Craft Wondrous Item, *cat's grace*; **Market Price:** 4,000 gp; **Cost to Create:** 2,000 gp + 160 XP.

Source: 101 Spellbooks, *Tomes of Knowledge*, and *Forbidden Grimoires*

Source Company: Ronin Arts

Amulet of Control: Hanging from this plain metal chain is at least one glass bead held in place with a metal claw. A ring may be clasped around each bead. Anyone wearing one of these rings becomes controlled by the wearer of the amulet as if affected by a *dominate monster* spell cast by a 20th level sorcerer. The wearer of the ring cannot remove it without a successful *remove*

curse being cast on it first.

An amulet of control may be found without its rings. The wearer of the amulet knows where any of these rings is if any are within range of a *locate object* spell cast by a sorcerer of 20th level, or 1,200 ft. The wearer of the amulet knows immediately if someone has put on one of these rings. The domination effect occurs immediately, no matter how far apart the ring and amulet wearers are. Sometimes the rings are given additional powers to make them more attractive to those who find them. Additional bead and ring pairs can be added to the amulet at the full price after the item is initially created.

Caster Level: 20th; **Prerequisite:** Craft Wondrous Item, *Forge Ring*, *dominate monster*, *locate object*; **Market Price:** 120,000 gp (per bead and ring); **Weight:** —.

Source: Joe's Book of Enchantment

Source Company: Throwing Dice Games

Amulet of Health: This amulet grants the wearer an enhancement bonus to Constitution of +2, +4, or +6.

Caster Level: 8th; **Prerequisites:** Craft Wondrous Item, *endurance*; **Market Price:** 4,000 gp (+2), 16,000 gp (+4), or 36,000 gp (+6); **Weight:** —.

Amulet of Natural Armor: This toughens the wearer's body and flesh, giving him or her a natural armor bonus to AC of from +1 to +5, depending on the type of amulet.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *barkskin*, creator's caster level must be at least three times the amulet's bonus; **Market Price:** 2,000 gp (+1), 8,000 gp (+2), 18,000 gp (+3), 32,000 gp (+4), or 50,000 gp (+5); **Weight:** —.

Amulet of the Planes: This amulet allows its wearer to utilize plane shift. However, this is a difficult item to master. The user must make an Intelligence check (DC 15) in order to get the amulet to take him or her to the plane (and the specific location on that plane) that the user wants. If the user fails, the amulet transports him or her and all those traveling with the user to a random location on that plane (a 01-60 result on d%) or to a random plane (61-100).

Caster Level: 15th; **Prerequisites:** Craft Wondrous Item, *plane shift*; **Market Price:** 80,000 gp; **Weight:** —.

Amulet of Proof against Detection and Location: This amulet protects the wearer from scrying and magical location just as a *nondetection* spell does. If a divination is attempted against the wearer, the caster of the divination must succeed at a caster level check (1d20 + caster level) against a DC of 19 (as if the caster had cast *nondetection* on his or herself).

Caster Level: 8th; **Prerequisites:** Craft Wondrous Item, *nondetection*; **Market Price:** 35,000 gp; **Weight:** —.

Amulet of Undead Turning: This holy item allows a cleric or paladin to turn undead as if he or she were four levels higher than his or her actual class level.

Caster Level: 10th; **Prerequisites:** Craft Wondrous Item, 10th-level cleric; **Market Price:** 11,000 gp; **Weight:** —.

Apparatus of the Crab: This item appears to be a large, sealed iron barrel, but it has a secret catch (Search DC 20 to locate) that opens a hatch in one end. Anyone who crawls inside finds ten (unlabeled) levers:

Lever (1d10)	Lever Function
1	Extend/retract legs and tail
2	Uncover/cover forward porthole
3	Uncover/cover side portholes
4	Extend/retract pincers and feelers
5	Snap pincers
6	Move forward/backward
7	Turn left/right
8	Open "eyes" with <i>continual flame</i> inside/close "eyes"
9	Rise/sink in water
10	Open/close hatch

The device has the following characteristics:

Speed: Forward 10 ft., backward 20 ft.
AC: 20 (-1 size, 11 natural)
Hit Points: 200
Attacks: 2 pincers, +12 melee
Damage: 2d8 each
Special Qualities: Hardness 15

Operating a lever is a full-round action, and no lever may be operated more than once per round. However, since two Medium-size characters can fit inside, the apparatus can move and attack in the same round (one character moves the apparatus and the other causes it to attack). The device can function in water up to 900 feet deep. It holds enough air for a crew of two to survive 1d4+1 hours (twice as long for a single occupant). When activated, the apparatus looks something like a giant lobster.

Caster Level: 19th; *Prerequisites:* Craft Wondrous Item, *animate objects*, *continual flame*, 8 ranks of Knowledge (architecture and engineering); *Market Price:* 130,000 gp; *Weight:* 500 lb.

Bag of Holding: The *bag of holding* opens into a nondimensional space: Its inside is larger than its outside dimensions. Regardless of what is put into the bag, it weighs a fixed amount. This weight, and the limits in weight and volume of the bag's contents, depend on the bag's type, as shown on the table below:

Bag Type	Bag Weight	Weight Limit	Volume Limit	Market Price
Bag 1	15 lb.	250 lb.	30 cu. ft.	2,500 gp
Bag 2	25 lb.	500 lb.	70 cu. ft.	5,000 gp
Bag 3	35 lb.	1,000 lb.	150 cu. ft.	7,400 gp
Bag 4	60 lb.	1,500 lb.	250 cu. ft.	10,000 gp

If the bag is overloaded, or if sharp objects pierce it (from inside or outside), the bag ruptures and is ruined. All contents are lost forever. If a *bag of holding* is turned inside out, its contents spill out, unharmed, but the bag must be put right before it can be used again. If living creatures are placed within the bag, they can survive for up to 10 minutes, after which time they suffocate. Retrieving a specific item from a *bag of holding* is a move -equivalent action, unless the bag contains more than an ordinary backpack would hold, in which case retrieving a specific item is a full-round action.

If a *bag of holding* is placed within a portable hole,

a rift to the Astral Plane is torn in the space: Bag and hole alike are sucked into the void and forever lost. If a portable hole is placed within a bag of holding, it opens a gate to the Astral Plane: The hole, the bag, and any creatures within a 10-foot radius are drawn there, destroying the *portable hole* and *bag of holding* in the process.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, *secret chest*.

Bag of Tricks: This small sack appears normal and empty. However, anyone reaching into the bag feels a small, fuzzy ball. If the ball is removed and tossed up to 20 feet away, it turns into an animal. The animal serves the character who drew it from the bag for 10 minutes (or until slain or ordered back into the bag), at which point it disappears. There are three drab colors of bags, each producing a different set of animals. Use the following tables to determine what animals can be drawn out of each.

Gray	d% Animal
01-30	Bat
31-60	Rat
61-75	Cat
76-90	Weasel
91-100	Badger

Rust	d% Animal
01-30	Wolverine
31-60	Wolf
61-85	Boar
86-100	Black bear
91-100	Rhinoceros

Tan	d% Animal
01-03	Brown Bear
31-60	Lion
61-80	Warhorse
81-90	Tiger
91-100	Rhinoceros

Animals produced are always random, and only one may exist at a time. Up to ten animals can be drawn from the bag each week.

Caster Level: 3rd (*gray*), 5th (*rust*), or 9th (*tan*); *Prerequisites:* Craft Wondrous Item; *summon nature's ally II* (*gray*), *summon nature's ally III* (*rust*), or *summon nature's ally V* (*tan*); *Market Price:* 900 gp (*gray*); 3,000 gp (*rust*); 6,300 gp (*tan*); *Weight:* -.

Bead of Force: Upon sharp impact this bead explodes, sending forth a burst of force that deals 5d6 points of damage to all creatures within a 10-foot radius. Each victim is allowed a Reflex saving throw (DC 16). Those who fail are then encapsulated in a sphere of force with a radius of 10 feet. Those trapped inside cannot escape except by those methods that can bypass or destroy a wall of force. The sphere persists for 3d6 minutes and then disappears. The explosion completely consumes the bead, making this a one-use item.

Caster Level: 11th; *Prerequisites:* Craft Wondrous Item, *wall of force*; *Market Price:* 2,000 gp; *Weight:* -.

Belt, Monk's: This simple rope belt, when wrapped around a character's waist, confers great ability in unarmed combat. Any time the wearer engages in unarmed combat, the belt grants him or her the ability to use both hands as though the wearer possessed the Ambidexterity and Two-Weapon Fighting feats. The wearer may also make a stunning attack (as a monk)

once per day. If donned by a monk, the belt grants one additional stunning attack per day and allows the monk to haste him or herself once per day for up to 10 consecutive rounds.

Caster Level: 12th; **Prerequisites:** Craft Wondrous Item, *haste*, *righteous might* or *transformation*; **Market Price:** 9,000 gp; **Weight:** 1 lb.

Belt of Dwarvenkind: This belt gives the wearer a +4 competence bonus on all Charisma checks and Charisma-keyed skill checks as they relate to dealing with dwarves, a +2 competence bonus on similar checks when dealing with gnomes and halflings, and a -2 competence penalty on similar checks when dealing with anyone else. The wearer can understand, speak, and read Dwarven. If the wearer is not a dwarf, he or she gains darkvision (range 60 feet), dwarven stonecunning, a +2 enhancement bonus to Constitution, and +2 resistance bonuses against poison, spells, and spell-like effects.

Caster Level: 12th; **Prerequisites:** Craft Wondrous Item, *tongues*, and either *polymorph self* or the creator must be a dwarf; **Market Price:** 14,900 gp; **Weight:** 1 lb.

Belt of Giant Strength: This belt adds to the wearer's Strength score in the form of an enhancement bonus of +4 or +6.

Caster Level: 10th; **Prerequisites:** Craft Wondrous Item, *bull's strength*; **Market Price:** 16,000 gp (+4) or 36,000 gp (+6); **Weight:** 1 lb.

Boat, Folding: A folding boat looks like a small wooden box-about 12 inches long, 6 inches wide, and 6 inches deep. It can be used to store items like any other box. If a command word is given, however, the box unfolds itself to form a boat 10 feet long, 4 feet wide, and 2 feet in depth. A second (different) command word causes it to unfold to a ship 24 feet long, 8 feet wide, and 6 feet deep. Any objects formerly stored in the box now rest in the bottom of the boat or ship.

In its smaller form, the boat has one pair of oars, an anchor, a mast, and a lateen sail. In its larger form, the boat has a deck, single rowing seats, five sets of oars, a steering oar, an anchor, a deck cabin, and a mast with a square sail. The boat can hold three or four people comfortably, while the ship carries fifteen with ease.

A third word of command causes the boat or ship to fold itself into a box once again. The words of command may be inscribed visibly or invisibly on the box, or they may be written elsewhere.

Caster Level: 6th; **Prerequisites:** Craft Wondrous Item, *fabricate*, 2 ranks of Craft (shipmaking); **Market Price:** 10,500 gp; **Weight:** 4 lb.

Blessed Book: This well-made tome is always of small size, typically no more than 12 inches tall, 8 inches wide, and 1 inch thick. All such books are durable, waterproof, bound with iron overlaid with silver, and locked.

The pages of a *blessed book* freely accept spells scribed upon them, and any such book can contain up to forty-five spells of any level. This book is never found as randomly generated treasure with spells already inscribed in it.

Caster Level: 7th; **Prerequisites:** Craft Wondrous

Item, *secret page*; **Market Price:** 9,500 gp; **Weight:** 1 lb.

Book of Roses: This magical tome affects a single reader. It takes one full week of uninterrupted study to read and comprehend. The reader gains the permanent, inherent spell-like ability of *freedom of movement*. This ability is lost forever if the character should the ever cause the death of a rose plant, even inadvertently.

Caster Level: 10th; **Prerequisites:** Craft Wondrous Item, *freedom of movement*; **Market Price:** 100,000 gp; **Weight:** 2 lbs.

Source: The Book of Eldritch Might

Source Company: Malhavoc Press

Closed Content: The name *book of roses* is closed content

Boots of Elvenkind: These soft boots enable the wearer to move quietly in virtually any surroundings, granting a +10 circumstance bonus to Move Silently checks.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, creator must be an elf; **Market Price:** 2,000 gp; **Weight:** 1 lb.

Boots of the Equestrian: These boots were first crafted for a particularly high-ranking paladin who could simply not ride a warhorse with any measure of grace. His order was so embarrassed that they had these boots custom made. Whenever worn, these thigh-high, always magically clean, polished leather boots grant a +5 competence bonus to the Ride skill, allow you to mount and dismount using a free action without a skill check, and you always land on your feet when falling from a non-flying mount thus suffering no damage.

Caster Level: 3rd; **Prerequisites:** Craft Wondrous Item, *cat's grace*; **Market Price:** 3,200gp; **Weight:** 2lb.

Source: Call of Duty

Source Company: Chainmail Bikini Games

Boots of Levitation: These leather boots allow the wearer to levitate as if he or she had cast *levitate* on him or herself.

Caster Level: 3rd; **Prerequisites:** Craft Wondrous Item, *levitate*; **Market Price:** 7,500 gp; **Weight:** 1 lb.

Boots of Speed: On command, these boots enable the wearer to act as though *hasted* for up to 10 rounds each day. The duration of the *haste* need not be consecutive rounds.

Caster Level: 10th; **Prerequisites:** Craft Wondrous Item, *haste*; **Market Price:** 8,000 gp; **Weight:** 1 lb.

Boots of Striding and Springing: The wearer of these boots moves at double his or her normal speed. In addition to this striding ability, these boots allow the wearer to make great leaps. The wearer can jump with a +10 competence bonus to Jump checks, and the wearer's jumping distance is not limited by his or her height.

Caster Level: 3rd; **Prerequisites:** Craft Wondrous Item, *expeditious retreat*, *jump*; **Market Price:** 6,000 gp; **Weight:** 1 lb.

Boots, Winged: These boots appear to be ordinary footgear. On command, the boots sprout wings at the heel and let the wearer fly, without having to maintain concentration, as if affected by a fly spell. The wearer can fly for a total of up to 2 hours each day.

Caster Level: 9th; **Prerequisites:** Craft Wondrous

Item, *fly*; *Market Price*: 12,000 gp; *Weight*: 1 lb.

Boots of the Winterlands: This footgear bestows many powers upon the wearer. First, the wearer is able to travel across snow at his normal speed, leaving no tracks. The boots also enable the wearer to travel at half normal speed across the most slippery ice (horizontal surfaces only, not vertical or sharply slanted ones) without falling or slipping. Finally, *boots of the winterlands* warm the wearer, as if he or she were affected by an endure elements (cold) spell.

Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *endure elements*, *pass without trace*, *cat's grace*; *Market Price*: 2,500 gp; *Weight*: 1 lb.

Bottle of Air: When taken to any airless environment (such as underwater or in a vacuum), this bottle retains air within it at all times, continually renewing its contents. This means that a character can draw air out of the bottle in order to breathe. The bottle can even be shared by multiple characters who pass it around. Breathing out of the bottle requires a standard action, but a character so doing can then act for as long as the character can hold his or her breath.

Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *control wind*; *Market Price*: 14,500 gp; *Weight*: 2 lb.

Bowl of Commanding Water Elementals: This large container is about 1 foot in diameter, half that deep, and relatively fragile. When the bowl is filled with fresh water, and certain words are spoken, a Large water elemental appears. The summoning words require 1 full round to speak. In all ways the bowl functions as the *summon monster VI* spell. Only one elemental can be called at a time. A new elemental requires the bowl to be filled with new water, which cannot happen until after the first elemental disappears (is dispelled, dismissed, or slain).

If salt water is used, the elemental is Huge rather than Large (as if *summon monster VII* had been cast).

Caster Level: 13th; *Prerequisites*: Craft Wondrous Item, *summon monster VI*, *summon monster VII*; *Market Price*: 100,000 gp; *Weight*: 3 lb.

Bracelet of Friends: This charm bracelet has seven charms upon it. The owner may designate one person known to him or her to be keyed to one charm. (This designation takes a standard action, but once done it lasts forever or until changed.) When a charm is grasped and the name of the keyed individual is spoken, that person is called to the spot (another standard action) along with his or her gear. Unwilling characters are allowed a Will saving throw (DC 19). Once a charm is activated, it disappears, so such bracelets discovered as treasure may have fewer than a full complement of charms when found.

Caster Level: 15th; *Prerequisites*: Craft Wondrous Item, *refuge*; *Market Price*: 4,550 gp; *Weight*: -.

Bracers of Archery: These bracers empower the wearer to use any bow (not including crossbows) as if the wearer were proficient in its use. If the wearer already has proficiency with any type of bow, he or she gains a +2 competence bonus to attack rolls and a +1 competence bonus to damage dealt whenever using that type of bow. The bonus to damage only applies if the target is within 30 feet. Both bracers must be worn for

the magic to be effective.

Caster Level: 4th; *Prerequisites*: Craft Wondrous Item, Craft Magic Arms and Armor; *Market Price*: 5,100 gp; *Weight*: 1 lb.

Bracers of Armor: These items surround the wearer with an invisible but tangible field of force, granting an armor bonus of +1 to +8, just as though he or she were wearing armor. Both bracers must be worn for the magic to be effective.

Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *mage armor*, creator's class level must be twice that of the bonus placed in the bracers; *Market Price*: 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5), 36,000 gp (+6), 49,000 gp (+7), or 64,000 gp (+8); *Weight*: 1 lb.

Brazier of Commanding Fire Elementals: This device appears to be a normal container for holding burning coals. When a fire is lit in the brazier and the proper summoning words are spoken, a Large fire elemental appears. The summoning words require 1 full round to speak. In all ways the brazier functions as the *summon monster VI* spell. If brimstone is added, the elemental is Huge instead of Large, and the brazier works as a *summon monster VII* spell. Only one elemental can be summoned at a time. A new elemental requires a new fire, which cannot be lit until after the first elemental disappears (is dispelled, dismissed, or slain).

Caster Level: 13th; *Prerequisites*: Craft Wondrous Item, *summon monster VI*, *summon monster VII*; *Market Price*: 100,000 gp; *Weight*: 5 lb.

Brooch of Shielding: This appears to be a piece of silver or gold jewelry used to fasten a cloak or cape. In addition to this mundane task, it can absorb *magic missiles* of the sort generated by spell or spell-like ability. A brooch can absorb up to 101 points of *magic missile* damage before it melts and becomes useless.

Caster Level: 1st; *Prerequisites*: Craft Wondrous Item, *shield*; *Market Price*: 1,500 gp; *Weight*: -.

Broom of Flying: This broom is able to fly through the air as if affected by a fly spell with unlimited duration. The broom can carry 200 pounds. In addition, the broom can travel alone to any destination named by the owner as long as he or she has a good idea of the location and layout of that destination. It comes to its owner from as far away as 300 yards when he or she speaks the command word.

Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *fly*, *permanency*; *Market Price*: 15,100 gp; *Weight*: 3 lb.

Candle of Invocation: Each of these candles is dedicated to one of the nine alignments. Simply burning the candle generates a favorable aura for the individual so doing if the candle's alignment matches that of the character. Characters of the same alignment as the burning candle add a +2 morale bonus to attack rolls, saving throws, and skill checks while within 30 feet of the flame.

A cleric whose alignment matches the candle's operates as if 2 levels higher for purposes of determining spells per day if the cleric burns the candle during or just prior to his or her spell preparation time. The cleric can even cast spells normally unavailable to him or her, as if the cleric were of that higher level, but only so

long as the candle continues to burn. Except in special cases (see below), the candle burns for 4 hours.

In addition, burning the candle also allows the owner to cast a gate spell, the respondent being of the same alignment as the candle, but the taper is immediately consumed in the process. It is possible to extinguish the candle simply by blowing it out. Placing the candle in a lantern for protection doesn't interfere with its magical properties.

Caster Level: 17th; **Prerequisites:** Craft Wondrous Item, *gate*, creator must be same alignment as candle created; **Market Price:** 7,800 gp; **Weight:** 1/2 lb.

Candle of Truth: This candle, when burned, calls into place a zone of truth spell in a 30-foot radius centered on the candle. The zone lasts for 1 hour, as the candle burns. If the candle is snuffed before that time, the effect is canceled and the candle ruined.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *zone of truth*; **Market Price:** 2,500 gp; **Weight:** 1/2 lb.

Cape of the Mountebank: On command, this cape allows the wearer to use the magic of the dimension door spell once per day. When the wearer disappears, he or she leaves behind a cloud of smoke, appearing in a similar fashion at his destination.

Caster Level: 9th; **Prerequisites:** Craft Wondrous Item, *dimension door*; **Market Price:** 12,960 gp; **Weight:** 1 lb.

Carpet of Flying: This rug is able to fly through the air as if affected by a fly spell of unlimited duration. The size, carrying capacity, and speed of the different carpets of flying are shown on the table below. Each carpet has its own command word to activate it—if the device is within voice range, the command word activates it, whether the speaker is on the rug or not. The carpet is then controlled by spoken directions.

Size	Capacity	Speed	Weight	Market Price
3x5 ft.	300 lb.	210 ft.	5 lb.	18,000 gp
4x6 ft.	600 lb.	180 ft.	8 lb.	29,000 gp
5x7 ft.	900 lb.	150 ft.	10 lb.	41,000 gp
6x9 ft.	1200 lb.	120 ft.	15 lb.	53,000 gp

Caster Level: 7th; **Prerequisites:** Craft Wondrous Item, *fly*, *permanency*.

Censer of Controlling Air Elementals: This 6-inch-wide, 1-inch-high perforated golden vessel resembles thuribles found in places of worship. If it is filled with incense and lit, summoning words spoken over it summon forth a Large air elemental. The summoning words require 1 full round to speak. In all ways the censer functions as the *summon monster VI* spell. If incense of meditation is burned within the censer, the air elemental is an elder air elemental instead (as if *summon monster IX* had just been cast). Only one elemental can be summoned at a time. A new elemental requires a new piece of incense, which cannot be lit until after the first elemental disappears (is dispelled, dismissed, or slain).

Caster Level: 17th; **Prerequisites:** Craft Wondrous Item, *summon monster VI*, *summon monster IX*; **Market Price:** 100,000 gp; **Weight:** 1 lb.

Chaos Diamond: This lustrous gemstone is uncut

and about the size of a human fist. The gem grants its possessor the following powers:

- *Random action*
- *Magic circle against law*
- *Word of chaos*
- *Cloak of chaos*

Each power is usable 1d4 times per day. (The DM rolls secretly each day for each power separately.)

A nonchaotic character who possesses a *chaos diamond* gains one negative level. Although this level never results in actual level loss, it remains as long as the diamond is in the character's possession and cannot be overcome in any way (including *restoration* spells).

Caster Level: 19th; **Prerequisites:** Craft Wondrous Item, *random action*, *magic circle against law*, *word of chaos*, *cloak of chaos*, creator must be chaotic; **Market Price:** 93,000 gp; **Weight:** 1 lb.

Chime of Interruption: This instrument can be struck once every 10 minutes, and its resonant tone lasts for 3 full minutes. While the chime is resonating, no spell requiring a verbal component can be cast within a 30-foot radius of it unless the caster can make a Concentration check (DC = 15 + the spell's level).

Caster Level: 7th; **Prerequisites:** Craft Wondrous Item, *shout*; **Market Price:** 15,800 gp; **Weight:** 1 lb.

Chime of Opening: A chime of opening is a hollow mithral tube about 1 foot long. When struck, it sends forth magic vibrations that cause locks, lids, doors, valves, and portals to open. The device functions against normal bars, shackles, chains, bolts, and so on. The chime of opening also automatically dispels a hold portal spell or an arcane lock cast by a wizard of less than 15th level.

The chime must be pointed at the item or gate to be loosed or opened (which must be visible and known to the user). The chime is then struck, a clear tone rings forth, and in 1 round the target lock is unlocked, the shackle is loosed, the secret door is opened, or the lid of the chest is lifted. Each sounding only opens one form of locking. A silence spell negates the power of the device. A brand-new chime can be used a total of 50 times before it cracks and becomes useless.

Caster Level: 11th; **Prerequisites:** Craft Wondrous Item, *knock*; **Market Price:** 3,000 gp; **Weight:** 1 lb.

Circlet of Blasting, Minor: On command, this simple golden headband projects a blast of searing light (3d8 points of damage) once per day.

Caster Level: 6th; **Prerequisites:** Craft Wondrous Item, *searing light*; **Market Price:** 6,480 gp; **Weight:** -.

Circlet of Blasting, Major: On command, this elaborate golden headband projects a blast of searing light (5d8 maximized for 40 points of damage) once per day.

Caster Level: 17th; **Prerequisites:** Craft Wondrous Item, *Maximize Spell*, *searing light*; **Market Price:** 23,760 gp; **Weight:** -.

Circlet of Persuasion: This silver headband grants a +2 competence bonus to the wearer's Charisma checks and Charisma-based skill checks.

Caster Level: 5th; **Prerequisites:** Craft Wondrous

Item, *charm person*; Market Price: 4,500 gp; Weight:-.

Clay Tablet: Any spellcaster with the Scribe Scroll feat can inscribe a spell of up to 3rd level onto this item at no cost. At any time thereafter, the owner may cast this inscribed spell without using up one of his spell slots for the day as long as he is on the same plane that the clay tablet is on. He does not have to carry it around with him. Once cast, the tablet erases itself and another spell may be placed on it. Any attempt to place a higher level spell on the tablet will fail as it will not fit. Attempting to put a second spell on the *clay tablet* will erase the existing spell.

Caster Level: 15th; *Prerequisite:* Craft Wondrous Item, Scribe Scroll, *dimension door*; Market Price: 9,000 gp; Weight: 1 lb.

Source: Joe's Book of Enchantment

Source Company: Throwing Dice Games

Cloak of Arachnida: This black garment gives the wearer the ability to climb as if a spider climb spell had been placed upon him or her. In addition, the cloak grants the wearer immunity to entrapment by web spells or webs of any sort-the wearer can actually move in webs at half his or her normal speed.

Once per day, the wearer of this cloak can cast *web*. The wearer also gains a +2 luck bonus to all Fortitude saves against poison from spiders.

Caster Level: 6th; *Prerequisites:* Craft Wondrous Item, *spider climb*, *web*; Market Price: 6,000 gp; Weight: 1 lb.

Cloak of the Bat: This cloak bestows a +10 circumstance bonus to Hide checks. The wearer is also able to hang upside down from the ceiling, like a bat.

By holding the edges of the garment, the wearer is able to *fly* as per the spell. If the wearer desires, the wearer can actually polymorph him or herself into an ordinary bat and fly accordingly. (All possessions worn or carried are part of the transformation.) Flying, either with the cloak or in bat form, can be accomplished only in darkness (either under the night sky or in a lightless or near-lightless environment underground). Either of the flying powers is usable for up to 1 hour at a time, but after a flight of any duration the cloak cannot bestow any flying power for a like period of time.

Finally, the cloak also provides a +2 deflection bonus to Armor Class. This benefit extends to the wearer even when he or she is in bat form.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, *fly*, *polymorph self*; Market Price: 24,000 gp; Weight: 1 lb.

Cloak of Charisma: When in a character's possession, this cloak adds a +2, +4, or +6 enhancement bonus to the wearer's Charisma score.

Caster Level: 8th; *Prerequisites:* Craft Wondrous Item, *charm monster*; Market Price: 4,000 gp (+2), 16,000 gp (+4), or 36,000 gp (+6); Weight: 2 lb.

Cloak of Displacement, Minor: This item appears to be a normal cloak, but when worn by a character its magic properties distort and warp light waves. This displacement works similar to the *displacement* spell except that it only grants a 20% miss chance (the same as one-half concealment). It functions continually.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *displacement*; Market Price: 25,000 gp; Weight: 1 lb.

Cloak of Displacement, Major: This item appears to be a normal cloak, but when worn by a character its magic properties distort and warp light waves. This displacement works just like the *displacement* spell and functions continually.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *displacement*; Market Price: 50,000 gp; Weight: 1 lb.

Cloak of Elvenkind: This cloak of neutral gray cloth is indistinguishable from an ordinary cloak of the same color. However, when worn with the hood drawn up around the head, it gives the wearer a +10 circumstance bonus on Hide checks.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *invisibility*, creator must be an elf; Market Price: 2,000 gp; Weight: 1 lb.

Cloak of Etherealness: On command, the cloak makes its wearer ethereal (as the spell *ethereal jaunt*). The effect is dismissible. The cloak works for a total of up to 10 minutes per day. This duration need not be continuous.

Caster Level: 15th; *Prerequisites:* Craft Wondrous Item, *ethereal jaunt*; Market Price: 52,000 gp; Weight: 1 lb.

Cloak of the Manta Ray: This cloak appears to be made of leather until the wearer enters salt water. At that time the *cloak of the manta ray* adheres to the individual, and he or she appears nearly identical to a manta ray. (A Spot check against DC 20 is needed to determine otherwise.) The wearer gains a +3 natural armor bonus, the ability to breathe underwater, and a speed of 60 feet, exactly like a real manta ray.

Although the cloak does not enable the wearer to bite opponents as a manta ray does, it does have a tail spine that can be used to strike at opponents behind the wearer, dealing 1d6 points of damage. This attack can be used in addition to any other attack the character has, using the wearer's highest melee attack bonus. The wearer can release his or her arms from the cloak without sacrificing underwater movement if so desired.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, *water breathing*, *freedom of movement*; Market Price: 20,000 gp; Weight: 1 lb.

Cloak of Resistance: These garments offer magic protection in the form of a +1 to +5 resistance bonus for all saving throws (Fortitude, Reflex, Will).

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *resistance*, *caster level* must be three times that of the cloak's bonus; Market Price: 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), or 25,000 gp (+5); Weight: 1 lb.

Couatl Feather Token: These tokens are made from the feathers of a couatl, being yellow in color with red and orange tips. Each feather has a small rune painted on the base that indicates what token it is from one of the 10 different types. To activate a couatl feather token, the user must touch the target (or throw the feather into the air if no target is affected) and speak a command word. Doing so takes a standard action that consumes the token permanently, so they can only be used once. The ten types of couatl feather tokens are detailed below:

Clear Path: Using this feather token makes a clear,

straight path 1 mile long in areas of overgrown vegetation. Minor plants simply bend and move to enable easy passage, and where the path encounters a big tree, it circles around and continues its straight line. However, plant-like creatures such as assassin vines are not affected or cleared from the path the path closes behind the token's user as she walks through, or in case that she does not travels it, the path disappears after 12 minutes.

Confusing Tremor: To activate this item, the user must touch the ground with it, after which a weak tremor spreads in a 60-feet-radius area. Creatures caught in it that have the tremorsense special quality must make a Fortitude save (DC 16) or lose the quality for 12 rounds.

Constricting Snake Sigil: This item creates an invisible snake sigil on any floor or terrain. When a creature touches it, a Medium-size force snake springs up and wraps around the creature (Reflex avoids, DC 14), constricting it for 1d4+6 points of damage per round. A successful Strength check or Escape Artist check (DC 25) is required to break free from the force snake. The sigil and the snake can be detected and dispelled by magic. As a force effect, it can strike ethereal and incorporeal creatures. The force snake disappears if the victim dies or succeeds at the Reflex save.

Couatl Poison: This feather token makes any touched food or liquid weighting up to 12 pounds poisoned with couatl venom, which deals an initial damage of 2d4 temporary Strength and a secondary damage of 4d4 temporary Strength (Fortitude save, DC 16).

Fangs of the Couatl: This feather token makes a touched humanoid grow sharp fangs (Will negates, harmless, DC 13), gaining a bite attack for 12 hours that deals 1d6 points of damage. This damage does not stack with existing bite damage.

Hunting Snake: Activating this feather token makes a small white snake appear next to the user. The snake immediately detects and heads towards the nearest Medium-size living creature that is out of the user's line of sight. The magical snake disappears after reaching the detected creature. It hovers 1 foot above the ground at 50 feet per round.

Phantom Winged Snake: When hurled into the air, this feather is transformed into a translucent, quasi-real winged snake that attacks enemies as verbally commanded (on the user's turn). The Medium-size phantom snake flies at 30 feet (good maneuverability), has 24 hit points, AC 15 (+5 deflection), bite attack (+6 bonus) that deals 2d4 points of damage, and makes any saving throw with a +6 bonus. The snake last for 12 rounds or until dispelled or destroyed.

Scaly Body: Any corporeal creature (except for elemental, oozes, and constructs) touched by this feather token grows small scales all over its body, gaining a +1 natural armor bonus to AC. The scales last for 12 hours. A successful Will save (harmless, DC 13) negates the effect.

Snake to Rope: Any snake touched by this feather is instantly transformed into a hemp rope 50 feet long unless it succeeds a Fortitude save (DC 16). Note that the snake must be of the animal type, so a snake familiar, who is a magical beast, does not count.

Wings of the Couatl: Any wingless corporeal creature

(except for elemental, oozes, plants, and constructs) of Large size of smaller touched by this item grow a pair of wings, gaining fly speed of 60 feet (good maneuverability). This transmutation can be negated with a Will save (harmless, DC 13) but otherwise lasts for 12 hours.

Caster Level: 12th (all feather tokens) **Prerequisites:** Craft Wondrous Item, *major creation*, *sepia snake sigil* (for constricting snake sigil token) **Market Price:** 200 gp (clear path), 250 gp (scaly body), 275 gp (snake to rope), 300 gp (confusing tremor), 350 gp (hunting snake), 400 gp (fangs of the couatl), 500 gp (phantom winged snake), 600 gp (wings of the couatl), 800 gp (constricting snake sigil), 1,720 gp (couatl poison) **Components:** Couatl feathers, powdered amber for the *sepia snake sigil* spell (500 gp), 1 ounce of couatl poison (1,320 gp) **Weight:** —

Source: Scales and Furs: Crafts from Creatures

Source Company: Dreamreality Press

Closed Content: The name *couatl feather token* is closed content.

Crystal Ball: This is the most common form of scrying device, a crystal sphere about 6 inches in diameter. A character can use the device to see over virtually any distance or into other planes of existence, as with the spell *scrying*.

Certain *crystal balls* have additional powers that can be used through the crystal ball at targets viewed.

Crystal Ball Type	Market Price
<i>Crystal ball</i>	42,000 gp
<i>Crystal ball with see invisibility</i>	50,000 gp
<i>Crystal ball with detect thoughts</i>	51,000 gp
<i>Crystal ball with telepathy*</i>	70,000 gp
<i>Crystal ball with true seeing</i>	80,000 gp

*-The viewer is able to send and receive silent mental messages with the person appearing in the *crystal ball*.

Once per day the character may attempt to implant a suggestion (as the spell, DC 14) as well.

Caster Level: 10th; **Prerequisites:** Craft Wondrous Item, *scrying* (plus any additional spells put into item); **Weight:** 7 lb.

Cube of Force: About the size of a large die (perhaps 3/4 inch across), this device enables its possessor to put up a special *wall of force* 10 feet per side around his or her person. This cubic screen moves with the character and is impervious to the attack forms shown on the table below. The cube has 36 charges, which are renewed each day. The character presses one face of the cube to activate or deactivate the field:

Cube Face	Charge Cost per Minute	Maximum Speed	Effect
1	1	30 ft.	Keeps out gases, wind, etc.
2	2	20 ft.	Keeps out nonliving matter
3	3	15 ft.	Keeps out living matter
4	4	10 ft.	Keeps out magic
5	6	10 ft.	Keeps out all things
6	0	As normal	Deactivates

When the force screen is up, attacks dealing more than 30 points of damage drain 1 charge for every 10 points of damage beyond 30 that they. Spells that affect the integrity of the screen, such as *disintegrate* or *passwall*, also drain extra charges. These spells (in the following list) cannot be cast into or out of the cube:

Attack Form	Extra Charges
Horn of blasting	6
Wall of fire	2
Passwall	3
Disintegrate	6
Phase door	5
Prismatic spray	7

Caster Level: 10th; **Prerequisites:** Craft Wondrous Item, *wall of force*; **Market Price:** 62,000 gp; **Weight:** -.

Cube of Frost Resistance: When this cube is activated, it encloses a cube-shaped area 10 feet per side. The temperature within this area is always at least 65°F. The field absorbs all cold-based attacks. However, if the field is subjected to more than 50 points of cold damage in 1 round (from one or multiple attacks), it collapses and cannot be renewed for 1 hour. If the field receives over 100 points of damage in a 10-round period, the cube is destroyed.

Cold below 0°F deals the field 2 points of cold damage per round, +2 points per each 10° below 0 (2 points at -1° to -9°, 4 points at -10° to -19°, and so on).

Caster Level: 7th; **Prerequisites:** Craft Wondrous Item, *protection from elements*; **Market Price:** 22,000 gp; **Weight:** -.

Cubic Gate: Each of the six sides of the cube is keyed to a plane, one of which is the Material Plane. The character creating the item should choose the planes to which the other five sides are keyed. If such a cube is found as treasure, the DM can determine the planes accessed by the device in any manner he or she chooses.

If a side of the *cubic gate* is pressed once, it opens a *gate* to the plane keyed to that side. There is a 10% chance per minute that an outsider from that plane (determine randomly) comes through it looking for food, fun, or trouble. Pressing the side a second time closes the *gate*. It is impossible to open more than one *gate* at a time.

If a side is pressed twice in quick succession, the character so doing is transported to the other plane, along with all creatures in a 5-foot radius. (Those others may avoid this fate by succeeding at Will saves against DC 23).

Caster Level: 18th; **Prerequisites:** Craft Wondrous Item, *gate*; **Market Price:** 156,000 gp; **Weight:** -.

Darkskull: Wherever this evil skull goes, the area around it is treated as though an *unhallow* spell had been cast with the skull as the touched point of origin (except that there is no additional spell effect tied or fixed to the darkskull).

Caster Level: 9th; **Prerequisites:** Craft Wondrous Item, *unhallow*, creator must be evil; **Market Price:** 60,000 gp; **Weight:** 5 lb.

Decanter of Endless Water: If the stopper is removed from this ordinary-looking flask and a

command word spoken, a stream of fresh or salt water pours out. Separate command words determine the type as well as the volume and velocity:

- *Stream:* pours out 1 gallon per round
- *Fountain:* 5-foot-long stream at 5 gallons per round
- *Geyser:* 20-foot-long, 1-foot-wide stream at 30 gallons per round

The geyser causes considerable back pressure, requiring the holder to make a Strength check (DC 12) to avoid being knocked down. The force of the geyser deals 1d4 points of damage but can only affect one target per round. The command word must be spoken to stop it.

Caster Level: 9th; **Prerequisites:** Craft Wondrous Item, *control water*; **Market Price:** 9,000 gp; **Weight:** 2 lb.

Deck of Illusions: This set of parchment cards is usually found in an ivory, leather, or wooden box. A full deck consists of thirty-four cards. When a card is drawn at random and thrown to the ground, a *major image* of a creature is formed. The figment lasts until dispelled. The illusory creature cannot move more than 30 feet away from where the card landed, but otherwise moves and acts as if it were real. At all times it obeys the desires of the character who drew the card. When the illusion is dispelled, the card becomes blank and cannot be used again. If the card is picked up, the illusion is automatically and instantly dispelled. The cards in a deck and the illusions they bring forth are summarized on the following table. (Use one of the first two columns to simulate the contents of a full deck using either ordinary playing cards or tarot cards.)

Deck of Illusions

Playing Card	Tarot Card	Creature
Ace of hearts	IV. The Emperor	Red dragon
King of hearts	Knight of swords	Human fighter (male) and four guards
Queen of hearts	Queen of staves	Human wizard (female)
Jack of hearts	King of staves	Human druid (male)
Ten of hearts	VII. The Chariot	Cloud giant
Nine of hearts	Page of staves	Ettin
Eight of hearts	Ace of cups	Bugbear
Two of hearts	Five of staves	Goblin
Playing Card	Tarot Card	Creature
Ace of diamonds	III. The Empress	Beholder
King of diamonds	Two of cups	Elven wizard (male) and apprentice (female)
Queen of diamonds	Queen of swords	Half-elven ranger (female)
Jack of diamonds	XIV. Temperance	Harpy
Ten of diamonds	Seven of staves	Half-orc barbarian (male)

Nine of diamonds	Four of pentacles	Ogre mage
Eight of diamonds	Ace of pentacles	Gnoll
Two of diamonds	Six of pentacles	Kobold
Playing Card	Tarot Card	Creature
Ace of spades	II. The High Priestess	Lich
King of spades	Three of staves	Three human clerics (male)
Queen of spades	Four of cups	Medusa
Jack of spades	Knight of pentacles	Dwarven paladin (male)
Ten of spades	Seven of swords	Frost giant
Nine of spades	Three of swords	Troll
Eight of spades	Ace of swords	Hobgoblin
Two of spades	Five of cups	Goblin
Playing Card	Tarot Card	Creature
Ace of clubs	VIII. Strength	Iron golem
King of clubs	Page of pentacles	Three halfling rogues (male)
Queen of clubs	Ten of cups	Pixies
Jack of clubs	Nine of pentacles	Half-elven bard (female)
Ten of clubs	Nine of staves	Hill giant
Nine of clubs	King of swords	Ogre
Eight of clubs	Ace of staves	Orc
Two of clubs	Five of cups	Kobold
Playing Card	Tarot Card	Creature
Joker	Two of pentacles	Illusion of deck's owner
Joker	Two of staves	Illusion of deck's owner (sex reversed)

A randomly generated deck may be discovered (a 01-10 result on d%) with 1d20 of its cards missing. (On a result of 11-100, it is complete.)

Caster Level: 6th; **Prerequisites:** Craft Wondrous Item, *major image*; **Market Price:** 9,200 gp; **Weight:** 1/2 lb.

Devil Gems: The devil gems include a star ruby, an oval-shaped emerald, a fire opal, a circular black star sapphire, and a diamond. They appear as coin-sized gems that Display swirling lights of multiple colors when someone looks at his or her interiors. The lights take the shapes of diabolical faces from time to time. They also form a required command word in any language that the possessor understands. Activating a devil gem counts as a standard action and can be done once per day. Good-aligned characters gain a negative level as long as the gem is held. Still, overusing the stone's power is something that may develop bad consequences. Any character that activates the gem five times per week must make a Will save (DC 10 + gem's caster level) or suffer 1 point of permanent Charisma drain, which can be regained normally. This happens because the devil's trapped essence draws vital energy from the gems possessor when overused.

Closed Content: The name devil gems is closed content.

Kyton Ruby: This diminutive ruby stores the essence

of a powerful kyton. When activated, two barbed iron chains about 10 feet in length extend from the ruby to help the user. The chains are anchored to the gem, last for 1 round per caster level, and can be commanded (as a free action) each round to do one of the following things:

Attack: The chains harm any creature that comes within their reach (10 feet). Each chain attacks at the user's turn with a +8 bonus and deals 1d8 points of slashing damage. If more than one enemy is within reach, the chains attack as directed.

Protect: The two chains wrap around the user harmlessly, reproducing all the benefits and penalties of a normal chain shirt.

Entangle: The chains attempt to ensnare one enemy specified by the user. The opponent must succeed at a Reflex save (DC 17) or be entangled, suffering a -2 penalty to attack rolls and a -4 penalty to effective Dexterity. The entangled creature moves at half speed but cannot run or charge, and it must make a Concentration check (DC 15) to cast a spell. While entangling a creature, the ruby is anchored to it and the chains cannot do anything else unless another action is issued.

Caster Level: 8th **Prerequisites:** Craft Wondrous Item, *major creation*, *summon monster VI*, creator must be neutral or evil **Market Price:** 7,000 gp **Cost to Create:** 4,000 gp + 240 XP **Components:** A star ruby (worth 1,000 gp) **Weight:** —

Source: Scales and Furs: Crafts from Creatures

Source Company: DreamReality Press

Closed Content: The name *kyton ruby* is closed content.

Fire Opal of the Hell Cat: Upon activation, this opal transforms any natural or magical fire within 30 feet into a Medium-sized fiery cat (similar to a hellcat) for 1 round per caster level, after which the fire disappears. Weapons that are sheathed in fire are not affected. The cat only moves and attacks at the user's turn as commanded (free action).

Caster Level: 7th **Prerequisites:** Craft Wondrous Item, *summon monster VI*, creator must be neutral or evil **Market Price:** 7,300 gp **Cost to Create:** 4,150 gp + 252 XP **Components:** A fire opal (worth 1,000 gp) **Weight:** —

Source: Scales and Furs: Crafts from Creatures

Source Company: DreamReality Press

Closed Content: The name *fire opal of the hell cat* is closed content.

Sapphire of the Barbazu: This black star sapphire unleashes an invisible aura that induces anger and ferocity. All creatures except for constructs that are within 30 feet of the sapphire must make a Will save (DC 19) or burst into a devastating rage similar to the barbarian's (+4 Strength, +4 Constitution, +2 morale bonus to Will saves, -2 AC penalty; consult the PHB for more information). The rage lasts for 6 rounds, after which the affected creatures become fatigued (.2 to Strength, .2 to Dexterity, cannot charge or run). This effect is a mind-affecting compulsion.

Caster Level: 8th **Prerequisites:** Craft Wondrous Item, *summon monster VI*, creator must be neutral or evil **Market Price:** 8,200 gp **Cost to Create:** 4,600 gp +

288 XP **Components:** A black star sapphire (worth 1,000 gp) **Weight:** —

Source: Scales and Furs: Crafts from Creatures

Source Company: DreamReality Press

Closed Content: The name *sapphire of the barbazu* is closed content.

Emerald of Temptation: Imbued with the corrupting energy of an erinyes, this emerald has the power to tempt a creature into a desired course of action. At the beginning of each day, the user can determine a single activity, which counts as the gem's use per day. Then, any living creature that touches the emerald (except for the user) must make a Will save (DC 19) or be compelled to do the action that was determined previously. If no creature touches the emerald, then the stated activity remains until another one is given. This compulsion effect lasts for 1 day per caster level or until the affected creature completes the task. An action that goes against the creature's alignment entails a .2 penalty to the Will save DC. Self-destructive actions automatically fail to affect the target, although it can be commanded to protect someone against life-threatening dangers. Examples of possible activities include befriending or attacking the first person encountered, protecting the user, discarding all equipment, fleeing as far as possible, and so on.

Caster Level: 8th **Prerequisites:** Craft Wondrous Item, *geas/quest*, *summon monster VI*, creator must be neutral or evil **Market Price:** 9,200 gp **Cost to Create:** 5,100 gp + 328 XP **Components:** An emerald (worth 1,000 gp) **Weight:** —

Source: Scales and Furs: Crafts from Creatures

Source Company: DreamReality Press

Closed Content: The name *emerald of temptation* is closed content.

Hamatula Diamond: This diamond has a perforation big enough for a cord or chain to pass through. When tied to any natural or artificial weapon, the possessor can make a single attack with it that induces *fear* (as the spell, Will save DC 16). Additionally, the diamond allows the possessor to cast *order's wrath* (if she is lawful) and/or *unholy blight* (if she is evil) with a save DC of 16. A lawful evil person can use both spells. All abilities of the hamatula diamond are usable once per day.

Caster Level: 9th **Prerequisites:** Craft Wondrous Item, *fear*, *summon monster VII*, creator must be neutral or evil **Market Price:** 16,300 gp **Cost to Create:** 10,650 gp + 452 XP **Components:** A diamond (worth 5,000 gp) **Weight:** —

Source: Scales and Furs: Crafts from Creatures

Source Company: DreamReality Press

Closed Content: The name *hamatula diamond* is closed content.

Dimensional Shackles: Any creature bound within these shackles is affected as if a dimensional anchor spell were cast upon him or her (no save). They fit any Small to Large creature. The DC to break or slip out of the shackles is 30.

Caster Level: 11th; **Prerequisites:** Craft Wondrous Item, *dimensional anchor*; **Market Price:** 26,000 gp; **Weight:** 5 lb.

Drums of Panic: These drums are kettle drums

(hemispheres about 1 1/2 feet in diameter on stands). They come in pairs and are unremarkable in appearance. If both of the pair are sounded, all creatures within 120 feet (with the exception of those within a 20-foot-radius safe zone around the drums) are affected as by a *fear* spell (Will negates DC 16).

Caster Level: 7th; **Prerequisites:** Craft Wondrous Item, *fear*; **Market Price:** 30,000 gp; **Weight:** 10 lb.

Dust of Appearance: This fine powder appears to be a very light metallic dust. A single handful of this substance flung into the air coats surrounding objects, making them visible even if they are invisible—just like the *glitterdust* spell. (The *dust of appearance*, however, doesn't blind creatures.) The dust also reveals figments, *mirror images*, and *projected images* for what they are. It likewise negates the effects of *blur* and *displacement*. (In this, it works just like the *faerie fire* spell). A creature coated with the dust cannot hide. The dust's effect lasts for 2d% minutes.

Dust of appearance is typically stored in small silk packets or hollow bone blow-tubes.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *glitterdust*; **Market Price:** 2,100 gp; **Weight:** -.

Dust of Disappearance: A creature or object touched by this dust becomes invisible (as *improved invisibility*). Normal vision can't see dusted creatures or objects, nor can they be detected by magical means, including *see invisibility* or *invisibility purge*. Dust of appearance, however, does reveal people and objects made invisible by *dust of disappearance*. Other factors, such as sound and smell, also allow possible detection.

The *improved invisibility* bestowed by the dust lasts for 2d10 minutes (1d10+10 if sprinkled carefully upon an object).

Caster Level: 7th; **Prerequisites:** Craft Wondrous Item, *improved invisibility*; **Market Price:** 3,500 gp; **Weight:** -.

Dust of Dryness: This special dust has many uses. If it is thrown into water, up to a cubic yard of the water is instantly transformed to nothingness, and the dust becomes a marble-sized pellet, floating or resting where it was thrown. If this pellet is hurled down, it breaks and releases the same volume of water. The dust affects only water (fresh, salt, alkaline), not other liquids.

If the dust is employed against a water creature, the creature must make a Fortitude save (DC 18) or be destroyed. The dust deals 5d6 points of damage to the water creature even if its saving throw succeeds.

Caster Level: 11th; **Prerequisites:** Craft Wondrous Item, *control water*; **Market Price:** 850 gp; **Weight:** -.

Dust of Illusion: This unremarkable powder resembles chalk dust or powdered graphite. Stare at it, however, and the dust changes color and form. Put the dust of illusion on a creature, and that creature is affected as if by a *change self* glamor, with the individual who sprinkles the dust envisioning the illusion desired. An unwilling recipient is allowed a Reflex saving throw (DC 11) to escape the effect. The glamor lasts for 1d6+6 hours.

Caster Level: 2nd; **Prerequisites:** Craft Wondrous Item, *change self*; **Market Price:** 500 gp; **Weight:** -.

Dust of Tracelessness: Tossing a pinch of this dust into the air causes a chamber of up to 1,000 square

feet of floor space to become as dusty, dirty, and cobweb-laden as if it had been abandoned and disused for a decade.

A pinch of dust sprinkled along a trail causes evidence of the passage of as many as a dozen people and horses to be obliterated for a mile back into the distance. The results of the dust are instantaneous, so no magical aura lingers afterward from this use of the dust. Tracking checks across an area affected by this dust are made against a DC 20 higher than normal.

Caster Level: 3rd; **Prerequisites:** Craft Wondrous Item, *pass without trace*; **Market Price:** 250 gp; **Weight:** -.

Efficient Quiver: This appears to be a typical arrow container capable of holding about 20 arrows. Examination shows that it has three distinct portions, each with an extradimensional space allowing it to store far more than would normally be possible. The first and smallest one can contain up to 60 objects of the same general size and shape as an arrow. The second slightly longer compartment holds up to 18 objects of the same general size and shape as a javelin. The third and longest portion of the case contains as many as six objects of the same general size and shape as a bow (including spears, staves, etc.). Once the owner has filled it, the owner can command the quiver each round to produce any stored items he or she wishes.

Caster Level: 9th; **Prerequisites:** Craft Wondrous Item, *secret chest*; **Market Price:** 1,800 gp; **Weight:** -.

Efreeti Bottle: This item is typically fashioned of brass or bronze, with a lead stopper bearing special seals. A thin stream of smoke is often seen issuing from it. The bottle can be opened once per day. When opened, the efreeti imprisoned within issues from the bottle instantly. There is a 10% chance (a 01-10 result on d%) that the efreeti is insane and attacks immediately upon being released. There is also a 10% chance (91-100) that the efreeti of the bottle grants three *wishes*. In either case, the efreeti afterward disappears forever. The other 80% of the time (11-90), the inhabitant of the bottle loyally serves the character for up to 10 minutes per day (or until the efreeti's death), doing as the character commands. Roll each day the bottle is opened for that day's effect.

Caster Level: 14th; **Prerequisites:** Craft Wondrous Item, *summon monster VII*; **Market Price:** 150,000 gp; **Weight:** 1 lb.

Ever-Full Root Cellar: This trapdoor, and the space below it, holds meat, bread, fruits, vegetables, water and other staples. Though it is simple fare, upon uttering a command word and opening the trapdoor the character will find enough food and water to sustain fifteen humans, five horses, or any combination of such for one day. In other respects this is as per the *create food and water* spell. An *ever-full root cellar* functions once per day.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *create food and water*; **Market Price:** 5,400 gp; **Weight:** variable.

Source: -Plexus- Potent Portals

Source Company: Creative Mountain Games

Everburning Torch: This torch has a continual flame cast upon it.

Caster Level: 3rd; **Prerequisite:** *Continual flame* (no feat needed); **Market Price:** 90 gp; **Weight:** 1 lb.

Eversmoking Bottle: This metal urn is identical in appearance to an efreeti bottle, except that it does nothing but smoke. The amount of smoke is great if the stopper is pulled out, pouring from the bottle and totally obscuring vision across a spread of 50 feet in 1 round. If the bottle is left unstoppered, the smoke spreads another 10 feet per round until it has spread 100 feet. This area remains smoke-filled until the eversmoking bottle is stoppered. The bottle must be resealed by a command word, after which the smoke dissipates normally.

Caster Level: 3rd; **Prerequisites:** Craft Wondrous Item, *pyrotechnics*; **Market Price:** 5,200 gp; **Weight:** 1 lb.

Eyes of Charming: These two crystal lenses fit over the user's eyes. The wearer is able to *charm person* (one target per round) merely by meeting a target's gaze. Those failing a Will saving throw (DC 16) are *charmed* as per the spell. If the wearer has only one lens, the DC of the saving throw is reduced to 10.

Caster Level: 7th; **Prerequisites:** Craft Wondrous Item, *Heighten Spell*, *charm person*; **Market Price:** 56,000 gp; **Weight:** -.

Eyes of Doom: These crystal lenses fit over the user's eyes, enabling the user to cast *doom* upon those around him or her (one target per round) merely by meeting their gaze. Those failing a Will saving throw (DC 11) are *doomed* as per the spell. If the wearer has only one lens, the DC of the saving throw is reduced to 10. However, if the wearer has both lenses, the user gains the additional power of continual *deathwatch* vision and can enact an *eyebite* (DC 19) once per week.

Caster Level: 11th; **Prerequisites:** Craft Wondrous Item, *doom*, *deathwatch*, *eyebite*; **Market Price:** 24,500 gp; **Weight:** -.

Eyes of the Eagle: These items are made of special crystal and fit over the eyes of the wearer. These lenses grant a +5 circumstance bonus to Spot checks. Wearing only one of the pair causes a character to become dizzy and, in effect, stunned for 1 round. Thereafter, the wearer can use the single lens without being stunned so long as the character covers his or her other eye. Of course, the wearer can remove the single lens and see normally at any time, or wear both lenses to end or avoid the dizziness.

Caster Level: 3rd; **Prerequisites:** Craft Wondrous Item, *clairaudience/clairvoyance*; **Market Price:** 1,000 gp; **Weight:** -.

Eyes of Petrification: These items are made of special crystal and fit over the eyes of the wearer. They allow the wearer to use a petrification gaze attack (DC 19), such as that of a basilisk, for 10 rounds per day. Both lenses must be worn for the magic to be effective.

Caster Level: 11th; **Prerequisites:** Craft Wondrous Item, *flesh to stone*; **Market Price:** 98,000 gp; **Weight:** -.

Fasting Chalice and Book: These large drinking goblets and books were created by an order of clerics and paladins besieged for decades by demonic armies. These paladins had little food, and lots of time. *Fasting chalices* sometimes appear ornate, sometimes plain, but are always chained to a book holy to a specific deity or religion.

The *fasting chalice* is used to prepare for a fight against a deadly foe. The instructions for its use are in the first few pages of the book. To unlock the power of the *chalice*, the user must first fast for a full day. Then fill it with either the user's own blood, or the fresh blood of a creature of the same type that he wishes to fight. After filling the cup and holding it with one hand, the user must read the holy book (or unholy book if the chalice is dedicated to some evil god or faith) attached with the chain. Every word must be read aloud, and the chalice cannot be dropped or set down, nor can any blood be spilled from it during the reading. This test of dedication takes approximately 24 hours, and requires six Concentration checks (DC 15) and Strength checks (DC 8), one every 4 hours just before an allowed minute-long break.

After the reading, if all the skill and ability checks are made, the blood in the chalice changes to fine wine. Drinking the wine satisfies hunger as if it were an entire day's worth of rations, and for the next 24 hours or until the user eats something, he gains a +4 sacred bonus (or profane bonus, if the chalice is evil) to Strength and Constitution. If the blood placed in the chalice was from a creature other than the user, he also gains a +2 sacred (or profane) bonus to damage against that specific type of creature.

The caster may only be under the effect of one *fasting chalice* at a time. The user must be literate to use a *fasting chalice*; the language the book is written in is up to the DM, but is usually Common, as these books are meant for holy warriors, not scholars.

Fasting chalices have the same alignment as the deity or religion they are dedicated to, and are only effective when used by characters of the same alignment. If the fragile chain connecting the chalice to the book is broken, (a standard action by anyone with a Strength score of 3 or higher), the *fasting chalice* ceases to work. Typically, due to the fragility of these items, and because of their limited use during travel, they are kept in temples. Donating such items to temples or religious fortresses is especially appropriate.

Caster Level: 10th; **Prerequisites:** Craft Wondrous Item, *divine power*, *endurance*, Knowledge (religion) 8 ranks; **Market Price:** 30,000gp; **Weight:** 5lb.

Source: Call of Duty

Source Company: Chainmail Bikini Games

Feather Token: Each of these items is a small feather that has a power to suit a special need. The types of tokens are described below. Each token is usable but once.

Anchor: A token useful to moor a craft in water so as to render it immobile for up to one day.

Bird: A token that can be used to deliver a small written message unerringly to a designated target as would a carrier pigeon. The token lasts as long as it takes to carry the message.

Fan: A token that forms a huge flapping fan, causing a breeze of sufficient strength to propel one ship (about 25 mph). This wind is not cumulative with existing wind speed. The token can, however, be used to lessen existing winds, creating an area of relative calm or lighter winds (but wave size in a storm is not affected). The fan can be used up to 8 hours. It does not function on land.

Swan Boat: A token that forms a huge swanlike boat capable of moving on water at a speed of 60 feet. It can carry eight horses and gear or thirty-two Medium-size characters or any equivalent combination. The boat lasts for one day.

Tree: A token that causes a great oak to spring into being (6-foot-diameter trunk, 60-foot height, 40-foot top diameter). This is an instantaneous effect.

Whip: A token that forms into a huge leather whip and wields itself against any opponent desired just like a dancing weapon. The weapon has a +10 base attack bonus, does 1d6+1 points of base damage, has a +1 enhancement bonus to attacks and damage, and makes a free grapple attack (at a +15 attack bonus) if it hits. The whip lasts no longer than 1 hour.

Caster Level: 12th; **Prerequisites:** Craft Wondrous Item, *major creation*; **Market Price:** 50 gp (*anchor*), 300 gp (*bird*), 200 gp (*fan*), 450 gp (*swan boat*), 100 gp (*tree*), or 500 gp (*whip*); **Weight:** -.

Figurines of Wondrous Power: Each of the several kinds of *figurines of wondrous power* appears to be a tiny statuette of a creature an inch or so high (with one exception). When the figurine is tossed down and the correct command word spoken, it becomes a living creature of normal size (except when noted otherwise below). The creature obeys and serves its owner.

If a *figurine of wondrous power* is broken or destroyed in its statuette form, it is forever ruined. All magic is lost, its power departed. If slain in animal form, the figurine simply reverts to a statuette that can be used again at a later time.

Bronze Griffon: When animated, the *bronze griffon* acts in all ways like a normal griffon under the command of its possessor. The item can be used twice per week for up to 6 hours per use. When 6 hours have passed or when the command word is spoken, the *bronze griffon* once again becomes a tiny statuette.

Caster Level: 11th; **Prerequisites:** Craft Wondrous Item, *animate objects*; **Market Price:** 10,000 gp; **Weight:** -.

Ebony Fly: When animated, the *ebony fly* is the size of a pony and has all the statistics of a hippogriff (Hit Dice, AC, carrying capacity, speed, and so on) but can make no attacks. The item can be used three times per week for up to 12 hours per use. When 12 hours have passed or when the command word is spoken, the *ebony fly* again becomes a tiny statuette.

Caster Level: 11th; **Prerequisites:** Craft Wondrous Item, *animate objects*; **Market Price:** 10,000 gp; **Weight:** -.

Golden Lions: These come in pairs. They become normal adult male lions. If slain in combat, the lions cannot be brought back from statuette form for one full week. Otherwise, they can be used once per day for up to 1 hour. They enlarge and shrink upon speaking the command word.

Caster Level: 11th; **Prerequisites:** Craft Wondrous Item, *animate objects*; **Market Price:** 16,500 gp; **Weight:** -.

Ivory Goats: These come in threes. Each goat of this trio looks slightly different from the others, and each has a different function:

- *The Goat of Traveling*: This statuette provides a speedy and enduring mount equal to that of a draft horse in every way except appearance. The goat can travel for a maximum of one day each week-continuously or in any combination of periods totaling 24 hours. At this point, or when the command word is uttered, it returns to its statuette form for not less than one day before it can again be used.
- *The Goat of Travail*: This statuette becomes an enormous creature, larger than a bull, with the statistics of a nightmare except for the addition of a pair of wicked horns of exceptional size (damage 1d8+4/1d8+4). If it is charging to attack, it may only use its horns (but add +6 points of damage to each successful attack on that round). It can be called to life just once per month for up to 12 hours at a time.
- *The Goat of Terror*: When called upon with the proper command word, this statuette becomes a destrierlike mount, with the statistics of a light warhorse (but hairier). However, its rider can employ the goat's horns as weapons (one horn as a +3 *lance*, the other as a +5 *longsword*). When ridden in an attack against an opponent, the goat of terror radiates fear as the spell in a 30-foot radius (DC 16). It can be used once every two weeks for up to 3 hours per use.

After three uses, each of the *ivory goats* loses its magical ability forever.

Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *animate objects*; *Market Price*: 21,000 gp; *Weight*: -.

Marble Elephant: This is the largest of the figurines, the statuette being about the size of a human hand. Upon utterance of the command word, a *marble elephant* grows to the size and specifications of a true elephant. The animal created from the statuette is fully obedient to the figurine's owner, serving as a beast of burden, a mount, or a combatant.

The statuette can be used four times per month for up to 24 hours at a time.

Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *animate objects*; *Market Price*: 17,000 gp; *Weight*: -.

Obsidian Steed: An *obsidian steed* appears to be a small, nearly shapeless lump of black stone. Only careful inspection reveals that it vaguely resembles some form of quadruped. On command, the near-formless piece of obsidian becomes a fantastic mount. Treat it as a heavy warhorse with the following additional powers usable once per round at will: *fly*, *plane shift*, and *etherealness*. The steed allows itself to be ridden, but if the rider is of good alignment, the steed is 10% likely per use to carry the rider to the Lower Planes and then return to its statuette form. The statuette can be used once per week for one continuous period of up to 24 hours. Note that when the obsidian steed becomes ethereal or *plane shifts*, its rider and his or her gear follow suit. Thus, the user can travel to other planes via

this means.

Caster Level: 15th; *Prerequisites*: Craft Wondrous Item, *animate objects*, *fly*, *plane shift*, *etherealness*; *Market Price*: 28,500 gp; *Weight*: -.

Onyx Dog: When commanded, this statuette changes into a creature with the same properties as a war dog, except that it is endowed with an Intelligence score of 8, can communicate in Common, and has exceptional olfactory and visual abilities. (It has the scent ability and adds +4 to its Spot and Search checks.) It has darkvision (range 60 feet) and it can see invisible. An *onyx dog* can be used once per week for up to 6 hours. It obeys only its owner.

Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *animate objects*; *Market Price*: 15,500 gp; *Weight*: -.

Serpentine Owl: A *serpentine owl* becomes either a normal-sized horned owl or a giant owl, according to the command word used. The transformation can take place once per day, with a maximum duration of 8 continuous hours. However, after three transformations into giant owl form, the statuette loses all of its magical properties. The owl communicates with its owner by telepathic means, informing its owner of all it sees and hears. (Remember the limitations of its Intelligence.)

Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *animate objects*; *Market Price*: 9,100 gp; *Weight*: -.

Silver Raven: This figurine turns into a raven on command (but it retains its silver consistency, which gives it a hardness of 10). Another command sends it off into the air, bearing a message just like a creature affected by an *animal messenger* spell. If not commanded to carry a message, the raven obeys the commands of its owner, although it has no special powers or telepathic abilities. It can maintain its nonfigurine status for only 24 hours per week, but the duration need not be continuous.

Caster Level: 6th; *Prerequisites*: Craft Wondrous Item, *animal messenger*; *Market Price*: 3,800 gp; *Weight*: -.

Gauntlets of Ogre Power: These gauntlets grant the wearer great strength, adding a +2 enhancement bonus to his or her Strength score. Both gauntlets must be worn for the magic to be effective.

Caster Level: 6th; *Prerequisites*: Craft Wondrous Item, *bull's strength*; *Market Price*: 4,000 gp; *Weight*: 4 lb.

Gauntlet of Rust: Once per day, this single rusted gauntlet can affect an object as with the rusting grasp spell. It also completely protects the wearer and his or her gear from rust (magical or otherwise), including the attack of a rust monster.

Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *rusting grasp*; *Market Price*: 11,500 gp; *Weight*: 2 lb.

Gem of Brightness: Upon utterance of a command word, this crystal emits bright light of one of three sorts. One command word causes the gem to shed a pale light in a cone 10 feet long. This use of the gem does not expend any charges.

Another command word causes the gem of brightness to send out a very bright ray 1 foot in

diameter and 50 feet long. This strikes as a ranged touch attack, and any creature struck by this beam is blinded for 1d4 rounds unless it succeeds at a Reflex save (DC 14). This use of the gem expends 1 charge.

The third command word causes the gem to flare in a blinding flash of light in a cone 30 feet long. Although this glare lasts but a moment, all creatures within its area must make a Reflex save (DC 14) or be blinded for 1d4 rounds and thereafter suffer a penalty of -1 to attack rolls, Spot checks, and Search checks due to permanent eye damage. This use expends 5 charges.

Eye damage can be cured by a *remove blindness* or a *heal* spell. A newly created *gem of brightness* has 50 charges. When all its charges are expended, the gem becomes nonmagical.

Caster Level: 6th; **Prerequisites:** Craft Wondrous Item, *daylight*, *blindness/deafness*; **Market Price:** 15,200 gp; **Weight:** -.

Gem of Seeing: This finely cut and polished stone is indistinguishable from an ordinary jewel in appearance. When gazed through, the gem of seeing enables the user to see as though she were affected by a true seeing spell.

Caster Level: 10th; **Prerequisites:** Craft Wondrous Item, *true seeing*; **Market Price:** 75,000 gp; **Weight:** -.

Ghoul Gloves: These leathery gloves have a slightly foul odor. Twice per day, they allow the wearer to make a touch melee attack. If the attack hits, the target must make a Will saving throw (DC 16) or become *held*. The effect lasts one minute.

Caster Level: 7th; **Prerequisite:** Craft Wondrous Item, *hold monster*; **Market Price:** 22,400 gp; **Weight:** -.

Source: Joe's Book of Enchantment

Source Company: Throwing Dice Games

Gloves of Arrow Snaring: Once snugly worn, these gloves seem to meld with the hands, becoming almost invisible. (They are undetectable unless the viewer is within 5 feet of the wearer.) The wearer can act as if he or she had the Deflect Arrows feat, except that the wearer catches the thrown weapons and projectiles instead of deflecting them. Both gloves must be worn for the magic to be effective. At least one hand must be free to take advantage of the magic.

Caster Level: 3rd; **Prerequisites:** Craft Wondrous Item, *shield*; **Market Price:** 4,000 gp; **Weight:** -.

Gloves of Dexterity: These gloves add to the wearer's Dexterity score in the form of an enhancement bonus of +2, +4, or +6. Both gloves must be worn for the magic to be effective.

Caster Level: 8th; **Prerequisites:** Craft Wondrous Item, *cat's grace*; **Market Price:** 4,000 gp (+2), 16,000 gp (+4), or 36,000 gp (+6); **Weight:** -.

Glove of Storing: On command, one item held in the hand wearing the glove disappears. The item can weigh no more than 20 pounds and must be able to be held in one hand. While stored the item has negligible weight. With a snap of the fingers wearing the glove, the item reappears. A glove can only store one item at a time. Storing or retrieving an item is a free action. The item is held in stasis and shrunk down so small within the palm of the glove that it cannot be seen. If the effect is suppressed or dispelled, the stored item

appears instantly. The creation process yields only one glove.

Caster Level: 6th; **Prerequisites:** Craft Wondrous Item, *shrink item*; **Market Price:** 2,200 gp; **Weight:** -.

Gloves of Swimming and Climbing: These apparently normal lightweight gloves grant a +10 competence bonus to Swim and Climb checks. Both gloves must be worn for the magic to be effective.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *cat's grace*; **Market Price:** 6,000 gp; **Weight:** -.

Goggles of Minute Seeing: The lenses of this item are made of special crystal. When placed over the eyes of the wearer, they enable the wearer to see much better than normal at distances of 1 foot or less, granting him or her a +5 bonus to Search checks to locate or identify features such as tiny seams, marks, cracks, or imperfections. Both lenses must be worn for the magic to be effective.

Caster Level: 3rd; **Prerequisites:** Craft Wondrous Item, *true seeing*; **Market Price:** 1,000 gp; **Weight:** -.

Goggles of Night: The lenses of this item are made of dark crystal. Even though the lenses are opaque, when placed over the eyes of the wearer they enable the wearer to see normally and also grant him or her darkvision (range 60 feet). Both lenses must be worn for the magic to be effective.

Caster Level: 3rd; **Prerequisites:** Craft Wondrous Item, *darkvision*; **Market Price:** 8,000 gp; **Weight:** -.

Hand of Glory: This mummified human hand hangs by a leather cord around a character's neck (taking up space as a magic necklace would). If a magic ring is placed on one of the fingers of the hand, the wearer benefits from the ring as if wearing it him or herself, and it does not count against the wearer's two-ring limit. The hand can wear only one ring at a time.

Even without a ring, the hand itself allows its wearer to use *daylight* and *see invisibility* each once per day.

Caster Level: 9th; **Prerequisites:** Craft Wondrous Item, *daylight*, *detect invisibility*, *animate dead*; **Market Price:** 7,200 gp; **Weight:** 2 lb.

Hand of the Mage: This mummified elven hand hangs by a golden chain around a character's neck (taking up space as a magic necklace would). It allows the wearer to utilize the spell *mage hand* at will.

Caster Level: 3rd; **Prerequisites:** Craft Wondrous Item, *mage hand*; **Market Price:** 1,000 gp; **Weight:** 2 lb.

Handy Haversack: A backpack of this sort appears to be well made, well used, and quite ordinary. It has two side pouches, each of which appears large enough to hold about a quart of material. In fact, each is like a *bag of holding* and can actually hold material equal to as much as 2 cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to 8 cubic feet or 80 pounds of material. Even when so filled, the backpack always weighs only 5 pounds.

While such storage is useful enough, the pack has an even greater power in addition. When the wearer reaches into it for a specific item, that item is always on top. Thus, no digging around and fumbling is ever necessary to find what a haversack contains. Retrieving any specific item from a haversack is a free action. The *handy haversack* and whatever it contains gain a +2 resistance bonus to all saving throws.

Caster Level: 5th; Prerequisites: Craft Wondrous Item, secret chest; Market Price: 2,000 gp; Weight: 5 lb.

Harp of Charming: When played, this harp enables the performer to cast one suggestion (Will negates DC 14) for each 10 minutes of playing if he can succeed at a Perform check (DC 15). On a die roll of a natural 1, the harpist has played so poorly that he or she enrages all those within earshot.

Caster Level: 5th; Prerequisites: Craft Wondrous Item, suggestion; Market Price: 7,500 gp; Weight: 5 lb.

Hat of Disguise: This apparently normal hat allows its wearer to alter her appearance as with a change self spell. As part of the disguise, the hat can be changed to appear as an alternate type of headgear.

Caster Level: 2nd; Prerequisites: Craft Wondrous Item, change self; Market Price: 2,000 gp; Weight: -.

Headband of Calm: This thin band has a single clear gem set in the center of the forehead much like a diamond diadem. Whenever the wearer of this headband fails her saving throw against a mind-affecting ability, each round thereafter she gets another saving throw at the same DC to escape the mind-affecting effect. Once the saving throw is made, there are no lingering effects from the spell or ability: the effect is dispelled as if the wearer had made the initial saving throw.

Caster Level: 16th; Prerequisite: Craft Wondrous Item, greater dispelling; Market Price: 35,000; Weight: —.

Source: Joe's Book of Enchantment

Source Company: Throwing Dice Games

Headband of Intellect: This headband adds to the wearer's Intelligence score in the form of an enhancement bonus of +2, +4, or +6.

Caster Level: 8th; Prerequisites: Craft Wondrous Item, commune or legend lore; Market Price: 4,000 gp (+2), 16,000 gp (+4), or 36,000 gp (+6); Weight: -.

Healing Sprinkler Rod: These rods were first employed during a siege against a remote mountain chapel. All three of the chapel's clerics were killed during a surprise attack at the start of the assault. A group of young, inexperienced paladins at the chapel for training were left to lead the meager staff in the defense. A pair of hound archons appeared to the paladins, provided them with the first of these items, and passed along the knowledge of crafting more. With these rods, the small force was able to withstand the assault in time for a rescuing force to arrive.

The *sprinkler* is a *light mace* +1 or *light flail* +1 with a hollowed out headpiece. The hollow chamber is sufficient to hold one flask of holy water. A single flask of holy water can be poured into the hollow chamber. Creatures struck by a *sprinkler* loaded with holy water are also struck by the holy water as it splashes on them. Using the *sprinkler* to heal involves shaking it and splashing holy water over the wound.

This increases the time required to use the *lay on hands* ability to one full round, and heals an additional amount of damage equal to the paladin's Charisma bonus during each use. One vial of holy water can provide up to three rounds of use.

A particular character may only use a *healing sprinkler* 3 /day, so it is usually used by groups of paladins for maximum effect, and is rarely owned by a single paladin.

Caster Level: 6th; Prerequisites: Craft Rod, bless water, cure serious wounds; Market Price: 2,600 gp; Weight: 5lbs.

Source: Call of Duty

Source Company: Chainmail Bikini Games

Helm of Brilliance: This normal-looking helm takes its true form and manifests its powers when the user dons it and speaks the command word. Made of brilliant silver and polished steel, a newly created helm is set with ten diamonds, twenty rubies, thirty fire opals, and forty opals, each of large size and enchanted.

The jewels' functions are as follows:

Jewel	Effect
Diamond	Prismatic spray (DC 17)
Ruby	Wall of fire
Fire opal	Fireball (10d6)
Opal	Light

The helm may be used once per round, but each gem can perform its spell-like power just once. Until all of its jewels are depleted, a *helm of brilliance* also has the following magical properties when activated:

- It emanates a bluish light when undead are within 30 feet. This light causes pain and 1d6 points of damage per round to all such creatures within that range.
- The wearer may command any weapon he or she wields to become a flaming weapon (see above). This is in addition to whatever abilities the weapon may already have (unless the weapon already is a flaming weapon). The command takes 1 round to take effect.
- Each round, the helm absorbs the first 30 points of fire damage the wearer would otherwise take. This protection does not stack with similar protection from other sources.

Once all of its jewels have lost their magic, the helm loses all its powers and the gems turn to worthless powder. Removing a jewel destroys it.

If a creature wearing the helm is damaged by magic fire (after the fire protection is taken into account) and fails an additional Will saving throw (DC 15), the remaining gems on the helm overload and detonate.

Caster Level: 13th; Prerequisites: Craft Wondrous Item, light, fireball, prismatic spray, wall of fire, flame blade, detect undead, protection from elements; Market Price: 157,000 gp; Weight: 3 lb.

Helm of Comprehending Languages and Reading Magic: A *helmet of comprehending languages and reading magic* grants its wearer a 90% chance to understand any strange tongue or writing the wearer encounters and an 80% chance to understand any magic writings. Note that understanding does not necessarily imply spell use.

Caster Level: 4th; Prerequisites: Craft Wondrous Item, comprehend languages, read magic; Market Price: 2,600 gp; Weight: 3 lb.

Helm of Flame: This full helm weighs nothing. It confers fire resistance 10. If worn by a paladin or cleric

of a god of fire, light, or sun, it also conveys a +2 insight bonus to Armor Class and acts as a continuous *fire shield* (warm).

Caster Level: 7th; **Prerequisites:** Craft Wondrous Item, *fire shield*, *protection from elements*, *shield*; **Market Price:** 62,000 gp; **Weight:**—

Source: The Book of Hallowed Might

Source Company: Malhavoc Press

Closed Content: The name *helm of flame* is closed content.

Helm of Telepathy: The wearer can use detect thoughts at will. Furthermore, he or she can send a telepathic message to anyone whose surface thoughts he or she is reading (allowing two-way communication). Once per day, the wearer of the helm can implant a *suggestion* (as the spell, Will negates, DC 14) along with his or her telepathic message.

Caster Level: 8th; **Prerequisites:** Craft Wondrous Item, *detect thoughts*, *suggestion*; **Market Price:** 31,000 gp; **Weight:** 3 lb.

Helm of Teleportation: Any character wearing this device may teleport three times per day, exactly as if the character had cast the spell of the same name.

Caster Level: 9th; **Prerequisites:** Craft Wondrous Item, *teleport*; **Market Price:** 48,600 gp; **Weight:** 3 lb.

Helm of Underwater Action: The wearer of this helmet can see underwater. Drawing the small lenses in compartments on either side into position before the wearer's eyes activates the visual properties of the helm, allowing him or her to see five times farther than water and light conditions would allow for normal human vision. If the command word is spoken, the *helm of underwater action* creates a globe of air around the wearer's head and maintains it until the command word is spoken again, enabling the wearer to breathe freely.

Caster Level: 7th; **Prerequisites:** Craft Wondrous Item, *freedom of movement*, *water breathing*; **Market Price:** 24,000 gp; **Weight:** 3 lb.

Horn of Blasting: This horn can be sounded as a normal horn, but if the command word is spoken and the instrument is then played, it has the following effects, both of which happen at once:

- A 100-foot cone of sound issues forth from the horn. All within this area must make a Fortitude saving throw (DC 16). Those who succeed are stunned for 1 round and deafened for 2 rounds. Those failing the saving throw take 1d10 points of damage, are stunned for 2 rounds, and are deafened for 4 rounds.
- An ultrasonic wave 1 foot wide and 100 feet long issues from the horn. The wave weakens such materials as metal, stone, and wood. This effect deals 1d10 points of damage to objects within the area, ignoring their hardness.

If a *horn of blasting* is used magically more than once in a given day, there is a 10% cumulative chance with each extra use that it explodes and deals 5d10 points of damage to the person sounding it.

Caster Level: 7th; **Prerequisites:** Craft Wondrous Item, *shout*; **Market Price:** 12,000 gp; **Weight:** 1 lb.

Horn of Countersong: A bard using his countersong ability while playing this horn gains a +4 bonus to his Perform check. The countersong attempt made with this horn does not count toward the player's bardic music usage per day limit.

Caster Level: 9th; **Prerequisite:** Craft Wondrous Item, Bardic music ability; **Market Price:** 8,000 gp; **Weight:** 1 lb.

Source: Joe's Book of Enchantment

Source Company: Throwing Dice Games

Horn of Fog: This small bugle allows its possessor to blow forth a thick cloud of heavy fog similar to that of an obscuring mist spell. The fog spreads 10 feet each round that the user continues to blow the horn. The device makes a deep, foghornlike noise, with the note dropping abruptly to a lower register at the end of each blast.

Caster Level: 3rd; **Prerequisites:** Craft Wondrous Item, *obscuring mist*; **Market Price:** 2,000 gp; **Weight:** 1 lb.

Horn of Goodness/Evil: This trumpet adapts itself to its owner, so it produces either a good or an evil effect depending on the owner's alignment. If the owner is neither good nor evil, the horn has no power whatsoever. If the owner is good, then blowing the horn has the effect of a *magic circle against evil*. If the owner is evil, then blowing the horn has the effect of a *magic circle against good*. In either case, this ward lasts for 10 rounds. The horn can be blown once per day.

Caster Level: 7th; **Prerequisites:** Craft Wondrous Item, *magic circle against good* or *magic circle against evil*; **Market Price:** 6,000 gp; **Weight:** 1 lb.

Horn of the Tritons: This device is a conch shell that can be blown once per day (except by a triton, who can sound it three times per day). A *horn of the tritons* can do any one of the following functions when blown:

- Calm rough waters in a one-mile radius. This dispels a summoned water elemental if it fails its Will saving throw (DC 16).
- Attract 5d4 Large sharks (a 01-30 result on d%), 5d6 Medium-size sharks (31-80), or 1d10 sea lions (81-100) if the character is in a body of water in which such creatures dwell. The creatures are friendly and obey, to the best of their ability, the one who sounded the horn.
- Panic and demoralize aquatic creatures with Intelligence scores of 1 or 2 within 500 feet as if they had been targeted by a fear spell (DC 16). Those who do save are shaken for 3d6 rounds.

Any sounding of a *horn of the tritons* can be heard by all tritons within a three-mile radius.

Caster Level: 8th; **Prerequisites:** Craft Wondrous Item, *fear*, *summon monster V*, *control water*, creator must be a triton or get construction aid from a triton; **Market Price:** 15,100 gp; **Weight:** 2 lb.

Horn of Valhalla: This magic instrument comes in four varieties. Each appears to be normal until someone speaks its command word and blows the horn. Then the horn summons a number of human barbarians to

fight for the character who summoned them. Each horn can be blown just once every seven days. Roll d% to see what type of horn is found. The horn's type determines what barbarians are summoned and what prerequisite is needed to use the horn. Any character who uses a *horn of Valhalla* but doesn't have the prerequisite is attacked by the barbarians the character just summoned.

d%	Horn	Type of Barbarians Summoned	Prerequisites
01-40	Silver	2d4+2, 2nd level	None
41-75	Brass	2d4+1, 3rd level	Spellcaster level 1st+
76-90	Bronze	2d4, 4th level	Proficiency with all martial weapons or bardic music ability
91-100	Iron	1d4+1, 5th level	Proficiency with all martial weapons or bardic music ability

Summoned barbarians are magic constructs, not actual people (though they seem to be), and they arrive with the starting equipment for barbarians found in the Player's Handbook. They gladly attack anyone the possessor of the horn commands them to fight until they or their opponents are slain or until 1 hour has elapsed, whichever comes first.

Caster Level: 13th; **Prerequisites:** Craft Wondrous Item, *summon monster VI*; **Market Price:** 50,000 gp; **Weight:** 2 lb.

Horseshoes of Speed: These iron shoes come in sets of four like ordinary horseshoes. When affixed to a horse's hooves, they double the animal's speed. All four shoes must be worn by the same animal for the magic to be effective.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *haste*; **Market Price:** 1,900 gp; **Weight:** 3 lb. each.

Horseshoes of a Zephyr: These four iron shoes are affixed like normal horseshoes. They allow a horse to travel without actually touching the ground. The horse must still run above (always around 4 inches above) a roughly horizontal surface. This means that nonsolid or unstable surfaces, such as water or lava, can be crossed, and that movement is possible without leaving tracks on any sort of ground. The horse moves at normal speed. All four shoes must be worn by the same animal for the magic to be effective.

Caster Level: 3rd; **Prerequisites:** Craft Wondrous Item, *levitate*; **Market Price:** 3,000 gp; **Weight:** 1 lb. each.

Incense of Meditation: When it is burning, the special fragrance and pearly-hued smoke of this special incense are recognizable by anyone making a Spellcraft check (DC 15).

When a divine spellcaster lights a block of *incense of meditation* and then spends 8 hours praying and meditating nearby, the incense enables him to prepare all of his spells as though affected by the Maximize Spell metamagic feat. However, all the spells prepared in this way are at their normal level, not at three levels higher (as with the regular metamagic feat).

Each block of incense burns for 8 hours, and the effects remain for 24 hours.

Caster Level: 7th; **Prerequisites:** Craft Wondrous Item, *Maximize Spell*, *bless*; **Market Price:** 4,900 gp; **Weight:** 1 lb. each.

Instant Fortress: This metal cube is small, but when activated it grows to form a tower 20 feet square and 30 feet high, with arrow slits on all sides and a crenellated battlement atop it. The metal walls extend 10 feet into the ground, rooting it to the spot and preventing it from being tipped over. The fortress has a small door that opens only at the command of the owner of the fortress—even *knock* spells can't open the door. The adamantine walls of the instant fortress have 100 hit points and a hardness of 20. The fortress cannot be repaired except by a *wish* or a *miracle*, which restores 50 points of damage sustained.

The fortress springs up in just 1 round, with the door facing the device's owner. The door opens and closes instantly at the owner's command. People and creatures nearby (except the owner) must be careful not to be caught by the fortress's sudden growth. Anyone so caught sustains 10d10 points of damage (Reflex half DC 19).

Caster Level: 12th; **Prerequisites:** Craft Wondrous Item, *magnificent mansion*; **Market Price:** 55,000 gp; **Weight:** -.

Ioun Stones: (see table on next page) These stones always float in the air and must be within 3 feet of their owner to be of any use. When a character first acquires a stone, the character must hold it and then release it, whereupon it takes up a circling orbit 1d3 feet from the character's head. Thereafter, a stone must be grasped or netted to separate it from its owner. The owner may voluntarily seize and stow a stone to keep it safe, but the character loses the benefits of the stone during that time. *Ioun stones* have an AC of 24, 10 hit points, and a hardness of 5.

Regeneration from the pearly white *Ioun stone* only cures damage taken while the character is using the stone. The pale lavender and lavender and green stones work like a *rod of absorption*, but absorbing a spell requires a readied action, and these stones cannot be used to empower spells. Stored spells in the vibrant purple stone must be placed by a spellcaster but can be used by anyone (see ring of spell storing).

Caster Level: 12th; **Prerequisites:** Craft Wondrous Item, creator must be 12th level; **Weight:** -.

Iron Bands of Binding: When the proper command word is spoken and this banded, spherical iron device is hurled at an opponent, the bands expand and tightly constrict the target creature on a successful ranged touch attack. A single creature of Large size or smaller can be captured thus and held immobile until the command word is spoken to bring the bands into globular form again. The creature can break (and ruin) the bands with a successful Strength check (DC 30) or escape them with a successful Escape Artist check (also DC 30).

Caster Level: 10th; **Prerequisites:** Craft Wondrous Item, *grasping hand*; **Market Price:** 26,000 gp; **Weight:** 1 lb.

Iron Flask: When the user speaks the command word, he can force any creature from another plane

into the container, provided that creature fails a Will saving throw (DC 19). The range of this effect is 60 feet. Only one creature at a time can be so contained. Loosing the stopper frees the captured creature.

If the individual freeing the captured creature speaks the command word, the creature can be forced to serve for 1 hour. If freed without the command word, the creature acts according to its natural inclinations. (It usually attacks the user, unless it perceives a good reason not to.) Any attempt to force the same creature into the flask a second time allows it a +2 bonus on its saving throw and makes it very angry and totally hostile. A newly discovered bottle might contain any of the following:

d%	Contents
01-50	Empty
51-54	Large air elemental
55-58	Arrowhawk
59-62	Large earth elemental
63-66	Xorn
67-70	Large fire elemental
71-74	Salamander
75-78	Large water elemental

79-82	Adult tojanida
83-84	Red slaad
85-86	Formian taskmaster (alone)
87	Demon (vrock)
88	Demon (hezrou)
89	Demon (glabrezu)
90	Demon (succubus)
91	Devil (osyluth)
92	Devil (barbazu)
93	Devil (erinyes)
94	Devil (cornugon)
95	Celestial (avoral)
96	Celestial (ghaele)
97	Formian myrmarch
98	Blue slaad
99	Rakshasa
100	Demon (balor) or devil (pit fiend): equal chance for either

Caster Level: 20th; *Prerequisites:* Craft Wondrous Item, *trap the soul*; *Market Price:* 170,000 gp (empty); *Weight:* 1 lb.

Lantern of Revealing: This lantern operates as a normal hooded lantern. While it is lit, it also reveals all invisible creatures and objects within 25 feet of it, just

<i>Ioun Stones</i>			
Color	Shape	Effect	Market Price
Dull gray	Any	Merely orbits without further powers	25 gp
Dusty rose	Prism	+1 deflection bonus to AC	4,000 gp
Clear	Spindle	Sustains creature without food or water	5,000 gp
Pale blue	Rhomboid	+2 enhancement bonus to Strength	8,000 gp
Scarlet and blue	Sphere	+2 enhancement bonus to Intelligence	8,000 gp
Incandescent blue	Sphere	+2 enhancement bonus to Wisdom	8,000 gp
Deep red	Sphere	+2 enhancement bonus to Dexterity	8,000 gp
Pink	Rhomboid	+2 enhancement bonus to Constitution	8,000 gp
Pink and green	Sphere	+2 enhancement bonus to Charisma	8,000 gp
Dark blue	Rhomboid	Alertness (as the feat)	8,000 gp
Vibrant purple	Prism	Stores six levels of spells	12,000 gp
Iridescent	Spindle	Sustains creature without air	15,000 gp
Pale green	Prism	+1 competence bonus to attack rolls, saves, and checks	20,000 gp
Pearly white	Spindle	Regenerate 1 point of damage/hour	20,000 gp
Pale lavender	Ellipsoid	Absorb spells up to 4th level*	20,000 gp
Lavender and green	Ellipsoid	Absorb spells up to 8th level**	40,000 gp
*After absorbing 20 spell levels, the stone burns out and turns to dull gray, forever useless.			
**After absorbing 50 spell levels, the stone burns out and turns dull gray, forever useless.			

like the spell *invisibility purge*.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *invisibility purge*; **Market Price:** 30,000 gp; **Weight:** 2 lb.

Latch of Forbiddance: A *latch of forbiddance* prevents creatures whose alignments are different (from the character's alignment) from entering the area. If the character is not the creator of the *latch of forbiddance*, a caster of like-alignment must create it. Additionally, the effect of the latch seals the area against all planar travel into it, including dimension door, teleport, plane shifting, astral travel, ethereal travel, and all summoning spells. It otherwise functions as per the *forbiddance* spell in regard to circumstantial saving throws and without the password option in place. Many consider it the ultimate in privacy-securing devices for their most important conferences. A *latch of forbiddance* can function only once per week.

Caster Level: 11th; **Prerequisites:** Craft Wondrous Item, *forbiddance*; **Market Price:** 8,050 gp; **Weight:** 2 lb.
Source: -Plexus- Potent Portals

Source Company: Creative Mountain Games

Lens of Detection: This circular prism enables its user to detect minute details, granting a +10 bonus to Search checks. It also aids in following tracks, adding a +10 bonus to Wilderness Lore checks when tracking. The lens is about 6 inches in diameter and set in a frame with a handle.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *true seeing*; **Market Price:** 3,500 gp; **Weight:** 1 lb.

Lute of Confusion: When the first chord is struck on this lute, a Perform check (DC 20) is required. Failure causes a 30-foot burst of *confusion*, as the spell, centered on the lute. The player gets no saving throw. Everyone else within the area of effect must make a Will saving throw (DC 20).

When successfully played, the performer can create any of the following spell-like effects once per round, up to 3 times per day: *confusion*, *emotion*, *sleep*, *hideous laughter*. All of these effects have a range of 30 feet, a duration of 10 rounds, and effect only one listener, chosen by the performer.

When not creating one of these effects, the lute lends a +2 bonus to the DC of any bardic music performed on the lute.

Note: Though the lute is masterwork, it does not provide its +2 masterwork bonus to Perform checks until after the player makes the initial Perform check.

Caster Level: 10th; **Prerequisite:** Craft Wondrous Item, *confusion*, *emotion*, *sleep*, *hideous laughter*, Bardic Music class ability; **Market Price:** 12,500 gp; **Weight:** 3 lb.

Source: Joe's Book of Enchantment

Source Company: Throwing Dice Games

Lyre of Building: If the proper chords are struck, a single use of this lyre negates any attacks made against all inanimate construction (walls, roof, floor, and so on) within 300 feet. This includes the effects of a *horn of blasting*, a *disintegrate* spell, or an attack from a ram or similar siege weapon. The lyre can be used in this way once per day, with the protection lasting for 30 minutes.

The lyre is also useful with respect to building. Once a week its strings can be strummed so as to produce chords that magically construct buildings, mines, tunnels, ditches, or whatever. The effect produced in but 30 minutes of playing is equal to the work of 100 humans laboring for three days. Each hour after the first, a character playing the lyre must make a Perform check (DC 18). If it fails, she must stop and cannot play it again for this purpose until a week has passed.

Caster Level: 6th; **Prerequisites:** Craft Wondrous Item, *fabricate*; **Market Price:** 13,000 gp; **Weight:** 5 lb.

Mantle of Spell Resistance: This embroidered garment is worn over normal clothing or armor. It grants the wearer spell resistance of 21.

Caster Level: 9th; **Prerequisites:** Craft Wondrous Item, *spell resistance*; **Market Price:** 90,000 gp; **Weight:** -.

Manual of Bodily Health: If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he or she gains an inherent bonus of from +1 to +5 (depending on the type of manual) to his or her Constitution score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

Caster Level: 17th; **Prerequisites:** Craft Wondrous Item, *wish* or *miracle*; **Market Price:** 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), or 137,500 gp (+5); **Cost to Create:** 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), or 6,250 gp + 25,500 XP (+5); **Weight:** 5 lb.

Manual of Gainful Exercise: If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he or she gains an inherent bonus of from +1 to +5 (depending on the type of manual) to his or her Strength score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

Caster Level: 17th; **Prerequisites:** Craft Wondrous Item, *wish* or *miracle*; **Market Price:** 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), or 137,500 gp (+5); **Cost to Create:** 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), or 6,250 gp + 25,500 XP (+5); **Weight:** 5 lb.

Manual of Quickness of Action: If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he or she gains an inherent bonus of from +1 to +5 (depending on the type of manual) to his or her Dexterity score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

Caster Level: 17th; **Prerequisites:** Craft Wondrous Item, *wish* or *miracle*; **Market Price:** 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), or 137,500 gp (+5); **Cost to Create:** 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), or 6,250 gp + 25,500 XP (+5); **Weight:** 5 lb.

Marvelous Pigments: These magic emulsions enable their possessor to create actual, permanent objects simply by depicting their form in two dimensions. The pigments are applied by a stick tipped with bristles, hair, or fur. The emulsion flows from the application to

form the desired object as the artist concentrates on the desired image. One pot of *marvelous pigments* is sufficient to create a 1,000-cubic-foot object by depicting it two-dimensionally over a 100-square-foot surface.

Only normal, inanimate objects can be created. Creatures can't be created. The pigments must be applied to a surface. It takes 10 minutes to depict an object with the pigments. Marvelous pigments cannot create magic items. Objects of value depicted by the pigments appear to be valuable but are really made of inexpensive materials. The user can create normal weapons, armor, and other mundane items whose value does not exceed 2,000 gp.

Items created are not magical; the effect is instantaneous.

Caster Level: 15th; *Prerequisites:* Craft Wondrous Item, *major creation*; *Market Price:* 5,500 gp; *Weight:* -.

Mask of the Skull: This ivory mask has been fashioned into the likeness of a human skull. Once per day, after it has been worn for at least 1 hour, the mask can be loosed to fly from the wearer's face. It travels up to 50 feet away from the wearer and attacks a target assigned to it. The grinning skull mask makes a touch attack against the target. If it succeeds, the target must make a Fortitude saving throw (DC 20) or be struck dead, as if affected by a finger of death spell. If the target succeeds at his or her saving throw, the target nevertheless takes 3d6+13 points of damage. After attacking (whether successful or not), the mask flies back to its user.

Caster Level: 13th; *Prerequisites:* Craft Wondrous Item, *finger of death*, *animate objects*, *fly*; *Market Price:* 25,000 gp; *Weight:* 3 lb.

Mattock of the Titans: This digging tool is 10 feet long. Any creature of at least Huge size can use it to loosen or tumble earth or earthen ramparts (a 10-foot cube every 10 minutes). It also smashes rock (a 10-foot cube per hour). If used as a weapon, it is the equivalent of a +3 *Gargantuan morningstar*, dealing 4d6 points of base damage.

Caster Level: 16th; *Prerequisites:* Craft Wondrous Item, Craft Magic Arms and Armor, *move earth*; *Market Price:* 23,000 gp; *Weight:* 120 lb.

Maul of the Titans: This mallet is 8 feet long. If used as a weapon, it is the equivalent of a +3 *greatclub* and deals triple damage against inanimate objects. However, the wielder must have a Strength score of at least 18 to wield it properly. Otherwise, the wielder suffers a -4 attack penalty.

Caster Level: 15th; *Prerequisites:* Craft Wondrous Item, Craft Magic Arms and Armor, *clenched fist*; *Market Price:* 25,000 gp; *Weight:* 160 lb.

Medallion of Thoughts: This medallion allows the wearer to read the thoughts of others, as with the spell *detect thoughts*.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *detect thoughts*; *Market Price:* 12,000 gp; *Weight:* -.

Mirror of Charm Disruption: Anyone looking into this large mirror who is under the effects of a charm or compulsion effect gains an immediate Will saving throw with the same DC as the original effect. If the saving throw is successful, the charm or compulsion is dispelled. On a roll of 1, the mirror breaks, losing its magic abilities.

If the original effect had no saving throw, the effect is dispelled if a 20 is rolled on the Will saving throw. No other modifiers apply in this case. The owner of the mirror gains a +10 bonus to saving throws against charms or compulsions that involve the mirror. Thus, a *suggestion* cast on the owner of the mirror to have a servant cover it with a sheet gains the owner a +10 bonus on the saving throw.

Caster Level: 12th; *Prerequisite:* Craft Wondrous Item, *break enchantment*; *Market Price:* 12,000 gp; *Weight:* 35 lb.

Source: Joe's Book of Enchantment

Source Company: Throwing Dice Games

Mirror of Life Trapping: This crystal device is usually about 4 feet square and framed in metal or wood. It can be affixed to a surface and activated by giving a command word. The same command word deactivates the mirror. A *mirror of life trapping* has from thirteen to eighteen nonspatial extradimensional compartments within it. Any creature coming within 30 feet of the device and looking at its reflection must make a Will save (DC 19) or be trapped within the mirror in one of the cells. A creature not aware of the nature of the device always sees its reflection. The probability of a creature seeing its reflection, and thus needing to make the saving throw, drops to 50% if the creature is aware that the mirror traps life and seeks to avoid looking at it.

When a creature is trapped, it is taken bodily into the mirror. Size is not a factor, but constructs and undead are not trapped, nor are inanimate objects and other nonliving matter. A victim's equipment (including clothing and anything being carried) remains behind. If the mirror's owner knows the right command word, the owner can call the reflection of any creature trapped within to its surface and engage the powerless prisoner in conversation. Another command word frees the trapped creature. Each pair of command words is specific to each prisoner.

If the mirror's capacity is exceeded, one victim (determined randomly) is set free in order to accommodate the latest one. If the mirror is broken, all victims currently trapped in it are freed and usually promptly attack the possessor of the device in revenge for their imprisonment.

Caster Level: 15th; *Prerequisites:* Craft Wondrous Item, *imprisonment*; *Market Price:* 152,000 gp; *Weight:* 50 lb.

Mirror of Mental Prowess: This mirror resembles an ordinary looking glass 5 feet tall by 2 feet wide. The possessor who knows the proper commands can cause it to perform as follows:

- Read the thoughts of any creature reflected therein, as long as the owner is within 25 feet of the mirror, even if those thoughts are in an unknown language.
- Scry with it as if it were a *crystal ball*, able to view even into other planes if the viewer is sufficiently familiar with them.
- Use it as a portal to visit other places. The user first scries the place normally and then steps through the mirror to the place pictured. An

invisible portal remains on the other side where the user arrives, and he or she can return through that portal. Once the user returns, the portal closes. The portal closes on its own after 24 hours (trapping the user if he or she is still in the other place), and the user can also close it with a command word. Creatures with Intelligence scores of 12 or greater might notice the portal just as they might notice a magical sensor from a *scrying* spell. Any creature who steps through the portal appears in front of the mirror.

- Once per week the mirror accurately answers one short question regarding a creature whose image is shown on its surface.

Caster Level: 18th; **Prerequisites:** Craft Wondrous Item, *detect thoughts*, *scrying*, *clairaudience/clairvoyance*, *gate*, *commune*; **Market Price:** 175,000 gp; **Weight:** 40 lb.

Mirror of Opposition: This item resembles a normal mirror about 4 feet long and 3 feet wide. It can be affixed to a surface and activated by speaking a command word. The same command word deactivates the mirror. If a creature sees its reflection in the mirror's surface, an exact duplicate of that creature comes into being. This opposite immediately attacks the original. The duplicate has all the possessions and powers of its original (including magic). Upon the defeat or destruction of either the duplicate or the original, the duplicate and its items disappear completely. The mirror functions up to four times per day.

Caster Level: 15th; **Prerequisites:** Craft Wondrous Item, *clone*; **Market Price:** 92,000 gp; **Weight:** 45 lb.

Mirror of Vanity: This small, hand-held mirror has a highly decorated silver frame and handle. When in a character's possession, it adds an enhancement bonus to his Charisma score.

Charisma Bonus	Market Price
+2	4,000 gp
+4	16,000 gp
+6†	40,000 gp

† This mirror has the additional power that, once per day, the wielder can display it before a sighted creature of Intelligence 3 or higher and hold the creature transfixed by its own image for 6 rounds. Treat this as a gaze attack, with a Will save (DC 12). The power is not considered used (for the purposes of tracking its once-per-day functioning) until it successfully holds a target.

Caster Level: 8th; **Prerequisites:** Craft Wondrous Item, *commune* or *legend lore* (the +6 mirror also requires *hold person*); **Market Price:** Varies; **Weight:** 2 lbs.

Source: The Book of Eldritch Might

Source Company: Malhavoc Press

Closed Content: The name *mirror of vanity* is closed content

Necklace of Adaptation: The magic of the necklace wraps the wearer in a shell of fresh air, making the user immune to all gases and allowing him or her to breathe, even underwater or in a vacuum.

Caster Level: 7th; **Prerequisites:** Craft Wondrous Item, *water breathing*; **Market Price:** 19,000 gp; **Weight:** -.

Necklace of Fireballs: This device is a golden chain from which hang a number of golden spheres. The spheres are detachable by the wearer (and only by the wearer), who can easily hurl them up to a 70-foot distance. When a sphere arrives at the end of its trajectory, it bursts as a magic fireball (DC 14). The number of spheres on each type of necklace, and their respective Hit Dice of fireball damage, are as follows:

Type	10 d6	9 d6	8 d6	7 d6	6 d6	5 d6	4 d6	3 d6	2 d6	Market Price
Type I	-	-	-	-	-	1	-	2	-	1,650 gp
Type II	-	-	-	-	1	-	2	-	2	2,700 gp
Type III	-	-	-	1	-	2	-	4	-	4,350 gp
Type IV	-	-	1	-	2	-	2	-	4	5,400 gp
Type V	-	1	-	2	-	2	-	2	-	6,150 gp
Type VI	1	-	2	-	2	-	4	-	-	8,100 gp
Type VI 1	2	-	2	-	2	-	2	-	-	9,150 gp

The more dice of damage a sphere deals, the bigger it is. If the necklace is being worn or carried by a character who fails a saving throw against a magic fire attack, the item must make a saving throw as well (with a bonus of +7). If the necklace fails to save, all of its remaining spheres detonate simultaneously.

Caster Level: 11th; **Prerequisites:** Craft Wondrous Item, *fireball*; **Weight:** 2 lb.

Necklace of Prayer Beads: The necklace of prayer beads consists of 1d6+24 semiprecious stones (total value 1,000 gp) along with one special bead:

Special Beads

Bead of blessing

Bead of healing

Bead of karma

Bead of smiting

Bead of summons

Bead of wind walking

Effects

Wearer can cast *bless*.

Wearer can cast *remove blindness*, *remove disease*, or *cure serious wounds*.

Wearer can cast his or her spells at +4 caster level (with respect to range, duration, etc.). Effect lasts 10 minutes. Wearer can cast *holy smite*, *chaos hammer*, *order's wrath*, or *unholy blight* if appropriate to his or her alignment. (A neutral wearer can't use this bead.)

Calls the wearer's deity (90% probability) to come to him or her in material form. (It had better be for a good reason.) Usable only once.

Wearer can cast *wind walk*.

Each special bead can be used once per day, except for the *bead of summons*. If the wearer uses that bead to summon his or her deity frivolously, the deity takes the character's items and places a *geas* upon the character as punishment at the very least. The power of a special bead is lost if it is removed from the necklace. Sometimes necklaces are found with multiple special beads.

Caster Level: 17th; **Prerequisites:** Craft Wondrous Item, *gate*, *wind walk*, and one of the following spells: *bless*, *remove blindness*, *remove disease*, *cure serious wounds*, *holy smite*, *chaos hammer*, *order's wrath*, or *unholy blight* (whichever is appropriate); **Market Price:** 500 gp (*bead of blessing*), 5,000 gp (*bead of karma*), 10,000 gp (*bead of healing*), 15,000 gp (*bead of smiting*), 30,000 gp (*bead of wind walking*), or 50,000 gp (*bead of summons*), plus 1,000 gp for the nonmagical beads for each necklace; **Weight:** -.

Orb of Animation and Control: This orb has three functions. First, any undead within 20 ft. of it gain +3 turn resistance, which stacks with their own turn resistance if they have it. Secondly, it empowers its owner to cast *animate dead* as a 5th level cleric. These undead are bolstered by the orb such that their statistics are as for undead two size categories larger and their hit points are maximized. Finally, it allows a cleric who normally cannot control undead to control them using a normal turning attempt. Using one of the two latter abilities costs one charge. The orb has 3 charges. When its charges are depleted, it turns to dust and cannot be recharged.

Caster Level: 15th; **Prerequisites:** Craft Wondrous Item, *animate dead*, *blasphemy*; **Spellcaster level** 15th+; **Market Price:** 30,000 gp.

Source: Right Under Our Noses

Source Company: Mystic Eye Games

Orb of Storms: This glass sphere is 8 inches in diameter. The possessor can call forth all manner of weather, even supernaturally destructive storms. Once per day the user can call upon the orb to access a control weather spell. Once per month, the user can bring upon a *storm of vengeance*. The owner of the orb gains a +2 luck bonus to all saves and checks concerning the weather (including surviving in great heat or cold, but not including walking through fire, *cones of cold*, and other such conditions).

Caster Level: 18th; **Prerequisites:** Craft Wondrous Item, *control weather*, *storm of vengeance*; **Market Price:** 38,000 gp; **Weight:** 6 lb.

Ocular Band: This headband is worn low on the forehead. It has a preserved human eye set into its front so that, when worn correctly, the eye fits over the forehead. The wearer can use *detect magic* at will, and *clairvoyance/clairaudience* and *true seeing* both once per day.

Caster Level: 7th; **Prerequisites:** Craft Wondrous Item, *detect magic*, *clairvoyance/clairaudience*, *true seeing*; **Market Price** 21,000 gp; **Weight:**—

Source: The Book of Eldritch Might

Source Company: Malhavoc Press

Closed Content: The name *ocular band* is closed content

Pearl of Power: Once per day on command, a pearl of power enables the possessor to recall any one spell that he or she had prepared and then cast (this item is useless to spellcasters who do not prepare spells). The spell is then prepared again, just as if it hadn't been cast. The spell must be of a particular level, depending on the pearl. Different pearls exist for recalling one spell per day of each level from 1st through 9th and for the recall of two spells per day (each of a different level, up to 6th).

Caster Level: 17th; **Prerequisites:** Craft Wondrous Item, creator must be able to cast spells of the spell level to be recalled; **Market Price:** 1,000 gp (1st), 4,000 gp (2nd), 9,000 gp (3rd), 16,000 gp (4th), 25,000 gp (5th), 36,000 gp (6th), 49,000 gp (7th), 64,000 gp (8th), 81,000 gp (9th), or 70,000 gp (two spells); **Weight:** -.

Pearl of the Sirines: This normal-seeming pearl is beautiful and worth at least 1,000 gp on that basis alone.

The pearl enables its possessor to breathe in water as if the user were in clean, fresh air. The user's underwater swim speed is 60 feet, and the user can cast spells and act underwater without hindrance.

Caster Level: 8th; **Prerequisites:** Craft Wondrous Item, *water breathing*, *freedom of movement*; **Market Price:** 15,300 gp; **Weight:** -.

Periapt of Health: The wearer of this blue gem on a silver chain is immune to disease, including supernatural diseases.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *remove disease*; **Market Price:** 7,500 gp; **Weight:** -.

Periapt of Proof against Poison: The wearer gains a +4 luck saving throw bonus against any type of poison.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *neutralize poison*; **Market Price:** 4,000 gp; **Weight:** -.

Periapt of Wisdom: A *periapt of wisdom* increases the possessor's Wisdom score in the form of an enhancement bonus of +2, +4, or +6 (depending on the individual item).

Caster Level: 8th; **Prerequisites:** Craft Wondrous Item, *commune* or *legend lore*; **Market Price:** 4,000 gp (+2), 16,000 gp (+4), or 36,000 gp (+6); **Weight:** -.

Periapt of Wound Closure: The wearer of this item does not lose hit points when brought to negative hit points. The periapt doubles the normal rate of healing or allows normal healing of wounds that would not do so normally. Bleeding damage, such as that from a weapon of wounding, is negated, but the periapt doesn't prevent active blood drain.

Caster Level: 10th; **Prerequisites:** Craft Wondrous Item, *heal*; **Market Price:** 15,000 gp; **Weight:** -.

Petite Portal: This small magical portal is created by Small races to hinder larger folk who pass through it. Such doors are decorated with an adornment specific to the type of Small creature who created it. While passing through the door, any creature larger than Small is (ranged touch) attacked by a *ray of enfeeblement* effect that springs from the adornment as if from a 3rd level caster. A *petite portal* can function limitedlessly unless dispelled or destroyed.

Caster Level: 3rd; **Prerequisites:** Craft Wondrous Item, *ray of enfeeblement*; **Market Price:** 12,000 gp; **Weight:** variable.

Source: -Plexus- Potent Portals

Source Company: Creative Mountain Games

Phylactery of Faithfulness: This item is a small box containing holy scripture affixed to a leather cord. There is no mundane way to determine what function this religious item performs until it is worn. The wearer of a *phylactery of faithfulness* is aware of any action or item that could adversely affect his or her alignment and standing with his or her deity, including magical

effects. The wearer acquires this information prior to performing the action or becoming associated with such an item if he or she takes a moment to contemplate the action.

Caster Level: 1st; **Prerequisites:** Craft Wondrous Item plus either *detect evil*, *detect good*, *detect chaos*, or *detect law*; **Market Price:** 1,000 gp; **Weight:** -.

Pipes of Haunting: This magic item appears to be a small set of pan pipes. When played by a person who has the Perform (pan pipes) skill, the pipes create an eerie, spellbinding tune. A listener thinks the source of the music is somewhere within 30 feet of the musician. Those hearing the tune but not aware of the piper must make a Will saving throw (DC 13). Those who fail become shaken for 10 minutes.

Caster Level: 4th; **Prerequisites:** Craft Wondrous Item, *scare*; **Market Price:** 6,500 gp; **Weight:** 3 lb.

Pipes of Pain: When played by a person who has the Perform (pan pipes) skill, the pipes create a wondrous melody. All within 30 feet, including the piper, must make a Will save (DC 14) or be enchanted by the sound. (This is a mind-affecting sonic enchantment.) So long as the pipes are played, none of the creatures so enchanted attack or attempt any action (as if they are dazed). If the piper is enchanted, however, he or she plays on for 1d10 rounds.

As soon as the piping stops, all those affected are stricken by intense pain at even the slightest noise. Unless a character is in a totally silent area, he or she takes 1d4 points of damage per round for 2d4 rounds. During this time, damage from sonic attacks, such as sound burst, is doubled. Thereafter, the least noise causes an affected character to wince, giving the character a -2 penalty to attack rolls, skill checks, and saving throws (except when in a totally silent area). This hypersensitivity is a curse and can be removed by any spell or item that remove curses.

Caster Level: 6th; **Prerequisites:** Craft Wondrous Item, *charm person*, *sound burst*; **Market Price:** 12,000 gp; **Weight:** 3 lb.

Pipes of the Sewers: These wooden pipes appear ordinary, but if the possessor learns the proper tune, he or she can attract 1d6x10 dire rats (01-80 result on d%) or 3d6x10 normal rats (81-100) if either or both are within 400 feet. For each 50-foot distance the rats have to travel, there is a 1-round delay. The piper must continue playing until the rats appear, and when they do so, the piper must make a Perform (pan pipes) check (DC 10). Success means that they obey the piper's telepathic commands so long as the piper continues to play. Failure indicates that they turn on the piper. If for any reason the piper ceases playing, the rats leave immediately. If they are called again within a day, the Perform check is against DC 15.

If the rats are under the control of another creature, add the HD of the controller to the Perform check DC. Once control is assumed, another check is required each round to maintain it if the other creature is actively seeking to reassert its control.

Caster Level: 2nd; **Prerequisites:** Craft Wondrous Item, *summon nature's ally I*, *animal friendship*; **Market Price:** 1,150 gp; **Weight:** 3 lb.

Pipes of Sounding: When played by a character

who has the Perform (pan pipes) skill, these pipes create a variety of sounds. The figment sounds are the equivalent of *ghost sound* (caster level 2).

Caster Level: 2nd; **Prerequisites:** Craft Wondrous Item, *ghost sound*; **Market Price:** 1,800 gp; **Weight:** 3 lb.

Portable Hole: A *portable hole* is a circle of magic cloth. When opened fully, a portable hole is 6 feet in diameter, but it can be folded up to be as small as a pocket handkerchief. When spread upon any surface, it causes an extradimensional space 10 feet deep to come into being. This hole can be picked up from inside or out by simply taking hold of the edges of the cloth and folding it up. Either way, the entrance disappears, but anything inside the hole remains.

The only air in the hole is that which enters when the hole is opened. It contains enough air to supply one Medium-size creature or two Small creatures for 10 minutes. The cloth does not accumulate weight even if its hole is filled. Each *portable hole* opens on its own particular nondimensional space. If a *bag of holding* is placed within a *portable hole*, a rift to the Astral Plane is torn in that place. Both the bag and the cloth are sucked into the void and forever lost. If a *portable hole* is placed within a *bag of holding*, it opens a gate to the Astral Plane. The hole, the bag, and any creatures within a 10-foot radius are drawn there, the *portable hole* and *bag of holding* being destroyed in the process.

Caster Level: 12th; **Prerequisites:** Craft Wondrous Item, *plane shift*; **Market Price:** 14,000 gp; **Weight:** -.

Portable Window: A *portable window* looks like a collapsible, rectangular, wooden or metal frame with a cloth surface stretched across it. When fully unfolded, the frame measures 3' x 5' and about 1/2" thick before applied to a surface; when collapsed it reduces to a 1' x 1' x 8" box. The unfolded frame may be pressed against any flat, continuous surface to form a window through it when a command word is uttered.

The *portable window* forms a visibly perceptible opening up to 5' deep that is visibly open at the far end (provided the intervening surface is no more thick than five feet) allowing the user to peer and listen through walls, doors or other such surfaces. The *portable window* does not allow magically enhanced senses to work through it. If the space beyond the *portable window* is magically dark, the character sees nothing. If it is naturally pitch black, the character can see in a 10-foot radius beyond the *portable window*. Lead sheeting or magical protection blocks the *portable window*, and the character senses that the effect is so blocked.

From the opposite side of the surface, a DC 20 Spot or Scry check will notice the *portable window* is in use and allow for sensing from the opposite side by the detector. A *portable window* can be used through but not passed through from either side. The *portable window* functions only on the plane of existence the character is currently occupying. It can only be used three times per day.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *clairaudience/clairvoyance*; **Market Price:** 30,000 gp; **Weight:** 3 lbs.

Source: -Plexus- Potent Portals

Source Company: Creative Mountain Games

Restorative Ointment: A jar of this unguent contains five applications. Placed upon a poisoned wound or swallowed, the ointment detoxifies any poison (as neutralize poison). Applied to a diseased area, it removes disease (as *remove disease*). Rubbed on a wound, the ointment cures 1d8+5 points of damage (as cure light wounds).

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *cure light wounds*, *neutralize poison*, *remove disease*; *Market Price:* 4,000 gp; *Weight:* 1/2 lb.

Ring Gates: These always come in pairs—two iron rings, each about 14 inches in diameter. The rings must be within 100 miles of each other to function. Whatever is put through one ring comes out the other, and up to 100 pounds of material can be transferred each day. (Objects only partially pushed through do not count.) This useful device allows for instantaneous transport of items, messages, and even attacks. A character can reach through to grab things near the other ring, or even stab a weapon through if so desired. Alternatively, a character could stick his or her head through to look around. A spellcaster could even cast a spell through a *ring gate*. A Small character can make an Escape Artist check (DC 13) to slip through. Creatures of Tiny, Diminutive, or Fine size can pass through easily. Each ring has an “entry side” and an “exit side,” both marked with appropriate symbols.

Caster Level: 17th; *Prerequisites:* Craft Wondrous Item, *gate*; *Market Price:* 40,000 gp; *Weight:* 1 lb. each.

Robe of the Archmagi: This normal-appearing garment can be white (a 01-45 result on d%, good alignment), gray (46-75, neither good nor evil alignment), or black (76-100, evil alignment). Its wearer, if an arcane spellcaster, gains the following powers:

- +5 armor bonus to AC.
- Spell resistance 17.
- +1 resistance bonus to all saving throws.
- Ability to overcome the spell resistance of others as if the wearer had the feat Spell Penetration.

If a white robe is donned by an evil character, the character immediately gains three negative levels. The reverse is true with respect to a black robe donned by a good character. An evil or good character who puts on a gray robe, or a neutral character who dons either a white or black robe, gains two negative levels. While negative levels never result in lost levels, they remain as long as the garment is worn and cannot be overcome in any way (including *restoration* spells).

Caster Level: 14th; *Prerequisites:* Craft Wondrous Item, *mage armor*, *bless*, *spell resistance*, creator must be same alignment as robe; *Market Price:* 75,000 gp; *Weight:* 1 lb.

Robe of Blending: When this robe is put on, the wearer intuitively knows that the garment has very special properties. A *robe of blending* enables its wearer to appear to be part of the surroundings. This allows the wearer to add a +15 circumstance bonus to his or her Hide check. Further, the wearer can adopt the appearance of another creature as in the spell *change self* at will. All creatures acquainted with and friendly to

the wearer see him or her normally.

Caster Level: 10th; *Prerequisites:* Craft Wondrous Item, *change self*; *Market Price:* 10,000 gp; *Weight:* 1 lb.

Robe of Eyes: The wearer of this robe is able to see in all directions at the same moment due to scores of visible, magical eyelike patterns that adorn the robe. The wearer also gains darkvision (range 120 feet). The *robe of eyes* sees all forms of invisible or ethereal things within 120 feet.

The *robe of eyes* grants its wearer a +15 circumstance bonus to Search and Spot checks. The wearer retains his or her Dexterity bonus to AC even when flat-footed and can't be flanked. The wearer can't avert his or her eyes from or close his or her eyes to a creature with a gaze attack.

A light or continual flame spell thrown directly on a *robe of eyes* blinds it for 1d3 minutes. A *daylight* spell blinds it for 2d4 minutes.

Caster Level: 11th; *Prerequisites:* Craft Wondrous Item, *true seeing*; *Market Price:* 90,000 gp; *Weight:* 1 lb.

Robe of Scintillating Colors: The wearer can cause the garment to become a shifting pattern of incredible hues of dazzling light. The colors daze those near the wearer, conceal the wearer, and illuminate the surroundings. It takes 1 full round after the wearer speaks the command word for the colors to start flowing on the robe.

The colors create the equivalent of a gaze attack with a 30-foot range. Those who look at the wearer are dazed for 1d4+1 rounds (Will negates DC 14). This is a mind-affecting pattern.

Every round of continuous scintillation of the robe gives the wearer better concealment. Miss chances start at 10% (one-quarter concealment) and increase another 10% each round until they reach 50% (full concealment).

The robe illuminates a 30-foot radius.

The effect can last no longer than a total of 10 rounds per day.

Caster Level: 15th; *Prerequisites:* Craft Wondrous Item, *hypnotism*, *color spray*; *Market Price:* 27,000 gp; *Weight:* 1 lb.

Robe of Stars: The robe has three magical powers.

- The robe enables its wearer to travel physically to the Astral Plane, along with all that he or she is wearing or carrying.
- The robe gives its wearer a +1 luck bonus to all saving throws.
- The robe's wearer can use up to six of the embroidered stars on the chest portion of the robe as +5 *shuriken*. The robe grants its wearer proficiency with such weapons. Each shuriken disappears after it is used.

Caster Level: 17th; *Prerequisites:* Craft Wondrous Item, *astral projection* or *plane shift*, *magic missile*; *Market Price:* 58,000 gp; *Weight:* 1 lb.

Robe of Storms: Three deep pockets are sewn into the lining of this unusual robe. Each pocket holds a small four-inch-diameter glass sphere similar to a child's toy. Each sphere can be thrown (as a ranged touch attack) at a single target within a 50-foot range of the robe's

wearer.

The first sphere contains the image of falling snow and ice. When thrown, it unleashes an *ice storm* centered wherever its trajectory ends.

The second sphere is filled with crackling lightning. On a successful attack, bolts of lightning encapsulate the sphere's target and deal 7d6 points of electrical damage (Reflex half DC 14).

The final sphere appears to contain a miniature inferno, and deals 7d6 points of fire damage to any target that it successfully strikes (Reflex half DC 14).

The spheres can only be thrown by the robe's wearer. The robe replaces a used sphere after twenty-four hours.

Caster Level: 7th; **Prerequisites:** Craft Wondrous Item, *fireball*, *ice storm*, *lightning bolt*; **Market Price:** 28,000 gp; **Weight:** 1 lb.

Source: Where Madness Dwells

Source Company: The Inner Circle

Robe of Useful Items: This appears to be an unremarkable robe, but a character who dons it notes that it is adorned with small cloth patches of various shapes. Only the wearer of the robe can see these patches, recognize them for what items they become, and detach them. One patch can be detached each round. Detaching a patch causes it to become an actual item, as indicated below. A newly created *robe of useful items* always has two each of the following patches:

- dagger
- bullseye lantern (filled and lit)
- mirror (a highly polished 2-foot-by-4-foot steel mirror)
- pole (10-foot length)
- hemp rope (50-foot length)
- sack

In addition, the robe has 4d4 other items:

d%	Result
01-08	Bag of 100 gold pieces
09-15	Coffer, silver (6 in. by 6 in. by 1 ft.), 500 gp value
16-22	Door, iron (up to 10 ft. wide and 10 ft. high and barred on one side-must be placed upright, attaches and hinges itself)
23-30	Gems, 10 (100 gp value each)
31-44	Ladder, wooden (24 ft. long)
45-51	Mule (with saddle bags)
52-59	Pit, open (10 cubic ft.)
60-68	Potion of cure serious wounds
69-75	Rowboat (12 ft. long)
76-83	Minor scroll of one randomly determined spell
84-90	War dogs, pair (treat as riding dogs)
91-96	Window (2 ft. by 4 ft., up to 2 ft. deep)
97-100	Roll twice more

Multiple items of the same kind are permissible. Once removed, items cannot be replaced.

Caster Level: 9th; **Prerequisites:** Craft Wondrous Item, *fabricate*; **Market Price:** 7,000 gp; **Weight:** 1 lb.

Robe of Climbing: A 60-foot-long *robe of climbing*

is strong enough to support 3,000 pounds. Upon command, the rope snakes forward, upward, downward, or in any other direction at 10 feet per round, attaching itself securely wherever its owner desires. It can unfasten itself and return in the same manner.

A *robe of climbing* can be commanded to knot or unknot itself. This causes large knots to appear at 1-foot intervals along the rope. Knotting shortens the rope to a 50-foot length until the knots are untied but lowers the DC of Climb checks while using it by 10. A creature must hold one end of the rope when its magic is invoked.

Caster Level: 3rd; **Prerequisites:** Craft Wondrous Item, *animate rope*; **Market Price:** 3,000 gp; **Weight:** 3 lb.

Rope of Entanglement: Upon command, the rope lashes forward 20 feet or upward 10 feet to entangle a victim, using a grapple attack with a +15 attack bonus (including +4 for being Large and +6 for its Strength score of 22).

The rope cannot be broken by sheer strength. It must be severed by an edged weapon. The rope has an AC of 22, 12 hit points, and a hardness of 10. Damage repairs itself at a rate of 1 point per 5 minutes, but if a *robe of entanglement* is severed (all 12 hit points lost to damage), it is destroyed.

Caster Level: 12th; **Prerequisites:** Craft Wondrous Item, *entangle*, *animate rope*, *animate objects*; **Market Price:** 21,000 gp; **Weight:** 5 lb.

Saddles of the Circle of Light: Once, when paladins were common in the land, a paladin's warhorse sacrificed itself to save its master. That is not an uncommon event, but for that particular paladin, a half-elf named Keenan who loved his mount and leader of a legendary order of paladins, known as the Circle of Light, it was devastating. He commissioned elven craftsman and spellcasters to build saddles to protect all the mounts in the order, and to help his paladins in mounted combat. Ironically, he never called another mount himself. The saddles he created came in a variety of types. The less powerful types were given to lower level members of the order. Most are military saddles of masterwork quality, and have a distinctly elven design. There is a 10% chance that any of these *saddles* found is exotic, and designed for griffons or pegasi. Double the market price on such items because the rarity of these saddles.

Initiate's Saddle: These saddles were designed for the inexperienced rider and grant a +10 competence bonus to Ride skill checks. These are quite common.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *animal friendship*; **Market Price:** 2,200gp; **Weight:** 30lb.

Source: Call of Duty

Source Company: Chainmail Bikini Games

Defender's Saddle: These saddles were issued to paladins who had proven themselves in many battles and had called a special mount. As the *initiate's saddle*, plus this saddle has the ability to cast *heal mount* once per day as an 11th level paladin. This ability is activated automatically, whenever the mount is reduced to zero hit points or less, but only works on a paladin's special mount.

Caster Level: 11th, **Prerequisites:** Craft Wondrous Item, *animal friendship*, *heal mount*; **Market Price:** 14,000gp; **Weight:** 30lb.

Source: Call of Duty

Source Company: Chainmail Bikini Games

Captain's Saddle: These saddles are quite rare and were given only to the leaders of the order. They have all the abilities of the *defender's saddle*, plus they strengthened the bond between a paladin and his special mount. A special mount with this saddle gains abilities as if the paladin were 3 levels higher.

Caster Level: 12th; **Prerequisites:** Craft Wondrous Item, *animal friendship*, *heal mount*, *prayer*; **Market Price:** 24,000gp; **Weight:** 30lb.

Source: Call of Duty

Source Company: Chainmail Bikini Games

Scabbard of Keen Edges: This scabbard can shrink or enlarge to accommodate any knife, dagger, sword, or similar weapon up to and including a greatsword. Up to three times per day on command, the scabbard casts *keen edge* on any blade placed within it.

Caster Level: 7th; **Prerequisites:** Craft Wondrous Item, *keen edge*; **Market Price:** 15,000 gp; **Weight:** 1 lb.

Scabbard of Venoms: This black leather scabbard fits any longsword or short sword (it grows or shrinks as needed). A blade sheathed in this scabbard, when removed, is coated with a single dose of a poison that inflicts 1d4 points of temporary Constitution damage, and 1d4 more a minute later (Fortitude save [DC 16]). The scabbard can produce only 10 doses of poison each day.

Caster Level: 7th; **Prerequisites:** Craft Wondrous Item, *poison*; **Market Price:** 5,000 gp; **Weight:** 1 lb.

Source: The Book of Eldritch Might

Source Company: Malhavoc Press

Closed Content: The name *scabbard of venoms* is closed content

Scarab of Protection: This device appears to be a silver medallion in the shape of a beetle. It gives off a faint magical aura. If it is held for 1 round, an inscription appears on its surface letting the holder know that it is a protective device.

The scarab's possessor gains spell resistance 15. The scarab can also absorb up to twelve energy-draining attacks or death effects. (An attack that would bestow two negative levels counts as two attacks.) However, upon absorbing twelve such attacks, the scarab turns to powder and is destroyed.

Caster Level: 18th; **Prerequisites:** Craft Wondrous Item, *bless*, *death ward*, *negative energy protection*, and *wish* or *miracle*; **Market Price:** 38,000 gp; **Weight:** -.

Scarab, Golembane: This beetle-shaped pin enables its wearer to detect any golem within 60 feet, although the wearer must concentrate in order for the detection to take place. Furthermore, the scarab enables its possessor to combat a golem with weapons or unarmed attacks as if the golem had no damage reduction. Each scarab has this effect with regard to a different sort of golem.

Caster Level: 8th; **Prerequisites:** Craft Wondrous Item, *detect magic*, and *keen edge*; **Market Price:** 800 gp (*flesh*), 1,000 gp (*clay*), 1,200 gp (*stone*), 1,600 gp (*iron*), 1,800 gp (*flesh and clay*), or 2,500 gp (*any golem*); **Weight:** -.

Slippers of Spider Climbing: When worn, a pair of these slippers enable movement on vertical surfaces or even upside down along ceilings, leaving the wearer's

hands free. The wearer's speed is 15 feet. Extremely slippery surfaces-icy, oiled, or greased surfaces-make these slippers useless.

Caster Level: 4th; **Prerequisites:** Craft Wondrous Item, *spider climb*; **Market Price:** 2,000 gp; **Weight:** 1/2 lb.

Snaplock: A rogue attempting to pick a *snaplock* might find his finest tool broken in two. If even the most solid of non-magical picks is inserted into such a lock, it is immediately affected as per the *shatter* spell if the object fails a Will save (DC 13). There is also a 10% chance that pieces of the shattered tool will jam the *snaplock* requiring an extra round to remove before a second attempt at picking the lock may be tried. A *snaplock* will function three times per day.

Caster Level: 3rd; **Prerequisites:** Craft Wondrous Item, *shatter*; **Market Price:** 7,200 gp; **Weight:** 1 lb.

Source: -Plexus- Potent Portals

Source Company: Creative Mountain Games

Sonic Crown: This silver crown amplifies sound. It extends the duration of any noninstantaneous sonic attack or ability by 1 round (such as bardic music or the stun effect of *sound burst*) and increases the damage done by a sonic attack by +1 per die. This ability is useable once per day as a free action.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *sound burst*; **Spellcaster level** 3rd+; **Market Price:** 1,500 gp.

Source: Right Under Our Noses

Source Company: Mystic Eye Games

Sovereign Glue: Because of its particular powers, this viscous substance can be contained only in a flask whose inside has been coated with 1 ounce of oil of slipperiness, and each time any of the bonding agent is poured from the flask, a new application of the oil of slipperiness must be put in the flask within 1 round to prevent the remaining glue from adhering to the side of the container. A flask of *sovereign glue*, when found, holds anywhere from 1 to 7 ounces of the stuff (1d8-1, minimum 1), with the other ounce of the flask's capacity taken up by the *oil of slipperiness*.

One ounce of this adhesive covers 1 square foot of surface, bonding virtually any two substances together in a permanent union. The glue takes 1 round to set. If the objects are pulled apart before that time has elapsed, that application of the glue loses its stickiness and is worthless. If the glue is allowed to set, then attempting to separate the two bonded objects only results in the rending of one or the other, except when universal solvent is applied to the bond. (*Sovereign glue* is dissolved by *universal solvent*.)

Caster Level: 20th; **Prerequisites:** Craft Wondrous Item, *make whole*; **Market Price:** 2,400 gp (per ounce); **Weight:** -.

Standard of Morale: This battlefield pennant is attached near the top of a 15-foot tall pole. Space is available above the pennant to attach a general's or a king's standard. Troops within 400 feet loyal to the standard hung on the pole gain a +1 morale bonus on all attack rolls and saving throws against fear effects. Troop opposed to the standard suffer a -1 morale penalty on all attack rolls and saving throws against fear effects. The effects of the banner last for one day or until the

banner falls All troops witnessing the falling of the standard in battle will immediately suffer the opposite effects they had gained before for the rest of the duration.

Caster Level: 9th; **Prerequisite:** Craft Wondrous Item, *Enlarge Spell, bane, bless*; **Market Price:** 31,500 gp; **Weight:** 12 lb.

Source: Joe's Book of Enchantment

Source Company: Throwing Dice Games

Steinthor's Tool: The amulet is constructed of a small rodent's skull and hung about the wearer's neck with a strip of leather. All characters or creatures of the wearer's choosing within 10 ft. must succeed a Will save (DC 12) or suffer a -2 morale penalty.

Caster Level: 4th; **Prerequisites:** Craft Wondrous Item, *cause fear*; **Market Price:** 8,000 gp; **Cost to Create:** 4,000 gp + 320 XP.

Source: 101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires

Source Company: Ronin Arts

Stone of Alarm: This stone cube, when given the command word, affixes itself to any object. If that object is touched thereafter by anyone who does not first speak that same command word, the stone emits a piercing screech for 1 hour that can be heard up to a quarter-mile away (assuming no intervening barriers).

Caster Level: 3rd; **Prerequisites:** Craft Wondrous Item, *alarm*; **Market Price:** 1,000 gp; **Weight:** 2 lb.

Stone of Controlling Earth Elementals: The possessor of such a stone need but utter a few words of summoning, and a Huge earth elemental comes to the summoner if earth, mud, or clay is available. The summoning words require 1 full round to speak, and in all ways the stone functions as the *summon monster VII* spell. (If sand or rough, unhewn stone is the summoning medium, the elemental that comes is Large instead, and the stone functions as the *summon monster VI* spell.) The area of summoning for an earth elemental must be at least 4 feet square and have a volume of 4 cubic yards. The elemental appears in 1d4 rounds. Only one elemental can be summoned at a time. A new elemental requires a new patch of earth or stone, which cannot be accessed until after the first elemental disappears (is dispelled, dismissed, or slain).

Caster Level: 13th; **Prerequisites:** Craft Wondrous Item, *summon monster VI, summon monster VII*; **Market Price:** 100,000 gp; **Weight:** 5 lb.

Stone of Good Luck (Luckstone): The possessor of this stone gains a +1 luck bonus on saving throws, ability checks, and skill checks.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *divine favor*; **Market Price:** 10,000 gp; **Weight:** -.

Stone Horse: Each item of this nature appears to be a full-sized, roughly hewn statue of a horse, carved from some type of hard stone. A command word brings the steed to life, enabling it to carry a burden and even to attack as if it were a real horse of the appropriate type.

A *stone horse* can carry 1,000 pounds tirelessly and never needs to rest or feed. Damage dealt to it can be repaired by first using a *stone to flesh* spell, thus causing the *stone horse* to become a normal horse that can be healed normally. When fully healed, it automatically

reverts to its stone form. While in its stone form, it can be fed gemstones, healing 1 point of damage for each 50 gp worth of mineral it is given.

There are two sorts of *stone horses*:

Courser: This *stone horse* has all the same statistics as a heavy horse, as well as having a hardness of 10.

Destrier: This *stone horse* has all the same statistics as a heavy warhorse, as well as having a hardness of 10.

Caster Level: 14th; **Prerequisites:** Craft Wondrous Item, *flesh to stone, animate objects*; **Market Price:** 10,000 gp (*courser*) or 14,800 gp (*destrier*); **Weight:** 6,000 lb.

Stone Salve: This strange ointment has two uses. If an ounce of it is applied to the flesh of a petrified creature, it returns the creature to flesh (as the spell *stone to flesh*). If an ounce of it is applied to the flesh of a nonpetrified creature, it protects the creature as a *stoneskin* spell.

Caster Level: 13th; **Prerequisites:** Craft Wondrous Item, *flesh to stone, stoneskin*; **Market Price:** 4,000 gp per ounce; **Weight:** -.

Sustaining Spoon: If this ordinary looking spoon is placed in an empty container the vessel fills with a thick, pasty gruel. Although this substance has a flavor similar to that of warm, wet cardboard, it is highly nourishing and contains everything necessary to sustain any herbivorous, omnivorous, or carnivorous creature. The spoon can produce sufficient gruel each day to feed up to four humans.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *create food and water*; **Market Price:** 5,500 gp; **Weight:** -.

Talisman of the Sphere: This small adamantine loop and handle are useless to those unable to cast arcane spells. Characters who cannot cast arcane spells take 5d6 points of damage merely from picking up and holding a talisman of this sort. However, when held by an arcane spellcaster who is concentrating on control of a *sphere of annihilation*, a *talisman of the sphere* doubles the bonus for Intelligence and level for determining control.

If the wielder of a talisman establishes control, the wielder need check for continual control only every other round thereafter. If control is not established, the sphere moves toward the wielder. Note that while many spells and effects of cancellation have no effect upon a *sphere of annihilation*, the talisman's power of control can be suppressed or canceled.

Caster Level: 16th; **Prerequisites:** Craft Wondrous Item, *telekinesis*; **Market Price:** 9,000 gp; **Weight:** 1 lb.

Ten Eyes Decanter: This crystal decanter stores ten small eyeballs of different colors floating in a bubbling yellow-green liquid. A metal stopper with an oval-shaped amethyst on top prevents the contents from spilling. Three inches below the mouth, a yellow ribbon with inscribed runes circles the decanter. Surprisingly enough, the ten floating eyes once belonged to an eleven-eyed monster from underground places, but now they form one of the strangest and hard-to-find magic items in the market. Each eye confers a special property on the person who eats it (which takes a standard action). The property gained functions as a spell-like ability, last for

24 hours, and depends on what kind of ray the eye produced. All eyes can be eaten at once to benefit from their effects simultaneously, but they do not stack with identical abilities or effects. Once an eye is consumed it cannot be reused, and when all eyes are eaten, this magic item simply becomes a normal jar with a distasteful liquid. Spellcasters who craft this item differentiate the eyes by giving each one a specific color using the *prestidigitation* spell. The ten eyes, their respective colors, and the effects are as follows (a parenthetical note indicates what ray the eye cast):

Yellow (Charm person): This eye gives a humanoid recipient immunity to charm effects, both supernatural and spell-like. Additionally, the user receives a +2 competence bonus on Diplomacy checks.

Orange (Charm monster): Same as the yellow eye, except that it works on any kind of creature.

Blue (Sleep): Any living creature that eats the blue eye is immune to any kind of sleep effect and only needs to rest for 4 hours (instead of 8) to gain the benefits of sleeping (recovering hit points, used spell slots, etc).

White (Flesh to stone): Immunity to any petrification effect. This item is good when fighting gorgons, medusas, and cockatrices.

Green (Disintegrate): Immunity to the *disintegrate* spell.

Red (Fear): Immunity to fear effects (whether extraordinary or magical). It also makes all Intimidate checks against the recipient fail.

Brown (Slow): Immunity to *slow*.

Purple (Inflict moderate wounds): When eaten, this eye halves all the penalties and damage caused by negative energy. For example, a character that takes 18 points of damage from an *inflict moderate wounds* spell instead takes 9 points, an *enervation* spell that bestows 4 negative levels instead deals 2, and so on.

Purple Eye Variant: Undead spellcasters craft this eye in a way that gives negative energy. Any creature powered by this kind of energy cures 2d8+10 points of damage and gains a +2 profane bonus to attack rolls, damage rolls, and saving throws.

Black (Finger of death): Immunity to spells with the Death subtype.

Gray (Telekinesis): The creature that eats this eye (and all its equipment being worn or carried) cannot be moved by the *telekinesis* spell.

Caster Level: 14th (all eyes) **Prerequisites:** Craft Wondrous Item, *spell immunity*, and the spell that each eye originally cast (i.e. *disintegrate* for the green eye, *sleep* for the blue one, etc.). Note that each eye can be created separately. **Market Price:** 700 gp (blue), 1,000 gp (brown), 1,200 gp (gray), 1,500 gp (yellow), 2,000 gp (orange), 2,200 gp (white), 3,000 gp (green), 3,100 gp (red), 3,400 gp (purple), 4,900 gp (black), 23,000 gp (complete set) **Components:** Ten eyes, chemical preservative **Weight:** 4 lb.

Source: Scales and Furs: Crafts from Creatures

Source Company: Dreamreality Press

Closed Content: The name *ten eyes decanter* is closed content.

Token of Long Reach: This rough piece of amber bears a faint symbol etched into its surface that appears to be a thin hand. When grasped, once per day, this

item transforms a spell with a range of touch into a spell with a range of close (25 feet + 5 feet/two levels).

Caster Level: 7th; **Prerequisites:** Craft Wondrous Item, *spectral hand*; **Market Price:** 25,000 gp; **Weight:** —

Source: The Book of Hallowed Might

Source Company: Malhavoc Press

Closed Content: The name *token of long reach* is closed content.

Tome of Clear Thought: If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he or she gains an inherent bonus of from +1 to +5 (depending on the type of tome) to his or her Intelligence score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

Caster Level: 17th; **Prerequisites:** Craft Wondrous Item, *wish* or *miracle*; **Market Price:** 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), or 137,500 gp (+5); **Cost to Create:** 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), or 6,250 gp + 25,500 XP (+5); **Weight:** 5 lb.

Tome of Leadership and Influence: If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he or she gains an inherent bonus of from +1 to +5 (depending on the type of tome) to his or her Charisma score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

Caster Level: 17th; **Prerequisites:** Craft Wondrous Item, *wish* or *miracle*; **Market Price:** 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), or 137,500 gp (+5); **Cost to Create:** 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), or 6,250 gp + 25,500 XP (+5); **Weight:** 5 lb.

Tome of Understanding: If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he or she gains an inherent bonus of from +1 to +5 (depending on the type of tome) to his or her Wisdom score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

Caster Level: 17th; **Prerequisites:** Craft Wondrous Item, *wish* or *miracle*; **Market Price:** 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), or 137,500 gp (+5); **Cost to Create:** 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), or 6,250 gp + 25,500 XP (+5); **Weight:** 5 lb.

Universal Solvent: This strange liquid appears to be some sort of minor oil or potion and always comes in containers of 1 ounce. Upon first examination, it seems to have the properties of *oil of slipperiness*. However, if it is applied to any form of adhesive or sticky material, the solution immediately dissolves the other material. It immediately negates the effect of *sovereign glue*, as well as any other form of cement, glue, or adhesive. An ounce affects 1 cubic foot.

If the liquid is carefully distilled to bring it down to one-third of its original volume, each dose (1/3 ounce, having been a full ounce before distillation) dissolves 1 cubic foot of organic or inorganic material, just as if a

disintegrate spell had been employed. To find out if a resisting target is affected by this concentrated solution, a touch attack roll is required, and the subject is entitled to a Fortitude saving throw (DC 19).

Caster Level: 20th; **Prerequisites:** Craft Wondrous Item, *disintegrate*; **Market Price:** 2,000 gp (per ounce); **Weight:** -.

Velvet Maiden: This plush coffin-like box is often decorated in a manner that suggests the torture device from which it gets its name, the iron maiden. Anyone within the *velvet maiden* with the door closed must make a Will saving throw each round (DC 24) or become *held*. When the door opens, if the subject is *held*, that effect is released. The person opening the lid becomes the caster of a *dominate monster* effect on the subject (DC 24). The *dominate monster* effect lasts for one day.

Once the subject has failed the saving throw, subsequent placement in the *velvet maiden* does not allow a saving throw, the subject remains dominated as long as he spends an hour in the velvet maiden each day. Owners of a *velvet maiden* usually have the dominated subject sleep in the maiden.

Although only one Medium-size person can fit in the *velvet maiden* at a time, multiple people can be subject to its domination effect.

Caster Level: 15th; **Prerequisite:** Craft Wondrous Item, *dominate monster*, *hold monster*; **Market Price:** 180,000 gp; **Weight:** 140 lb empty.

Source: Joe's Book of Enchantment

Source Company: Throwing Dice Games

Vest of Escape: Hidden within secret pockets of this simple silk vest are lockpicks that add a +4 competence bonus to Open Lock checks. If the lockpicks are separated by more than 15 feet from the vest, they lose their competence bonus, but the bonus returns when they are returned to the pockets of the vest. Further, the vest grants the wearer a +6 competence bonus to Escape Artist checks.

Caster Level: 4th; **Prerequisites:** Craft Wondrous Item, *knock*, *grease*; **Market Price:** 2,000 gp; **Weight:** -.

Vestment, Druid's: This light garment is worn over normal clothing or armor. When worn by a druid with the wild shape ability, the character can use that ability one additional time each day.

Caster Level: 10th; **Prerequisites:** Craft Wondrous Item, *polymorph self* or creator must be at least a 10th-level druid; **Market Price:** 5,800 gp; **Weight:** -.

Vestments of Faith: This holy garment, worn over normal clothing, grants a special protection (damage reduction 5/+5) to the character wearing it.

Caster Level: 20th; **Prerequisites:** Craft Wondrous Item, *stoneskin*; **Market Price:** 76,000 gp; **Weight:** -.

Wandwrap: This thin, multicolored cord wraps tightly around any wand of a spell with no XP cost. With it in place, uses of the wand drain charges from the wrap, not the wand itself. A *wandwrap* carries 50 charges of its own; when they are used up, it becomes worthless and inert.

Caster Level: 7th; **Prerequisites:** Craft Wondrous Item, *dispel magic*; **Market Price:** 21,000 gp; **Weight:** 1 lb.

Source: The Book of Eldritch Might

Source Company: Malhavoc Press

Closed Content: The name *wandwrap* is closed

content

Well of Many Worlds: This strange, inter-dimensional device looks just like a *portable hole*. Anything placed within it is immediately cast to another world—a parallel world, another planet, or a different plane, at the DM's option or by random determination. If the well is moved, the random factor again comes into play. It can be picked up, folded, or rolled, just like a *portable hole*. Objects from the world the well touches can come through the opening just as easily as from the initiating place. (It is a two-way portal.)

Caster Level: 17th; **Prerequisites:** Craft Wondrous Item, *gate*; **Market Price:** 82,000 gp; **Weight:** -.

Wind Fan: A *wind fan* appears to be nothing more than a wood and papyrus or cloth instrument with which to create a cooling breeze. By uttering the command word, its possessor causes the fan to generate air movement duplicating a gust of wind spell. The fan can be used once per day with no risk. If it is used more frequently, there is a 20% cumulative chance per usage that the device tears into useless, nonmagical tatters.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *gust of wind*; **Market Price:** 5,500 gp; **Weight:** -.

Wings of Flying: When the wearer speaks the command word, this cloak turns into a pair of gigantic wings (bat or bird, 20-foot span) and empower the wearer to fly as with a *fly* spell anywhere wide enough to accommodate the wingspan.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *fly*; **Market Price:** 22,000 gp; **Weight:** 2 lb.

Intelligent Items

Intelligent items have extra abilities and sometimes extraordinary powers and special purposes. Only permanent magic items (rather than those with one use or with charges) can be intelligent. (This means that potions, scrolls, and wands, among other items, are never intelligent.) Melee weapons have intelligence 15% of the time (a 01-15 result on d%), ranged weapons have intelligence 5% of the time (a 01-05 result on d%), and items of other sorts are intelligent only 1% of the time (a 01 result on d%). Intelligent items can actually be considered creatures since they have Intelligence, Wisdom, and Charisma scores.

The tables below should be used to determine the properties of an intelligent item: the number of powers, unusual properties, alignment, and special purpose of the item (if any). Of the three mental ability scores, two scores are favored (2d6 + some number) and one is completely random (3d6). Choose which scores get assigned which number, or roll 1d4 and determine randomly according to the following table:

	High Score	Medium Score	Low Score
1d4			
1	Intelligence	Charisma	Wisdom
2	Intelligence	Wisdom	Charisma
3	Wisdom	Intelligence	Charisma
4	Charisma	Intelligence	Wisdom

Item Intelligence, Wisdom, Charisma, and Capabilities				
D%	Mental Ability Scores	Communication	Capabilities	Market Price Modifier
01-34	Two at 2d6+5, one at 3d6	Semiempathy*	One primary ability	+10,000 gp
35-59	Two at 2d6+6, one at 3d6	Empathy**	Two primary abilities	+15,000 gp
60-79	Two at 2d6+7, one at 3d6	Speech†	Two primary abilities	+17,500 gp
80-91	Two at 2d6+8, one at 3d6	Speech†	Three primary abilities	+25,000 gp
92-97	Two at 2d6+9, one at 3d6	Speech†	Three primary abilities‡	+32,000 gp
98	Two at 2d6+10, one at 3d6	Speech, telepathy††	Three primary abilities‡	+55,000 gp
99	Two at 2d6+11, one at 3d6	Speech, telepathy††	Three primary abilities and two extraordinary powers‡‡	+78,000 gp
100	Two at 2d6+12, one at 3d6	Speech, telepathy††	Three primary abilities and two extraordinary powers‡‡	+90,000 gp
<p>*The possessor receives some signal (a throb or tingle, for example) when the item's ability functions.</p> <p>**The possessor feels urges and sometimes emotions from the item that encourage or discourage certain courses of action.</p> <p>†Like a character, an intelligent item speaks Common plus one language per point of Intelligence bonus.</p> <p>††The item can use either communication mode at will, with language use as any speaking item.</p> <p>‡The item can also read any languages it can speak.</p> <p>‡‡The item can read all languages as well as read magic.</p>				

The first step in determining the properties of a random intelligent item is to determine its general capabilities. These are found by rolling d% and consulting Item Intelligence, Wisdom, Charisma, and Capacities.

Intelligent Item Alignment

Any item with Intelligence has an alignment. Note that intelligent weapons already have alignments, either stated or by implication. If you're generating a random intelligent weapon, that weapon's alignment must fit with any alignment-oriented special properties it has.

d%	Alignment of Item
01-05	Chaotic good
06-15	Chaotic neutral*
16-20	Chaotic evil
21-25	Neutral evil*
26-30	Lawful evil
31-55	Lawful good
56-60	Lawful neutral*
61-80	Neutral good*
81-100	Neutral

*The item can also be used by any character whose alignment corresponds to the nonneutral portion of the item's alignment

Any character whose alignment does not correspond to that of the item (except as noted by the asterisk), gains one negative level if he or she so much as picks up the item. Although this never results in actual level loss, the negative level remains as long as the item is in hand and cannot be overcome in any way (including *restoration* spells). This negative level is cumulative with

any other penalties the item might already place on inappropriate wielders. Items with Egos (see below) of 20 to 30 bestow two negative levels. Items with Egos of 30 or higher bestow three negative levels.

Languages Spoken by Item

Like a character, an intelligent item speaks Common plus one language per point of Intelligence bonus. Choose appropriate languages, taking into account the item's origin and purposes.

Intelligent Item Abilities

Using the number of capabilities determined above, find the item's specific abilities by rolling on the appropriate tables below.

Intelligent Item Primary Abilities

d%	Primary Ability
01-04	Item can Intuit Direction (10 ranks)
05-08	Item can Sense Motive (10 ranks)
09-12	Wielder has free use of Combat Reflexes
13-16	Wielder has free use of Blind-Fight
17-20	Wielder has free use of Improved Initiative
21-24	Wielder has free use of Mobility
25-28	Wielder has free use of Sunder
29-32	Wielder has free use of Expertise
33-39	<i>Detect</i> [opposing alignment] at will
40-42	<i>Find traps</i> at will
43-47	<i>Detect secret doors</i> at will
48-54	<i>Detect magic</i> at will
55-57	Wielder has free use of uncanny dodge (as a 5th-level barbarian)
58-60	Wielder has free use of evasion
61-65	Wielder can <i>see invisible</i> at will

- 66-70 *Cure light wounds* (1d8+5) on wielder 1/day
 71-75 *Feather fall* on wielder 1/day
 76 *Locate object* in a 120-ft. radius
 77 Wielder does not need to sleep
 78 Wielder does not need to breathe
 79 *Jump* for 20 minutes on wielder 1/day
 80 *Spider climb* for 20 minutes on wielder 1/day
 81-90 Roll twice again on this table
 91-100 Roll Intelligent Item Extraordinary Powers instead

If the same ability is rolled twice or more, the range, frequency, or effectiveness of the power is doubled, tripled, and so on.

All abilities function only when the item is held, drawn, or other-wise brandished and the possessor is concentrating on the desired result. Activating a power is a standard action, but using a free feat is not. Feats may be used regardless of prerequisites, but the item still must be held and drawn. At the DM's discretion, an intelligent item might activate a power on its own.

Intelligent Item Extraordinary Powers

d%	Extraordinary Power	Times Per Day
01-05	Charm person (DC 11) on contact	3/day
06-10	Clairaudience/clairvoyance (100-ft. range, 1 minute per use)	3/day
11-15	Magic missile (200-ft. range, 3 missiles)	3/day
16-20	Shield on wielder	3/day
21-25	Detect thoughts (100-ft. range, 1 minute per use)	3/day
26-30	Levitation (wielder only, 10 minute duration)	3/day
31-35	Invisibility (wielder only, up to 30 minutes per use)	3/day
36-40	Fly (30 minutes per use)	2/day
41-45	Lightning bolt (8d6 points of damage, 200-ft. range, DC 13)	1/day
46-50	Summon monster III	1/day
51-55	Telepathy (100 ft. range)	2/day
56-60	Cat's grace (wielder only)	1/day
61-65	Bull's strength (wielder only)	1/day
66-70	Haste (wielder only, 10 rounds)	1/day
71-73	Telekinesis (250 lb. maximum, 1 minute each use)	2/day
74-76	Heal	1/day
77	Teleport, 600 lb. maximum	1/day
78	Globe of invulnerability	1/day
79	Stoneskin (wielder only, 10 minutes per use)	2/day
80	Feeblemind by touch	2/day
81	True seeing	At will
82	Wall of force	1/day
83	Summon monster VI	1/day
84	Finger of death (100 ft. range, DC 17)	1/day
85	Passwall	At will
86-90	Roll twice again on this table	-
91-100	Roll again on this table, and then roll for a special purpose (see Intelligent Item Purpose)	

If the same power is rolled twice, the uses per day are doubled. (If *true seeing* or *passwall* is rolled twice, roll again.) Powers chosen by the possessor are then set and never again changing for that character.

Powers function only when the item is drawn and held, and the possessor is concentrating upon the desired effect. Activating a power is a standard action. At the DM's discretion, an intelligent item might activate a power on its own.

Special Purpose Items

Items with special purposes are a challenge to run. However, they are worth the trouble, because they can deeply enrich a campaign.

Purpose

An item's purpose must suit the type and alignment of the item and should always be treated reasonably.

Intelligent Item Purpose

d%	Purpose
01-20	Defeat/slay diametrically opposed alignment*
21-30	Defeat/slay arcane spellcasters (including spellcasting monsters and those that use spell-like abilities)
31-40	Defeat/slay divine spellcasters (including divine entities and servitors)
41-50	Defeat/slay nonspellcasters
51-55	Defeat/slay a particular creature type
56-60	Defeat/slay a particular race or kind of creature
61-70	Defend a particular race or kind of creature
71-80	Defeat/slay the servants of a specific deity
81-90	Defend the servants and interests of a specific deity
91-95	Defeat/slay all (other than the item and the wielder)
96-100	DM's or character's choice

*The purpose of the neutral (N) version of this item is to preserve the balance by defeating/slaying powerful beings of the extreme alignments (LG, LE, CG, CE).

Special Purpose Power

A special purpose power operates only when the item is in pursuit of its special purpose.

Intelligent Item Special Purpose Powers

d%	Special Purpose Power
01-10	<i>Blindness</i> * (DC 12) for 2d6 rounds
11-20	<i>Confusion</i> * (DC 14) for 2d6 rounds
21-25	<i>Fear</i> * (DC 14) for 1d4 rounds
26-55	<i>Hold monster</i> * (DC 14) for 1d4 rounds
56-65	<i>Slay living</i> * (DC 15)
66-75	<i>Disintegrate</i> * (DC 16)
76-80	<i>True resurrection</i> on wielder, one time only
81-100	+2 luck bonus to all saving throws, +2 deflection AC bonus, spell resistance 15

*This power affects the opponent of the item's wielder on a successful hit unless the opponent makes a Will save at the listed DC (even if the spell itself calls for another type of save).

Item Ego

Ego is a measure of the total power and force of personality that an item possesses.

Item Ego

Attribute of Item	Ego Points
Each +1 enhancement of item	1
Each +1 bonus of special abilities	1
Each primary ability*	1
Each extraordinary power*	2
Special purpose	4
Telepathic ability	1
Read languages ability	1
Read magic ability	1
Each +1 of Intelligence bonus	1
Each +1 of Wisdom bonus	1
Each +1 of Charisma bonus	1

*If double ability, double Ego points.

Items against Characters

When an item has an Ego of its own, it has a will of its own. Similarly, any item with an Ego score of 20 or higher always considers itself superior to any character, and a personality conflict results if the possessor does not always agree with the item.

When a personality conflict occurs, the possessor must make a Will saving throw (DC = item's Ego). If the possessor succeeds, he or she is dominant. If the possessor fails, the item is dominant. Dominance lasts for one day or until a critical situation occurs. Should a item gain dominance, it resists the character's desires and demands concessions such as any of the following:

- Removal of associates or items whose alignment or personality is distasteful to the item.
- The character divesting his or herself of all other magic items or items of a certain type.
- Obedience from the character so the item can direct where they go for its own purposes.
- Immediate seeking out and slaying of creatures hateful to the item.
- Magical protections and devices to protect the item from molestation when it is not in use.
- That the character carry the item with him or her on all occasions.
- That the character relinquish the item in favor of a more suitable possessor due to alignment differences or conduct.

In extreme circumstances, the item can resort to even harsher measures:

- Force its possessor into combat.
- Refuse to strike opponents.
- Strike at its wielder or his or her associates.
- Force its possessor to surrender to an opponent.
- Cause itself to drop from the character's grasp.

Cursed Items

Cursed Item Common Curses

d%	Curse
01-15	Delusion
16-35	Opposite effect or target
36-45	Intermittent functioning
46-60	Requirement
61-75	Drawback
76-90	Completely different effect
91-100	Substitute specific cursed item

Common Curse Descriptions

Common curses are explained below.

Delusion: The user believes the item is what it appears to be, yet it actually has no magical power other than to deceive. The user is mentally fooled into thinking the item is functioning and cannot be convinced otherwise without the help of a remove curse.

Opposite Effect or Target: These cursed items malfunction, so that either they do the opposite of what the creator intended, or they target the user instead of someone else.

Intermittent Functioning: The three varieties of intermittent functioning items all function perfectly as described—at least some of the time. The three types include unreliable, dependent, and uncontrolled items.

Unreliable: Each time the item is activated, there is a 5% chance (a 01-05 result on d%) that it does not function. At the DM's option, the failure chance can be altered to be anything from 1% to 10%, depending on the item and the campaign.

Dependent: The item only functions in certain situations. To determine what the situation is, either select an activation condition or roll on the following table.

d%	Situation
01-03	Temperature below freezing
04-05	Temperature above freezing
06-10	During the day
11-15	During the night
16-20	In direct sunlight
21-25	Out of direct sunlight
26-34	Underwater
35-37	Out of water
38-45	Underground
46-55	Aboveground
56-60	Within 10 feet of a random creature type
61-64	Within 10 feet of a random race or kind of creature
65-72	Within 10 feet of an arcane spellcaster
73-80	Within 10 feet of a divine spellcaster
81-85	In the hands of a nonspellcaster
86-90	In the hands of a spellcaster
91-95	In the hands of a creature of a particular alignment
96	In the hands of a creature of particular gender
97-99	On nonholy days or during particular astrological events
100	More than 100 miles from a particular site (holy, magical, etc.)

Uncontrolled: An uncontrolled item occasionally activates at random times. Roll d% every day. On a result of 01--05 (or whatever range the DM determines as appropriate), the item activates at some random point during that day.

Requirement: In a sense, a command word is a requirement. Nevertheless, some items have much more stringent requirements to be used. To keep the item functioning, one (or more) of the following conditions must be met:

- Character must eat twice as much as normal.
- Character must sleep twice as much as normal.
- Character must undergo a specific quest (one time only, and then item functions normally thereafter).
- Character must sacrifice (destroy) 100 gp worth of valuables per day.
- Character must sacrifice (destroy) 2,000 gp worth of magic items each week.
- Character must swear fealty to a particular noble or his family.
- Character must discard all other magic items.
- Character must worship a particular deity.
- Character must change his or her name to a specific name. (The item only works for characters of that name.)
- Character must add a specific class at the next opportunity if not of that class already
- Character must have a minimum number of ranks in a particular skill.
- Character must sacrifice some part of his or her life energy (2 points of Constitution) one time. If the character gets the Constitution points back, the item ceases functioning. (The item does not cease functioning if the character receives a Constitution increase caused by level gain, a wish, or the use of a magic item.)
- Item must be cleansed with holy water each day.
- Item must be used to kill a living creature each day.
- Item must be bathed in volcanic lava once per month.
- Item must be used at least once a day, or it won't function again for its current possessor.
- Item must draw blood when wielded (weapons only). It can't be put away or exchanged for another weapon until it has scored a hit.
- Item must have a particular spell cast upon it each day.

Requirements are so dependent upon suitability to the item that they should never be determined randomly. An item with a requirement that is also intelligent often imposes its requirement through its personality. If the requirement is not met, the item ceases to function. If it is met, usually the item functions for one day before

the requirement must be met again (although some requirements are one-time-only, others monthly, and still others continuous).

Drawback: Items with drawbacks are usually beneficial to the possessor, but they also carry some negative aspect. Although sometimes drawbacks occur only when the item is used (or held, in the case of some items such as weapons), usually the drawback remains with the character for as long as he or she has it.

The following are drawbacks that remain in effect as long as the item is in the character's possession:

d%	Drawback
01-04	Character's hair grows 1 inch longer (only happens once).
05-09	Character either shrinks a half-inch (a 01-50 result on d%) or grows that much taller (a 51-100 result). This event only happens once.
10-13	Temperature around item is 10°F cooler than normal.
14-17	Temperature around item is 10°F warmer than normal.
18-21	Character's hair color changes.
22-25	Character's skin color changes.
26-29	Character now bears some identifying mark (tattoo, strange glow, etc.).
30-32	Character's gender changes.
33-34	Character's race or kind changes.
35	Character is afflicted with a random disease that cannot be cured.
36-39	Item continually emits a disturbing sound (moaning, weeping, screaming, cursing, insults).
40	Item looks ridiculous (garishly colored, silly shape, glows bright pink, etc.).
41-45	Character becomes selfishly possessive about the item.
46-49	Character becomes paranoid about losing the item and afraid of damage occurring to it.
50-51	Character's alignment changes.
52-54	Character must attack nearest creature (5% chance [a 01-05 result on d%] each day).
55-57	Character is stunned for 1d4 rounds once item function is finished (or randomly, 1/day).
58-60	Character's vision is blurry (-2 penalty to attacks, saves, and skill checks requiring vision).
61-64	Character gains one negative level.
65	Character gains two negative levels.
66-70	Character must make a Will save each day or take 1 point of temporary Intelligence damage.
71-75	Character must make a Will save each day or take 1 point of temporary Wisdom damage.
76-80	Character must make a Will save each day or take 1 point of temporary Charisma damage.
81-85	Character must make a Fortitude save each day or take 1 point of temporary Constitution damage.
86-90	Character must make a Fortitude save each day

- or take 1 point of temporary Strength damage.
- 91-95 Character must make a Fortitude save each day or take 1 point of temporary Dexterity damage.
- 96 Character is polymorphed into a specific creature (5% chance [a 01-05 result on d%] each day).
- 97 Character cannot cast arcane spells.
- 98 Character cannot cast divine spells.
- 99 Character cannot cast any spells.
- 100 DM's choice: DM either picks one of the above that's appropriate or creates a drawback specifically for that item.

Completely Different Effect: The DM should choose a negative effect for the item, perhaps using the specific cursed items (see below) as examples. The item may seem to be the item that was originally determined, but at some juncture it displays different properties altogether.

Specific Cursed Item Descriptions

The *crystal hypnosis* ball and the *bag of devouring* cannot be created by any known means. The *bag of devouring* is a creature, and the *crystal hypnosis ball* is the tool of powerful NPCs such as liches.

Amulet of Inescapable Location: This device is typically worn on a chain or as a brooch. It appears, to magical analysis, to prevent location, scrying, or detection or influence by *detect thoughts* or telepathy. Actually, the amulet doubles the likelihood and/or range of these location and detection modes. Item identification attempts, including *identify*, *analyze dweomer*, *detect magic*, and so on, do not reveal its true nature.

Caster Level: 10th; *Prerequisites:* Create Wondrous Item, *bestow curse*; *Market Price:* 1,000 gp.

Armor of Arrow Attraction: Magical analysis indicates that this armor is a normal suit of +3 *full plate*. However, the armor is cursed. It works normally in regard to melee attacks but actually serves to attract ranged weapons. The wearer has twice the normal chance to be selected as a random target of a ranged weapon. In cases where each individual in a group is the target of a set number of ranged weapons, the wearer has twice as many weapons fired at him or her. Furthermore, the magical protection of the armor does not apply for ranged attacks. The true nature of the armor does not reveal itself until the character is fired upon in earnest—simple experiments do not suffice.

Caster Level: 16th; *Prerequisites:* Craft Magic Arms and Armor, *bestow curse*; *Market Price:* 9,000 gp.

Armor of Rage: This armor is similar in appearance to *armor of command* and functions as a suit of +1 *full plate*. However, when it is worn, the armor causes the character to suffer a -4 Charisma penalty. All unfriendly characters within 300 feet have a +1 morale bonus on attacks against the character. The effect is not noticeable to the wearer or those affected.

Caster Level: 16th; *Prerequisites:* Craft Magic Arms and Armor, *bestow curse*; *Market Price:* 1,600 gp.

Bag of Devouring: This bag appears to be an

ordinary sack. Detection for magical properties makes it seem as if it were a bag of holding. The sack is, however, a lure used by an extradimensional creature—in fact, one of its feeding orifices.

Any substance of animal or vegetable nature is subject to “swallowing” if thrust within the bag. The *bag of devouring* is 90% likely to ignore any initial intrusion, but any time thereafter that it senses living flesh within, it is 60% likely to close around the offending member and attempt to draw the whole victim in. The bag has a Strength of 23 for purposes of pulling someone in.

The bag radiates magic and can hold up to 30 cubic feet of matter. It acts as a bag of holding (bag 1), but each hour it has a 5% cumulative chance of swallowing the contents and then spitting the stuff out in some nonspace or other plane. Creatures drawn within are consumed in 1 round, eaten, and gone forever.

Market Price: 15,500 gp (but note that the bag cannot be created, since it is a creature).

Boots of Dancing: These boots initially function as one of the other types of useful boots (DM's choice) and are indistinguishable from other magic boots. But when the wearer is in (or fleeing from) melee combat, the boots of dancing impede movement, making the wearer behave as if *irresistible dance* had been cast upon him or her. Only a *remove curse* enables the boots to be removed once their true nature is revealed.

Caster Level: 16th; *Prerequisites:* Create Wondrous Item, *irresistible dance*; *Market Price:* 30,000 gp.

Bracers of Defenselessness: These appear to be +5 bracers of armor and actually serve as such until the wearer is attacked in anger by an enemy with a Challenge Rating equal to or greater than the wearer's level. At that moment and thereafter, the bracers inflict a -5 penalty to AC. Once their curse is activated, *bracers of defenselessness* can be removed only by means of a *remove curse* spell.

Caster Level: 16th; *Prerequisites:* Create Wondrous Item, *mage armor*, *bestow curse*; *Market Price:* 1,200 gp.

Broom of Animated Attack: This is indistinguishable in appearance from a normal broom, except that detection spells reveal it to be magical. It is identical to a *broom of flying* by all tests short of attempted use. Using it reveals that a *broom of animated attack* is a very nasty item.

If a command is spoken, the broom does a loop-the-loop with its hopeful rider, dumping the rider on his or her head from 1d4+5 feet off the ground (no falling damage, since the fall is less than 10 feet). The broom then attacks the victim, swatting the face with the straw or twig end and beating him or her with the handle end. The broom gets two attacks per round with each end (two swats with the straw and two with the handle, for a total of four attacks per round). It attacks with a +5 bonus on each attack. The straw end causes blindness for 1 round if it hits. The handle causes 1d6 points of damage when it hits. The broom has an AC of 13, 18 hit points, and a hardness of 4.

Caster Level: 10th; *Prerequisites:* Create Wondrous Item, *fly*, *animate objects*; *Market Price:* 5,200 gp.

Cloak of Poisonousness: This cloak radiates

magic. The cloak can be handled without harm, but as soon as it is actually donned the wearer is stricken stone dead unless he or she succeeds at a Fortitude save (DC 28). A *detect poison* spell registers the poison impregnated in the fabric.

Once donned, a *cloak of poisonousness* can be removed only with a *remove curse* spell-this destroys the magical properties of the cloak. If a *neutralize poison* spell is then used, it may be possible to revive the victim with a *raise dead* or *resurrection* spell, but not before.

Caster Level: 15th; **Prerequisites:** Create Wondrous Item, *poison*, and *limited wish* or *miracle*; **Market Price:** 62,000 gp.

Dust of Sneezing and Choking: This fine dust appears to be either *dust of appearance* or *dust of disappearance*. If cast into the air, however, it causes those within a 20-foot spread to fall into fits of sneezing and coughing. Those failing a Fortitude save (DC 15) take 2d6 points of temporary Constitution damage immediately. In addition, those failing a second Fortitude save (DC 15) 1 minute later are dealt 1d6 points of temporary Constitution damage. Those who succeed on either saving throw are nonetheless disabled by choking (treat as stunned) for 5d4 rounds.

Caster Level: 7th; **Prerequisites:** Create Wondrous Item, *poison*; **Market Price:** 2,400 gp.

Flask of Curses: This item looks like an ordinary beaker, bottle, container, decanter, flask, or jug. It has magical properties, but detection does not reveal the nature of the flask of curses. It may contain a liquid, or it may emit smoke. When the flask is first unstoppered, all within 30 feet must make a Will save (DC 17) or be cursed, suffering a -2 penalty to attack rolls, saving throws, and skill checks until a *remove curse* spell is cast upon them.

Caster Level: 7th; **Prerequisites:** Create Wondrous Item, *bestow curse*; **Market Price:** 2,100 gp.

Gauntlets of Fumbling: These gauntlets may be of supple leather or heavy protective material suitable for use with armor (ring, scale, chain, and so on). In the former instance, they appear to be *gloves of Dexterity*. In the latter case, they appear to be *gauntlets of ogre power*. The gauntlets perform according to every test as if they were *gloves of Dexterity* or *gauntlets of ogre power* until the wearer finds him or herself under attack or in a life-and-death situation. At that time, the curse is activated. The wearer becomes fumble-fingered, with a 50% chance each round of dropping anything held in either hand. (If items are held in both hands, roll only once. If the d% result is 01-50, roll again: even = right hand, odd = left hand). The gauntlets also lower Dexterity by 2 points. Once the curse is activated, the gloves can be removed only by means of a *remove curse* spell, a *wish*, or a *miracle*.

Caster Level: 7th; **Prerequisites:** Create Wondrous Item, *bestow curse*; **Market Price:** 1,300 gp.

Helm of Opposite Alignment: This metal hat looks like a typical helmet. When placed upon the head, however, its curse immediately takes effect (Will save negates DC 15). The alignment of the wearer is radically altered-good to evil, chaotic to lawful, neutral to some extreme commitment (LE, LG, CE, or CG)-to an alignment as different as possible from the former

alignment. Alteration in alignment is mental as well as moral, and the individual changed by the magic thoroughly enjoys his or her new outlook.

Only a *wish* or a *miracle* can restore former alignment, and the affected individual does not make any attempt to return to the former alignment. (In fact, the character views the prospect with horror and avoids it in any way possible.) If a character of a class with an alignment requirement is affected, an *atonement* spell is needed as well if the curse is to be obliterated. Note that this is a one-use item: once a *helm of opposite alignment* has functioned, it loses all magical properties.

Caster Level: 12th; **Prerequisites:** Create Wondrous Item, creator must be 12th level; **Market Price:** 4,000 gp; **Weight:** 3 lb.

Incense of Obsession: These blocks of incense exactly resemble *incense of meditation*. If meditation and prayer are conducted while *incense of obsession* is burning nearby, its odor and smoke cause the user to become totally confident that his or her spell ability is superior, due to the magic incense. The user is determined to use his or her spells at every opportunity, even when not needed or when useless. The user remains obsessed with his or her abilities and spells until all are cast or until 24 hours have elapsed.

Caster Level: 6th; **Prerequisites:** Create Wondrous Item, *confusion* or *bestow curse*; **Market Price:** 200 gp.

Mace of Blood: This +3 *heavy mace* must be coated in blood every day, or its bonus fades away (until the mace is coated again). The character using this mace must make a Will save (DC 13) every day it is within his or her possession or become chaotic evil.

Caster Level: 8th; **Prerequisites:** Craft Magic Arms and Armor, creator must be at least 9th level and chaotic evil; **Market Price:** 16,000 gp.

Medallion of Thought Projection: This device seems like a *medallion of thoughts*, even down to the range at which it functions, except that the thoughts overheard are muffled and distorted, requiring a successful Will save (DC 15) to sort out. However, while the user thinks he or she is picking up the thoughts of others, all the user is really hearing are figments created by the medallion itself. These illusory thoughts always seem plausible and thus can seriously mislead any who rely upon them. What's worse, unknown to the user, the cursed medallion actually broadcasts his or her thoughts to creatures in the path of the beam, thus alerting them of the character's presence.

Caster Level: 7th; **Prerequisites:** Create Wondrous Item, *detect thoughts*, *ghost sound*; **Market Price:** 1,800 gp.

Necklace of Strangulation: A *necklace of strangulation* appears to be a rare and wondrous piece of valuable jewelry and, short of the use of something as powerful as a *miracle* or a *wish*, can only be identified as a cursed item when placed around a character's neck. The necklace immediately constricts, inflicting 6 points of strangulation damage per round. It cannot be removed by any means short of a *limited wish*, *wish*, or *miracle* and remains clasped around the victim's throat even after his or her death. Only when the character has decayed to a dry skeleton (after approximately one month) does it loosen, ready for another victim.

Caster Level: 18th; **Prerequisites:** Create Wondrous Item, *slay living*; **Market Price:** 60,000 gp.

Net of Snaring: This net offers a +3 bonus to attack rolls but can only be used underwater, thus making it a limited item rather than what most would really call a "curse." Underwater, it can be commanded to shoot forth up to 30 feet to trap a creature.

Caster Level: 8th; **Prerequisites:** Craft Magic Arms and Armor, *freedom of movement*; **Market Price:** 10,000 gp.

Periapt of Foul Rotting: This engraved gem appears to be of little value. If any character keeps the periapt in his or her possession for more than 24 hours, the character contracts a terrible rotting disease that can be removed only by application of a *remove curse* spell followed by a *cure disease* and then a *heal*, *miracle*, *limited wish*, or *wish spell*. The rotting can also be countered by crushing a periapt of health and sprinkling its dust upon the afflicted character. Otherwise, the afflicted loses 1 point each of Dexterity, Constitution, and Charisma per week (as if permanently drained).

Caster Level: 10th; **Prerequisites:** Create Wondrous Item, *contagion*; **Market Price:** 17,000 gp.

Potion of Poison: This potion has lost its once potent magical abilities and has become a potent poison. The imbibor must make a Fortitude save (DC 16) or take 1d10 points of temporary Constitution damage. A minute later the character must save again (DC 16) or take 1d10 points of temporary Constitution damage.

Caster Level: 12th; **Prerequisites:** Brew Potion, poison; **Market Price:** 5,000 gp.

Robe of Powerlessness: A robe of powerlessness appears to be a robe of another sort, and detection discovers nothing more than the fact that it has a magical aura. As soon as a character dons this garment, the character suffers an immediate -10 effective penalty to Strength and Intelligence scores, forgetting all spells and magic knowledge. The robe can be removed easily, but in order to restore mind and body, the character must receive a *remove curse* spell followed by a *heal*.

Caster Level: 13th; **Prerequisites:** Create Wondrous Item, *bestow curse*, *permanency*; **Market Price:** 5,500 gp.

Robe of Vermin: The wearer notices nothing unusual when the robe is donned, other than that it offers great magical defense (as a *cloak of protection* +4). However, as soon as the character is in a situation requiring concentration and action against hostile opponents, the true nature of the garment is revealed: The wearer immediately suffers a multitude of bites from the insects that magically infest the garment. The character must cease all other activities in order to scratch, shift the robe, and generally show signs of the extreme discomfort caused by the bites and movement of these pests.

The wearer suffers a -5 initiative penalty and a -2 penalty on all attack rolls, saves, and skill checks. If the character tries to cast a spell, he or she must make a Concentration check (DC 20 + spell level) or lose the spell.

Caster Level: 13th; **Prerequisites:** Create Wondrous Item, *summon swarm*, creator must be at least 8th level; **Market Price:** 16,500 gp.

Ring of Clumsiness: This ring operates exactly like a *ring of feather falling*. However, it also makes the wearer clumsy. The wearer suffers a -4 penalty to Dexterity and has a 20% chance of spell failure for all arcane spells that require a somatic component. (Note: This chance of spell failure stacks with other types of arcane spell failure chances.)

Caster Level: 15th; **Prerequisites:** Forge Ring, *feather fall*, *bestow curse*; **Market Price:** 500 gp.

Scarab of Death: This small pin appears to be any one of the various beneficial amulets, brooches, or scarabs. However, if it is held for more than 1 round or placed within a soft container within 1 foot of a warm, living body for 1 minute, it changes into a horrible burrowing beetlelike creature. The thing tears through any leather or cloth, burrows into flesh, and reaches the victim's heart in 1 round, causing death. A Reflex save (DC 25) allows the wearer to tear the scarab away before it burrows out of sight, but he or she still takes 3d6 points of damage. The beetle then returns to its scarab form. Note that placing the scarab in a container of hard wood, ceramic, bone, ivory, or metal prevents the monster from coming to life and allows for long-term storage of the item.

Caster Level: 19th; **Prerequisites:** Create Wondrous Item, *slay living*; **Market Price:** 80,000 gp.

Spear, Cursed Backbiter: This is a +2 *shortspear*, but each time it is used in melee against a foe and the attack roll is a natural 1, it damages its wielder instead of the intended target. When the curse takes effect, the spear curls around to strike its wielder in the back, automatically striking for normal damage. The curse even functions when the spear is hurled, but in that case the damage to the hurler is doubled.

Caster Level: 10th; **Prerequisites:** Craft Magic Arms and Armor, *bestow curse*; **Market Price:** 2,000 gp.

Stone of Weight (Loadstone): This stone appears to be a dark, smoothly polished stone. It reduces the possessor's speed to one-half of normal. Furthermore, once picked up, the stone cannot be disposed of by any nonmagical means-if it is thrown away or smashed, it reappears somewhere on his or her person. If a *remove curse* spell is cast upon a loadstone, the item may be discarded normally and no longer haunts the individual.

Caster Level: 5th; **Prerequisites:** Create Wondrous Item, *slow*; **Market Price:** 1,000 gp.

-2 Sword, Cursed: This longsword gives off a magical aura and performs well against targets in practice, but when used against an opponent in combat, it penalizes its wielder's attack rolls by -2. Only by careful observation can this penalty be detected.

All damage dealt is also reduced by 2 points, but never below a minimum of 1 point of damage on any successful hit. After one week in the character's possession, the sword always forces the character to employ it rather than another weapon. The sword's owner automatically draws and fights with it even when he or she meant to draw or ready some other weapon. It can be gotten rid of only by means of *limited wish*, *wish*, or *miracle*.

Caster Level: 15th; **Prerequisites:** Craft Magic Arms and Armor, *bestow curse*, and *limited wish* or *miracle*; **Market Price:** 1,500 gp.

Sword, Berserking: This performs by every test, except that of the heat of battle, as a +2 *greatsword*. However, in actual battle its wielder goes berserk (gaining all benefits and drawbacks of a barbarian rage). The character attacks the nearest creature and continues to fight until unconscious or dead or until no living thing remains within 30 feet.

Caster Level: 8th; *Prerequisites:* Craft Magic Arms and Armor, *feeblemind*; *Market Price:* 17,500 gp.

Vacuous Grimoire: A book of this sort is identical in appearance to a normal one on some mildly interesting topic, although a *detect magic* spell reveals it to have a magical aura. Any character who opens the work and reads so much as a single glyph therein must make two Will saving throws (DC 15 each). The first is to determine if 1 point of Intelligence is permanently drained. The second is to find out if 2 points of Wisdom are permanently drained. To destroy the book, a character must burn it while casting *remove curse*. If the grimoire is placed with other books, its appearance instantly alters to conform to the look of these other works.

Caster Level: 20th; *Prerequisites:* Create Wondrous Item, *feeblemind*; *Market Price:* 6,000 gp.

Artifacts

Artifacts are extremely powerful magic items. They are the relics of ages long past and often have detailed histories. Minor artifacts are remnants of a more magically advanced society. Major artifacts are unique items: only one of each such item exists.

Unlike all other magic items, major artifacts are not easily destroyed. Each should have only a single, specific means of destruction.

Minor Artifacts

Book of Infinite Spells: This work bestows upon any character of any class the ability to use the spells within its pages. However, upon first reading the work, any character not already able to use spells gains one negative level for as long as the book is in his or her possession or while using its power. The *book of infinite spells* contains 1d8+22 pages. The nature of each page is determined by die roll:

d%	Page Contents
01-30	Blank page
31-60	Divine spell
61-100	Arcane spell

Once a page is turned, it can never be flipped back. If the book is closed, it always opens again to the page it was on before the book was closed. When the last page is turned, the book vanishes.

Once per day the owner of the book can cast the spell to which the book is opened. If that spell happens to be one that is on the character's class spell list, the character can cast it up to four times per day. The pages cannot be ripped out without destroying the book. Similarly, the spells cannot be cast as scroll spells, nor

can they be copied into a spellbook-their magic is bound up permanently within the book itself.

The owner of the book need not have the book on his or her person in order to use its power. The book can be stored in a place of safety while the owner is adventuring and still allow its owner to cast spells by means of its power.

Each time a spell is cast, there is a chance that the energy connected with its use causes the page to magically turn despite all precautions. The owner knows this and may even benefit from the turning by gaining access to a new spell. The chance of a page turning is as follows:

Condition	Chance of Page Turning
Spellcaster employing spells usable by own class and/or level	10%
Spellcaster using spells foreign to own class and/or level	20%
Nonspellcaster using divine spell	25%
Nonspellcaster using arcane spell	30%

Treat each spell use as if a scroll were being employed, for purposes of determining casting time, spell failure, and so on.

Caster Level: 18th; *Weight:* 3 lb.

Deck of Many Things: A *deck of many things* (both beneficial and baneful) is usually found in a box or leather pouch. Each deck contains a number of cards or plaques made of ivory or vellum. Each is engraved with glyphs, characters, and sigils. As soon as one of these cards is drawn from the pack, its magic is bestowed upon the person who drew it, for better or worse.

The character with a *deck of many things* who wishes to draw a card must announce how many cards he or she will draw before drawing. Cards must be drawn within 1 hour of each other, and a character can never again draw from this deck any more cards than he or she has announced. If the character does not willingly draw the allotted number (or if the character is somehow prevented from doing so), the cards flip out of the deck on their own. Exception: If a jester is drawn, the possessor of the deck may elect to draw two additional cards.

Each time a card is taken from the deck, it is replaced (making it possible to draw the same card twice) unless the draw is a jester or fool, in which case the card is discarded from the pack. A *deck of many things* contains 22 cards. To simulate the magic cards, you may want to use tarot cards, as indicated by the second column in the accompanying table. If no tarot deck is available, substitute ordinary playing cards instead, as indicated by the third column.

Balance: The character must change to a radically different alignment. If the character fails to act according to the new alignment, he or she gains a negative level.

Comet: The character must single-handedly defeat the next hostile monster or monsters encountered, or the benefit is lost. If successful, the character moves to the midpoint of the next experience level.

Donjon: This signifies imprisonment-either by the *imprisonment* spell or by some powerful being, at the DM's option. All gear and spells are stripped from the

victim in any case. Whether these items are recoverable is, likewise, up to the DM. Draw no more cards.

Euryale: This card brings a curse that only the Fates card or a deific being can remove. The -1 penalty to all saving throws is otherwise permanent.

Fates: This card enables the character to avoid even an instantaneous occurrence if so desired, for the fabric of reality is unraveled and respun. Note that it does not enable something to happen. It can only stop something from happening or reverse a past occurrence. The reversal is only for the character that drew the card; other party members may have to endure the situation.

Flames: Hot anger, jealousy, and envy are but a few of the possible motivational forces for the enmity. The enmity of the outsider can't be ended until one of the parties has been slain. Determine the outsider randomly, and assume that it attacks the character (or plagues the character's life in some way) within 1d20 days.

Fool: The payment of XP and the redraw are mandatory. This card is always discarded when drawn,

unlike all others except the jester.

Gem: This card indicates wealth. The jewelry is all gold set with gems, each piece worth 2,000 gp each, the gems all of 1,000 gp value each.

Idiot: This card causes the loss of 1d4+1 points of Intelligence immediately. The additional draw is optional.

Jester: This card is always discarded when drawn, unlike all others except the fool. The redraws are optional.

Key: The magic weapon granted must be one usable by the character

Knight: The fighter appears out of nowhere and serves loyally until death. He or she is a magic construct (not a real person) but appears to be of the same race (or kind) and gender as the character. He or she is equipped with the starting fighter package.

Moon: These wishes are the same as those granted by the 9th-level wizard spell and must be used in a number of minutes equal to the number received.

Rogue: When this card is drawn, one of the character's NPC friends (preferably a cohort) is totally

Deck of Many Things			
Plaque	Tarot Card	Playing Card	Effect
Balance	XI. Justice	Two of spades	Change alignment instantly
Comet	Two of swords	Two of diamonds	Defeat the next monster you meet to gain one level
Donjon	Four of swords	Ace of spades	You are <i>imprisoned</i> (see description)
Euryale	Ten of swords	Queen of spades	-1 penalty to all saving throws henceforth
The Fates	Three of cups	Ace of hearts	Avoid any situation you choose... once
Flames	XV. The Devil	Queen of clubs	Enmity between you and an outsider
Fool	0. The Fool	Joker (with TM)	Lose 10,000 XP and you must draw again
Gem	Seven of Cups	Two of hearts	Gain your choice of 25 pieces of jewelry or 50 gems
Idiot	I. The Juggler	Ace of clubs	Lose Int. (permanant drain), you may draw again
Jester	XII. The Hanged Man	Joker (w/o TM)	Gain 10,000 XP or two more draws from the deck.
Key	V. The Hierophant	Queen of hearts	Gain a major magic item
Knight	Page of Swords	Jack of hearts	Gain the service of a 4th-level fighter
Moon	XVIII. The Moon	Queen of diamonds	You are granted 1d4 wishes
Rogue	Five of swords	Jack of spades	One of your friends turns against you
Ruin	XVI. The Tower	King of spades	Immediatly lose all wealth and real property
Skull	XIII. Death	Jack of clubs	Defeat Death or be forever destroyed
Star	XVII. The Star	Jack of diamonds	Immediately gain a +2 inherant bonus to one ability
Sun	XIX. The Sun	King of diamonds	Gain beneficial medium wondrous item and 50,000 XP.
Talons	Queen of pentacles	Two of clubs	All magic items you possess disappear permanently
Throne	Four of staves	King of hearts	Gain 6 ranks in Diplomacy plus a small keep
Vizier	IX. The Hermit	Ace of diamonds	Know the answer to your next dilemma
The Void	Eight of swords	King of clubs	Body functions, but soul is trapped elsewhere

alienated and forever after hostile. If the character has no cohorts, the enmity of some powerful personage (or community, or religious order) can be substituted. The hatred is secret until the time is ripe for it to be revealed with devastating effect.

Ruin: As implied, when this card is drawn every bit of money (including all gems, jewelry, treasure, and art objects) is lost (disintegrated). All land owned is struck by blight and forever ruined, buildings collapse into dust, etc.

Skull: A minor death appears. Treat this minor death as an unturnable spectre with a *ghost touch scythe* that never misses and deals 2d8 points of damage. The character must fight it alone-if others help, they get minor deaths to fight as well. If the character is slain, he or she is slain forever and cannot be revived, even with a *wish* or a *miracle*.

Star: The 2 points are added to any ability the character chooses. They cannot be divided among two abilities.

Sun: The XP granted are immediately available.

Talons: When this card is drawn, every magic item owned or possessed by the character is instantly and irrevocably gone (disintegrated).

Throne: The character becomes a true leader in people's eyes. The castle gained appears in any open area the character wishes (but the decision where to place it must be made immediately).

Vizier: This card empowers the character drawing it with the one-time ability to call upon supernatural wisdom to solve any single problem or answer fully any question upon the character's request. Whether the information gained can be successfully acted upon is another question entirely.

The Void: This black card spells instant disaster. The character's body continues to function, as though in a coma, but the character's psyche is trapped in a prison somewhere - in an object on a far plane or planet, possibly in the possession of an outsider. A *wish* or a *miracle* does not bring the character back, instead merely revealing the plane of entrapment. Draw no more cards.

Caster Level: 20th; **Weight:** -.

Hammer of Thunderbolts: This appears to be an oversized, extra-heavy warhammer. A character smaller than Large finds it too unbalanced to wield properly in combat (-2 penalty to attack). However, a character of sufficient size finds that the hammer functions with a +3 enhancement bonus and deals double damage on any hit.

If the wielder (of any size) wears a *belt of giant strength* and *gauntlets of ogre power* and he or she knows that the hammer is a *hammer of thunderbolts* (not just a +3 *warhammer*), the weapon can be used to full effect: When swung or hurled, it gains a total +5 enhancement bonus, deals double damage, allows all girdle and gauntlet bonuses to stack (only when using this weapon), and strikes dead any giant upon whom it scores a hit (Fortitude save DC 16 to survive).

When hurled, on a successful hit the hammer emits a great noise, like a clap of thunder, stunning all creatures within 90 feet for 1 round (Fortitude save DC 12 to resist). The hammer's throwing range is 180 feet,

and its range increment is 30 feet.

Caster Level: 20th; **Weight:** 15 pounds.

Philosopher's Stone: This rare and magic substance appears to be an ordinary, sooty piece of blackish rock. If the stone is broken open, a cavity is revealed at the stone's heart. This cavity is lined with a magical quicksilver that enables any wizard to transmute base metals (iron and lead) into silver and gold. A single *philosopher's stone* can turn from 500 to 5,000 pounds of iron into silver, or from 100 to 1,000 pounds of lead into gold. However, the magical quicksilver becomes unstable once the stone is opened and sublimates within 24 hours, so all transmutations must take place within that period.

The quicksilver found in the center of the stone may also be put to another use. If mixed with any *cure potion*, it creates a special potion of life that acts as a *true resurrection* for any dead body it is sprinkled upon.

Caster Level: 20th; **Weight:** 3 lb.

Sphere of Annihilation: A *sphere of annihilation* is a globe of absolute blackness, a ball of nothingness 2 feet in diameter. A sphere is actually a hole in the continuity of the multiverse. Any matter that comes in contact with a sphere is instantly sucked into the void, gone, and utterly destroyed. Only the direct intervention of a deity can restore an annihilated character.

A *sphere of annihilation* is static, resting in some spot as if it were a normal hole. It can be caused to move, however, by mental effort. The brain waves of the individual concentrating on moving it bend spatial fabrics, causing the hole to slide. The range of this control is 40 feet initially, then 40 feet +10 feet per character level once control is established. Control is based on the character's Intelligence and level of experience. (The higher the character's level, the greater his or her mental discipline.) The character adds his or her Intelligence bonus and character level and then applies the total to a 1d20 roll. To control the sphere, the DC is 30. The sphere's speed is 10 feet per round +1 foot for every point by which the control check result exceeds 30.

Any attempt to control the sphere causes it to move, but if control is not established, the sphere slides toward the character attempting to move it. It continues to move in the direction the character wills it to (or toward the character, if the attempt failed) for 1d4 rounds or for as long as the character is within 30 feet, whichever is greater. Control must be checked each round.

If two or more creatures vie for control of a *sphere of annihilation*, the rolls are opposed. If none are successful, the sphere slips toward the one who rolled lowest.

Should a *gate* spell be cast upon a sphere of annihilation, there is a 50% chance (a 01-50 result on d%) that the spell destroys it, a 35% chance (51-85) that the spell does nothing, and a 15% chance (86-100) that a gap is torn in the spatial fabric, catapulting everything within a 180-foot radius into another plane. If a *rod of cancellation* touches a sphere, they negate each other in a tremendous explosion. Everything within a 60-foot radius takes 2d6x10 points of damage. *Dispel magic* and *disjunction* have no effect on the sphere.

Caster Level: 20th; **Weight:** -.

Staff of the Magi: A long wooden staff, shod in

iron and inscribed with sigils and runes of all types, this potent artifact contains many spell powers and other functions. Some of its powers drain charges, while others don't. The following powers do not drain charges:

- *detect magic*
- *enlarge*
- *hold portal*
- *light*
- *mage armor*
- *mage hand*

The following powers drain 1 charge per usage:

- *dispel magic*
- *fireball* (10d6 points of damage, DC 13)
- *ice storm*
- *invisibility*
- *knock*
- *lightning bolt* (10d6 points of damage, DC 13)
- *passwall*
- *pyrotechnics*
- *wall of fire*
- *web*

These powers drain 2 charges per usage:

- *monster summoning IX*
- *plane shift*
- *telekinesis* (400 pounds maximum weight)
- *whirlwind*

The *staff of the magi* gives the wielder spell resistance 23. If this is willingly lowered, however, the staff can also be used to absorb arcane spell energy directed at its wielder exactly like a *rod of absorption*. The staff uses spell levels as charges, not as spell energy usable by a spellcaster. If the staff absorbs spell levels beyond its charge limit (50), it explodes as if a retributive strike had been made (see below). Note that the wielder has no idea how many spell levels are cast at him or her, for the staff does not communicate this knowledge as a *rod of absorption* does. Absorbing spells is risky, but absorption is the only way this staff can be recharged.

Retributive Strike: A *staff of the magi* can be broken for a retributive strike. Such an act must be purposeful and declared by the wielder. All charges in the staff are released in a 30-foot spread. All within 10 feet of the broken staff take hit points of damage equal to 8 times the number of charges in the staff, those between 11 feet and 20 feet away take points equal to 6 times the number of charges, and those 21 feet to 30 feet distant take 4 times the number of charges. Successful Reflex saving throws (DC 17) reduce damage by half.

The character breaking the staff has a 50% chance (a 01-50 result on d%) of traveling to another plane of

existence, but if the character does not (51-100), the explosive release of spell energy destroys her. Only specific items, including the staff of the magi and the staff of power, are capable of a retributive strike.

Caster Level: 20th; *Weight:* 5 lb.

Talisman of Pure Good: A good (LG, NG, CG) divine spellcaster who possesses this item can cause a flaming crack to open at the feet of an evil (LE, NE, CE) divine spellcaster who is up to 100 feet away. The intended victim is swallowed up forever and sent hurtling to the center of the earth. The wielder of the talisman must be good, and if he or she is not exceptionally pure in thought and deed (DM's discretion), the evil character gains a Reflex saving throw (DC 19) to leap away from the crack. Obviously, the target must be standing on solid ground for this item to function. (In the air, in a high tower, or on a ship are all places of safety against this other-wise potent item.)

A *talisman of pure good* has 7 charges. If a neutral (LN, N, CN) divine spellcaster touches one of these stones, the spellcaster takes 6d6 points of damage. If an evil divine spellcaster touches one, he or she takes 8d6 points of damage. All other characters are unaffected by the device.

Caster Level: 18th; *Weight:* -.

Talisman of Ultimate Evil: An evil (LE, NE, CE) divine spellcaster who possesses this item can cause a flaming crack to open at the feet of a good (LG, NG, CG) divine spellcaster who is up to 100 feet away. The intended victim is swallowed up forever and sent hurtling to the center of the earth. The wielder of the talisman must be evil, and if he or she is not exceptionally foul and perverse in the sights of his or her evil deity (DM's discretion), the good character gains a Reflex saving throw (DC 19) to leap away from the crack. Obviously, the target must be standing on solid ground for this item to function. (In the air, in a high tower, or on a ship are all places of safety against this otherwise potent item.)

A *talisman of ultimate evil* has 6 charges. If a neutral (LN, N, CN) divine spellcaster touches one of these stones, the spellcaster takes 6d6 points of damage. If a good divine spellcaster touches one, he or she takes 8d6 points of damage. All other characters are unaffected by the device.

Caster Level: 18th; *Weight:* -.

Talisman of Reluctant Wishes: A talisman of this sort appears the same as a *stone of controlling earth elementals*. Its powers are quite different, however, and dependent on the Charisma of the individual holding the talisman. Whenever a character touches a *talisman of reluctant wishes*, the character must make a Charisma check (DC 15).

If the character fails, the device reduces the possessor's speed to one-half of normal. Discarding or destroying it results in 5d6 points of damage to the character and the disappearance of the talisman.

If the character succeeds, the talisman remains with the character for 5d6 hours, or until a *wish* is made with it, whichever comes first. It then disappears.

If the character rolls a natural 20, the character finds it impossible to be rid of the talisman for as many months as the character has points of Charisma. In

addition, the artifact grants the character one *wish* for every 6 points of the character's Charisma. It also grows warm and throbs whenever its possessor comes within 20 feet of a mechanical or magic trap. (If the talisman is not held, its warning heat and pulses are of no avail.)

Regardless of which reaction results, the talisman disappears when its time period expires, leaving behind a 10,000 gp diamond in its stead.

Caster Level: 20th; *Weight:* 1 lb.

Unholy Destroyer: These foul blades were once *holy avengers*, but became corrupted by centuries of immersion in the same pits of the Abyss that spawn balors. Demons give these blades to blackguards as payment for a great service. They appear to be longswords with twisted holy symbols embedded in the hilt. A character with an alignment other than chaotic evil who so much as picks up an *unholy destroyer* immediately gains two negative levels. These levels never result in actual level loss, but can never be avoided or *restored*. Putting down the weapon removes the negative levels.

To any character other than a blackguard or fallen paladin, an *unholy destroyer* functions as a *longsword* +2. In the hands of a character with one of the above classes, *unholy destroyers* are *chaotic unholy longswords* +5, and glow like a greenish torch (20ft radius) when a paladin is within 1 mile. Blackguards wielding an *unholy destroyer* gain the ability to smite good one additional time per day with the weapon. Regular fallen paladins gain the ability to smite law an additional time per day.

Caster Level: 20th; *Weight:* 4lb.

Source: Call of Duty

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Major Artifacts

The Saint's Mace: This relic appears to be a simple, well-used cudgel, but its simple appearance hides great power. The *Saint's Mace* has a +5 enhancement bonus and functions as a *holy, lawful, disruption heavy mace*. Further, the wielder can project *searing light* from the mace at will, at 20th caster level.

The Moaning Diamond: The *Moaning Diamond* appears to be an uncut diamond the size of a human fist. At all times, it gives forth a baleful moaning sound, as if in pain. The wielder of the stone can, three times per day, call upon it to reshape earth and stone as if by the *spell stone* shape, affecting 5,000 cubic feet of material. Further, the *Moaning Diamond* can summon an elder earth elemental with maximum hit points that serves the caster until it is slain. Only one such elemental can be summoned at a time; if it is slain, a new creature cannot be summoned for 24 hours.

The Orbs of Dragonkind: Each contains the essence and personality of an ancient dragon of a different variety (one for each of the major ten different chromatic and metallic dragons). The bearer of an *Orb* can *dominate* dragons of its particular variety within 500 feet (as *dominate monster*), the dragon being forced to make a Will save (DC 25) to resist. (Spell resistance has no power against this effect.) Each *Orb of Dragonkind* bestows upon the wielder the AC and saving

throw bonuses of the dragon within. These values replace whatever values the character would otherwise have, regardless whether they are better or worse. These values cannot be modified by any means short of ridding the character of the *Orb*. Further, a character possessing an *Orb of Dragonkind* is immune to the breath weapon - but only the breath weapon - of the dragon variety keyed to the *Orb*. Finally, a character possessing an *Orb* can use the breath weapon of the dragon in the *Orb* three times per day.

All *Orbs of Dragonkind* can be used to communicate verbally and visually with the possessors of the other *Orbs*. The owner of an *Orb* knows whether there are dragons within ten miles at all times. For dragons of the *Orb's* particular variety, the range is one hundred miles. If within one mile of a dragon of the *Orb's* variety, the wielder can determine the exact location and age of the creature. The bearer of one of these *Orbs* earns the enmity forever of all dragonkind for profiting by the enslavement of one of their kin, even if the character later loses the item.

Each *Orb* also has an individual power that can be invoked once per round at 10th caster level:

- *Black Dragon Orb:* fly.
- *Blue Dragon Orb:* haste.
- *Brass Dragon Orb:* teleport.
- *Bronze Dragon Orb:* scrying.
- *Copper Dragon Orb:* suggestion.
- *Gold Dragon Orb:* Special. The owner of the gold *Orb* can call upon any power possessed by one of the other orbs-including the *dominate* and breath weapon abilities but not AC, saves or breath weapon immunity-but can only use an individual power once per day. Further, the character can dominate any other possessor of an *Orb* within one mile (DC 16).
- *Green Dragon Orb:* spectral force.
- *Red Dragon Orb:* wall of fire.
- *Silver Dragon Orb:* cure critical wounds.
- *White Dragon Orb:* protection from elements (cold only).

The Shadowstaff: The *Shadowstaff* makes the wielder slightly shadowy and incorporeal, granting him or her a +4 bonus to AC and Reflex saves (stackable with any other bonuses). However, in bright light (such as that of the sun, but not a torch) or in absolute darkness, the wielder suffers a -2 penalty to all attack rolls, saves, and checks. The *Shadowstaff* also has these powers:

Summon Shadows: Three times per day the staff may summon 2d4 shadows. Immune to turning, they serve the wielder as if called by a *summon monster V* spell cast at 20th level.

Summon Nightshade: Once per month, the staff can summon a nightcrawler nightshade that serves the wielder as if called by a *summon monster IX* spell cast at 20th level.

Shadow Form: Three times per day the wielder can

become a living shadow, with all the movement powers granted by the *gaseous form* spell.

Shadow Bolt: Three times per day the staff can project a ray attack that deals 10d6 points of cold damage to a single target. The shadow bolt has a range of 100 feet.

The Shield of the Sun: This +5 *large shield*, emblazoned with the symbol of the sun, allows the wielder to cast spells as if he or she were a 20th-level paladin with a Wisdom score of 20. The spells gained are cumulative with any existing spells per day that the character might have, even if the character is already a paladin. The *Shield of the Sun* also grants spell resistance 15 to its wielder. Furthermore, it absorbs the first 10 points of damage each round from fire, cold, acid, electricity, and sonic attacks. (Each element has its own limit of 10 points of damage per round.) In return for all this, once per year the shield's owner must undertake a quest (no saving throw to avoid this) at the behest of a lawful good deity.

A character who is evil or chaotic (LE, NE, CE, CN, CG) gains four negative levels if the character attempts to use this artifact. Although these levels never result in actual level loss, they remain as long as the shield is in hand and cannot be overcome in any way (including restoration spells). The negative levels disappear when the shield is stowed or leaves the wearer's possession.

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