

First-Level Spells

Affect Normal Fires (Alteration)

Range: 5 yds./level
Components: V,S,M
Duration: 2 rds./level
Casting Time: 1
Area of Effect: 10-ft. radius
Saving Throw: None

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

Alarm (Abjuration, Evocation)

Range: 10 yds.
Components: V,S,M
Duration: 4 hrs. + 1/2 hr./level
Casting Time: 1 rd.
Area of Effect: Up to 20-ft. cube
Saving Throw: None

When an alarm spell is cast, the wizard causes a selected area to react to the presence of any creature larger than a normal rat--anything larger than about 1/2 cubic foot in volume or more than about three pounds in weight. The area of effect can be a portal, a section of floor, stairs, etc. As soon as any creature enters the warded area, touches it, or otherwise contacts it without speaking a password established by the caster, the alarm spell lets out a loud ringing that can be heard clearly within a 60-foot radius. (Reduce the radius by 10 feet for each interposing door and by 20 feet for each substantial interposing wall.) The sound lasts for one round and then ceases. Ethereal or astrally projected creatures do not trigger an alarm, but flying or levitating creatures, invisible creatures, or incorporeal or gaseous creatures do. The caster can dismiss the alarm with a single word.

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

Animate Dead Animals (Necromancy)

Range: 10 feet
Components: V,S,M
Duration: Permanent
Casting Time: 2 rounds
Area of Effect: Special
Saving Throw: None

This spell creates undead skeletons and zombies from the bones and bodies of dead animals, specifically vertebrates (fish, amphibians, reptiles, birds, and mammals). The animated remains obey simple verbal commands given by the caster, regardless of the language employed. Only naturally occurring animals of no higher than semi-intelligence can be animated with this particular spell (lizards, cats, frogs, weasels, tigers, and so on), including minimal and non-magical, giant-sized animals. These undead remain animated until they are destroyed in combat or turned; the animating

magic cannot be dispelled.

The number of undead that a wizard can animate depends on the animal's original hit dice, the caster's level, and the type of undead being created.

The caster can create the following number of animal skeletons:

1/4 animal or less: 4/caster level
1 to 1 HD animal: 2/caster level
1+ to 3 HD animal: 1/caster level
3+ to 6 HD animal: 1/2 caster levels
Animal of over 6 HD: 1/4 caster levels

The caster can create the following number of animal zombies:

1/4 HD animal or less: 2/caster level
1/2 to 1-1 HD animal: 1/caster level
1 to 3 HD animal: 1/2 caster levels
Animal of over 3 HD: 1/4 caster levels

Animated skeletons of animals that had 1/4 to 1 HD conform to the statistics of animal skeletons (see "Skeleton" in the MC). Skeletons of animals that had less than 1/4 HD when living conform to those same statistics, with the following changes: AC 9, HD 1/4; hp 1, #AT 1, Dmg 1. Skeletons of those animals of over 1 HD conform to the regular animal statistics in the MM, with the following changes: armor class is worsened by two (AC 10 maximum), damage per attack is reduced by two (1 hp minimum), and movement is reduced by half. Animal zombies conform to the statistics for the particular animal that has been animated, with the following changes: the animal's number of hit dice is increased by one, AC is worsened by three (AC 8 maximum), and movement is reduced by half.

Skeletal and zombie animals gain the standard undead immunities (resistance to cold-based, sleep, charm, and hold spells), but lose any normal defenses that the living animal might have had. They also lose any special attacks (raking of rear claws, swallowing whole, and so on) and cannot inject poison or emit fluids, such as muck or saliva. Swallowing does no further damage to the creature swallowed, except to trap it within the swallower's rib cage. Priests gain a +1 bonus when turning these undead.

This spell is often a necromancer's first experience animating corpses. For this to work, the animal bodies or skeletons must be intact. The material components are a blood drop and bone chip from the same species as the target remains (only animals belonging to the same species may be animated per spell).

Armor (Conjuration)

Range: Touch
Components: V,S,M
Duration: Special
Casting Time: 1 rd.
Area of Effect: 1 creature
Saving Throw: None

By means of this spell, the wizard creates a magical field of force that serves as if it were scale mail armor (AC 6). The spell has no effect on a person already armored or a creature with Armor Class 6 or better. It is not cumulative with the shield spell, but it is cumulative with Dexterity and, in case of fighter/mages, with the shield bonus. The armor spell does not hinder movement or prevent spellcasting, and adds no weight or encumbrance. It lasts until successfully dispelled or until the wearer sustains cumulative damage totaling greater than 8 points + 1 per level of the caster. (It is important to note that the armor does not absorb this damage. The armor merely grants an AC of 6; the wearer still suffers full damage from any successful attacks.) Thus, the wearer might suffer 8 points from an attack, then several minutes later sustain an additional 1 point of damage. Unless the spell were cast by a wizard of 2nd level or higher, it would be dispelled at this time. Until it is dis-

pelled, the armor spell grants the wearer full benefits of the Armor Class gained.

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

Audible Glamer (Illusion/Phantasm)

Range: 60 yds. + 10 yds./level
Components: V,S,M
Duration: 3 rds./level
Casting Time: 1
Area of Effect: Hearing range
Saving Throw: Special

When the audible glamer spell is cast, the wizard causes a volume of sound to arise, at whatever distance he desires (within range), and seem to recede, approach, or remain at a fixed place as desired. The volume of sound created, however, is directly related to the level of the spellcaster. The volume is based upon the lowest level at which the spell can be cast, 1st level. The noise of the audible glamer at this level is that of four men, maximum. Each additional experience level of the wizard adds a like volume, so that at 2nd level the wizard can have the spell cause sound equal to that of eight men. Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The auditory illusion created by an audible glamer spell can be virtually any type of sound, but the relative volume must be commensurate with the level of the wizard casting the spell. A horde of rats running and squeaking is about the same volume as eight men running and shouting. A roaring lion is equal to the noise volume of 16 men, while a roaring dragon is equal to the noise volume of no fewer than 24 men.

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

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

Burning Hands (Alteration)

Range: 0
Components: V,S
Duration: Instantaneous
Casting Time: 1
Area of Effect: The caster
Saving Throw: 1/2

When the wizard casts this spell, a jet of searing flame shoots from his fingertips. His hands must be held so as to send forth a fanlike sheet of flames: The wizard's thumbs must touch each other and the fingers must be spread. The burning hands send out flame jets 5 feet long in a horizontal arc of about 120 degrees in front of the wizard. Any creature in the area of the flames suffers 1d3 points of damage, plus 2 points for each level of experience of the spellcaster, to a maximum of 1d3+20 points of fire damage. Those successfully saving vs. spell receive half damage. Flammable materials touched by the fire burn (for example, cloth, paper, parchment, thin wood, etc.). Such materials can be extinguished in the next round if no other action is taken.

Cantrip (All Schools)

Range: 10 ft.
Components: V,S
Duration: 1 hr./level
Casting Time: 1
Area of Effect: Special
Saving Throw: None

Cantrips are minor spells studied by wizards during their apprenticeship, regardless of school. The cantrip spell is a practice method for the apprentice, teaching him how to tap minute amounts of magical energy. Once cast, the cantrip spell enables the caster to create minor magical effects for the duration of the spell. However, these effects are so minor that they have severe limitations. They are completely unable to cause a loss of hit points, cannot affect the concentration of spellcasters, and can only create small, obviously magical materials. Furthermore, materials created by a cantrip are extremely fragile and cannot be used as tools of any sort. Lastly, a cantrip lacks the power to duplicate any other spell effects.

Whatever manifestation the cantrip takes, it remains in effect only as long as the wizard concentrates. Wizards typically use cantrips to impress common folk, amuse children, and brighten dreary lives. Common tricks with cantrips include tinklings of ethereal music, brightening faded flowers, glowing balls that float over the caster's hand, puffs of wind to flicker candles, spicing up aromas and flavors of bland food, and little whirlwinds to sweep dust under rugs. Combined with the unseen servant spell, it's a tool to make housekeeping and entertaining simpler for the wizard.

Change Self (Illusion/Phantasm)

Range: 0
Components: V,S
Duration: 2d6 rds. + 2 rds./level
Casting Time: 1
Area of Effect: The caster
Saving Throw: None

This spell enables the wizard to alter the appearance of his form--including clothing and equipment--to appear 1 foot shorter or taller; thin, fat, or in between; human, humanoid, or any other generally man-shaped bipedal creature. The caster cannot duplicate a specific individual. The spell does not provide the abilities or mannerisms of the chosen form. The duration of the spell is 2d6 rounds plus two additional rounds per level of experience of the spellcaster. The DM may allow a saving throw for disbelief under certain circumstances: for example, if the caster acts in a manner obviously inconsistent with his chosen role. The spell does not alter the perceived tactile (i.e., touch) properties of the caster or his equipment, and the ruse can be discovered in this way.

Charm Person (Enchantment/Charm)

Range: 120 yds.
Components: V,S
Duration: Special
Casting Time: 1
Area of Effect: 1 person
Saving Throw: Neg.

This spell affects any single person it is cast upon. The term person includes any bipedal human, demihuman or humanoid of man-size or smaller, such as brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, troglodytes, and others. Thus, a 10th-level fighter could be charmed, but an ogre could not.

The person receives a saving throw vs. spell to avoid the effect, with any adjustment due to Wisdom (see Table 5). If the person receives damage from the caster's group in the same round the charm is cast, an additional bonus of +1 per hit point of damage received is added to the victim's saving throw.

If the spell recipient fails his saving throw, he regards the caster as a trust-

ed friend and ally to be heeded and protected. The spell does not enable the caster to control the charmed creature as if it were an automaton, but any word or action of the caster is viewed in the most favorable way. Thus, a charmed person would not obey a suicide command, but he might believe the caster if assured that the only chance to save the caster's life is for the person to hold back an onrushing red dragon for "just a minute or two." Note also that the spell does not endow the caster with linguistic capabilities beyond those he normally possesses (i.e., he must speak the victim's language to communicate his commands).

The duration of the spell is a function of the charmed person's Intelligence and is tied to the saving throw. The spell may be broken if a successful saving throw is rolled, and this saving throw is checked on a periodic basis, according to the creature's Intelligence (see the following table). If the caster harms, or attempts to harm, the charmed person by some overt action, or if a dispel magic spell is successfully cast upon the charmed person, the charm spell is broken.

If two or more charm effects simultaneously affect a creature, the result is decided by the DM. This could range from one effect being clearly dominant, to the subject being torn by conflicting desires, to new saving throws that could negate both spells.

Note that the subject has full memory of the events that took place while he was charmed.

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

Note: The period between checks is the time period during which the check occurs. When to roll the check during this time is determined (randomly or by selection) by the DM. The roll is made secretly.

Chill Touch (Necromancy)

Range: 0
 Components: V,S
 Duration: 3 rds. + 1 rd./level
 Casting Time: 1
 Area of Effect: The caster
 Saving Throw: Neg.

When the caster completes this spell, a blue glow encompasses his hand. This energy attacks the life force of any living creature upon which the wizard makes a successful melee attack. The touched creature must roll a successful saving throw vs. spell or suffer 1d4 points of damage and lose 1 point of Strength. If the save is successful, the creature remains unharmed. Creatures not rated for Strength suffer a -1 penalty to their attack rolls for every other successful touch. Lost Strength returns at the rate of 1 point per hour. Damage must be cured magically or healed naturally.

This spell has a special effect on undead creatures. Undead touched by the caster suffer no damage or Strength loss, but they must successfully save vs. spell or flee for 1d4 rounds + 1 round per level of the caster.

Color Spray (Alteration)

Range: 0
 Components: V,S,M

Duration: Instantaneous
 Casting Time: 1
 Area of Effect: 5 x 20 x 20 ft. wedge
 Saving Throw: Special

Upon casting this spell, the wizard causes a vivid, fan-shaped spray of clashing colors to spring forth from his hand. From one to six creatures (1d6) within the area are affected in order of increasing distance from the wizard. All creatures above the level of the spellcaster and all those of 6th level or 6 Hit Dice or more are entitled to a saving throw vs. spell. Blind or unseeing creatures are not affected by the spell.

Creatures not allowed or failing saving throws, and whose Hit Dice or levels are less than or equal to the spellcaster's level, are struck unconscious for 2d4 rounds; those with Hit Dice or levels 1 or 2 greater than the wizard's level are blinded for 1d4 rounds; those with Hit Dice or levels 3 or more greater than that of the spellcaster are stunned (reeling and unable to think or act coherently) for one round.

The material components of this spell are a pinch each of powder or sand that is colored red, yellow, and blue.

Comprehend Languages (Alteration) Reversible

Range: Touch
 Components: V,S,M
 Duration: 5 rds./level
 Casting Time: 1 rd.
 Area of Effect: 1 speaking creature or written text
 Saving Throw: None

When this spell is cast, the wizard is able to understand the spoken words of a creature or read an otherwise incomprehensible written message (such as writing in another language). In either case, the wizard must touch the creature or the writing. Note that the ability to read does not necessarily impart understanding of the material, nor does the spell enable the caster to speak or write an unknown language. Written material can be read at the rate of one page or equivalent per round. Magical writing cannot be read, other than to know it is magical, but the spell is often useful when deciphering treasure maps. This spell can be foiled by certain warding magic (the 3rd-level secret page and illusionary script spells), and it does not reveal messages concealed in otherwise normal text.

The material components of this spell are a pinch of soot and a few grains of salt.

The reverse of this spell, confuse languages, cancels a comprehend languages spell or renders a writing or a creature's speech incomprehensible, for the same duration as above.

Conjure Spell Component (Conjuration/Summoning)

Range: 1 mile/level
 Components: V,S
 Duration: 1 round
 Casting Time: 1
 Area of Effect: 3 components/level
 Saving Throw: None

When this spell is cast, the wizard teleports desired items directly to his hand. The objects must be naturally occurring components for spells the wizard knows and they must be within spell range. The components must be items commonly found in the area, such as a twig, feather, firefly, or bit of beeswax in a forest.

If the components lie underground or underwater at a depth greater than 10 feet, they cannot be conjured, even if the caster is at a similar depth (such as in a cavern or at the bottom of a lake).

The spell will not cause the appearance of components whose value ex-

ceeds 1 gp. Thus, it is impossible to summon gemstones, crystals, metals, pearls, etc. Additionally, components cannot be manmade or altered from their natural state (coins, jewelry, cut or crushed gems, mirrors, etc.), nor can they be taken from someone else's possession.

A single conjure spell component spell will summon three components per level of the caster. They may be three different components or multiples of a single component.

Attempts to conjure an animal's body parts (such as bat fur) produce unpredictable results. The DM should roll on the table below.

D4 Roll	Result
1	Desired component appears.
2	Component does not appear.
3	Creature is teleported to the caster.
4	Caster is teleported to the creature.

Only animals with Intelligence scores of 1-4 can be affected by this spell. Humanoids and fantastic animals (dragons, bugbears, unicorns, etc.) cannot be affected.

In all cases, the DM must use common sense to determine the likelihood of the component being located within spell range.

Copy (Evocation)

Range: Special
 Components: V,S,M
 Duration: Instantaneous
 Casting Time: 1 round
 Area of Effect: One object
 Saving Throw: Special

Copy enables the caster to make a perfect copy of a map, letter, or any other written or drawn document. The caster must have a blank parchment or a book with blank pages of sufficient size to hold the copy. The caster holds the blank object over the object to be copied, then casts the spell; the copy immediately appears on the formerly blank object. The copy is permanent and is a perfect duplicate of the original.

Copy can also be used to copy spells from a new spell book into the caster's spell book, assuming the caster's spell book is of sufficient size to contain the new spells. The caster must first roll to see if he can learn the new spells; if so, he can cast copy to instantly copy them into his spell book.

The material components for this spell are a piece of blank parchment (or a book with blank pages, as described above), and a drop of black ink.

Corpse Link (Necromancy, Alteration)

Range: 10 yards/level
 Components: V,S,M
 Duration: 1 turn/level
 Casting Time: 1
 Area of Effect: Caster
 Saving Throw: None

With this versatile spell, a wizard establishes a sensory link between himself or herself and a corpse or freshly animated zombie of a human, demihuman, or humanoid within the spell's range. This link allows the caster to gather sensory information from the vicinity of the cadaver or undead being. For every three levels of experience past the 1st, the wizard gains the ability to collect information from an additional sense via the corpse link. At 4th level, for instance, the wizard may choose up to two senses (up to three at 7th level, four at 10th level, and all five at 13th level).

Sight: The caster can see what the corpse or undead creature sees as if looking through one of the creature's eyes.

Sound: The wizard can now hear through one ear, exactly as if standing at the corpse's current location (if a wizard/thief, the caster can use his or her hear noise ability too).

Smell: With one nostril, the wizard can now smell things exactly as if standing at the corpse's current location. The spell conveniently masks the putrefying stench of the cadaver (if any) so that subtle variations of aroma (like the scent of a rose) can easily be detected.

Taste: The caster can taste any substance which is introduced into the corpse's mouth. The substance (which may be solid or liquid) tastes exactly as if the wizard had placed it on one side of his or her own tongue. This can be especially useful when checking for poison in food or identifying unknown potions. Thankfully, the taste of the corpse's own rotting flesh can be masked out by the spell.

Touch: The caster gains the ability to sense the textural and environmental conditions, with a single hand, as if standing at the corpse's location. The wizard can gauge the surface texture and temperature of any object or substance which is placed in contact with the corresponding hand of the corpse.

The type and number of sensory signals is chosen by the wizard at the time of casting, and cannot be changed for the duration of the spell. The caster collects all the sensory information through a single organ (eye, ear, nostril, half of the tongue, or hand) belonging to the corpse or undead recipient. This organ need not be attached to the rest of the cadaver for the spell to function properly.

While the spell is in effect, the wizard can still see/hear/smell/taste/touch normally through other (unlinked) organs. For example, a necromancer harvests the left eye from a fresh cadaver (with a successful Anatomy ability check) and places it on a high ledge, with a strategic view of a front door. If the spell is now cast, the wizard's left eye would be able to see through the left eye of the corpse and spy on any visitors, while his or her right eye remains normal.

Furthermore, if the target of the spell is a zombie, the magic enables the caster to issue simple commands to the undead creature via this link. The commands can be no longer than four words and can deal only with the creature's movement (turn left, walk forward two steps, and so on) If either the caster or the undead creature moves beyond the range of the spell, the effects are negated. Corpse link does not impart any animation to dead tissue; if cast on a regular cadaver, it remains stationary for the duration of the spell.

The material component is a fresh corpse or a newly-animated zombie. Unless some form of preservative magic has been employed to protect the corpse's decaying sensory organs (such as embalm or spirit bind), this spell cannot be employed on the remains of one who has been dead for longer than 1 day per level of the caster. This spell also requires the appropriate sensory organ of an animal or monster noted for its keen senses (such as the eyes of a hawk, ear of a rabbit, snout of a pig, and so on).

Chromatic Orb (Alteration, Evocation)

Range: 0
 Components: V,S,M
 Duration: Special Casting
 Time: 1
 Area of Effect: One creature
 Saving Throw: Neg.

This spell causes a 4-inch-diameter sphere to appear in the caster's hand. Within the limits described below, the sphere can appear in a variety of colors; each color indicates a different special power. The caster can hurl the sphere at an opponent up to 30 yards away, providing there are no barriers between the caster and the target. If the target is no more than 10 yards away, the caster's to hit roll is made with a +3 bonus. If the target is 10-20 yards

away, the caster's roll is made with a + 2 bonus. If the target is 20-30 yards away, the caster's roll is made with a + 1 bonus.

If the chromatic orb misses its target, it dissipates without effect. If the target creature makes a successful saving throw, the chromatic orb is also ineffective. Otherwise, the color of the orb determines the amount of damage inflicted and its special power, as summarized on Table 16; details about the special powers are listed below. The caster can create a single orb of any color listed for his level or lower; for instance, a 3rd-level wizard can create an orange, red, or white orb.

The material component for this spell is a gem of the appropriate hue or any diamond. The gem must have a value of at least 50 gp.

Light from the orb causes the victim to become surrounded by light to a radius of 20 feet, as if affected by a light spell. The effect lasts for 1 round, during which time the victim makes his attack rolls and saving throws at a -4 penalty, and his AC is penalized by 4. Heat from the orb is intense enough to melt 1 cubic yard of ice. The victim suffers a loss of 1 point of Strength and 1 point of Dexterity (or for victims without these attributes, -1 to hit and a penalty of 1 to AC) for 1 round. Fire from the orb ignites all combustible materials within 3 feet of the victim. Blindness from the orb causes the victim to become blind as per the spell. The effect lasts for 1 round/level of the caster. Stinking cloud from the orb surrounds the victim in a 5-foot-radius noxious cloud. The victim must save vs. poison or will be reeling and unable to attack until he leaves the area of the vapors. Magnetism from the orb has an effect only if the victim is wearing armor made from iron. The iron armor becomes magically magnetized for 3-12 (3d4) rounds. Other iron objects within 3 feet of the caster will stick tight to the magnetized armor; only dispel magic or a similar spell can release the stuck items. At the end of the spell's duration, the stuck items are released.

Paralysis from the orb causes the victim to become paralyzed for 6-20 (2d8+4) rounds; a successful saving throw vs. paralyzation halves the number of rounds.

Petrification from the orb turns the victim to stone. If the victim successfully saves vs. petrification, he avoids turning to stone and instead is slowed (as per the spell) for 2-8 (2d4) rounds. Death from the orb causes the victim to die. If the victim successfully saves vs. death magic, he avoids death and instead is paralyzed for 2-5 (1d4+1) rounds.

Table 16: Chromatic Orb Effects

Level of Caster	Color of Orb Generated	Hit Points of Damage	Special Power
1st	White	1-4	Light
2nd	Red	1-6	Heat
3rd	Orange	1-8	Fire
4th	Yellow	1-10	Blindness
5th	Green	1-12	Stinking Cloud
6th	Turquoise	2-8	Magnetism
7th	Blue	2-16	Paralysis
10th	Violet	slow	Petrification
12th	Black	paralysis	Death

Corpse Visage (Illusion, Necromancy)

Range: Touch
 Components: V,S,M
 Duration: 1 round/level
 Casting Time: 1 round
 Area of Effect: Creature touched
 Saving Throw: Neg.

This spell transforms the caster's face or the face of any creature touched by the caster into the horrifying visage of a rotting corpse. The effect of this illusion is so startling that when it is viewed by opponents, the wizard's party adds a modifier of +2 to their surprise roll. Creatures with low Intelligence

or higher (Intelligence of 5 or greater) and with 1 Hit Die or less (or who are 1st level or lower) must make a successful saving throw when first viewing corpse visage or flee in terror for 1-4 rounds.

Corpse visage does not distinguish between friend and foe, and all who view it are subject to its effects. If the spell is cast upon an unwilling victim, the victim is allowed a saving throw to avoid the effect.

The material component is a rag or piece of cloth taken from a corpse. The cloth must be prepared by dotting it with paints of assorted colors.

Dancing Lights (Alteration)

Range: 40 yds. + 10 yds./level
 Components: V,S,M
 Duration: 2 rds./level
 Casting Time: 1
 Area of Effect: Special
 Saving Throw: None

When a dancing lights spell is cast, the wizard creates, at his option, from one to four lights that resemble either torches or lanterns (and cast that amount of light), glowing spheres of light (such as evidenced by will-o-wisps), or one faintly glowing, vaguely manlike shape, somewhat similar to that of a creature from the Elemental Plane of Fire. The dancing lights move as the spellcaster desires, forward or back, straight or turning corners, without concentration upon such movement by the wizard. The spell cannot be used to cause blindness (see the 1st-level light spell), and it winks out if the range or duration is exceeded.

The material component of this spell is either a bit of phosphorus or wychwood, or a glowworm.

Detect Disease (Divination)

Range: 10 yards
 Components: V,S,M
 Duration: 1 round/level
 Casting Time: 1
 Area of Effect: 1 creature or object
 Saving Throw: None

Detect disease reveals to the wizard whether a subject creature or object carries a disease, whether normal or magical. Additionally, there is a 10 percent chance per level of the caster that he is able to identify the exact type of disease.

The material component for this spell is a twig or small branch from any tree.

Detect Magic (Divination)

Range: 0
 Components: V,S
 Duration: 2 rds./level
 Casting Time: 1
 Area of Effect: 10 x 60 ft.
 Saving Throw: None

When the detect magic spell is cast, the wizard detects magical radiations in a path 10 feet wide and up to 60 feet long, in the direction he is facing. The intensity of the magic can be determined (dim, faint, moderate, strong, overwhelming), and the wizard has a 10% chance per level to recognize if a certain type of magic (alteration, conjuration, etc.) is present. The caster can turn, scanning a 60-degree arc per round. A stone wall of 1 foot or more thickness, solid metal of 1 inch thickness, or a yard or more of solid wood blocks the spell. Magical areas, multiple types of magic, or strong local magical emanations may confuse or conceal weaker radiations. Note that this

spell does not reveal the presence of good or evil, or reveal alignment. Other-planar creatures are not necessarily magical.

Detect Phase (Divination, Dimension)

Range: 0
 Components: V,S
 Duration: 2 rds./level
 Casting Time: 1
 Area of Effect: 10 x 60 ft.
 Saving Throw: None
 Subtlety: +2
 Knockdown: None
 Sensory: Moderate visual
 Critical: None

Creatures or objects that are phased - that is, in the Border Ethereal Plane - can be detected by using this spell. The spell affects a path 60 feet long and 10 feet wide; any phased creatures or objects in this area are revealed as soft, blue glowing outlines visible to anyone in the vicinity. Creatures or effects detected by this spell include: phase spiders, ghosts in their ethereal state, characters or creatures employing oil of ethereality, psionic ethereality or phasing, and all other similar effects. Doorways or portals to extradimensional spaces are also detected, although anything hidden within remains unseen.

Detect phase does not reveal the location of creatures or objects concealed by magical invisibility or illusions. Note that detecting a phased monster doesn't necessarily give the caster the ability to attack it, but creatures such as phase spiders lose any special surprise bonuses they may receive if they are detected by using this spell.

Detect Secret Passages and Portals (Divination)

Range: 0
 Duration: 1 turn
 Area of Effect: 10 x 10 ft. area/level
 Subtlety: +2
 Sensory: None
 Components: V,S
 Casting Time: 1
 Saving Throw: None
 Knockdown: None
 Critical: None

This spell enables a wizard to detect secret doors, compartments, caches, and similar devices. Only passages, doors, or openings that have been deliberately constructed so as to escape detection are detected by this spell - a trap door buried beneath crates in a cellar, an illusory wall, or an amulet left in a cluttered room would not be detected. The wizard affects an area of 10 feet square per level, so a 4th-level wizard could search four sections of wall, floor, or ceiling. Any doorways or openings detected by this spell glow softly for one full turn. It's possible that a wizard might not find a secret compartment in the area of effect if the compartment is behind or under another object that covers it completely. This spell only detects the doorway or opening; the wizard may have to search for a mechanism or catch that opens the door.

Detect Undead (Divination, Necromancy)

Range: 0
 Components: V,S,M
 Duration: 3 turns
 Casting Time: 1rd.
 Area of Effect: 60 ft. + 10 ft./level
 Saving Throw: None

This spell enables the caster to detect all undead creatures out to the limit of the spell. The area of effect extends in a path 10 feet wide and 60 feet long (plus 10 feet longer per level of the wizard), in the direction the caster is facing. Scanning a direction requires one round, and the caster must be motionless. While the spell indicates direction, it does not give specific location or distance. It detects undead through walls and obstacles but is blocked by 1 foot of solid stone, 1 yard of wood or loose earth, or a thin coating of metal. The spell does not indicate the type of undead detected, only that undead are present.

The material component for this spell is a bit of earth from a grave.

Dictation (Invocation/Evocation, Geometry)

Range: 10-ft. radius
 Duration: 1 turn/level
 Area of Effect: Special
 Subtlety: +2
 Sensory: Small audio
 Components: V,M
 Casting Time: 1
 Saving Throw: None
 Knockdown: None
 Critical: None

This spell causes any words spoken by the wizard or anyone within 10 feet of him to appear on a piece of paper or the blank page of a book. It is useful for recording conversations, verbal agreements, interrogations, or even notes or observations if the wizard doesn't want to take the time to write them down himself. Generally, a person reading aloud takes about one to five minutes to read a page, depending on how many words are on a page.

Foreign languages are not translated, although foreign words are given the correct alphabetic spelling in the wizard's native tongue; for example, the phrase *c'est la vie* would appear as it does here, with no English translation, but a phrase or name in Arabic or Chinese would not be transcribed in those alphabets. Magical spells and invocations are not recorded, so this spell can't be used to create a backup copy of a scroll even as it's read by the wizard, but a clever wizard may be able to record a magical item's command word if an enemy within range uses it while the spell is in effect.

The material component for this spell is the blank page, scroll, or paper that the dictation will appear on. This must be prepared with a special wash of vinegar, which brings the cost to 10 gold pieces per page so readied.

Divining Rod (Divination, Enchantment)

Range: 60 yards
 Components: V,S,M
 Duration: 1 round/level
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: None

This spell enables the caster to enchant the branch of a ginkgo or fruit tree to locate a common item that is hidden from view. Unlike locate object, the caster does not need to have a specific mental image of a particular item; rather, he only needs to state the name of the general type of item he wishes to locate such as buried treasure, edible plants, or fresh water. However, divining rod will not locate invisible or magical items, nor will it locate items protected by obscure item or a similar spell.

Once the branch is enchanted, the caster holds the branch with both hands. If the desired item is within the range of the spell, the enchanted

branch points in the direction of the item and gently pulls the caster along. The spell is not blocked by lead or any other substance. However, if an impenetrable obstacle is reached, such as the ground or a wall, the branch presses against it and stops. If there is no item matching the description within the spell range, the branch does not react, although the caster can move about and continue to search.

The material component for this spell is the branch from a ginkgo tree or a fruit tree, such as peach, apple, or lemon. The branch must be shaped like the letter Y, so that the caster can grasp a fork of the branch in each hand.

Enlarge (Alteration) Reversible

Range: 5 yds./level
Components: V,S,M
Duration: 5 rds./level
Casting Time: 1
Area of Effect: 1 creature or object
Saving Throw: Neg.

This spell causes instant growth of a creature or object, increasing both size and weight. It can be cast only upon a single creature (or a symbiotic or community entity) or upon a single object that does not exceed 10 cubic feet in volume per caster level. The object or creature must be seen to be affected. It grows by up to 10% per level of experience of the wizard, increasing this amount in height, width, and weight.

All equipment worn or carried by a creature is enlarged by the spell. Unwilling victims are entitled to a saving throw vs. spell. A successful saving throw means the spell fails. If insufficient room is available for the desired growth, the creature or object attains the maximum possible size, bursting weak enclosures in the process, but it is constrained without harm by stronger materials—the spell cannot be used to crush a creature by growth.

Magical properties are not increased by this spell—a huge sword +1 is still only +1, a staff-sized wand is still only capable of its normal functions, a giant-sized potion merely requires a greater fluid intake to make its magical effects operate, etc. Weight, mass, and strength are affected, though. Thus, a table blocking a door would be heavier and more effective, a hurled stone would have more mass (and cause more damage), chains would be more massive, doors thicker, a thin line turned to a sizeable, longer rope, and so on. A creature's hit points, Armor Class, and attack rolls do not change, but damage rolls increase proportionately with size.

For example, a fighter at 160% normal size hits with his long sword and rolls a 6 for damage. The adjusted damage roll is 10 (that is, $6 \times 1.6 = 9.6$, rounded up). Bonuses due to Strength, class, and magic are not altered.

The reverse spell, reduce, negates the enlarge spell or makes creatures or objects smaller.

The creature or object loses 10% of its original size for every level of the caster, to a minimum of 10% of the original size. Thereafter, the size shrinks by 1-foot increments to less than 1 foot, by 1-inch increments to 1 inch, and by 1/10-inch increments to a minimum of 1/10 of an inch—the recipient cannot dwindle away to nothingness.

For example, a 16-foot-tall giant reduced by a 15th-level wizard (15 steps) would be reduced to 1.6 feet (in nine steps), then to 6/10 of a foot or 7.2 inches (in one step), and finally to 2.2 inches (in the last five steps). A shrinking object may damage weaker materials affixed to it, but an object will shrink only as long as the object itself is not damaged. Unwilling creatures are allowed a saving throw vs. spell.

The material component of this spell is a pinch of powdered iron.

Erase (Alteration)

Range: 30 yds.
Components: V,S
Duration: Permanent
Casting Time: 1

Area of Effect: 1 scroll or 2 pages
Saving Throw: Special

The erase spell removes writings of either magical or mundane nature from a scroll or from one to two pages of paper, parchment, or similar surfaces. It removes explosive runes, glyphs of warding, sepia snake sigils, and wizard marks, but it does not remove illusory script or symbols (see those spells). Nonmagical writings are automatically erased if the caster is touching them; otherwise, the chance for success is 90%. Magical writings must be touched, and are only 30% likely to be erased, plus 5% per caster level, to a maximum of 90% (for example, 35% for a 1st-level caster, 40% for a 2nd-level caster, etc.).

Exterminate (Necromancy)

Range: 10 feet
Components: V,S,M
Duration: Instantaneous
Casting Time: 1
Area of Effect: 1 small creature or 1 cubic foot per level (up to 10 creatures or 10 cubic feet maximum).
Saving Throw: None

In the hands of a novice spell-caster, this spell instantaneously snuffs out the life forces of small rodents and vermin in the area of effect, including such normal pests as flies, mice, beetles, rats, spiders, and the like. Only creatures with 1-3 hp per level of the caster (9 hp maximum) and animal intelligence can be exterminated. More powerful wizards can thus affect bigger pests, including large spiders, stirges, poisonous snakes, and giant or huge centipedes. If the targeted creatures are extremely small (1 hp or less), then an area up to 1 cubic foot per level (10 cubic feet maximum) can be cleansed of pests.

This spell is well-suited to indoor or outdoor applications and is a favourite among necromancers who live among pestilence. Occasionally, cruel mages have been known to exterminate benign animals (and sometimes even others' pets) with the spell. The somatic gesture is a pointed finger, while the caster verbalises a low zzzt sound. The material components are a pinch of lavender and dried garlic.

Feather Fall (Alteration)

Range: 10 yds./level
Components: V
Duration: 1 rd./level
Casting Time: 1
Area of Effect: Special
Saving Throw: None

When this spell is cast, the creature(s) or object(s) affected immediately assumes the mass of a piece of down. The rate of falling is instantly changed to a mere 2 feet per second (120 feet per round), and no damage is incurred upon landing while the spell is in effect. However, when the spell duration ceases, a normal rate of fall occurs. The spell can be cast upon the wizard or some other creature or object up to the maximum range and lasts for one round for each level of the wizard. The feather fall affects one or more objects or creatures in a 10-foot cube, as long as the maximum weight of the creatures or objects does not exceed a combined total of 200 pounds plus 200 pounds per level of the spellcaster.

For example, a 2nd-level wizard has a range of 20 yards, a duration of two rounds, and a weight limit of 600 pounds when casting this spell. The spell works only upon free-falling, flying, or propelled objects (such as missiles). It does not affect a sword blow or a charging creature. Note that the spell can be effectively combined with gust of wind and similar spells.

Find Familiar (Conjuration/Summoning)

Range: 1 mile/level
Components: V,S,M
Duration: Special
Casting Time: 2d12 hours
Area of Effect: 1 familiar
Saving Throw: Special

This spell enables the caster to attempt to summon a familiar to act as his aide and companion. Familiars are typically small creatures, such as cats, frogs, ferrets, crows, hawks, snakes, owls, ravens, toads, weasels, or even mice. A creature acting as a familiar can benefit a wizard, conveying its sensory powers to its master, conversing with him, and serving as a guard/scout/spy as well. A wizard can have only one familiar at a time, however, and he has no control over what sort of creature answers the summoning, if any at all come.

The creature is always more intelligent than others of its type (typically by 2 or 3 Intelligence points), and its bond with the wizard confers upon it an exceptionally long life. The wizard receives the heightened senses of his familiar, which grants the wizard a +1 bonus to all surprise die rolls. Normal familiars have 2-4 hit points plus 1 hit point per caster level, and an Armor Class of 7 (due to size, speed, etc.).

The wizard has an empathic link with the familiar and can issue it mental commands at a distance of up to 1 mile. Note that empathic responses from the familiar are generally fairly basic—while able to communicate simple thoughts, these are often overwhelmed by instinctual responses. Thus, a ferret familiar spying on a band of orcs in the woods might lose its train of thought upon sighting a mouse. Certainly its communications to its master would be tinged with fear of the "big ones" it was spying on! The caster cannot see through the familiar's eyes.

If separated from the caster, the familiar loses 1 hit point each day, and dies if reduced to 0 hit points. When the familiar is in physical contact with its wizard, it gains the wizard's saving throws against special attacks. If a special attack would normally cause damage, the familiar suffers no damage if the saving throw is successful and half damage if the saving throw is failed. If the familiar dies, the wizard must successfully roll an immediate system shock check or die. Even if he survives this check, the wizard loses 1 point from his Constitution when the familiar dies.

The power of the conjuration is such that it can be attempted but once per year. When the wizard decides to find a familiar, he must load a brass brazier with charcoal. When this is burning well, he adds 1,000 gp worth of incense and herbs. The spell incantation is then begun and must be continued until the familiar comes or the casting time is finished. The DM secretly determines all results. Note that most familiars are not inherently magical, nor does a dispel magic spell send them away.

Deliberate mistreatment, failure to feed and care for the familiar, or continuous unreasonable demands have adverse effects on the familiar's relationship with its master. Purposely arranging the death of one's own familiar incurs great disfavor from certain powerful entities, with dire results.

D20 Roll	Familiar*	Sensory Powers
1-5	Cat, black	Excellent night vision & superior hearing
6-7	Crow	Excellent vision
8-9	Hawk	Very superior distance vision
10-11	Owl	Night vision equals human daylight vision, superior hearing
12-13	Toad	Wide-angle vision
14-15	Weasel	Superior hearing & very superior olfactory power
16-20		No familiar available within spell range

*The DM can substitute other small animals suitable to the area.

Fire Burst (Alteration, Evocation)

Range: 5 yards/level
Components: V,S
Duration: Instantaneous
Casting Time: 1
Area of Effect: One 10'-radius circle
Saving Throw: Neg.

When this spell is cast upon a nonmagical fire (such as a campfire, lantern, or candle), it causes the fire to flash and shoot arrows of flame. All creatures within 10 feet of the fire source suffer 1 point of damage per level of the caster (maximum of 10 points). Victims who roll a saving throw successfully suffer no damage.

Fist of Stone (Alteration)

Range: 0
Components: V,S
Duration: 1 round/level
Casting Time: 1
Area of Effect: The caster's hand
Saving Throw: None

Upon completion of this spell, one of the caster's hands (his choice) turns to stone. It is flexible and can be used to punch, smash, or crush objects and opponents as if the wizard had Strength of 18/00. Combat bonuses for Strength do not apply if the caster uses any weapon other than his fist.

While the spell is in effect, the wizard cannot cast spells requiring somatic components.

Friends (Enchantment/Charm)

Range: 0
Components: V,S,M
Duration: 1d4 rds. + 1 rd./level
Casting Time: 1
Area of Effect: 60-ft. radius
Saving Throw: Special

A friends spell causes the wizard to temporarily gain 2d4 points of Charisma. Intelligent creatures within the area of effect at the time the spell is cast must make immediate reaction checks based on the character's new Charisma. Those with favorable reactions tend to be very impressed with the spellcaster and make an effort to be his friends and help him, as appropriate to the situation. Official business bureaucrats might decide to become helpful; surly gate guards might wax informative; attacking orcs might spare the caster's life, taking him captive instead. When the spell wears off, the creatures realize that they have been influenced, and their reactions are determined by the DM.

The components for this spell are chalk (or white flour), lampblack (or soot), and vermilion applied to the face before casting the spell.

Gaze Reflection (Alteration)

Range: 0
Components: V,S
Duration: 2 rds. + 1 rd./level
Casting Time: 1
Area of Effect: Special
Saving Throw: None

The gaze reflection spell creates a shimmering, mirrorlike area of air before the wizard that moves with the caster. Any gaze attack, such as that of a basilisk, eyes of charming, a vampire's gaze, the 6th-level eyebite spell, and so on, is reflected back upon the gazer if the gazer tries to make eye contact with the spellcaster (the spellcaster suffers no effects from the gaze attack). Such creatures receive a saving throw vs. their own gaze effect. The spell does not affect vision or lighting and is not effective against creatures whose effect comes from being gazed upon (such as a medusa). Only active gaze attacks are blocked by this spell.

Grease (Conjuration)

Range: 10 yds.
Components: V,S,M
Duration: 3 rds. + 1 rd./level
Casting Time: 1
Area of Effect: 10 x 10 ft.
Saving Throw: Special

A grease spell covers a material surface with a slippery layer of a fatty, greasy nature. Any creature entering the area or caught in it when the spell is cast must save vs. spell or slip, skid, and fall. Those who successfully save can reach the nearest nongreased surface by the end of the round. Those who remain in the area are allowed a saving throw each round until they escape the area. The DM should adjust saving throws by circumstance; for example, a creature charging down an incline that is suddenly greased has little chance to avoid the effect, but its ability to exit the affected area is almost assured! The spell can also be used to create a greasy coating on an item—a rope, ladder rungs, weapon handle, etc. Material objects not in use are always affected by this spell, while creatures wielding or employing items receive a saving throw vs. spell to avoid the effect. If the initial saving throw is failed, the creature immediately drops the item. A saving throw must be made each round the creature attempts to use the greased item. The caster can end the effect with a single utterance; otherwise, it lasts for three rounds plus one round per level.

The material component of the spell is a bit of pork rind or butter.

Hold Portal (Alteration)

Range: 20 yds./level
Component: V
Duration: 1 rd./level
Casting Time: 1
Area of Effect: 20 sq. ft./level
Saving Throw: None

This spell magically bars a door, gate, or valve of wood, metal, or stone. The magical closure holds the portal fast, just as if it were securely closed and locked. Any extraplanar creature (djinn, elemental, etc.) with 4 or more Hit Dice can shatter the spell and burst open the portal. A wizard of 4 or more experience levels higher than the spellcaster can open the held portal at will. A knock spell or a successful dispel magic spell can negate the hold portal. Held portals can be broken or physically battered down.

Hornung's Guess* (Divination)

Range: 300 yards
Component: V
Duration: Instantaneous
Casting Time: 2
Area of Effect: Special
Saving Throw: None

Hornung, one of the leading wizards in the field of wild magic (before his untimely disappearance while experimenting with wildwind), developed this spell to improve the accuracy of his estimates. The spell provides a wizard with an instant and highly accurate estimate of the number of persons or objects in a group.

The spell's area of effect is one group of a general class of objects. All objects of the group must be within spell range and the group as a whole must be visible to the caster. The wizard need not see every individual in the group, merely the general limits of the group's size and area. For example, a wizard on a hill could look down on a forest and estimate the number of trees in all or part of it. He could not get an estimate of the number of goblins within the forest, however, since the group as a whole (the goblins) is concealed from sight. The estimate generated is accurate to the largest factor of ten (rounded up). For example, if Hornung's guess were cast on a group of 439 horsemen, the estimate would be 400. If there were 2,670 horsemen, the spell would estimate 3,000. If there were 37 horsemen, the answer would be 40. Clearly, using the spell on small groups (especially those with fewer than 10 members) is pointless.

Hornung's guess can be used to quickly estimate the size of treasure hoards and army units. It is particularly popular with moneylenders and generals.

Hypnotism (Enchantment/Charm)

Range: 5 yds.
Components: V,S
Duration: 1 rd. + 1 rd./level
Casting Time: 1
Area of Effect: 30 ft. cube
Saving Throw: Neg.

The gestures of the wizard, along with his droning incantation, cause 1d6 creatures within the area to become susceptible to a suggestion—a brief and reasonable-sounding request (see the 3rd-level wizard suggestion spell). The request must be given after the hypnotism spell is cast. Until that time, the success of the spell is unknown. Note that the subsequent suggestion is not a spell, but simply a vocalized urging (the caster must speak a language the creature understands for this spell to work). Creatures that successfully roll their saving throws are not under hypnotic influence. Those who are exceptionally wary or hostile save with +1 to +3 bonuses. If the spell is cast at an individual creature that meets the caster's gaze, the saving throw is made with a penalty of -2. A creature that fails its saving throw does not remember that the caster enspelled it.

Identify (Divination)

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

When an identify spell is cast, magical items subsequently touched by the wizard can be identified. The eight hours immediately preceding the casting

of the spell must be spent purifying the items and removing influences that would corrupt and blur their magical auras. If this period is interrupted, it must be begun again. When the spell is cast, each item must be handled in turn by the wizard. Any consequences of this handling fall fully upon the wizard and may end the spell, although the wizard is allowed any applicable saving throw.

The chance of learning a piece of information about an item is equal to 10% per level of the caster, to a maximum of 90%, rolled by the DM. Any roll of 96-00 indicates a false reading (91-95 reveals nothing). Only one function of a multifunction item is discovered per handling (i.e., a 5th-level wizard could attempt to determine the nature of five different items, five different functions of a single item, or any combination of the two). If any attempt at reading fails, the caster cannot learn any more about that item until he advances a level. Note that some items, such as special magical tomes, cannot be identified with this spell.

The item never reveals its exact attack or damage bonuses, although the fact that it has few or many bonuses can be determined. If it has charges, only a general indication of the number of charges remaining is learned: powerful (81% - 100% of the total possible charges), strong (61% - 80%), moderate (41% - 60%), weak (6% - 40%), or faint (five charges or less). The faint result takes precedence, so a fully charged ring of three wishes always appears to be only faintly charged.

After casting the spell and determining what can be learned from it, the wizard loses 8 points of Constitution. He must rest for one hour to recover each point of Constitution. If the 8-point loss drops the spellcaster below a Constitution of 1, he falls unconscious. Consciousness is not regained until full Constitution is restored, which takes 24 hours (one point per three hours for an unconscious character).

The material components of this spell are a pearl (of at least 100 gp value) and an owl feather steeped in wine; the infusion must be drunk prior to spellcasting. If a luckstone is powdered and added to the infusion, the divination becomes much more potent: Exact bonuses or charges can be determined, and the functions of a multifunctional item can be learned from a single reading. At the DM's option, certain properties of an artifact or relic might also be learned.

Jump (Alteration)

Range: Touch
Components: V,S,M
Duration: 1d3 rds. + 1 rd./level
Casting Time: 1
Area of Effect: Creature touched
Saving Throw: None

The individual touched when this spell is cast is empowered to leap once per round for the duration of the spell. Leaps can be up to 30 feet forward or straight upward or 10 feet backward. Horizontal leaps forward or backward have only a slight arc—about 2 feet per 10 feet of distance traveled. The jump spell does not ensure safety in landing or grasping at the end of the leap.

The material component of this spell is a grasshopper's hind leg, to be broken by the caster when the spell is cast.

Lasting Breath (Alteration)

Range: 5 yards/level
Components: V,S
Duration: 1d4 rounds + 1 round/level
Casting Time: 1
Area of Effect: One creature/level
Saving Throw: None

This spell increases the amount of time a character can hold his breath. As described in the Player's Handbook, a character can hold his breath for a

number of rounds equal to one-third his Constitution score. The effect of this spell is added to that figure.

The duration of the spell is always unknown to the recipient; the DM secretly rolls 1d4 to determine the exact duration. At the end of this time, the character must succeed a Constitution check or be forced to take a breath as per the rules.

Light (Alteration)

Range: 60 yds.
Components: V,M
Duration: 1 turn/level
Casting Time: 1
Area of Effect: 20-ft. radius
Saving Throw: Special

This spell creates a luminous glow, equal to torchlight, within a fixed radius of the spell's center. Objects in darkness beyond this sphere can be seen, at best, as vague and shadowy shapes. The spell is centered on a point selected by the caster, and he must have a line of sight and unobstructed path for the spell when it is cast. Light can spring from air, rock, metal, wood, or almost any similar substance.

The effect is immobile unless it is specifically centered on a moveable object or mobile creature. If this spell is cast upon a creature, the applicable magic resistance and saving throw rolls must be made. Successful resistance negates the spell, while a successful saving throw indicates that the spell is centered immediately behind the creature, rather than upon the creature itself. Light taken into an area of magical darkness does not function, but if cast directly against magical darkness negates it (but only for the duration of the light spell, if the darkness effect is continual).

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

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

Locate Remains (Necromancy, Divination)

Range: 0
Components: V,S,M
Duration: 1 turn + 5 rounds/level
Casting Time: 1 round
Area of Effect: 30' long + 5'/level
Saving Throw: None

This spell attunes the caster to the physical remains of dead beings in the area of effect. Locate remains will thus easily detect the presence of unburied corpses or corporeal undead (such as skeletons, zombies, or ghosts), but has no effect on noncorporeal undead (such as ghosts or spectres). The area of effect extends in a 10' wide path, facing the in the caster's current direction. Scanning in a direction requires one round, during which time the caster remains motionless in concentration.

Locate remains is mostly unaffected by walls or obstacles, though the area of effect is decreased (to 10' + 1'/level) by more than three feet of solid stone, ten feet of wood or packed earth, or one inch of metal.

In the most general application, the spell precisely locates any and all physical remains of individuals in the area of effect, regardless of sex, species, and undead status. This spell does not impart any knowledge regarding the identity (or undead nature) of the remains; only the current locations of corpses within the area of effect are learned. If a personal item or a small fragment of the deceased individual is available at the time of cast-

ing, the spell can be used to locate the remains of that specific individual. In that case, the spell does not register the presence of any remains except those of the desired individual.

Both the general and specific versions of the spell have no effect if cast on a living creature of any kind. The material component for this spell is either a small piece of bone from a human cadaver (for the general version) or else an article of clothing, personal possession, or strand of hair (for the specific version). This spell is popular in regions with strict burial customs.

Magic Missile (Evocation)

Range: 60 yds. + 10 yds./level
 Components: V,S
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: 1-5 targets
 Saving Throw: None

Use of the magic missile spell creates up to five missiles of magical energy that dart forth from the wizard's fingertip and unerringly strike their target. This includes enemy creatures in a melee. The target creature must be seen or otherwise detected to be hit, however, so near-total concealment, such as that offered by arrow slits, can render the spell ineffective. Likewise, the caster must be able to identify the target. He cannot direct a magic missile to "Strike the commander of the legion," unless he can single out the commander from the rest of the soldiers. Specific parts of a creature cannot be singled out. Inanimate objects (locks, etc.) cannot be damaged by the spell, and any attempt to do so wastes the missiles to no effect. Against creatures, each missile inflicts 1d4+1 points of damage.

For every two extra levels of experience, the wizard gains an additional missile—he has two at 3rd level, three at 5th level, four at 7th level, etc., up to a total of five missiles at 9th level. If the wizard has multiple missile capability, he can have them strike a single target creature or several creatures, as desired.

Mending (Alteration)

Range: 30 yds.
 Components: V,S,M
 Duration: Permanent
 Casting Time: 1
 Area of Effect: 1 object
 Saving Throw: None

This spell repairs small breaks or tears in objects. It will weld a broken ring, chain link, medallion, or slender dagger, providing but one break exists. Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or wineskin is completely healed over by a mending spell. This spell does not, by itself, repair magical items of any type. One turn after the spell is cast, the magic of the joining fades, and the effect cannot be magically dispelled. The maximum volume of material the caster can mend is 1 cubic foot per level.

The material components of this spell are two small magnets of any type (lodestone in all likelihood) or two burrs.

Message (Alteration)

Range: 0
 Components: V,S,M
 Duration: 5 rds./level
 Casting Time: 1
 Area of Effect: Special
 Saving Throw: None

When this spell is cast, the wizard can whisper messages and receive replies with little chance of being overheard. When the spell is cast, the wizard secretly or openly points his finger at each creature to be included in the spell effect. Up to one creature per level can be included. When the wizard whispers, the whispered message travels in a straight line and is audible to all of the involved creatures within 30 feet, plus 10 feet per level of the caster. The creatures who receive the message can whisper a reply that is heard by the spellcaster. Note that there must be an unobstructed path between the spellcaster and the recipients of the spell. The message must be in a language the caster speaks; this spell does not by itself confer understanding upon the recipients. This spell is most often used to conduct quick and private conferences when the caster does not wish to be overheard.

The material component of the spell is a short piece of copper wire.

Metamorphose Liquids (Alteration)

Range: Touch
 Components: V,S,M
 Duration: Permanent
 Casting Time: 1 round
 Area of Effect: 1'-cube/level
 Saving Throw: Special

This spell transmutes one type of liquid into an equal amount of a different, nonmagical fluid (water, wine, blood, oil, apple cider, etc.). The caster must touch the fluid itself (not simply its container) for the spell to take effect.

Magical liquids (such as potions) receive a saving throw vs. disintegration with a +3 bonus to avoid the spell's effect. Fluids can be transmuted only into nonmagical liquids; it is not possible to change a magical liquid into another type of magical liquid. Poisons may be rendered harmless through use of this spell, but the spell has no effect on poisons already consumed.

Living creatures are unaffected by the spell, excluding those from the elemental plane of water. Such creatures are allowed a saving throw vs. spell. Failure results in 1d4 points of damage per level of the caster, while success indicates half damage. Only one creature can be affected by a single casting of this spell, regardless of the creature's size.

The material component is a drop of the liquid which the caster intends to create, which must be placed on the wizard's tongue and consumed. Creating poisons through use of this spell is especially dangerous.

Mount (Conjuration/Summoning)

Range: 10 yds.
 Components: V,S,M
 Duration: 2 hrs. + 1 hr./level
 Casting Time: 1 turn
 Area of Effect: 1 mount
 Saving Throw: None

By means of this spell, the caster conjures a normal animal to serve him as a mount. The animal serves willingly and well, but at the expiration of the spell duration it disappears, returning to its own place. The type of mount gained by this spell depends on the level of the caster; of course, a caster can choose a lesser mount if desired. Available mounts include the following:

Caster Level	Mount
1-3	Mule or light horse
4-7	Draft horse or war horse
8-12	Camel
13-14	Elephant (and howdah at 18th level)
15+	Griffon (and saddle at 18th level)

The mount does not come with any riding gear, unless it is of a class lower than the caster would normally be entitled to; thus, a 4th-level wizard can gain a war horse without saddle and harness, or a light horse with saddle and harness. The statistics of the animal gained are typical of all creatures of the same class. The mount disappears when slain.

The material component of the spell is a bit of hair from the type of animal to be conjured.

Murdock's Feathery Flyer (Alteration)

Range: 0
 Components: V,S,M
 Duration: 1 round/level
 Casting Time: 1
 Area of Effect: The caster

Saving Throw: None Upon casting this spell, a feathery membrane grows under the wizard's arms, extending along his sides all the way to his feet. The membrane appears to merge with the caster's skin and clothing.

If the caster spreads his arms and jumps from a height, he may glide through the air. For each foot of elevation, the wizard can glide five feet horizontally. Thus, a wizard jumping from a 10-foot wall could glide up to 50 feet. Gliding characters have a movement rate of 12 and Maneuverability Class E. A wizard attempting to carry more than his normal weight allowance plummets to the earth upon takeoff.

When the spell expires, the feathers instantly disappear. If the wizard is airborne, he immediately plummets toward the ground.

The material component is an eagle's feather.

Nahal's Reckless Dweomer* (Invocation/Evocation)

Range: Special
 Components: V,S
 Duration: Special
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: Special

This spell is the wild mage's ultimate last-resort spell. When cast, the mage releases a sudden flood of wild magical energy in the hope of seizing and shaping that energy into a desired spell effect. The attempt usually fails, but something almost always occurs in the process.

Before casting the spell, the mage announces the spell effect he is trying to create. The mage must be able to cast the spell (i.e., have it in his spell books), but need not have it memorized. After announcing the spell (along with the target and any other conditions required by the spell), the wild mage casts Nahal's reckless zweomer. A burst of magical energy is released, which the wild mage tries to manipulate into the desired form. The actual effect of the spell is rolled randomly on Table 2: Wild Surge Results.

Because the release of energy is planned by the mage, his level is added to the dice roll. If the result indicates success, the mage has shaped the magical energy into the desired effect. More often than not, the effect is completely unexpected. The result may be beneficial to the mage or it may be completely disastrous; this is the risk the mage takes in casting Nahal's reckless zweomer.

Nystul's Magical Aura (Illusion/Phantasm)

Range: Touch
 Components: V,S,M
 Duration: 1 day/level
 Casting Time: 1rd.
 Area of Effect: Special
 Saving Throw: Special

By means of this spell, any one item of no more than five pounds weight per level of the spellcaster can be given an aura that is noticed by someone using magic detection. Furthermore, the caster can specify the type of magical aura that is detected (alteration, conjuration, etc.) and this effectively masks the item's actual aura, if any, unless the item's own aura is exceptionally powerful (if it is an artifact, for instance). If the object bearing Nystul's magical aura has an identify spell cast on it or is similarly examined, the examiner has a 50% chance of recognizing that the aura has been placed to mislead the unwary. Otherwise, the aura is believed and no amount of testing reveals what the true magic is.

The component for this spell is a small square of silk, which must be passed over the object that receives the aura.

Patternweave* (Divination)

Range: 10 yards
 Components: V,S,M
 Duration: 1 round
 Casting Time: 3
 Area of Effect: 10-foot square
 Saving Throw: Special

Patternweave allows the caster to make sense of apparent chaos. The caster can see such things as pottery shards reformed into a whole pot, shreds of paper formed into a page, scattered parts as a working machine, or specific trails appearing out of overlapping footprints.

After casting the spell, the mage studies seemingly random elements--broken bits of glass, shreds of paper, intermingled trails, etc. The items to be studied must be tangible--coded flashing lights, garbled speech, or thoughts of any kind cannot be studied.

The wizard must study the random elements for one round, after which the DM secretly makes a saving throw vs. spell for the wizard. If the saving throw is failed, the spell fails. However, if the saving throw is successful, the caster sees in his mind the pattern these objects form. If the items studied are truly random, no information is gained.

After the caster has visualized the pattern, he can attempt to reassemble the parts into their original form. This requires another saving throw vs. spell to determine whether the mage remembers sufficient details to accomplish the task. The amount of time required and the quality of restoration vary according to the complexity of the pattern. Reassembling a shredded map may be easy; reassembling a broken clock is significantly more difficult; rebuilding a shattered mosaic is extremely difficult. In any case, the wizard can make only a reasonable copy of the item. He can use this spell to restore works of art, but they will be worth only a small percentage of their original value.

The material component is a small hand lens through which the caster studies the objects. The lens is not consumed in the casting.

Phantasmal Force (Illusion/Phantasm)

Range: 60 yds. + 10 yds./level
 Components: V,S,M
 Duration: Special
 Casting Time: 1
 Area of Effect: 400 sq. ft. +
 Saving Throw: Special
 100 sq. ft./level

This spell creates the illusion of any object, creature, or force, as long as it is within the boundaries of the spell's area of effect. The illusion is visual and

affects all believing creatures (undead are immune) that view it. It does not create sound, smell, or temperature. Effects that depend on these senses usually fail. The illusion lasts until struck by an opponent—unless the spellcaster causes the illusion to react appropriately—or until the wizard ceases concentration upon the spell (due to desire, moving, or a successful attack that causes damage). Saving throws for illusions are explained under "Illusions" in Chapter 7: Magic and under "Adjudicating Illusions" at the beginning of Appendix 2. Creatures that disbelieve the illusion see it for what it is and add +4 to associates' saving throws if this knowledge can be communicated effectively. Creatures believing the illusion are subject to its effects (again, as explained in Chapter 7).

The illusory effect can be moved by the caster within the limits of the area of effect. The DM has to rule on the effectiveness of this spell; detailed guidelines are outlined in Chapter 7: Magic and under "Adjudicating Illusions" at the beginning of Appendix 2.

The material component of the spell is a bit of fleece.

Protection From Evil (Abjuration) Reversible

Range: Touch
Components: V, S, M
Duration: 2 rds./level
Casting Time: 1
Area of Effect: Creature touched
Saving Throw: None

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

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

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

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

This protection ends if the protected character makes a melee attack against or tries to force the barrier against the blocked creature.

To complete this spell, the wizard must trace a 3-foot-diameter circle on the floor (or ground) with powdered silver.

This spell can be reversed to become protection from good; the second and third benefits remain unchanged. The material component for the reverse is a circle of powdered iron.

Protection from Hunger and Thirst (Abjuration)

Range: Touch
Components: S, M
Duration: 1 day/level
Casting Time: 1
Area of Effect: One creature
Saving Throw: None

When protection from hunger and thirst is cast, the recipient requires no food, water, or nourishment of any kind for the duration of the spell. The re-

ipient can be the caster or anyone he touches. Each day the caster (or the subject of the caster's choice) is under the effect of the spell, he is fully nourished as if he had eaten and drunk normally. At the end of the spell's duration, the subject is no more hungry or thirsty than he was when the spell was originally cast.

The material components for this spell are a small piece of dried meat and a cup of water.

Ray of Fatigue (Necromancy)

Range: 10 yds. + 5 yds./level
Components: V, S
Duration: 1 rd./level
Casting Time: 1
Area of Effect: 1 creature
Saving Throw: Neg.
Subtle: +2
Knockdown: None
Sensory: Small visual
Critical: None

This nefarious spell affects the victim's life energies, increasing any fatigue or exhaustion the victim currently possesses. Alert and well-rested characters suddenly become tired and sluggish, and characters who are already fatigued may be reduced to near-helplessness. In effect, the ray adds one level of fatigue or encumbrance to the victim. Moderately encumbered characters suffer a -1 penalty to attack rolls; heavily encumbered characters suffer a -2 penalty to attack rolls and a +1 Armor Class penalty; and severely encumbered characters suffer a -4 penalty to attack rolls and a +3 Armor Class penalty. (Assume that monsters suffer a -1 penalty to their attack rolls and reduce their movement rates by 33%.) The victim is allowed a saving throw to negate the spell's effects.

If you are using the fatigue rules from the PLAYER'S OPTION: Combat & Tactics book, this spell operates in a slightly different manner—fresh characters become fatigued, gaining one level of encumbrance; fatigued characters become exhausted, gaining two levels of encumbrance; and exhausted characters collapse in a quivering heap, unable to move or attack.

Read Magic (Divination)

Range: 0
Components: V, S, M
Duration: 2 rds./level
Casting Time: 1rd.
Area of Effect: Special
Saving Throw: None

By means of a read magic spell, the wizard is able to read magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be totally unintelligible. (The personal books of the wizard, and works already magically read, are intelligible.) This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast and the wizard has read the magical inscription, he is thereafter able to read that particular writing without recourse to the use of the read magic spell. The duration of the spell is two rounds per level of experience of the spellcaster; the wizard can read one page or its equivalent per round.

The wizard must have a clear crystal or mineral prism, which is not expended, to cast the spell.

Shield (Evocation)

Range: 0
Components: V, S
Duration: 5 rds./level
Casting Time: 1
Area of Effect: Special
Saving Throw: None

When this spell is cast, an invisible barrier comes into being in front of the wizard. This shield totally negates magic missile attacks. It provides the equivalent protection of AC 2 against hand-hurled missiles (axes, darts, javelins, spears, etc.), AC 3 against small device-propelled missiles (arrows, bolts, bullets, manticore spikes, sling stones, etc.), and AC 4 against all other forms of attack. The shield also adds a +1 bonus to the wizard's saving throws against attacks that are basically frontal. Note that these benefits apply only if the attacks originate from in front of the wizard, where the shield can move to interpose itself.

Shocking Grasp (Alteration)

Range: Touch
Components: V, S
Duration: Special
Casting Time: 1
Area of Effect: Creature touched
Saving Throw: None

When the wizard casts this spell, he develops a powerful electrical charge that gives a jolt to the creature touched. The spell remains in effect for one round per level of the caster or until it is discharged by the caster touching another creature. The shocking grasp delivers 1d8 points of damage, plus 1 point per level of the wizard (for example, a 2nd-level wizard would discharge a shock causing 1d8+2 points of damage). While the wizard must come close enough to his opponent to lay a hand on the opponent's body or upon an electrical conductor that touches the opponent's body, a like touch from the opponent does not discharge the spell.

Sleep (Enchantment/Charm)

Range: 30 yds.
Components: V, S, M
Duration: 5 rds./level
Casting Time: 1
Area of Effect: Special
Saving Throw: None

When a wizard casts a sleep spell, he causes a comatose slumber to come upon one or more creatures (other than undead and certain other creatures specifically excluded from the spell's effects). All creatures to be affected by the sleep spell must be within 30 feet of each other. The number of creatures that can be affected is a function of Hit Dice or levels. The spell affects 2d4 Hit Dice of monsters. Monsters with 4+3 Hit Dice (4 Hit Dice plus 3 hit points) or more are unaffected. The center of the area of effect is determined by the spellcaster. The creatures with the least Hit Dice are affected first, and partial effects are ignored.

For example, a wizard casts sleep at three kobolds, two gnolls, and an ogre. The roll (2d4) result is 4. All the kobolds and one gnoll are affected (1/2 + 1/2 + 1/2 + 2 = 3 1/2 Hit Dice). Note that the remainder is not enough to affect the last gnoll or the ogre.

Slapping or wounding awakens affected creatures but normal noise does not. Awakening requires one entire round. Magically sleeping opponents can be attacked with substantial bonuses (see "Modifiers to the Attack Roll" in Chapter 9: Combat).

The material component for this spell is a pinch of fine sand, rose petals, or a live cricket.

Spectral Voice (Necromancy, Alteration)

Range: 10 yards/level
Components: V, S, M
Duration: 1 turn/level
Casting Time: 1
Area of Effect: Caster
Saving Throw: None

This spell is similar to the 1st-level spell ventriloquism in that it allows the caster to throw his or her voice. However, the caster's voice issues only from the mouth of a specified corpse, skeleton, or zombie. The voice coming from the cadaver or undead creature will not sound like the caster's voice. In the case of a cadaver or zombie, it will sound similar to the hoarse, scratchy voice of the deceased individual. In the case of a skeleton, the voice will sound like a soft, raspy whisper. For the duration of the spell (which cannot be ended prematurely), the caster's voice emanates from the corpse or undead creature. As a result, the wizard is unable to cast any additional spells requiring verbal components until after the spectral voice has expired. The material component is a preserved tongue.

Spider Climb (Alteration)

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

A spider climb spell enables the recipient to climb and travel upon vertical surfaces as well as a giant spider, or even hang upside down from ceilings. Unwilling victims must be touched and are then allowed a saving throw vs. spell to negate the effect. The affected creature must have bare hands and feet in order to climb in this manner, at a movement rate of 6 (3 if at all encumbered). During the course of the spell, the recipient cannot handle objects that weigh less than a dagger (one pound), for such objects stick to his hands and feet. Thus, a wizard will find it virtually impossible to cast spells if under a spider climb spell. Sufficient force can pull the recipient free; the DM can assign a saving throw based on circumstances, the strength of the force, and so on. For example, a creature with a Strength of 12 might pull the subject free if the subject fails a saving throw vs. paralyzation (a moderately difficult saving throw). The caster can end the spell effect with a word.

The material components of this spell are a drop of bitumen and a live spider, both of which must be eaten by the spell recipient.

Spook (Illusion/Phantasm)

Range: 30 ft.
Components: V, S
Duration: Special
Casting Time: 1
Area of Effect: 1 creature
Saving Throw: Neg.

A spook spell enables the wizard to play upon natural fears to cause the target creature to perceive the spellcaster as someone or something inimical.

Without actually knowing what this is, the wizard merely advances threateningly upon the creature. If the creature does not make a successful saving throw vs. spell, it turns and flees at maximum speed as far from the wizard as possible, though items carried are not dropped. The creature has a saving throw penalty of -1 for every two experience levels of the caster, to a maximum of -6 at 12th level. Note that a natural (unmodified) roll of 20 automatically succeeds, regardless of saving throw penalties. Although the caster does not actually pursue the fleeing creature, a phantasm from its own mind does. Each round after the initial casting, the creature receives another saving throw, without penalty, until it successfully saves and the spell is broken. In any event, the spell functions only against creatures with Intelligences of 2 or more, and undead are not affected at all.

Taunt (Enchantment)

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

A taunt spell enables the caster to jape and jeer effectively at a single type of creature with an Intelligence of 2 or greater. The caster need not speak the language of the creatures. His words and sounds have real meaning for the subject creature or creatures, challenging, insulting, and generally irritating and angering the listeners. Those failing to save vs. spell rush forth in fury to do battle with the spellcaster. All affected creatures attack the spellcaster in melee if physically capable of doing so, seeking to use body or hand-held weapons rather than missile weapons or spells.

Separation of the caster from the victim by an impenetrable or uncrossable boundary (a wall of fire, a deep chasm, a formation of set pikemen) causes the spell to break. If the caster taunts a mixed group, he must choose the type of creature to be affected. Creatures commanded by a strong leader (i.e., with a Charisma bonus, with higher Hit Dice, etc.) might gain a saving throw bonus of +1 to +4, at the DM's discretion. If used in conjunction with a ventriloquism spell, the creatures may attack the apparent source, depending upon their Intelligence, a leader's presence, and so on.

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

Tenser's Floating Disc (Evocation)

Range: 20 yds.
Components: V,S,M
Duration: 3 turns + 1 turn/level
Casting Time: 1
Area of Effect: Special
Saving Throw: None

With this spell, the caster creates the slightly concave, circular plane of force known as Tenser's floating disc (after the famed wizard whose greed and ability to locate treasure are well known). The disc is 3 feet in diameter and holds 100 pounds of weight per level of the wizard casting the spell. The disc floats approximately 3 feet above the ground at all times and remains level. It floats along horizontally within its range of 20 yards at the command of the caster, and will accompany him at a movement rate of no more than 6. If unguided, it maintains a constant interval of 6 feet between itself and the wizard. If the spellcaster moves beyond range (by moving faster, by such means as a teleport spell, or by trying to take the disc more than 3 feet from the surface beneath it), or if the spell duration expires, the floating disc winks out of existence, and whatever it was supporting crashes to the surface beneath it.

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

Unseen Servant (Conjuration/Summoning)

Range: 0
Components: V,S,M
Duration: 1 hr. + 1 turn/level
Casting Time: 1
Area of Effect: 30-ft. radius
Saving Throw: None

The unseen servant is an invisible, mindless, and shapeless force, used to step and fetch, open unstuck doors, and hold chairs, as well as to clean and mend. It is not strong, but unfaithfully obeys the command of the wizard. It can perform only one activity at a time and can move only lightweight items, carrying a maximum of 20 pounds or pushing/pulling 40 pounds across a smooth surface. It can open only normal doors, drawers, lids, etc. The unseen servant cannot fight, nor can it be killed, as it is a force rather than a creature. It can be magically dispelled, or eliminated after receiving 6 points of damage from area-effect spells, breath weapons, or similar attacks. If the caster attempts to send it beyond the allowed radius, the spell ends immediately.

The material components of the spell are a piece of string and a bit of wood.

Ventriloquism (Illusion/Phantasm)

Range: 10 yds./level, max. 90 yds.
Components: V,M
Duration: 4 rds. + 1 rd./level
Casting Time: 1
Area of Effect: 1 creature or object
Saving Throw: Neg.

This spell enables the wizard to make his voice--or someone else's voice--or a similar sound seem to issue from someplace else, such as from another creature, a statue, from behind a door, down a passage, etc. The spellcaster can speak in any language that he knows, or make any sound that he can normally make. With respect to such voices and sounds, anyone rolling a successful saving throw vs. spell with a -2 penalty detects the ruse. If cast in conjunction with other illusions, the DM may rule greater penalties or disallow an independent saving throw against this spell in consideration of its contribution to the total effect of the combined illusion.

The material component of this spell is a parchment rolled up into a small cone.

Wall of Fog (Evocation)

Range: 30 yds.
Components: V,S,M
Duration: 2d4 rds. + 1 rd./level
Casting Time: 1
Area of Effect: 20 ft. cube
Saving Throw: None
+ 10 ft. cube/level

By casting this spell, the wizard creates a billowing wall of misty vapors in any area within the spell range. The wall of fog obscures all sight, normal and infravision, beyond 2 feet. The caster may create less vapor if he wishes. The wall must be a roughly cubic or rectangular mass, at least 10 feet across in its smallest dimension. The misty vapors persist for three or more rounds. Their duration can be halved by a moderate wind, and they can be blown away by a strong wind.

The material component is a pinch of split dried peas.

Wizard Mark (Alteration)

Range: Touch
Components: V,S,M
Duration: Permanent
Casting Time: 1
Area of Effect: Up to 1 sq. ft.
Saving Throw: None

When this spell is cast, the wizard is able to inscribe, visibly or invisibly, his personal rune or mark, as well as up to six additional characters of smaller size. A wizard mark spell enables the caster to etch the rune upon stone, metal, or any softer substance without harm to the material upon which the mark is placed. If an invisible mark is made, a detect magic spell will cause it to glow and be visible (though not necessarily understandable). Detect invisibility, true seeing, a gem of seeing, or a robe of eyes will likewise expose an invisible wizard mark. A read magic spell will reveal the maker's words, if any. The mark cannot be dispelled, but it can be removed by the caster or by an erase spell. If cast on a living being, normal wear gradually causes the mark to fade.

The material components for this spell are a pinch of diamond dust (about 100 gp worth) and a pigment or pigments for the coloration of the mark. If the mark is to be invisible, the pigments are still used, but the caster uses a stylus of some sort rather than his finger.

Second-Level Spells

Alter Self (Alteration)

Range: 0
Components: V,S
Duration: 3d4 rds. + 2 rds./level
Casting Time: 2
Area of Effect: The caster
Saving Throw: None

When this spell is cast, the wizard can alter his appearance and form--including clothing and equipment--to appear taller or shorter; thin, fat, or in between; human, humanoid, or any other generally man-shaped bipedal creature. The caster's body can undergo a limited physical alteration and his size can be changed up to 50%. If the form selected has wings, the wizard can actually fly, but at only one-third the speed of a true creature of that type, and with a loss of two maneuverability classes (to a minimum of E). If the form has gills, the caster can breathe under water as long as the spell lasts. However, the caster does not gain any multiple attack routines or additional damage allowed to an assumed form.

The caster's attack rolls, Armor Class, and saving throws do not change. The spell does not confer special abilities, attack forms, or defenses. Once the new form is chosen, it remains for the duration of the spell. The caster can change back into his own form at will; this ends the spell immediately. A caster who is slain automatically returns to his normal form.

Bind (Enchantment)

Range: 30 yds.
Components: V,S,M
Duration: 1 rd./level
Casting Time: 2
Area of Effect: 50 ft. + 5 ft./level
Saving Throw: None

When this spell is employed, the wizard can command any nonliving ropelike object, including string, yarn, cord, line, rope, or even a cable. The spell affects 50 feet of normal rope (with a 1 inch diameter), plus 5 feet per caster level. This length is reduced by 50% for every additional inch of thickness and increased by 50% for each half-inch less. The possible commands are Coil (form a neat, coiled stack), Coil & Knot, Loop, Loop & Knot, Tie & Knot, and the reverses of all of the above (Uncoil, etc.). One command can be given each round.

The rope can only enwrap a creature or an object within 1 foot of it--it does not snake outward--so it must be thrown or hurled near the intended target. Note that the rope itself, and any knots tied in it, are not magical. A typical rope might be AC 6 and take 4 points of slashing damage before breaking. The rope does not inflict damage of any type, but it can be used as a trip line or to entangle a single opponent who fails a saving throw vs. spell.

Blindness (Illusion/Phantasm)

Range: 30 yds. + 10 yds./level
Component: V
Duration: Special
Casting Time: 2
Area of Effect: 1 creature
Saving Throw: Neg.

The blindness spell causes the victim to become blind, able to see only a grayness before its eyes. Various cure spells will not remove this effect, and only a dispel magic or the spellcaster can do away with the blindness if the

creature fails its initial saving throw vs. spell. A blinded creature suffers a -4 penalty to its attack rolls, and its opponents gain a +4 bonus to their attack rolls.

Blur (Illusion/Phantasm)

Range: 0
Components: V,S
Duration: 3 rds. + 1 rd./level
Casting Time: 2
Area of Effect: The caster
Saving Throw: None

When a blur spell is cast, the wizard causes the outline of his form to become blurred, shifting and wavering. This distortion causes all missile and melee combat attacks against the caster to be made with -4 penalties on the first attempt and -2 penalties on all successive attacks. It also grants the wizard a +1 bonus to his saving throw for any direct magical attack. A detect invisibility spell will not counter this effect, but the 5th-level priest spell true seeing and similar magic will.

Cat's Grace (Alteration)

Range: Touch
Components: V,S,M
Duration: 1 hr./level
Casting Time: 2
Area of Effect: Creature touched
Saving Throw: None
Subtlety: +3
Knockdown: None
Sensory: Small tactile
Critical: None

Just as a strength spell can increase a subject's physical power for a time, cat's grace can enhance a subject's Dexterity. All abilities and skills that are Dexterity-based may be affected by an enhanced Dexterity score, including a subject's reaction adjustment, missile attack adjustment, defensive adjustment, Dexterity-based proficiency scores, and adjustments to thief abilities. The exact amount of Dexterity gained depends on the subject's class; multi-classed characters use the most favourable die.

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

The spell cannot confer a Dexterity score of 20 or more, and it is not cumulative with any other Dexterity-enhancing magical or psionic power. Subjects without Dexterity scores gain a -1 bonus to AC and a +1 to attack rolls with missiles for the duration of the spell. The material component for this spell is a few whiskers from an elven cat.

Chaos Shield* (Abjuration)

Range: 0
Components: V,S
Duration: 1d10 rounds+2 rounds/level
Casting Time: 2
Area of Effect: The caster
Saving Throw: Special

Following the discovery of wild magic came the discovery of wild surges and the personal danger such surges create. After several wild mages destroyed themselves by rather spectacular means (or suffered very odd side effects), the chaos shield was created as protection from these surges.

This spell imbues the wild mage with special protection against the effects of wild surges. It protects only against wild surges caused by the caster's own spells, not from the effects of another mage's wild surges.

When a wild surge affects a caster protected by chaos shield, he is allowed a saving throw vs. magic. If the saving throw is successful, the effect of the surge on the caster is negated. If the saving throw is failed, the caster is affected normally by the surge. The spell does not protect against wild surges that might be caused by its own casting.

The chaos shield protects only the caster and does not negate the effects of a wild surge for other characters who might be in the area of effect. The caster cannot voluntarily cancel the protection once he has learned the nature of a wild surge; the chaos shield protects from both good and harmful effects. Thus, if a wild surge resulted in a heal spell for all characters within 10 feet of the caster, the protected caster might not benefit, while all others in the radius would be healed. The spell remains in effect until it negates a wild surge or the spell duration expires.

Choke (Necromancy, Conjuraction/Summoning)

Range: 30 yards
Components: V,S,M
Duration: 1 round/level
Casting Time: 2
Area of Effect: One creature
Saving Throw: 1/2

By means of choke, the caster causes a pair of ghostly hands to appear around the throat of a single victim. The victim must be a human, demihuman, or humanoid, and must be within 30 yards of the caster. The hands will choke and strangle the affected victim for the duration of the spell; each round, the victim suffers 1-4 hit points of damage from the choking hands. If the victim makes a successful saving throw, he suffers half- damage each round.

Choke can be negated by dispel magic or a similar spell; the victim cannot wrench the ethereal hands away from his neck. The victim makes all attack rolls at a - 2 penalty while affected by choke.

The material component for this spell is a handkerchief or similarly-sized piece of cloth that has been tied in a knot.

Continual Light (Alteration) Reversible

Range: 60 yds.
Components: V,S
Duration: Permanent
Casting Time: 2
Area of Effect: 60-ft. radius
Saving Throw: Special

This spell is similar to a light spell, except that it is as bright as full daylight and lasts until negated by magical darkness or by a dispel magic spell. Creatures who suffer penalties in bright light suffer them in this spell's area of effect. As with the light spell, it can be cast into the air, onto an object, or at a creature. When cast at a creature, the target gets a saving throw vs. spell; success indicates that the spell affects the space about 1 foot behind the creature instead. Note that this spell can also blind a creature if it is successfully cast upon the creature's visual organs, reducing its attack rolls, saving throws, and Armor Class by 4. If the spell is cast on a small object that is then placed in a light-proof covering, the spell's effects are blocked until the covering is removed.

A continual light 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. A direct casting of continual light against a similar or weaker magical darkness cancels both.

This spell eventually consumes the material it is cast upon, but the process takes far longer than the time in the typical campaign. Extremely hard and expensive materials can last hundreds or even thousands of years.

Dark Mirror (Abjuration,Alteration)

Range: 10'/lvl
Components: V,S,M
Duration: 1 rd./lvl.
Casting Time: 2
Area of Effect: Globe with radius of 10'/lvl.
Saving Throw: Special

This spell enables the caster to instantly negate magical darkness (including continual darkness) or reflect it back upon its caster. It can alternatively be used to allow the caster to see perfectly within or through normal or magical darkness. Which effect the spell will have must be chosen during casting and cannot be altered later. No saving throws apply to this spell, except when darkness is to be reflected back specifically upon a source creature or item. In this case, a successful save causes the darkness to pass out of existence; failure means that it is successfully reflected back upon its source.

Note that if the caster of dark mirror chooses to reflect darkness back at its original source area, but not upon a specific thing or being, no save is allowed even if the thing or being is within the area at the time (a mobile being can then leave the dark area behind). Once cast, dark mirror remains in effect and can either prevent the formation of or reflect back multiple darkness effects (even several in the same round) until the spell expires. The material components of this spell are a small mirror and a candle, which need not be lit.

Darkness, 15' Radius (Alteration)

Range: 10 yds./level
Components: V,S,M
Duration: 1 turn + 1 rd./level
Casting Time: 2
Area of Effect: 15-ft. radius
Saving Throw: None

This spell causes total, impenetrable darkness in the area of effect. Infravision is useless. Neither normal nor magical light works unless a light or continual light spell is used. In the former event, the darkness spell is negated by the light spell, and vice versa.

The material components of this spell are a bit of bat fur and either a drop of pitch or a piece of coal.

Deafness (Illusion/Phantasm)

Range: 60 yds.
Components: V,S,M
Duration: Special
Casting Time: 2
Area of Effect: 1 creature
Saving Throw: Neg.

The deafness spell causes the recipient to become totally deaf and unable to hear any sounds. The victim is allowed a saving throw vs. spell. An affected

creature has a -1 penalty to its surprise rolls unless its other senses are unusually keen. Deafened spellcasters have a 20% chance to miscast any spell with a verbal component. This deafness can be done away with only by means of a dispel magic spell or by the spellcaster.

The material component of this spell is beeswax.

Death Recall (Necromancy, Divination)

Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 1 round
Area of Effect: One corpse
Saving Throw: None

This spell enables the caster to visualize the final minutes of the life of any creature or person that died within the previous 24 hours. When the caster touches the subject's corpse, the caster goes into a trance. The caster then has a vision of the final 10 minutes of the subject's life as seen by the subject himself. The vision ends with the last scene the subject saw before he died, at which time the caster awakens from his trance and the spell is over. The material component for this spell is a fragment from a shattered mirror.

Deepockets (Alteration, Enchantment)

Range: Touch
Components: V, S, M
Duration: 12 hrs. + 1 hr./level
Casting Time: 1 turn
Area of Effect: 1 garment
Saving Throw: None

This spell enables the wizard to specially prepare a garment so as to hold far more than it normally could. A finely sewn gown or robe of high-quality material (at least 50 gp value) is fashioned so as to contain numerous hand-sized pockets. One dozen is the minimum number. The deepockets spell then enables these pockets to hold a total of 100 pounds (5 cubic feet in volume) as if it were only 10 pounds of weight. Furthermore, there are no discernible bulges where the special pockets are. At the time of casting, the caster can instead choose to have 10 pockets each holding 10 pounds (1/2 cubic foot volume each). If the robe or like garment is sewn with 100 or more pockets (200 gp minimum cost), 100 pockets can be created to contain one pound of weight and 1/6 cubic foot volume each. Each special pocket is actually an extradimensional holding space.

If the spell duration expires while there is material within the enchanted pockets, or if a successful dispel magic is cast upon the enchanted garment, all the material suddenly appears around the wearer and immediately falls to the ground. The caster can also cause all the pockets to empty with a single command.

In addition to the garment, which is reusable, the material components of this spell are a tiny golden needle and a strip of fine cloth given a half-twist and fastened at the ends.

Detect Evil (Divination) Reversible

Range: 0
Components: V, S
Duration: 5 rds./level
Casting Time: 2
Area of Effect: 10 x 180 ft.
Saving Throw: None

This spell discovers emanations of evil (or of good in the case of the re-

verse spell) from any creature, object, or area. Character alignment is not revealed under most circumstances: Characters who are strongly aligned, do not stray from their faith, and who are at least 9th level might radiate good or evil if they are intent upon appropriate actions. Powerful monsters, such as ki-rin, send forth emanations of evil or good, even if polymorphed. Aligned undead radiate evil, for it is this power and negative force that enables them to continue existing. An evilly cursed object or unholy water radiates evil, but a hidden trap or an unintelligent viper does not. The degree of evil (faint, moderate, strong, overwhelming) can be noted. Note that priests have a more powerful version of this spell.

The spell has a path of detection 10 feet wide and 60 yards long in the direction in which the wizard is facing. The wizard must concentrate--stop, have quiet, and intently seek to detect the aura--for at least one round to receive a reading.

Detect Invisibility (Divination)

Range: 0
Components: V, S, M
Duration: 5 rds./level
Casting Time: 2
Area of Effect: 10 yds./level
Saving Throw: None

When the wizard casts a detect invisibility spell, he is able to see clearly any objects or beings that are invisible, as well as any that are astral, ethereal, or out of phase. In addition, it enables the wizard to detect hidden or concealed creatures (for example, thieves in shadows, halflings in underbrush, and so on). It does not reveal the method of concealment or invisibility, except in the case of astral travelers (where the silver cord can be seen). It does not reveal illusions or enable the caster to see through physical objects. Detection is a path 10 ft. wide along the wizard's line of sight to the range limit.

The material components of this spell are a pinch of talc and a small sprinkling of powdered silver.

Detect Life (Divination)

Range: 10 feet/level
Components: V, S, M
Duration: 5 rounds
Casting Time: 2
Area of Effect: One creature
Saving Throw: None

By use of this spell, the caster can determine if a creature is alive, including creatures in a coma or trance, or under the influence of feign death. Any form of mental protection prevents the effectiveness of this spell, as does any thickness of metal. An inch of stone or wood is treated as 10 feet of open space for the purpose of determining whether the spell functions.

The material components for this spell are a holy symbol and a hair from the head of a newborn animal.

Displace Self (Alteration, Dimension)

Range: 0
Duration: 1 rd./level
Area of Effect: The caster
Subtlety: +2
Sensory: None
Components: V, M
Casting Time: 2
Saving Throw: None
Knockdown: None
Critical: None

Emulating the natural ability of the displace beast, this spell causes the caster to appear to be about two feet away from his true location. Any creature making a melee or missile attack against the caster automatically misses with his first attempt and suffers a -2 penalty on all subsequent attack rolls. In addition, the wizard also gains a +2 bonus on saving throws for any spell or special attack aimed directly at him, not at any other characters or the area around him. The only spell that will reveal the caster's true location is true seeing.

The material component for this spell is a small strip of leather made from displace beast hide that is twisted into a loop.

Embalm (Necromancy, Alteration)

Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 2 rounds
Area of Effect: 1 corpse
Saving Throw: None

An embalm spell enables the caster to protect a corpse (or a harvested part thereof) against the natural forces of decay and dissolution, until some later time when it is needed for a spell. If the embalmed cadaver is later animated as a zombie, golem, or other form of animated undead, the creature gains +2 hit points per hit die (8 hp/HD maximum) because of the greater strength and resiliency imparted by the spell to the dead tissue. It has no beneficial effect if cast on skeletal remains or on previously animated undead.

Thus preserved, a corpse permanently retains the same odour and appearance it had at the time of casting. Embalm does not reverse the effects of putrefaction, but it does prevent any further decay of an individual's physical remains. Unlike more powerful spells (such as Nulathoe's ninemen (FOR) or the clerical spell spirit bind), embalm does not facilitate subsequent resurrection of a corpse. The material component is a drop of vinegar.

ESP (Divination)

Range: 0
Components: V, S, M
Duration: 1 rd./level
Casting Time: 2
Area of Effect: 5 yds./level
Saving Throw: None
(90 yds. maximum)

When an ESP spell is used, the caster is able to detect the surface thoughts of any creatures in range--except for those of undead and creatures without minds (as we know them). The ESP is stopped by 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead foil.

The wizard employing the spell is able to probe the surface thoughts of one creature per round, getting simple instinctual thoughts from lower order creatures. Probes can continue on the same creature from round to round or can move on to other creatures. The caster can use the spell to help determine if a creature lurks behind a door, for example, but the ESP does not always reveal what sort of creature it is. If used as part of a program of interrogation, an intelligent and wary subject receives an initial saving throw. If successful, the creature successfully resists and the spell reveals no additional information. If the saving throw is failed, the caster may learn additional information, according to the DM's ruling. The creature's Wisdom adjustment applies, as may additional bonuses up to +4, based on the sensitivity of the information sought.

The material component of this spell is a copper piece.

Filter (Abjuration)

Range: Touch
Components: V, M
Duration: 1 turn/level
Casting Time: 2
Area of Effect: 10-foot radius sphere around creature touched
Saving Throw: None

This spell creates an invisible globe of protection that filters out all noxious elements from poisonous vapors; therefore, a creature protected by filter takes no damage and suffers no penalties from poison gas of any kind, including those created magically (such as stinking Cloud). The exceptions are poisonous vapors created by a dragon's breath weapon (such as the chlorine gas of a green dragon); in these cases, the creature protected by filter suffers half damage.

The material components for this spell are a strand of spider web and a scrap of cotton cloth approximately one inch square.

Firestaff (Evocation)

Range: 0
Components: V, S, M
Duration: 1 rd./lvl.
Casting Time: 2
Area of Effect: Special
Saving Throw: None

By means of this spell, a spell-caster can cause balls of blue flame to come into being at both ends of a nonmagical staff, pole, log, club, or tree limb. The object must be of wood and have two discernible ends; it is not consumed or altered by the spell or the spell's flames. The wizard cannot choose to cause only one end of the staff to be alight, and he cannot extinguish the flames at will; the spell must be allowed to expire or a dispel magic must be used.

The burning staff does 1d6 hp damage, plus 2d4 hp flame damage, per blow (the staff is considered a magical weapon for determining what creatures it can hit, but it has no to-hit bonuses). The staff can be wielded by creatures other than the caster and can ignite flammable materials as well as being used as a weapon. The material components of this spell are a piece of phosphorous or a flame of any sort, the wooden object to be used, and a pinch of iron filings.

Flaming Sphere (Evocation)

Range: 10 yds.
Components: V, S, M
Duration: 1 rd./level
Casting Time: 2
Area of Effect: 3-ft. radius
Saving Throw: Neg.

A flaming sphere spell creates a burning globe of fire within 10 yards of the caster. This sphere rolls in whichever direction the wizard points, at a rate of 30 feet per round. It rolls over barriers less than 4 feet tall, such as furniture, low walls, etc. Flammable substances are set afire by contact with the sphere. Creatures in contact with the globe must successfully save vs. spell or suffer 2d4 points of fire damage. Those within 5 feet of the sphere's surface must also save or suffer 1d4 points of heat damage. A successful saving throw means no damage is suffered. The DM may adjust the saving throws if there is little or no room to dodge the sphere.

The sphere moves as long as the spellcaster actively directs it; otherwise, it merely stays at rest and burns. It can be extinguished by the same means as any normal fire of its size. The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by its flame. It cannot push unwilling creatures aside or batter down large obstacles.

The material components are a bit of tallow, a pinch of sulphur, and a dusting of powdered iron.

Fog Cloud (Alteration)

Range: 10 yds.
Components: V,S
Duration: 4 rds. + 1 rd./level
Casting Time: 2
Area of Effect: Special
Saving Throw: None

The fog cloud spell can be cast in one of two ways, at the caster's option: as a large, stationary bank of normal fog, or as a harmless fog that resembles the 5th-level wizard spell cloudkill.

As a fog bank, this spell creates a fog of any size and shape up to a maximum 20-foot cube per caster level. The fog obscures all sight, normal and infravision, beyond 2 feet.

As a cloudkill-like fog, this is a billowing mass of ghastly, yellowish-green vapors, measuring 40 feet x 20 feet x 20 feet. This moves away from the caster at 10 feet per round. The vapors are heavier than air and sink to the lowest level, even pouring down sinkholes and den openings. Very thick vegetation breaks up the fog after it has moved 20 feet into the vegetation.

The only effect of either version is to obscure vision. A strong breeze will disperse either effect in one round, while a moderate breeze will reduce the spell duration by 50%. The spell cannot be cast under water.

Fools' Gold (Alteration, Illusion)

Range: 10 yds.
Components: V,S,M
Duration: 1 hr./level
Casting Time: 1 rd.
Area of Effect: 10 cu. in./level
Saving Throw: Special

Copper coins can temporarily be changed to gold pieces, or brass items turned to solid gold, for the spell duration by means of this magic. The area of effect is 10 cubic inches per level--i.e., a 1-inch x 1-inch x 10-inch volume or equivalent, equal to about 150 gold coins. Any creature viewing the "gold" is entitled to a saving throw vs. spell, which can be modified by the creature's Wisdom; for every level of the wizard, the creature must subtract 1 from his dice roll. Thus, it is unlikely that fools' gold will be detected if created by a high-level caster. If the "gold" is struck hard by an object of cold-wrought iron, there is a slight chance it will revert to its natural state, depending on the material component used to create the "gold." If a 25-gp citrine is powdered and sprinkled over the metal as this spell is cast, the chance that cold iron will return it to its true nature is 30%; if a 50-gp amber stone is powdered and used, the chance drops to 25%; if a 250-gp topaz is powdered and used, the chance drops to 10%; and if a 500-gp oriental (corundum) topaz is powdered and used, there is only a 1% chance that the cold iron will reveal that it is fools' gold.

Forget (Enchantment/Charm)

Range: 30 yds.
Components: V,S
Duration: Permanent
Casting Time: 2

Area of Effect: 1-4 creatures
Saving Throw: Neg.
in a 20-ft. cube

By means of this spell, the spellcaster causes creatures within the area of effect to forget the events of the previous round (the one minute of time previous to the utterance of the spell). For every three levels of experience of the spellcaster, another minute of past time is forgotten. This does not negate charm, suggestion, geas, quest, or similar spells, but it is possible that the being who placed such magic upon the recipient could be forgotten. From one to four creatures can be affected, at the discretion of the caster. If only one is to be affected, the recipient saves vs. spell with a -2 penalty; if two, they save with -1 penalties; if three or four are to be affected, they save normally. All saving throws are adjusted by Wisdom. A priest's heal or restoration spell, if specially cast for this purpose, will restore the lost memories, as will a limited wish or wish, but no other means will do so.

Frostfire (Alteration)

Range: 10 yds./level
Components: V,S,M
Duration: 2 turns/level
Casting Time: 2
Area of Effect: Special
Saving Throw: Special

Through the use of the frostfire spell, the wizard is able to change the normally hot radiance of fires to a cold radiance. Two effects may be produced through the use of this spell. The first is a total absence of heat radiation (c.f. light spell); the flame will continue to burn and give off light, but no heat is produced. The second category causes the flames to burn cold, and they will inflict frost damage to anyone who comes into contact with them. For example, a torch normally causes 1-3 points of heat damage. If the cold version of the spell is cast upon the torch, it will now inflict 1-3 points of cold damage to anyone struck by the torch. The flames subjected to this spell become tinged with blue for the duration of the spell.

As a rule, the wizard can affect an amount of flame equal to one torch or four candles for every level that she possesses. For the purposes of this spell, a small campfire is considered to be equal to three torches, a bonfire equal to six, and a wall of fire, eight. If fire under the effect of a frostfire spell goes out, the effects of the spell cease immediately. As a last option, this spell may be cast upon a fire-dwelling or fire-using creature such as an efreet, fire elemental, etc. The being is allowed a saving throw; success indicates that the spell has no effect, but a failed saving throw causes the victim to suffer 2d4 hit points of damage. Only one creature can be affected by this use of the spell.

The material components for this spell are a piece of ivory and a pinch of soot if the heatless version of the spell is cast. If the cold version is used, a piece of ice and a clear crystal of at least 10 gp value are required.

Forcewave (Abjuration, Evocation)

Range: 10'/lvl.
Components: V,S,M
Duration: 1 rd.
Casting Time: 2
Area of Effect: 1 creature
Saving Throw: Special

This spell enables a wizard to hamper the activities of a single creature for one round. A wave of translucent, silent, colourless force, visually resembling an ocean wave breaking on a beach, comes into being in front of the caster and sweeps toward a target creature. The caster must point to, name, or concentrate upon the intended target during the casting. The wave rushes toward the target with a movement rate of 30. It has no effect on nonliving ob-

jects or any creature but the intended target. If the target creature is within range, the forcewave strikes it--no saving throw to avoid.

The target is allowed a save vs. spells to determine the forcewave effects, however. If the save is successful, the creature suffers 1 hp impact damage and is thrown off-balance; a running or charging creature, or one on a narrow bridge or high place, must then make a dexterity check on 1d20 to avoid falling. If the target fails its saving throw, it suffers 2-5 hp impact damage, is repulsed (forced away from the caster) by 10', has any ongoing spell-casting ruined, and can make only missile attacks on the round in which it is struck. A dexterity check must be made to avoid falling (at -1 if the target creature is small, weak, surprised, or precariously situated). Ethereal beings cannot be affected by a forcewave, but a being employing blink or a displacement effect that shifts rapidly from one plane to another can be affected by this spell.

The material components of this spell are a small piece of rope or string and a drop of water, spittle, or a tear

Glitterdust (Conjuration/Summoning)

Range: 10 yds./level
Components: V,S,M
Duration: Special
Casting Time: 2
Area of Effect: 20 ft. cube
Saving Throw: Special

This spell creates a cloud of glittering golden particles within the area of effect. Those in the area must roll a successful saving throw vs. spell or be blinded (-4 penalties to attack rolls, saving throws, and Armor Class) for 1d4+1 rounds. In addition, all within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Note that this reveals invisible creatures. The dust fades in 1d4 rounds plus one round per caster level. Thus, glitterdust cast by a 3rd-level wizard lasts for four to seven rounds.

The material component is ground mica.

Ghoul Touch (Necromancy)

Range: 0.
Components: V,S,M
Duration: 1 round/level
Casting Time: 2
Area of Effect: One person
Saving Throw: Special

When this spell is in effect, the caster's touch causes any single human, dwarf, gnome, half-elf, or halfling to become rigid for 3-8 (1d6 + 2) rounds unless the victim makes a successful saving throw vs. paralysis. Additionally, the paralyzed victim exudes a carrion stench in a 10-foot radius that causes retching and nausea. Those within this area who fail to save vs. poison will make their attacks with a -2 penalty until the spell reaches the end of its duration.

The material component for this spell is a small scrap of cloth taken from the clothing of a ghoul or a pinch of earth from a ghoul's lair.

Hornung's Baneful Deflector* (Evocation)

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

This spell partially surrounds the recipient in a shimmering, hemispherical field of force. The field is transparent and moves with the subject, forming

a shell about one foot away from his body. The shell serves as a shield against all forms of individually targeted missile attacks (including magic missiles and other spells). The caster designates the position of the shell (protecting the front, rear, side, or top of the recipient). The spell does not protect against area effect spells or other attacks that strike several creatures at once.

Whenever an individual missile attack is directed at a protected creature, the baneful deflector activates. Instead of striking the target creature, the missile's target is determined randomly among all creatures within a 15-foot hemisphere of the protected creature, including the protected creature. The missile then changes course toward its new target with normal chances to hit. If the new target is beyond the range of the missile, no target is hit. If the protected creature is struck, the spell immediately fails. If several people are protected by baneful deflector, a missile will change course several times before reaching its target.

The material component is a small prism that shatters when the spell is cast.

Hypnotic Pattern (Illusion/Phantasm)

Range: 30 yds.
Components: S,M
Duration: Special
Casting Time: 2
Area of Effect: 30-ft. cube
Saving Throw: Neg.

When this spell is cast, the wizard creates a weaving, twisting pattern of subtle colors in the air. This pattern causes any creature looking at it to become fascinated and stand gazing at it as long as the spellcaster maintains the display, plus two rounds thereafter. The spell can captivate a maximum of 24 levels, or Hit Dice, of creatures (for example, 24 creatures with 1 Hit Die each, 12 with 2 Hit Dice, etc.). All creatures affected must be within the area of effect, and each is entitled to a saving throw vs. spell. A damage-inflicting attack on an affected creature frees it from the spell immediately.

The wizard need not utter a sound, but he must gesture appropriately while holding a glowing stick of incense or a crystal rod filled with phosphorescent material.

Ice Knife (Evocation)

Range: Special
Components: V,S,M
Duration: Instantaneous
Casting Time: 1 round
Area of Effect: Special
Saving Throw: Neg.

This spell fires a dagger of ice at the target. The caster makes a normal attack roll as if attacking with a missile weapon, factoring in the range from the attacker to the target (the ice knife has a long range of 30 yards, a medium range of 20 yards, and a short range of 10 yards). A successful hit causes 2-8 (2d4) hit points of damage. If the ice knife misses its target, consult the rules for grenade-like missiles on pages 62-63 of the *Dungeon Master's Guide* to determine where it lands.

When an ice knife strikes a solid object or a creature, the knife shatters, releasing a wave of numbing cold. All creatures within a 5-foot radius must make a successful saving throw vs. paralysis or suffer 1-4 hit points of cold damage and become numb for 1-3 rounds. Numbed creatures have their movement rates reduced by half and their chance to hit reduced by 2. Proximity to major sources of heat, such as a roaring bonfire, improves a

creature's saving throw by +2.

An ice knife that misses or is lost cannot be picked up by the caster (or anyone else) and thrown again. If the ice knife is touched, it instantly shatters, releasing a wave of cold as described above. If a lost ice knife is not touched, it melts away in a pool of water 1 round after it was originally created; this melting occurs regardless of the environmental temperature.

The material components for this spell are a drop of water from melted snow and a tiny silver dagger.

Improved Phantasmal Force (Illusion/Phantasm)

Range: 60 yds. + 10 yds./level
Components: V,S,M
Duration: Special
Casting Time: 2
Area of Effect: 200 sq. ft. +
Saving Throw: Special
50 sq. ft./level

Like the 1st-level phantasmal force spell, this spell creates the illusion of any object, creature, or force, as long as it is within the spell's area of effect. The spellcaster can maintain the illusion with minimal concentration; thus, he can move at half normal speed (but not cast other spells). Some minor sounds are included in the effects of the spell, but not understandable speech. Also, the improved phantasm continues for two rounds after the wizard ceases to concentrate upon it.

The material component is a bit of fleece.

Insatiable Thirst (Enchantment/Charm)

Range: 5 yards/level
Components: V,S
Duration: 1 round/level
Casting Time: 2
Area of Effect: One creature
Saving Throw: Neg.

This spell instills in the victim an uncontrollable desire to drink. The victim is allowed a saving throw to avoid the effect. If the roll is failed, the creature must consume any potable liquids it can find (including magical potions, which might result in strange effects if potions are mixed). Although poisons are not considered potable, a victim may not realize that a liquid is poisonous. The victim will not consume a liquid he knows to be poisonous.

No matter how much the creature drinks, its magical thirst is not quenched until the spell ends. During this time, the creature can do nothing but drink or look for liquids to drink. Victims of this spell believe they are dying of thirst and (depending upon their nature) may be willing to kill for drinkable fluids.

Invisibility (Illusion/Phantasm)

Range: Touch
Components: V,S,M
Duration: Special
Casting Time: 2
Area of Effect: Creature touched
Saving Throw: None

This spell causes the creature touched to vanish from sight and be undetectable by normal vision or even infravision. Of course, the invisible creature is not magically silenced, and certain other conditions can render the creature detectable. Even allies cannot see the invisible creature or his gear, unless these allies can normally see invisible things or employ magic to do so. Items dropped or put down by the invisible creature become visible;

items picked up disappear if tucked into the clothing or pouches worn by the creature. Note, however, that light never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). The spell remains in effect until it is magically broken or dispelled, until the wizard or recipient cancels it, until the recipient attacks any creature, or until 24 hours have passed. Thus, the invisible being can open doors, talk, eat, climb stairs, etc., but if he attacks, he immediately becomes visible, although the invisibility enables him to attack first. Note that the priest spells bless, chant, and prayer are not attacks for this purpose. All highly Intelligent (Intelligence 13 or more) creatures with 10 or more Hit Dice or levels of experience have a chance to detect invisible objects (they roll saving throws vs. spell; success means they noticed the invisible object).

The material components of the invisibility spell are an eyelash and a bit of gum arabic, the former encased in the latter.

Irritation (Alteration)

Range: 10 yds./level
Components: V,S,M
Duration: Special
Casting Time: 2
Area of Effect: 1-4 creatures in
Saving Throw: Neg.
a 15-ft. radius

An irritation spell affects the epidermis of the subject creatures. Creatures with very thick or insensitive skins (such as buffalo, elephants, scaled creatures, etc.) are basically unaffected. There are two versions of the spell, either of which can be cast from the standard preparation:

Itching. When cast, this causes each subject to feel an instant itching sensation on some portion of its body. If one round is not immediately spent scratching the irritated area, the creature is so affected that the next three rounds are spent squirming and twisting, effectively worsening its Armor Class by 4 and its attack rolls by 2 during this time. Spell preparations are ruined in the first round this spell is in effect, but not in the following three rounds. Doing nothing but scratching the itch for a full round prevents the rest of the effect. If cast at one creature, the saving throw has a -3 penalty; if cast at two creatures, the saving throw has a -1 penalty; and if cast at three or four creatures, the saving throw is normal.

Rash. When a rash is cast, the subject notices nothing for 1d4 rounds, but thereafter its entire skin breaks out in red welts that itch. The rash persists until either a cure disease or dispel magic spell is cast upon it. It lowers Charisma by 1 point per day for each of four days (i.e., maximum Charisma loss is 4 points). After one week, Dexterity is lowered by 1 point also. Symptoms vanish immediately upon the removal of the rash, and all statistics return to normal. This can be cast at one creature only, with a saving throw penalty of -2.

The material component for this spell is a leaf from poison ivy, oak, or sumac.

Knock (Alteration) Reversible

Range: 60 yds.
Components: V
Duration: Special
Casting Time: 1
Area of Effect: 10 sq. ft./level
Saving Throw: None

The knock spell opens stuck, barred, locked, held, or wizard-locked doors. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains. If used to open a wizard-locked door, the spell does not remove the former spell, but simply suspends its functioning for one turn. In all other cases, it permanently opens locks or welds--al-

though the former could be closed and locked again later. It does not raise barred gates or similar impediments (such as portcullis), nor does it affect ropes, vines, and the like. Note that the effect is limited by the area; a 3rd-level wizard can cast a knock spell on a door of 30 square feet or less (for example, a standard 4-ft. x 7-ft. door). Each spell can undo up to two means of preventing egress through a portal. Thus if a door is locked, barred, and held, or triple locked, opening it requires two knock spells. In all cases, the location of the door or item must be known--the spell cannot be used against a wall in hopes of discovering a secret door.

The reverse spell, lock, closes and locks a door or similar closure, provided there is a physical mechanism. It does not create a weld, but it locks physically operated locking mechanisms, set bars, and so on, up to two functions. It cannot affect a portcullis.

Know Alignment (Divination) Reversible

Range: 10 yds.
Components: V,S
Duration: 1 rd./level
Casting Time: 1 rd.
Area of Effect: 1 creature or
Saving Throw: Neg.
object per 2 rds.

A know alignment spell enables the wizard to read the aura of a creature or an aligned object (unaligned objects reveal nothing). The caster must remain stationary and concentrate on the subject for two full rounds. A creature is allowed a saving throw vs. spell and, if successful, the caster learns nothing about that particular creature from the casting. If the caster concentrates on a creature or object for only one round, he can learn only its alignment with respect to law and chaos. Certain magical devices negate the know alignment spell.

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

Leomund's Trap (Illusion/Phantasm)

Range: Touch
Components: V,S,M
Duration: Permanent
Casting Time: 3 rds.
Area of Effect: Object touched
Saving Throw: None

This false trap is designed to fool a thief or other character attempting to pilfer the spellcaster's goods. The wizard places the spell upon any small mechanism or device, such as a lock, hinge, hasp, screw-on cap, ratchet, etc. Any character able to detect traps, or who uses any spell or device enabling trap detection, is 100% certain a real trap exists. Of course, the spell is illusory and nothing happens if the trap is sprung; its primary purpose is to frighten away thieves or make them waste precious time.

The material component of the spell is a piece of iron pyrite touched to the object to be trapped while the object is sprinkled with a special dust requiring 200 gp to prepare. If another Leomund's trap is within 50 feet when the spell is cast, the casting fails.

Levitate (Alteration)

Range: 20 yds./level
Components: V,S,M
Duration: 1 turn/level
Casting Time: 2
Area of Effect: 1 creature or object
Saving Throw: Neg.

When a levitate spell is cast, the wizard can place it upon his person, an object, or a single creature, subject to a maximum weight limit of 100 pounds per level of experience (for example, a 3rd-level wizard can levitate a maximum of 300 pounds). If the spell is cast upon the wizard, he can move vertically up or down at a movement rate of 2 per round. If cast upon an object or another creature, the wizard can levitate it at the same speed, according to his command. This spell does not empower horizontal movement, but the recipient could push along the face of a cliff, for example, to move laterally. The spellcaster can cancel the spell as desired. If the subject of the spell is unwilling, or the object is in the possession of a creature, a saving throw vs. spell is allowed to determine if the levitate spell affects it.

Once cast, the spell requires no concentration, except when changing height. A levitating creature attempting to use a missile weapon finds himself increasingly unstable; the first attack has an attack roll penalty of -1, the second -2, the third -3, etc., up to a maximum of -5. A full round spent stabilizing allows the creature to begin again at -1. Lack of leverage makes it impossible to cock a medium or heavy crossbow.

The material component of this spell is either a small leather loop or a piece of golden wire bent into a cup shape with a long shank on one end.

Living Link (Necromancy, Divination)

Range: 90 yards + 10 yards/level
Components: V,S
Duration: 1 round/level of caster
Casting Time: 2
Area of Effect: 1 creature
Saving Throw: None

With this spell, a wizard establishes a sensory link between him- or herself and any living creature within range. If the wizard knows a specific creature or person within range, then the spell can take effect on that specific creature. Otherwise, the living link will be established with any sentient creature within range, determined randomly.

Similar to the 1st-level spell corpse link (which only works with fresh cadavers and zombies), living link allows the caster to gather sensory information from the vicinity of the targeted creature (sight, sound, smell, taste, or touch). For every four levels of experience past the 1st, the wizard can collect information from an additional sense (up to two senses at 5th level, three at 9th, four at 13th, and all five at the 17th level of experience).

The target creature of this spell experiences nothing to indicate that its senses have been tapped, and it remains in control of its own actions, entirely unaware of the magical connection to the wizard. In other words, the wizard cannot force the subject to look at something (listen at a keyhole, taste a glass of wine, pick up an object, and so on). This spell merely enables the wizard to directly experience the word through another creature's perceptions. For instance, looking through another creature's eyes gives the wizard all of its visual capabilities, like infravision should the creature have that ability.

While the spell is in effect, the living link overrides the wizard's own sensory perceptions. Thus, while a wizard is seeing through another creature's eyes, he or she is unable to see through his or her own. The spell can be ended early with no risk to the caster.

Locate Object (Divination) Reversible

Range: 0
Components: V,S,M
Duration: 1 rd./level
Casting Time: 2
Area of Effect: 20 yds./level
Saving Throw: None

This spell aids in locating a known or familiar object. The wizard casts the spell, slowly turns, and senses when he is facing in the direction of the object to be located, provided the object is within range (i.e., 60 yards for 3rd-level wizards, 80 yards for 4th, 100 yards for 5th, etc.). The spell can locate such objects as apparel, jewelry, furniture, tools, weapons, or even a ladder or stairway. Note that attempting to find a specific item, such as jewelry or a crown, requires an accurate mental image; if the image is not close enough to the actual, the spell does not work. Desired but unique objects cannot be located by this spell unless they are known by the caster. The spell is blocked by lead. Creatures cannot be found by this spell.

The material component is a forked twig.

The reversal, obscure object, hides an object from location by spell, crystal ball, or similar means for eight hours. Creatures cannot be affected by this spell. The material component is a chameleon skin.

Magic Mouth (Alteration)

Range: 10 yds.
Components: V,S,M
Duration: Special
Casting Time: 2
Area of Effect: 1 object
Saving Throw: None

When this spell is cast, the wizard imbues the chosen object with an enchanted mouth that suddenly appears and speaks its message when a specified event occurs. The message, which must be of 25 words or less, can be in any language known by the spellcaster, and can be delivered over a period of one turn. The mouth cannot speak magical spells or use command words. It does, however, move to the words articulated--if it is placed upon a statue, the mouth of the statue would actually move and appear to speak. Of course, the magic mouth can be placed upon a tree, rock, door, or any other object, excluding intelligent members of the animal or vegetable kingdoms.

The spell functions when specific conditions are fulfilled, according to the command of the spellcaster. Some examples are to speak "to the first creature that touches you," or "to the first creature that passes within 30 feet." Commands can be as general or as detailed as desired, although only visual and audible triggers can be used, such as the following: "Speak only when a venerable female human carrying a sack of groat clusters sits crosslegged within 1 foot." Such visual triggers can react to a character using the disguise ability. Command range is 5 yards per level of the wizard, so a 6th-level wizard can command the magic mouth to speak at a maximum encounter range of 30 yards ("Speak when a winged creature comes within 30 yards."). The spell lasts until the speak command can be fulfilled; thus, the spell duration is variable. A magic mouth cannot distinguish invisible creatures, alignments, level, Hit Dice, or class, except by external garb. If desired, the effect can be keyed to a specific noise or spoken word.

The material component of this spell is a small bit of honeycomb.

Maximilian's Earthen Grasp (Evocation)

Range: 10 yards+10 yards/level
Components: V,S,M
Duration: 3 rounds+1 round/level
Casting Time: 2

Area of Effect: One creature
Saving Throw: Special

This spell causes an arm made of compacted soil to rise from the ground. The spell must be cast on open turf, such as a grassy field or a dirt floor.

The earthen arm and hand (which are about the same size as a normal human limb) arise from the ground beneath one creature targeted by the caster. The hand attempts to grasp the creature's leg. The victim must attempt a saving throw; if successful, the hand sinks into the ground. Each round thereafter (until the spell ends or the target moves out of spell range), the hand has a 5% chance per level of the caster of reappearing beneath the targeted creature, at which time another saving throw is required.

If a saving throw is missed, the earthen limb firmly grasps and holds the creature in place. An individual held by the hand suffers a movement rate of 0. Armor Class penalty of -2, and attack penalty of -2. All Dexterity combat bonuses are negated. The hand causes no physical damage to the victim.

The arm may be attacked by any creature, including the arm's victim. The arm has AC 5 and hit points equal to double the caster's maximum hit points. For example, a caster who normally has 15 hit points can create an earthen hand with 30 hit points. The maximum number of hit points that an earthen hand may have is 40. When the arm's hit points are reduced to zero or when the spell duration ends, the hand crumbles.

The material component is a miniature hand sculpted from clay, which crumbles to dust when the spell is cast.

Melf's Acid Arrow (Conjuration)

Range: 180 yds.
Components: V,S,M
Duration: Special
Casting Time: 2
Area of Effect: 1 target
Saving Throw: Special

By means of this spell, the wizard creates a magical arrow that speeds to its target as if fired from the bow of a fighter of the same level as the wizard. No modifiers for range, nonproficiency, or specialization are used. The arrow has no attack or damage bonus, but it inflicts 2d4 points of acid damage (with saving throws for items on the target); there is no splash damage. For every three levels that the caster has achieved, the acid, unless somehow neutralized, lasts for another round, inflicting another 2d4 points of damage each round. So at 3rd-5th level, the acid lasts two rounds; at 6th-8th level, the acid lasts for three rounds, etc.

The material components of the spell are a dart, powdered rhubarb leaf, and an adder's stomach.

Mirror Image (Illusion/Phantasm)

Range: 0
Components: V,S
Duration: 3 rds./level
Casting Time: 2
Area of Effect: 6-ft. radius
Saving Throw: None

When a mirror image spell is invoked, the spellcaster causes from two to eight exact duplicates of himself to come into being around him. These images do exactly what the wizard does. Since the spell causes a blurring and slight distortion when it is cast, it is impossible for opponents to be certain which are the illusions and which is the actual wizard. When an image is struck by a melee or missile attack, magical or otherwise, it disappears, but any other existing images remain intact until struck. The images seem to shift from round to round, so that if the actual wizard is struck during one round, he cannot be picked out from among his images the next. To deter-

mine the number of images that appear, roll 1d4 and add 1 for every three levels of experience the wizard has achieved, to a maximum of eight images. At the end of the spell duration, all surviving images wink out.

Misdirection (Illusion/Phantasm)

Range: 30 yds.
Components: V,S
Duration: 8 hrs.
Casting Time: 2
Area of Effect: 1 creature or object
Saving Throw: Neg.

By means of this spell, the wizard misdirects the information from a detection spell (detect charm, detect evil, detect invisibility, detect lie, detect magic, detect snares and pits, etc.). While the detection spell functions, it indicates the wrong area, creature, or the opposite of the truth with respect to detect evil or detect lie. The wizard directs the spell effect upon the object of the detection spell. If the caster of the detection spell fails his saving throw vs. spell, the misdirection takes place. Note that this spell does not affect other types of divination (know alignment, augury, ESP, clairvoyance, etc.).

Moon Rune (Alteration, Geometry,Artifice)

Range: 0
Duration: Permanent
Area of Effect: Up to 1 sq. ft.
Subtlety: +3
Sensory: Small visual
Components: V,S,M
Casting Time: 2
Saving Throw: None
Knockdown: None
Critical: None

By using this spell, the wizard can create an invisible mark or rune on any surface. This mark remains invisible until conditions specified at the time of the casting are met. For example, the wizard could specify that the runes are only visible by the light of the moon or by the light of a moon of a certain phase (half, full, etc.), when viewed by an elf, at sunset or sunrise, when viewed by a wizard, when the caster is present, and so on. The spell cannot be used to transcribe magical runes, signs, glyphs, or symbols, but as many as seven letters or marks can be drawn. Unlike a magic mouth spell, a moon rune is permanent and will appear any time its conditions are met.

In addition to appearing when the proper conditions are met, a moon rune also becomes visible if a detect magic, detect invisibility, true seeing, or other such spell or effect is used on it. A read magic spell will reveal the maker's words, if any. Moon rune cannot be cast on a living creature. The mark cannot be dispelled, but it can be removed by the caster or by an erase spell.

A moon rune requires a special mixture of pigment including mithral filings or powder worth at least 100 gp.

Nahal's Nonsensical Nullifier* (Abjuration)

Range: Touch
Components: V,S,M
Duration: 1d6 rounds+1 round/level
Casting Time: 2
Area of Effect: Creature touched
Saving Throw: None

This spell scrambles the aura of the affected creature, giving random results to know alignment, detect evil, and detect lie spells cast on that creature.

When a protected creature is the focus of one of these divinations, the information gained is randomly determined. Thus, if know alignment is used against a chaotic evil creature protected by the nonsensical nullifier, the response could be any alignment combination. If two characters both use the same divination on the same target, two random results are generated.

A new random result is generated each round; thus, continued observation of a protected creature usually results in different answers. The table below should be used to determine the random alignment.

D10 Roll	Alignment
1	Lawful Good
2	Lawful Neutral
3	Lawful Evil
4	Neutral Good
5	Neutral
6	Neutral Evil
7	Chaotic Good
8	Chaotic Evil
9	Chaotic Neutral
10	No alignment

The material component is a small amount of egg yolk smeared into the hair of the recipient.

Past Life (Divination)

Range: Touch
Components: V,S
Duration: Special
Casting Time: 1 round
Area of Effect: One creature
Saving Throw: None

By touching the remains of a dead creature, this spell allows a caster to gain a mental image of the deceased's former appearance. The remains can be of any age and only a tiny fragment is required, such as a bone splinter or a strand of hair. When cast by a wizard of at least 7th level, he is able to view the final minute of the subject's life from the subject's point of view.

When cast by a wizard of at least 9th level, a personal possession (a ring, a favorite walking stick, etc.) may be substituted for bodily remains.

Protection From Cantrips (Abjuration)

Range: Touch
Components: V,S
Duration: 5 hrs. + 1 hr./level
Casting Time: 1 rd.
Area of Effect: Creature or
Saving Throw: None
object touched

By casting this spell, the wizard receives immunity to the effects of cantrips cast by other wizards, apprentices, or creatures that use the cantrip spell. The spell protects the caster, or one item or person that he touches (such as a spell book or a drawer containing spell components). Any cantrip cast against the protected person or item dissipates with an audible popping sound. This spell is often used by a wizard who has mischievous apprentices, or one who wishes apprentices to clean or shine an area using elbow grease rather than magic. Any unwilling target of this spell must be touched (via an attack roll) and is allowed a saving throw vs. spell to escape the effect.

Protection From Paralysis (Abjuration)

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

The recipient of this spell receives total immunity to magical paralysis. Spells such as hold person and slow have no effect on the individual. This spell also provides protection against the paralysis attacks of monsters (a ghoul's touch, for example). This spell offers no protection against physical damage.

The material component is a bit of cloth taken from a priest's robes.

Protection from Poison (Abjuration)

Range: Touch
Components: V,S
Duration: 1 rd./level
Casting Time: 2
Area of Effect: Creature touched
Saving Throw: None
Subtlety: +2
Knockdown: None
Sensory: None
Critical: None

With this abjuration spell, the wizard provides a protective barrier similar to that created by the spells protection from evil or protection from vermin, warding the recipient against creatures that possess venom or poison of some kind. Poisonous monsters or poison-using characters of 4 or less Hit Dice or levels are prevented from making physical contact with the spell recipient, while venomous creatures of 4+1 Hit Dice or poison-using characters of five levels or more suffer a -2 penalty on their attack rolls against the protected character. Only injected or contact poisons from natural or innate sources (such as compounds made from plants or the venom from a snake) in a position to possibly injure the character are protected against: a thief carrying a vial of ingestive poison in his pouch is not counted as a venomous character while a character that is brandishing a poisoned short sword is counted as venomous. The spell recipient can still be poisoned by a spitting attack or a thrown dagger smeared with poison.

If the spell recipient attacks a creature he has been warded against or uses the resistance of the spell's aura to force his antagonist to give ground, the spell ends. Regrettably, reaching out to drink from a poisoned cup dispels the effect, so this spell offers no protection against ingested poisons. The spell functions normally if cast upon a poison-using creature or character.

Pyrotechnics (Alteration)

Range: 120 yds.
Components: V,S,M
Duration: Special
Casting Time: 2
Area of Effect: 1 fire source
Saving Throw: None

A pyrotechnics spell draws on an existing fire source to produce one of two effects, at the option of the caster. First, it can produce a flashing and fiery burst of glowing, colored aerial fireworks that lasts one round. This effect temporarily blinds those creatures in, under, or within 120 feet of the area and that have an unobstructed line of sight to the burst. Creatures viewing this are blinded for 1d4+1 rounds unless they successfully save vs. spell. The

fireworks fill a volume 10 times greater than that of the original fire source.

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

The spell uses one fire source within a 20-foot cube, which is immediately extinguished. An extremely large fire used as a source might be only partially extinguished. Magical fires are not extinguished, although a fire-based creature (such as a fire elemental) used as a source suffers 1 point of damage per caster level.

Ray of Enfeeblement (Enchantment/Charm)

Range: 10 yds. + 5 yds./level
Components: V,S
Duration: 1 rd./level
Casting Time: 2
Area of Effect: 1 creature
Saving Throw: Neg.

By means of a ray of enfeeblement, a wizard weakens an opponent, reducing its Strength and thereby the attacks that rely upon it. Humans, demihumans, and humanoids of man-size or less are reduced to an effective Strength of 5, losing all Strength bonuses and suffering an attack roll penalty of -2 and a -1 penalty to damage. Other creatures suffer a penalty of -2 on attack rolls. Furthermore, they have a -1 penalty for each die of damage they inflict. (But no damage roll can inflict less than 1 point per die of damage.) Your DM will determine any other effects appropriate to the affected creature. If the target creature makes its saving throw, the spell has no effect. This spell does not affect combat bonuses due to magical items, and those conferring increased Strength function normally.

Ride the Wind (Alteration)

Range: 5 yards/level
Components: V,S,M
Duration: 1 turn/level
Casting Time: 2
Area of Effect: One creature/level
Saving Throw: Neg.

This spell allows creatures targeted by the caster to become virtually weightless and be lifted upon the wind. Affected creatures can control their altitude by rising or descending at a movement rate of 12, but are at the mercy of the wind for speed and direction. Recipients can stop forward movement only by grasping something to anchor them in place. If no wind is present, this spell has no effect.

Unwilling targets are allowed a saving throw to resist the effect.

Each subject and his equipment must weigh less than 100 pounds per level of the caster. Thus, a 6th-level wizard could affect six creatures each weighing 600lbs. or less. This spell may be cast only on living creatures.

The material components are a small handful of straw and a dry leaf.

Rope Trick (Alteration)

Range: Touch
Components: V,S,M
Duration: 2 turns/level
Casting Time: 2
Area of Effect: Special
Saving Throw: None

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, as if affixed at the upper end. The upper end is, in fact, fastened to an extradimensional space. The spellcaster and up to seven others can climb up the rope and disappear into this place of safety where no creature can find them. The rope can be taken into the extradimensional space if fewer than eight persons have climbed it; otherwise, it simply stays hanging in the air (extremely strong creatures might be able to remove it, at the DM's option). Spells cannot be cast across the interdimensional interface, nor can area effects cross it. Those in the extradimensional space can see out of it as if there were a 3-foot x 5-foot window centered on the rope. The persons in the extradimensional space must climb down prior to the end of the spell, or they are dropped from the height at which they entered the extradimensional space. The rope can be climbed by only one person at a time. Note that the rope trick spell enables climbers to reach a normal place if they do not climb all the way to the extradimensional space. Also note that creating or taking extradimensional spaces into an existing extradimensional space is hazardous.

The material components of this spell are powdered corn extract and a twisted loop of parchment.

Scare (Enchantment/Charm)

Range: 30 yds. + 10 yds./level
Components: V,S,M
Duration: 1d4 rds. + 1 rd./level
Casting Time: 2
Area of Effect: 15-foot radius
Saving Throw: Special

This spell causes creatures with fewer than 6 Hit Dice or levels of experience to fall into fits of trembling and shaking. The frightened creatures have a -2 reaction adjustment and may drop items held if encumbered. If cornered, they fight, but with -1 penalties to attack rolls, damage rolls, and saving throws.

Only elves, half-elves, and priests are allowed saving throws against this spell. Note that this spell has no effect on the undead (skeletons, zombies, ghouls, and so on), or on upper or lower planar creatures of any sort.

The material component used for this spell is a bit of bone from an undead skeleton, zombie, ghoul, ghost, or mummy.

Shatter (Alteration)

Range: 30 yds. + 10 yds./level
Components: V,S,M
Duration: Instantaneous
Casting Time: 2
Area of Effect: 3-ft. radius
Saving Throw: Neg.

The shatter spell is a sound-based attack that affects nonmagical objects of crystal, glass, ceramic, or porcelain, such as vials, bottles, flasks, jugs, windows, mirrors, etc. All such objects within a 3-foot radius of the center of the spell effect are smashed into dozens of pieces by the spell. Objects weighing more than one pound per level of the caster are not affected, but all other objects of the appropriate composition must save vs. crushing blow or be shattered. Alternatively, the spell can be focused against a single item of up to 10 pounds per caster level. Crystalline creatures usually suffer 1d6 points of damage per caster level to a maximum of 6d6, with a saving throw vs. spell for half damage.

The material component of this spell is a chip of mica.

Sense Shifting (Alteration)

Range: 0
Components: V,S,M
Duration: 3 turns
Casting Time: 2
Area of Effect: The caster
Saving Throw: None

Sense shifting allows the wizard to affect all spells of levels 1 through 3 that he casts within the duration of the spell. For each spell, he can modify one of three sensory features pertaining to the spell: color, sound, or patterned visual appearance of the spell effect. The changes produced by this spell do not affect the functions of the affected spell nor any saving throws that apply against their effects.

Sense shifting might be used to produce green fireballs, magic missiles that streak through the air with a scream, colored continual light globes, customized designs for a hypnotic pattern, or a spectral hand that makes scrabbling sounds as it attempts to grasp a target.

Sense shifting cannot create any form of invisibility. It cannot completely silence a spell effect (thus, a fireball's blast might be muted, but not wholly eliminated).

The material component is a twist of multi-colored ribbon with a small silver bell fastened to its end.

Skeletal Hands (Necromancy, Evocation)

Range: 10 feet + 10 feet/3 levels
Components: V,S,M
Duration: 1 turn + 5 rounds/level
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

By casting this spell, a wizard animates a pair of skeletal hands that levitate in mid-air and move as directed by the caster, who uses verbal commands and somatic gestures to guide them. The hands can perform only simple grasping, lifting, and carrying activities. They cannot perform complex movements that require great dexterity, such as picking locks. They can, however, open unlocked doors and chests, or turn pages in a spell book. The hands can also make two clawing attacks per round, each attack directed against a different target. They attack using the wizard's table at the same level as the spellcaster, and each inflicts 1-3 hp damage on a successful hit. The hands may be physically attacked in turn (each hand has AC 5, hp 4, and MV 6) and may move anywhere within their range.

The hands can carry up to 5 pounds each; together, they can carry an object of up to 20 pounds. The hands may wield weapons within these weight limits. When using weapons, the skeletal hands attack on the wizard's combat table, with a level half that of the spellcaster and with applicable penalties for nonproficiency. Hand-held melee weapons do half their normal damage (round up fractions), because the hands cannot generate the proper forces that the weapons need in order to inflict normal damage. The hands may fire an already loaded crossbow and inflict normal damage, because the crossbow provides the necessary force to propel the bolt. All other missile weapons have their ranges reduced to one quarter and inflict their normal damage (round up fractions).

The material components are the complete, skeletal hands of any human, demihuman, or humanoid. These hand bones may be reused in multiple castings of the spell, providing the hands have not been damaged or destroyed in combat.

Slumberward (Abjuration)

Range: Touch
Components: V, S
Duration: 2 rds./lvl.
Casting Time: 2
Area of Effect: 1 creature
Saving Throw: None

This spell protects one creature against drowsiness and similar conditions caused by magic. Unconsciousness, stunning (however caused), and all forms of sleep cannot occur or have any effect upon the protected being, who also gains a +1 bonus on saving throws against charm, suggestion, command, hold and similar will-force magicks and spell-like natural powers. The caster may use this spell on himself or others.

Spectral Hand (Necromancy)

Range: 30 yds. + 5 yds./level
Components: V, S
Duration: 2 rds./level
Casting Time: 2
Area of Effect: 1 opponent
Saving Throw: None

This spell causes a ghostly, glowing hand, shaped from the caster's life force, to materialize within the spell range and move as the caster desires. Any touch attack spell of 4th level or less that is subsequently cast by the wizard can be delivered by the spectral hand. The spell gives the caster a +2 bonus to his attack roll. The caster cannot perform any other actions when attacking with the hand; the hand returns to the caster and hovers if the caster takes other actions. The hand lasts the full spell duration unless dismissed by the caster, and it is possible to use more than one touch attack with it. The hand receives flank and rear attack bonuses if the caster is in a position to do so. The hand is vulnerable to magical attack but has an Armor Class of -2. Any damage to the hand ends the spell and inflicts 1d4 points of damage to the caster.

Stinking Cloud (Evocation)

Range: 30 yds.
Components: V, S, M
Duration: 1 rd./level
Casting Time: 2
Area of Effect: 20-ft. cube
Saving Throw: Special

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

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

Strength (Alteration)

Range: Touch
Components: V, S, M
Duration: 1 hr./level

Casting Time: 1 turn
Area of Effect: Person touched
Saving Throw: None

Application of this spell increases the Strength of the character by a number of points--or tenths of points after 18 Strength is attained (only if the character is a warrior). Benefits of the strength spell last for the duration of the magic. The amount of added Strength depends upon the spell recipient's group and is subject to all restrictions on Strength due to race and class. Multiclass characters use the best die.

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

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

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

Summon Swarm (Conjuration/Summoning)

Range: 60 yds.
Components: V, S, M
Duration: Special
Casting Time: 2
Area of Effect: 10-ft. cube
Saving Throw: Neg.

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

Die Roll	Swarm Type
01-40	Rats
41-70	Bats
71-80	Spiders
81-90	Centipedes/beetles
91-100	Flying insects

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

The material component is a square of red cloth.

Tasha's Uncontrollable Hideous Laughter (Enchantment/Charm)

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

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

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

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

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

Vocalize (Alteration)

Range: Touch
Components: S, M
Duration: 5 rounds
Casting Time: 1 round
Area of Effect: One spell-casting creature
Saving Throw: None

This spell allows the recipient to cast spells that normally require a verbal component without the caster needing to make a sound. Such spells must be cast within the duration of the vocalize spell. This spell is also useful in situations where quiet is desired, or when the recipient is under the influence of a silence spell.

Vocalize does not negate a silence spell, but merely offsets it for the purpose of spell casting; if a spell caster under the effect of vocalize casts a spell that has some audible effect, that sound will be masked for as long as silence remains in force. Vocalize does not affect normal vocal communication.

The material component for this spell is a small golden bell without a clapper.

Wall of Gloom (Conjuration/Summoning, Shadow)

Range: 30 yards
Components: V, S, M
Duration: 2d4 rds. + 1 rd./level
Casting Time: 2
Area of Effect: Two 10-ft. cubes, + one 10-ft. cube/level (max. is 8 cubes)
Saving Throw: Special
Subtlety: +3
Knockdown: None
Sensory: Huge visual, small tactile
Critical: None

This spell creates a wall or barrier of ominous shadow in any area within the spell range. The wall of gloom does not obscure sight completely, but objects or creatures within the wall, or on its other side, are dim shadows that can barely be seen. Creatures attempting missile fire through the wall suffer a -2 penalty to their attack rolls. In addition, the supernatural cold and darkness of the wall of gloom may cause creatures moving through the wall to recoil in fear. Creatures of 4 Hit Dice or less who enter the wall must make a saving throw vs. spell or retreat for 1d3 rounds; creatures of 4+1 to 7 Hit Dice must save or hesitate for 1 round before entering the wall; and undead and creatures of 7+1 Hit Dice or more ignore the wall's fear effects.

The wall can take any shape the caster desires, as long as it is at least 10 feet high and 10 feet thick. The material component is a bit of fleece from a black sheep and the eyelash of a revenant.

Web (Evocation)

Range: 5 yds./level
Components: V, S, M
Duration: 2 turns/level
Casting Time: 2
Area of Effect: 8,000 cubic ft.
Saving Throw: Neg. or 1/2

A web spell creates a many-layered mass of strong, sticky strands similar to spider webs but far larger and tougher. These masses must be anchored to two or more solid and diametrically opposed points--floor and ceiling, opposite walls, etc.--or the web collapses upon itself and disappears.

The web spell covers a maximum area of eight 10-foot x 10-foot x 10-foot cubes and the webs must be at least 10 feet thick, so a mass 40 feet high, 20 feet wide, and 10 feet deep may be cast. Creatures caught within webs, or simply touching them, become stuck among the gluey fibers.

Anyone in the area when the spell is cast must roll a saving throw vs. spell with a -2 penalty. If the saving throw is successful, two things may have occurred. If the creature has room to escape the area, then it is assumed to have jumped free. If there is no room to escape, then the webs are only half strength. Creatures with less than 13 Strength (7 if the webs are half strength) are stuck until freed by another or until the spell wears off. Missile fire is generally ineffective against creatures trapped in webs.

Creatures with Strengths between 13 and 17 can break through 1 foot of webs per round. Creatures with 18 or greater Strength can break through 2 feet of webs per round. If the webs are at half strength, these rates are doubled. (Great mass equates to great strength in this case, and creatures of large mass hardly notice webs.) Strong and huge creatures can break through 10 feet of webs per round.

Furthermore, the strands of a web spell are flammable. A magical flaming sword can slash them away as easily as a hand brushes away cobwebs. Any fire--torch, flaming oil, flaming sword, etc.--can set them alight and burn them away in a single round. All creatures within flaming webs suffer 2d4 points of damage from the flames, but those free of the strands are not harmed.

The material component of this spell is a bit of spider web.

Whispering Wind (Alteration, Phantasm)

Range: 1 mi./level
Components: V,S
Duration: Special
Casting Time: 2
Area of Effect: 2-ft. radius
Saving Throw: None

By means of this spell, the wizard is able to either send a message or cause some desired sound effect. The whispering wind can travel as many miles above ground as the spellcaster has levels of experience, to a specific location within range that is familiar to the wizard. The whispering wind is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers its whisper-quiet message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it. The wind then dissipates. The wizard can prepare the spell to bear a message of up to 25 words, cause the spell to deliver other sounds for one round, or merely have the whispering wind seem to be a faint stirring of the air that has a susurrant sound. He can likewise cause the whispering wind to move as slowly as a mile per hour or as quickly as a mile per turn. When the spell reaches its objective, it swirls and remains until the message is delivered. As with the magic mouth spell, no spells may be cast via the whispering wind.

Wizard Lock (Alteration)

Range: Touch
Components: V,S
Duration: Permanent
Casting Time: 2
Area of Effect: 30 sq. ft./level
Saving Throw: None

A wizard lock spell cast upon a door, chest, or portal magically locks it. The caster can freely pass his own lock without affecting it; otherwise, the wizard-locked door or object can be opened only by breaking in, by a successful dispel magic or knock spell, or by a wizard four or more levels higher than the one casting the spell. Note that the last two methods do not remove the wizard lock; they only negate it for a brief duration--about one turn. Creatures from other planes cannot burst a wizard lock as they can a held portal (see the hold portal spell).

Third-Level Spells

Alacrity (Alteration)

Range: 0
Components: V,S,M
Duration: 1 turn+1 round/level
Casting Time: 1
Area of Effect: The caster
Saving Throw: None

The use of an alacrity spell allows the wizard to speed up the casting of spells of 5th level and lower. Only spells that are cast within the alacrity spell's duration are affected.

Casting times of 2-5 are reduced by 1; casting times of 6-9 are reduced by 2; and a casting time of one round is reduced to a casting time of 8. Casting times for spells which require more than 1 round are reduced by 20% (e.g., an animate dead spell affected by alacrity could be cast in only 4 rounds). Spells which have a casting time of 1 are not affected by this spell.

The material component is a miniature hourglass which is destroyed when the spell is cast.

Alamir's Fundamental Breakdown (Divination)

Range: Touch
Components: V,S,M
Duration: Special
Casting Time: 1 round
Area of Effect: One item
Saving Throw: Special

By casting this spell, the wizard learns what ingredients and formulas were used to create a chemical mixture or magical item.

The information instantly appears in the caster's mind but may be lost if the wizard cannot comprehend it. The caster must roll an Intelligence check; if successful, the wizard understands the formula and retains it in his memory. If the roll is missed, the caster cannot comprehend what he has learned and the information is immediately forgotten. If the spell is cast a second time on the same substance, the spell automatically fails unless the wizard has advanced to the next experience level.

The caster's level determines the type of information gleaned:

5th Level: The type and quantity of ingredients and the preparation process required to produce a non-magical mixture are learned. For example, the wizard could learn how to produce Greek fire or gunpowder, or could learn the recipe for something simple, like chocolate cake.

9th Level: The wizard may learn the proper ingredients and formula for making a magical liquid (potion, scroll ink, etc.).

14th Level: The caster may learn the formula for creating any type of magical object, excluding unique items and objects of extreme power (artifacts and relics).

In all cases, simply knowing the proper formula does not mean the wizard can successfully create the item or material. The construction of alchemical mixtures and magical items is a time-consuming and expensive undertaking. This spell has detrimental effects on the magical item analyzed. Single-use items (potions, oils, etc.) are automatically destroyed; the spell consumes the item in the process of analyzing it. Reusable magical items must make a saving throw vs. disintegration. If the saving throw is failed, Alamir's fundamental breakdown releases the magic of the item in an explosive blast, rendering it permanently nonmagical. The caster suffers 4d8 points of damage from the explosion.

The material component is a wand cut from a 100-year-old oak tree. The wand is used to touch the item in question, and vanishes in a puff of smoke when the spell is complete.

Alternate Reality* (Alteration)

Range: 0
Components: V,S,M
Duration: Instantaneous
Casting Time: 3
Area of Effect: Creature touched
Saving Throw: None

With this spell, the caster creates a small variation in probabilities. This variation lasts only a moment, but creates alternate results for one recent event. When the spell is cast, any one event attempted by the recipient during the previous round is recalculated, essentially allowing (or forcing) the creature to make new die rolls.

Only events that begin and end in a single round can be affected. Only one die roll can be rerolled. If the creature touched is a willing recipient, the player can choose which roll (the original or the new roll) affects him, more than likely picking the most successful. If the creature is unwilling, he must redo the action. The second result, whatever its outcome, cannot be changed.

Typical uses of this spell include allowing a fighter to reroll an attack, forcing an opponent to reroll a saving throw, or allowing a wizard to reroll the damage caused by a fireball.

The material component is a small, unmarked die.

Augmentation I (Invocation/Evocation)

Range: 0
Components: V,S,M
Duration: Special
Casting Time: 2
Area of Effect: Special
Saving Throw: None

This spell augments the damage inflicted by any spell of levels 1-3. For each die of damage rolled, the caster adds one point to the damage total.

The augmentation I spell affects only one spell cast on the round immediately following the augmentation. If an entire round or more elapses, the augmentation is wasted.

Only spells which cause direct physical damage are affected by augmentation; for example, monsters gained through monster summoning I gain no bonuses to their damage.

The material component is a pair of concentric circles of bronze or silver.

Bands of Sirellyn (Conjuration/Summoning)

Range: 40 yards
Duration: 1 turn + 1 rd./level
Area of Effect: 1 creature
Subtlety: +3
Sensory: Medium visual
Components: V,S,M
Casting Time: 3
Saving Throw: Neg.
Knockdown: None
Critical: None

Once employed by the mysterious ancient wizard known as the Arcanemach, the mage Sirellyn rediscovered this forgotten dweomer many centuries after its last use. The spell causes a number of shining metal bands to materialize out of the air, encircling and capturing a target of the caster's choice. The victim is allowed a saving throw vs. spell to elude capture, with a -1 penalty per three caster levels (for example, -1 for a 4th to 6th level caster, -2 for a 7th to 9th level caster, -3 for a 10th to 12th level caster, and so on), since higher-level casters tend to conjure more bands in a denser pattern. Any

creature of less than size C (gargantuan) can be snared, but gargantuan monsters are simply too big to be restrained by the bands.

If the victim fails his saving throw vs. spell, he is caught and held immobile by the bands. He may not move his arms and legs, but he is still capable of speech and can employ psionic powers or use worn magical items, such as rings. Subjects with a Strength rating may attempt to burst the bands and free themselves with a bend bars/lift gates roll. If the subject does not have a strength rating, it may make a saving throw vs. petrification with a -4 penalty.

The spell requires three miniature bands of silver that are interlocked so that all three are connected.

Blink (Alteration)

Range: 0
Components: V,S
Duration: 1 rd./level
Casting Time: 1
Area of Effect: The caster
Saving Throw: None

By means of this spell, the wizard causes his material form to "blink" directly from one point to another at a random time and in a random direction. This means that melee attacks against the wizard automatically miss if initiative indicates they fall after he has blinked.

Each round the spell is in effect, the wizard rolls 2d8 to determine the timing of the blink--the result of the dice roll is used as the wizard's initiative for that round. The wizard disappears and instantaneously reappears 10 feet distant from his previous position. (Direction is determined by a roll of 1d8: 1 = right ahead, 2 = right, 3 = right behind, 4 = behind, 5 = left behind, 6 = left, 7 = left ahead, 8 = ahead.) The caster cannot blink into a solid object; if such is indicated, reroll the direction. Movable objects of size and mass comparable to the caster are shoved aside when the caster blinks in. If blinking is impossible except into a fixed, solid object, the caster is then trapped on the Ethereal Plane.

During each round that he blinks, the spellcaster can be attacked only by opponents who win initiative or by those who are able to strike both locations at once (for example, with a breath weapon, fireball, or similar wide-area attack forms). Opponents with multiple attacks, or those operating under haste or similar effects, can often strike early enough to have at least one attack against the caster.

If the spellcaster holds off his attack (if any) until after the blink, the 2d8 delay until the blink is added to his normal 1d10 initiative roll (thus, he probably attacks last in the round). The spellcaster can also try to get his attack in before he blinks (he must announce his intent before rolling the 2d8 for blink timing and the 1d10 for initiative). In this case, the caster compares the two dice rolls, hoping that his initiative roll is lower than his blink roll (the two rolls are not added if he is trying to attack before he blinks). If so, he attacks according to his initiative roll, then blinks according to the blink roll. If his blink roll is lower than his initiative roll, however, he blinks first and then attacks in whatever direction he's facing (he must go through with his attack, even if he is facing in the wrong direction to affect anyone).

Bone Club (Enchantment, Necromancy)

Range: 0
Components: V,M
Duration: 1 round/level
Casting Time: 1 round
Area of Effect: One bone
Saving Throw: None

A wizard can use this spell to enchant a bone, causing it to become a magical club. This magical weapon acts as a club + 4 against undead, inflicting 5-10 (1d6 + 4) hit points of damage, and a club + 1 against all other opponents, inflicting 2-7 (1d16 + 1) hit points of damage. The bone can be from any animal, providing the bone normally could be welded as a club; for instance, a human femur could be enchanted by this spell, but a skull could not. At the end of the spell's duration, the bone club reverts to a normal bone.

If the proficiency rules are being used, characters with a weapon proficiency with a club also have a proficiency with a bone club. Those wielding a bone club without the club proficiency suffer the penalties described on page 52 of the Player's Handbook. And remember that wizards cannot use clubs at all. The material components for this spell are an appropriately-sized bone and a pinch of dirt from a grave.

Bone Dance (Necromancy)

Range: 10 yards/level
Components: S,M
Duration: 3 turns/level
Casting Time: 3 rounds
Area of Effect: Special
Saving Throw: None

This spell temporarily animates the physical remains of a human, demihuman, or humanoid. Bone dance forges a mystical link with the newly made undead creature, enabling the caster to mentally control its movements, just as a master puppeteer manipulates the actions of a wooden puppet.

The skeleton or zombie animated by this spell is incapable of carrying out any independent actions the wizard must mentally command his or her undead puppet to walk forward, pick up a sword, strike an opponent with it, and so on. While the caster concentrates on maintaining the bone dance, he or she may not speak, cast other spells, or actively engage in melee. The spell occupies the greater part of the caster's attention.

The skeleton or zombie created by this spell conforms to the normal variety described in the MM. It is compatible with (can be affected by) other necromantic spells that affect undead, and the creature may perform all of the simple actions outlined in the skeletal hands spell. If directed into combat, it fights as a regular skeleton (even if it still has some flesh on its bones).

When combined with spectral voice, bone dance can make for an effective decoy, a menacing bluff, or at least a ghastly form of entertainment. When augmented by corpse link, a dancing cadaver may serve as an effective (and ultimately expendable) scout that can work beyond the immediate visual range of the caster.

Normally, the bone dance progresses for the duration of the spell or until the caster loses concentration. The dance also ends prematurely if the caster causes the skeleton to move beyond spell range or out of direct sight (certain divinations, such as corpse link or clairvoyance, may lift this hindrance). The bone dance may be destroyed in combat, or broken by a successful dispel magic. The material component is an intact skeleton or corpse and a small, crude puppet which the caster must manipulate with both hands to choreograph the bone dance.

Bone Knit (Necromantic)

Range: Touch
Components: V,S,M
Duration: Permanent
Casting Time: 3
Area of Effect: One skeleton
Saving Throw: None

This spell allows the caster to rejoin the pieces of a skeleton. All of the pieces of the skeleton must be present for the spell to work. The wizard casts the spell, then places his hands over the bones. The bones then transform themselves into a whole skeleton. If this newly joined skeleton is then animated with an animate dead spell, it will have maximum hit points. The spell can be cast upon an undead skeleton that has not been utterly destroyed in order to "heal" it of any damage that has been inflicted upon it by physical attacks. This spell may be cast upon an undead skeleton in conjunction with a permanency spell to create a skeleton that "regenerates" 1-4 hp of physical damage every other round (magical, fire, or acid damage cannot be regenerated). The material component of this spell is a drop of the spell-caster's blood and a drop of troll's blood.

Clairaudience (Divination)

Range: Unlimited
Components: V,S,M
Duration: 1 rd./level
Casting Time: 3
Area of Effect: 60-ft. radius
Saving Throw: None

The clairaudience spell enables the wizard to concentrate upon some locale and hear in his mind any noise within a 60-foot radius of that point. Distance is not a factor, but the locale must be known--a place familiar to the spellcaster or an obvious one (such as behind a door, around a corner, in a copse of trees, etc.). Only sounds that are normally detectable by the wizard can be heard by use of this spell. Lead sheeting or magical protections prevent the operation of the spell, and the wizard has some indication that the spell is so blocked. The spell creates an invisible sensor, similar to that created by a crystal ball spell, that can be dispelled. The spell functions only on the wizard's current plane of existence.

The material component of the spell is a small horn of at least 100 gp value.

Clairvoyance (Divination)

Range: Unlimited
Components: V,S,M
Duration: 1 rd./level
Casting Time: 3
Area of Effect: Line of sight
Saving Throw: None

Similar to the clairaudience spell, the clairvoyance spell empowers the wizard to see in his mind whatever is within sight range from the spell locale chosen. Distance from the wizard is not a factor, but the locale must be known--familiar or obvious. Furthermore, light is a factor, as the spell does not enable the use of infravision or magical enhancements. If the area is magically dark, only darkness is seen; if naturally pitch dark, only a 10-foot radius from the center of the spell's area of effect can be seen. Otherwise, the seeing extends to the normal vision range according to the prevailing light. Lead sheeting or magical protection foils clairvoyance spell, and the wizard has some indication that it is so blocked. The spell creates an invisible sensor, similar to that created by a crystal ball spell, that can be dispelled. The

spell functions only on the wizard's current plane of existence.
The material component is a pinch of powdered pineal gland.

Delay Death (Enchantment,Necromancy)

Range: 30 yards
Components: V,S,M
Duration: 1 turn/level
Casting Time: 1 round
Area of Effect: One creature
Saving Throw: None

This spell enables one person or creature to postpone death. If delay death is cast before the indicated creature or person reaches 0 hit points, he is able to fight, cast spells, communicate, and take all other normal actions until he reaches - 10 hit points. However, from the time he reaches 0 hit points until he is reduced to - 10 hit points, the affected person or creature makes all attack rolls and saving throws at a - 2 penalty, and his movement rate is reduced by half.

When the subject reaches - 10 hit points, he is dead and delay death is no longer in effect. Note that the spell has a limited duration; if the spell expires after the affected subject has reached 0 hit points but before he has been reduced to -10 hit points, the subject dies instantly. A deceased subject previously under the effect of delay death can be raised normally by raise dead and similar spells.

The material component for this spell is a chip from a tombstone or a sliver of wood from a coffin.

Delude (Alteration)

Range: 0
Components: V,S
Duration: 1 turn/level
Casting Time: 3
Area of Effect: 30-ft. radius
Saving Throw: Neg.

By means of a delude spell, the wizard conceals his own alignment with that of any creature within a 30-foot radius at the time the spell is cast. The creature must be of higher than animal intelligence for the spell to work; its own alignment remains unchanged. The creature receives a saving throw vs. spell and, if successful, the delude spell fails. If the spell is successful, any know alignment spell used against the caster discovers only the assumed alignment. Note that a detect good or detect evil also detects the assumed aura, if the aura is strong enough. The creature whose aura has been assumed radiates magic, but the wizard radiates magic only to the creature whose alignment has been assumed. If a delude spell is used in conjunction with a change self or alter self spell, the class of the wizard can be totally hidden, if he is clever enough to carry off the disguise.

Dispel Magic (Abjuration)

Range: 120 yds.
Components: V,S
Duration: Instantaneous
Casting Time: 3
Area of Effect: 30-ft. cube
Saving Throw: None

When a wizard casts this spell, it has a chance to neutralize or negate magic it comes in contact with, as follows:

First, it removes spells and spell-like effects (including device effects and innate abilities) from creatures or objects. Second, it disrupts the casting or use of these in the area of effect at the instant the dispel is cast. Third, it de-

stroys magical potions (which are treated as 12th level for purposes of this spell).

Each effect or potion in the spell's area is checked to determine if it is dispelled. The caster can always dispel his own magic; otherwise, the chance to dispel depends on the difference in level between the magical effect and the caster. The base chance is 50% (11 or higher on 1d20 to dispel). If the caster is of higher level than the creator of the effect to be dispelled, the difference is subtracted from the number needed on 1d20 to dispel (making it more likely that the dispel succeeds); if the caster is of lower level, the difference is added to the number needed on 1d20 to dispel (making it less likely that the dispel succeeds). A roll of 20 always succeeds and a roll of 1 always fails. Thus, if a caster is 10 levels higher, only a roll of 1 prevents the effect from being dispelled.

A dispel magic spell does not affect a specially enchanted item, such as a magical scroll, ring, wand, rod, staff, miscellaneous item, weapon, shield, or armor, unless it is cast directly upon the item. This renders the item nonoperational for 1d4 rounds. An item possessed and carried by a creature gains the creature's saving throw against this effect; otherwise, it is automatically rendered nonoperational. An interdimensional interface (such as a bag of holding) rendered nonoperational would be temporarily closed. Note that an item's physical properties are unchanged: A nonoperational magical sword is still a sword.

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

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

Summary of Dispel Magic Effects

Source of Effect	Resists As	Result of Dispel
Caster	None	Dispel automatic
Other caster/ innate ability	Level/HD of other caster	Effect negated
Wand	6th level	*
Staff	8th level	*
Potion	12th level	Potion destroyed
Other magic	12th, unless special	*
Artifact	DM discretion	DM discretion

* Effect negated; if cast directly on item, item becomes nonoperational for 1d4 rounds.

Explosive Runes (Alteration)

Range: Touch
Components: V,S
Duration: Special
Casting Time: 3
Area of Effect: 10-ft. radius
Saving Throw: None or 1/2

By tracing these mystic runes upon a book, map, scroll, or similar object bearing written information, the wizard prevents unauthorized persons from reading his material. The explosive runes are difficult to detect--5% chance per level of magic use experience of the reader; thieves have only a 5% chance. But trap detection by spell or magical device always finds these runes.

When read, the explosive runes detonate, delivering 6d4+6 points of damage to the reader, who gets no saving throw. A like amount, or half that if saving throws are made, is suffered by each creature within the blast radius.

The wizard who cast the spell, as well as any he instructs, can read the protected writing without triggering the runes. Likewise, the wizard can remove the runes whenever desired. Others can remove them only with a successful dispel magic or erase spell. Explosive runes otherwise last until the spell is triggered. The item upon which the runes are placed is destroyed when the explosion takes place, unless it is not normally subject to destruction by magical fire (see the item saving throws in Chapter 6 of the Dungeon Master Guide).

False Face (Necromancy,Alteration)

Range: 10 yards/level
Components: V,S,M
Duration: 1 turn/level
Casting Time: 3
Area of Effect: Caster
Saving Throw: None

This spell enables a necromancer to copy the face of another human, demihuman, or humanoid, either living or dead. It has no effect on undead. The wizard gains the facial features of the chosen individual of either sex, providing the subject lies within range and the caster can clearly see the face he or she is trying to emulate.

The caster does not gain any sensory abilities (or disabilities) associated with the new face. For example, if the caster copies a blind man's face, the wizard still retains his or her normal sight. The caster retains his or her normal voice, too, as well as height, bodily appearance, spells, and spell-like abilities.

The false face serves as an effective disguise, though it radiates a magical aura of necromancy. Spells that detect or banish illusions have no effect on this disguise; the false face is not illusionary. It may be reversed with dispel magic.

The material components are a small ball of natural rubber and a small mirror, both of which are consumed in the casting.

Far Reaching I (Alteration)

Range: 0
Component: V
Duration: Special
Casting Time: 2
Area of Effect: Special
Saving Throw: None

This spell allows the wizard to extend the range of any one 1st- or 2nd-level spell by 50% or any one 3rd-level spell by 25%. The spell to be affected must be cast on the round immediately following the far reaching I spell. If a complete round or more elapses, the far reaching I is wasted.

Far reaching I affects only a spell cast by the same wizard. Far reaching I does not affect spells that have range of 0 or touch.

Feign Death (Necromancy)

Range: Touch
Components: V,S
Duration: 1 hr. + 1 turn/level
Casting Time: 1
Area of Effect: Creature touched
Saving Throw: None

By means of this spell, the caster (or any other creature whose levels of experience or Hit Dice do not exceed the wizard's own level) can be put into a cataleptic state that is impossible to distinguish from death. Although the person or creature affected by the feign death spell can smell, hear, and know what is going on, no feeling or sight of any sort is possible. Thus, any wounding or mistreatment of the body is not felt and no reaction occurs; damage is only half normal. In addition, paralysis, poison, and energy-level drain cannot affect an individual under the influence of this spell. Poison injected or otherwise introduced into the body takes effect when the spell recipient is no longer under the influence of this spell, although a saving throw is permitted.

Note that only a willing individual can be affected by a feign death spell. The spellcaster can end the spell effects at any time desired, as will a successful dispel, but a full round is required for bodily functions to begin again.

Fireball (Evocation)

Range: 10 yds. + 10 yds./level
Components: V,S,M
Duration: Instantaneous
Casting Time: 3
Area of Effect: 20-ft. radius
Saving Throw: 1/2

A fireball is an explosive burst of flame, which detonates with a low roar and delivers damage proportional to the level of the wizard who cast it--1d6 points of damage for each level of experience of the spellcaster (up to a maximum of 10d6). The burst of the fireball creates little pressure and generally conforms to the shape of the area in which it occurs. The fireball fills an area equal to its normal spherical volume (roughly 33,000 cubic feet--thirty-three 10-foot x 10-foot x 10-foot cubes). Besides causing damage to creatures, the fireball ignites all combustible materials within its burst radius, and the heat of the fireball melts soft metals such as gold, copper, silver, etc. Exposed items require saving throws vs. magical fire to determine if they are affected, but items in the possession of a creature that rolls a successful saving throw are unaffected by the fireball.

The wizard points his finger and speaks the range (distance and height) at which the fireball is to burst. A streak flashes from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the fireball (an early impact results in an early detonation). Creatures failing their saving throws each suffer full damage from the blast. Those who roll successful saving throws manage to dodge, fall flat, or roll aside, each receiving half damage (the DM rolls the damage and each affected creature suffers either full damage or half damage [round fractions down], depending on whether the creature saved or not).

The material component of this spell is a tiny ball of bat guano and sulphur.

Fireflow* (Alteration)

Range: 30 yards
Components: V,S,M
Duration: 1 round/level
Casting Time: 3
Area of Effect: One fire source

Saving Throw: None

This spell allows a wizard to control natural fires by manipulating randomness and adjusting probabilities to cause them to spread and take shape in any direction he desires. Once cast, the wizard points at any fire within range. He can then cause that fire to move in any direction desired within spell range, as long as the flames contact a solid surface (the fire may not be raised in the air).

The caster must maintain concentration or the spell fails. The flames can be spread at the rate of 50 square feet per turn. Thus, if a caster affects a campfire, he could create a flaming line 1 foot wide and 50 feet long or fill a 5' 0 10' square in a single round.

The flames are not limited by a lack of burnable material and can be directed to spread over water, snow, ice, and other nonflammable surfaces. The surface is not harmed, but objects and creatures caught in the flames suffer damage as if they had stepped into the original fire source. Thus, a character caught in flames created from a candle will suffer only minor damage, while a character caught in a blaze that originated from a huge bonfire will be severely burned.

The material components are a small paintbrush and a pot of pitch.

Flame Arrow (Conjuration/Summoning)

Range: 30 yds. + 10 yds./level
Components: V,S,M
Duration: 1 rd
Casting Time: 3
Area of Effect: Special
Saving Throw: None

This spell has two effects. First, the wizard can cause normal arrows or crossbow bolts to become magical flaming missiles for one round. The missiles must be nocked and drawn (or cocked) at the completion of the spell. If they are not loosed within one round, they are consumed by the magic. For every five levels the caster has achieved, up to 10 arrows or bolts can be affected. The arrows inflict normal damage, plus 1 point of fire damage to any target struck. They may also cause incendiary damage. This version of the spell is used most often in large battles.

The second version of this spell enables the caster to hurl fiery bolts at opponents within range. Each bolt inflicts 1d6 points of piercing damage, plus 4d6 points of fire damage. Only half the fire damage is inflicted if the creature struck successfully saves vs. spell. The caster receives one bolt for every five experience levels (two bolts at 10th level, three at 15th level, etc.). Bolts must be used on creatures within 20 yards of each other and in front of the wizard.

The material components for this spell are a drop of oil and a small piece of flint.

Fly (Alteration)

Range: Touch
Components: V,S,M
Duration: 1 turn/level + 1d6 turns
Casting Time: 3
Area of Effect: Creature touched
Saving Throw: None

This spell enables the wizard to bestow the power of magical flight. The creature affected is able to move vertically and horizontally at a rate of 18 (half that if ascending, twice that if descending in a dive). The maneuverability class of the creature is B. Using the fly spell requires as much concentration as walking, so most spells can be cast while hovering or moving slowly (movement of 3). Possible combat penalties while flying are known to the DM (found in the "Aerial Combat" section of Chapter 9 of the DMG). The ex-

act duration of the spell is always unknown to the spellcaster, as the variable addition is determined secretly by the DM.

The material component of the fly spell is a wing feather of any bird.

Fool's Speech* (Alteration)

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

With this spell, the wizard empowers himself and others of his choosing with the ability to speak a secret language incomprehensible to others. Creatures designated to speak the language must be touching each other when the spell is cast.

Once cast, the characters can choose to speak normally or in their secret tongue. They can speak and understand this mysterious language fluently.

Fool's speech is not recognizable as any known language, nor does it remotely sound like any language. A comprehend languages or tongues spell will not translate it. It can be understood by a character wearing a helm of comprehending languages and reading magic, although the normal percentage chances apply.

The material component is a small whistle made of bone.

Ghastly Hands (Necromantic)

Range: 0
Components: V,S
Duration: 3 rnds./vl.
Casting Time: 3
Area of Effect: Caster
Saving Throw: Neg

When this spell is cast, the flesh of the wizard's hands changes to resemble the flesh of a ghast. Those within 10' of the wizard will smell a sickening stench; if they have met ghaunts before, they will recognize the stench as being similar to the nauseating odour given off by those beasts. All humans, demihumans, and humanoids touched by the affected wizard must make saving throws vs. paralysis or be paralyzed for 3-18 turns. Only one creature may be touched per round, and the wizard must make a successful attack roll. The wizard retains this paralyzing ability for the full spell duration or until he decides to end the spell.

Gust of Wind (Alteration)

Range: 0
Components: V,S,M
Duration: 1 rd
Casting Time: 3
Area of Effect: 10 ft. x 10 yds./level
Saving Throw: None

When this spell is cast, a strong puff of air originates from the wizard and moves in the direction he is facing. The force of this gust of wind (about 30 m.p.h.) is sufficient to extinguish candles, torches, and similar unprotected flames. It causes protected flames--such as those of lanterns--to dance wildly and has a 5% chance per level of experience of the spellcaster to extinguish even such lights. It also fans large fires outward 1d6 feet in the direction of the wind's movement. It forces back small flying creatures 1d6 x 10 yards and causes man-sized beings to be held motionless if attempting to move against its force. It slows larger-than-man-sized flying creatures by 50% for one round. It blows over light objects, disperses most vapors, and forces away

gaseous or unsecured levitating creatures. Its path is a constant 10 feet wide, by 10 yards long per level of experience of the caster (for example, an 8th-level wizard causes a gust of wind that travels 80 yards).

The material component of the spell is a legume seed.

Haste (Alteration)

Range: 60 yds.
Components: V,S,M
Duration: 3 rds. + 1 rd./level
Casting Time: 3
Area of Effect: 40-ft. cube, 1 creature/level
Saving Throw: None

When this spell is cast, each affected creature functions at double its normal movement and attack rates. A hastened creature gains a -2 initiative bonus. Thus, a creature moving at 6 and attacking once per round would move at 12 and attack twice per round. Spellcasting and spell effects are not sped up. The number of creatures that can be affected is equal to the caster's experience level; those creatures closest to the center of effect are affected first. All affected by haste must be in the designated area of effect. Note that this spell negates the effects of a slow spell. Additionally, this spell ages the recipient by one year, because of sped-up metabolic processes. This spell is not cumulative with itself or with other similar magic.

Its material component is a shaving of licorice root.

Hold Person (Enchantment/Charm)

Range: 120 yds.
Components: V,S,M
Duration: 2 rds./level
Casting Time: 3
Area of Effect: 1-4 persons, 20-ft. cube
Saving Throw: Neg.

This spell holds 1d4 humans, demihumans, or humanoid creatures rigidly immobile for five or more rounds.

The hold person spell affects any bipedal human, demihuman or humanoid of man size or smaller, including brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, troglodytes, and others.

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

Held beings cannot move or speak, but they remain aware of events around them and can use abilities not requiring motion or speech. Being held does not prevent the worsening of the subjects' condition due to wounds, disease, or poison. The caster can end the spell with a single utterance at any time; otherwise, the duration is 10 rounds at 5th level, 12 rounds at 6th level, 14 rounds at 7th level, etc.

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

Hold Undead (Necromancy)

Range: 60 ft.
Components: V,S,M
Duration: 1d4 rds. + 1 rd./level
Casting Time: 5
Area of Effect: 1d3 undead
Saving Throw: Neg.

When cast, this spell renders immobile 1d3 undead creatures whose total Hit Dice are equal to or less than the caster's level. No more than three undead can be affected by a single spell. To cast, the wizard aims the spell at a point within range and the three undead closest to this are considered to be in the area of effect, provided all are within the field of vision and spell range of the caster. Undead of a mindless nature (skeletons, zombies, or ghouls) are automatically affected. Other forms of undead are allowed a saving throw to negate the effect. If the spell is successful, it renders the undead immobile for the duration of the spell.

The material component for this spell is a pinch of sulphur and powdered garlic.

Hovering Skull (Necromancy)

Range: Special
Components: V,S,M
Duration: 2 rounds/level
Casting Time: 4
Area of Effect: Special
Saving Throw: None

This spell creates a glowing human skull with sharp fangs. The skull hovers about a foot above the caster's shoulder; as the caster moves, the skull hovers along with him. If the caster stops moving and concentrates, he can mentally command the hovering skull to move in any direction within a 30-foot radius.

The caster can see through the skull's eyes as if they were his own; for instance, the hovering skull could be ordered to investigate a dark cave or peek over a high wall. Additionally, the caster can order the hovering skull to attack victims with its razor-sharp teeth. If the caster's concentration is interrupted while controlling the skull, the skull immediately drops to the ground (but it takes no damage). If the caster resumes concentration, he can continue to command the skull.

The hovering skull has the same statistics as the caster, except the skull has 3 hit points and inflicts 1-6 hit points of damage with its bite. Attacks directed at the skull do not harm the caster, nor does damage directed at the caster affect the skull.

The material component for this spell is the tooth from a human skull.

Illusionary Script (Illusion/Phantasm)

Range: Touch
Components: V,S,M
Duration: 1 day/level
Casting Time: Special
Area of Effect: Script reader
Saving Throw: Special

This spell enables the wizard to write instructions or other information on parchment, paper, etc. The illusionary script appears to be some form of foreign or magical writing. Only the person (or people) who the wizard desires to read the writing can do so. An illusionist recognizes it for illusionary script.

Unauthorized creatures glancing at the script must roll saving throws vs. spell. A successful save means the creature can look away with only a mild

sense of disorientation. Failure means the creature is subject to a suggestion implanted in the script by the caster at the time the illusionary script spell was cast. The suggestion cannot require more than three turns to carry out. The suggestion could be to close the book and leave, or to forget the existence of the book, for example. A successful dispel magic spell will remove the illusionary script, but an unsuccessful attempt erases all of the writing. The hidden writings can be read by a combination of the true seeing spell and either the read magic or comprehend languages spell, as applicable.

The material component is a lead-based ink that requires special manufacture by an alchemist, at a cost of not less than 300 gp per usage.

Infravision (Alteration)

Range: Touch
Components: V,S,M
Duration: 2 hrs. + 1 hr./level
Casting Time: 1 rd.
Area of Effect: Creature touched
Saving Throw: None

By means of this spell, the wizard enables the recipient to see in normal darkness up to 60 feet without light. Note that strong sources of light (fire, lanterns, torches, etc.) tend to blind this vision, so infravision does not function efficiently in the presence of such light sources. Invisible creatures are not detectable by infravision.

The material component of this spell is either a pinch of dried carrot or an agate.

Invisibility, 10' Radius (Illusion/Phantasm)

Range: Touch
Components: V,S,M
Duration: Special
Casting Time: 3
Area of Effect: 10-ft. radius
Saving Throw: None

This spell confers invisibility upon all creatures within 10 feet of the recipient. Gear carried and light sources are included, but any light emitted is still visible. The center of the effect is mobile with the recipient. Those affected by this spell cannot see each other. Any affected creature moving out of the area becomes visible, but creatures moving into the area after the spell is cast do not become invisible. Affected creatures (other than the recipient) that attack negate the invisibility only for themselves. If the spell recipient attacks, the invisibility, 10' radius spell is broken for all.

The material components are the same as for the invisibility spell.

Invisible Mail (Evocation,Abjuration)

Range: 0
Components: V,S,M
Duration: Special
Casting Time: 2
Area of Effect: The caster
Saving Throw: None

A variation of the armor spell, this spell enables the caster to cover his body with an invisible suit of plate mail to temporarily raise his AC to 3. Its effects are not cumulative with other armor or magical protection (a character cannot improve his AC better than 3 through use of this spell), but Dexterity bonuses still apply.

For each level of the caster, the invisible mail absorbs 1 hit point of damage that would normally hit AC 3; however, the invisible mail offers no protection against magical weapons or attacks. When the invisible mail has absorbed as

many hit points of damage as the wizard has levels of experience, the invisible mail disappears. The invisible mail does not hinder movement, nor does it add weight or encumbrance. It does not interfere with spell casting.

Example: A wizard with a normal AC of 10 has shielded himself with invisible mail. The first opponent attacks with a normal dagger; the attack is made against the AC 3 of the invisible mail. The attack is successful, causing 2 hit points of damage, but this damage is absorbed by the invisible mail and the wizard is unharmed. A second attack is made with a sword + 1. The invisible armor offers no protection against this magical weapon, so the attack is made against the wizard's normal AC of 10.

The material component is a small fragment of plate mail.

Iron Mind (Abjuration)

Range: Touch
Components: S,M
Duration: 1 hour
Casting Time: 3
Area of Effect: One creature
Saving Throw: None

The person or creature affected by iron mind is immune to all charm and hold spells for a full hour. Additionally, he automatically disbelieves all illusions cast by 3rd-level wizards (or their equivalent) or lower.

The material component for this spell is a small chunk of iron ore or any small item made of solid iron, such as a nail.

Item (Alteration)

Range: Touch
Components: V,S,M
Duration: 4 hrs./level
Casting Time: 3
Area of Effect: 2 cu. ft./level
Saving Throw: Special

By means of this spell, the wizard is able to shrink one nonmagical item (if it is within the size limit) to 1/12 of its normal size. Optionally, the caster can also change its now-shrunken composition to a clothlike one. An object in the possession of another creature is allowed a saving throw vs. spell. Objects changed by an item spell can be returned to normal composition and size merely by tossing them onto any solid surface or by a word of command from the original spellcaster. Even a burning fire and its fuel can be shrunk by this spell.

Lance of Disruption (Invocation/Evocation, Elemental Air, Force)

Range: 0
Duration: Instantaneous
Area of Effect: 5 ft. x 60 ft.
Subtlety: +2
Sensory: Huge audio vibration
Components: V,S
Casting Time: 3
Saving Throw: 1/21/2
Knockdown: d10
Critical: Medium (1 hit)

This spell creates a beam of concussive, disrupting force that lashes out from the wizard's hand in a path 5 feet wide and 60 feet long. Any creatures caught in the beam's path suffer 5d4 points of damage, plus 2 points of damage per caster level (maximum damage is 5d4+30); for example, a 6th-level

wizard would inflict 5d4+12 damage with the lance of disruption. Victims are allowed a saving throw vs. spell for half damage. The lance's energy delivers a powerful blow against inanimate objects and can easily blast light furniture, thin wooden walls, or fragile stonework to flinders. Barred wooden doors can be blasted of their hinges and even sturdy iron-bound doors or heavy stonework can be seriously damaged by the lance of disruption.

Creatures with amorphous or non-solid bodies, such as fire or air elements and some oozes and slimes, are resistant to the lance's effects and only sustain half damage, or one-quarter damage with a successful save.

Leomund's Tiny Hut (Alteration)

Range: 0
Components: V,S,M
Duration: 4 hrs. + 1 hr./level
Casting Time: 3
Area of Effect: 15-ft.-diameter sphere
Saving Throw: None

When this spell is cast, the wizard creates an unmoving, opaque sphere of force of any desired color around his person. Half of the sphere projects above the ground, and the lower hemisphere passes through the ground. Up to seven other man-sized creatures can fit into the field with its creator; they can freely pass into and out of the hut without harming it. However, if the spellcaster removes himself from the hut, the spell dissipates.

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-for-1 basis. The tiny hut also provides protection against the elements, such as rain, dust, sandstorms, and the like. The hut can withstand any wind of less than hurricane force without being harmed, but wind force greater than that destroys it.

The interior of the hut is a hemisphere; the spellcaster can illuminate it dimly upon command, or extinguish the light as desired. Note that although the force field is opaque from the outside, it is transparent from within. Missiles, weapons, and most spell effects can pass through the hut without affecting it, although the occupants cannot be seen from outside the hut. The hut can be dispelled.

The material component for this spell is a small crystal bead that shatters when the spell duration expires or the hut is dispelled.

Lesser Sign of Sealing (Abjuration, Geometry)

Range: 0
Duration: Special
Area of Effect: One portal
Subtlety: +2
Sensory: Medium visual
Components: S,M
Casting Time: 1 turn
Saving Throw: 1/21/2
Knockdown: d8
Critical: Medium, type varies

By using this spell, the caster creates a magical ward that has two major effects, first of all, it affects a doorway or item that opens (a chest, for instance) as if it were a hold portal spell, keeping it securely locked and closed. Secondly, if the protected doorway is forced open by any means, magical or physical, the sign is not only destroyed, but also strikes the offending creature for 1d8 points of damage + 1 point of damage per level of the caster. The duration of this spell is either one day per level of the caster or until discharged, whichever

er happens first. The exact form of energy is chosen by the caster when he creates the lesser sign; acid, cold, fire, electricity, or sonic disruption are popular choices.

The sign is not hidden or concealed in any way and is usually quite prominent on the item or portal it protects. The caster cannot specify particular creatures or conditions for the lesser sign's operation; it functions against any creature that attempts to pass it (except for extraplanar creatures of 6 HD or more and wizards of higher level than the caster- they can merely ignore it as if it were not there). The sign cannot be dispelled by spells of lower spell levels such as knock, but the caster can remove it any time he chooses, thus ending the spell, or it can be defeated by an erase spell cast by a wizard of equal or higher level than the original caster.

The material component for a lesser sign can be a pinch of either powdered diamond (cold), ruby (fire), emerald (acid), pearl (sonic disruption), or sapphire (electricity), depending on the type of energy the wizard wishes the sign to employ. The value of the gemstone must be at least 100 gold pieces.

Lightning Bolt (Evocation)

Range: 40 yds. + 10 yds./level
Components: V,S,M
Duration: Instantaneous
Casting Time: 3
Area of Effect: Special
Saving Throw: 1/2

Upon casting this spell, the wizard releases a powerful stroke of electrical energy that inflicts 1d6 points of damage per level of the spellcaster (maximum damage per level of 10d6) to each creature within its area of effect. A successful saving throw vs. spell reduces this damage to half (round fractions down). The bolt begins at a range and height decided by the caster and streaks outward in a direct line from the casting wizard (for example, if a 40-foot bolt was started at 180 feet from the wizard, the far end of the bolt would reach 220 feet (180 + 40). The lightning bolt may set fire to combustibles, sunder wooden doors, splinter up to a half-foot thickness of stone, and melt metals with a low melting point (lead, gold, copper, silver, bronze). Saving throws must be rolled for objects that withstand the full force of a stroke (see the fireball spell). If the damage caused to an interposing barrier shatters or breaks through it (i.e., the saving throw fails), the bolt continues. A bolt can breach 1 inch of wood or half an inch of stone per caster level, up to a maximum of 1 foot of wood or half a foot of stone.

The lightning bolt's area of effect is chosen by the spellcaster: either a forked bolt 10 feet wide and 40 feet long or a single bolt 5 feet wide and 80 feet long. If a bolt cannot reach its full length, because of an unyielding barrier (such as a stone wall), the lightning bolt rebounds from the barrier toward its caster, ending only when it reaches its full length.

For example: An 80-foot-long stroke is begun at a range of 40 feet, but it hits a stone wall at 50 feet. The bolt travels 10 feet, hits the wall, and rebounds for 70 feet back toward its creator (who is only 50 feet from the wall, and so is caught in his own lightning bolt!).

The DM might allow reflecting bolts. When this type of lightning bolt strikes a solid surface, the bolt reflects from the surface at an angle equal to the angle of incidence (like light off a mirror). A creature crossed more than once by the bolt must roll a saving throw for every time it is crossed, but it still suffers either full damage (if one saving throw is missed) or half damage (if all saving throws are made).

The material components of the spell are a bit of fur and an amber, crystal, or glass rod.

Lorloveim's Creeping Shadow (Illusion)

Range: 0
Components: V,S,M

Duration: 1 round/level
Casting Time: 7
Area of Effect: The caster's shadow
Saving Throw: None

This spell causes the wizard's shadow to elongate, stretching away from his body at a rate of 15 yards per round. It can elongate a maximum distance of 10 yards per level of the caster.

The shadow moves as an ordinary shadow, along floors and up walls. The caster may maneuver in any manner feasible to place the shadow where he desires. A caster might position his shadow over a high window in a tower in order to spy on the tower's occupants. The shadow makes no sound and is 90% undetectable in all but the brightest surroundings.

While the spell lasts, the illusionist can see, hear, and speak through his shadow. The shadow cannot physically touch, pick up, or attack creatures or objects. It can be struck only by spells, magical weapons of +1 or better, or other special attacks (such as a dragon's breath). The shadow has the same Armor Class as the caster. Hit points lost by the shadow are suffered by the caster.

To cast the spell, a light source of at least the brightness of a candle must be present.

The material component is a small statuette of the caster sculpted from a piece of obsidian worth at least 1,000 gp.

Maximilian's Stony Grasp (Evocation)

Range: 20 yards+ 10 yards/level
Components: V,S,M
Duration: 5 rounds+1 round/level
Casting Time: 3
Area of Effect: One creature
Saving Throw: Special

This spell must be cast on stony ground, such as a manmade stone floor, a natural cavern floor, or a boulder-strewn field. It is not possible to cast the spell on a stone wall or ceiling. The spell causes an arm made of stone (about the same size as a normal human limb) to rise from the ground beneath any creature targeted by the caster. The stony hand attempts to grasp the leg of the targeted creature, who is allowed a saving throw to avoid the effect; if the save is successful, the hand disappears. Each round thereafter, the hand has a 5% chance per level of the caster of reappearing and attacking.

Creatures grasped by the hand suffer a movement rate of 0, AC penalty of -2, and attack penalty of -2. Grasped characters lose any Dexterity bonuses. The hand causes no damage to its victim.

The stony limb has AC 2 and hit points equal to triple the caster's maximum hit points. The maximum number of hit points a stony hand may have is 60.

The material component is a miniature hand sculpted from stone, which crumbles to dust when the conjured hand is destroyed or the spell expires.

Melf's Minute Meteors (Evocation,Alteration)

Range: 70 yds. + 10 yds./level
Components: V,S,M
Duration: Special
Casting Time: 3
Area of Effect: 1 target/meteor
Saving Throw: None

This spell enables the wizard to cast small globes of fire (one for each experience level he has attained), each of which bursts into a 1-foot-diameter sphere upon impact, inflicting 1d4 points of damage to the creature struck. It can also ignite combustible materials (even solid planks). The meteors are treated as missiles hurled by the wizard with a +2 bonus to the attack rolls

and with no penalty for range. Misses are treated as grenadelike missiles that inflict 1 point of damage to creatures within 3 feet.

The spell can be cast in either of two ways:

A) The wizard discharges five meteors every round (see the "Multiple Attacks and Initiative" section in Chapter 9: Combat). Note that this carries over into at least the following round.

B) The wizard discharges only one meteor per round. In addition to releasing the missile, the caster can perform other actions in the round, including spellcasting, melee, or device use. Spells requiring concentration force the wizard to forgo the rest of the missiles to maintain concentration. Also, if the wizard fails to maintain an exact mental count of the number of missiles he has remaining, he has involuntarily lost the remaining portion of the spell.

The spell ends when the caster has fired off as many meteors as he has experience levels, when he forgoes casting any still remaining, or when a successful dispel magic spell is thrown upon the caster.

The components necessary for the casting of this spell are nitre and sulphur formed into a bead by the addition of pine tar. The caster must also have a small hollow tube of minute proportion, fashioned from gold. The tube costs no less than 1,000 gp to construct, so fine is its workmanship and magical engraving, and it can be reused.

Minor Malison (Enchantment/Charm)

Range: 60 feet
Component: V
Duration: 2 rounds/level
Casting Time: 2
Area of Effect: 30-foot-radius sphere
Saving Throw: None

This spell allows a wizard to adversely affect all the saving throws of his enemies. Opponents under the influence of this spell make all saving throws at a penalty of -1.

Alternatively, the wizard may select any one school of magic and cause his enemies to make all saving throws against magic from that school at -2. This penalty is not cumulative with a saving throw penalty derived from the wizard being a specialist; the penalty is not increased to -3.

Monster Summoning I (Conjuration/Summoning)

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

Within one round of casting this spell, the wizard magically conjures 2d4 1st-level monsters (selected by the DM, from his 1st-level encounter tables). The monsters appear anywhere within the spell's area of effect, as desired by the wizard. They attack the spell user's opponents to the best of their ability until either he commands that the attacks cease, the spell duration expires, or the monsters are slain. These creatures do not check morale, but they vanish when slain. Note that if no opponent exists to fight, summoned monsters can, if the wizard can communicate with them and if they are physically able, perform other services for the summoning wizard.

In rare cases, adventurers have been known to disappear, summoned by powerful spellcasters using this spell. Those summoned recall all the details of their trip.

The material components of this spell are a tiny bag and a small (not necessarily lit) candle.

Nondetection (Abjuration)

Range: Touch
Components: V,S,M
Duration: 1 hr./level
Casting Time: 3
Area of Effect: 1 creature or item
Saving Throw: None

By casting this spell, the wizard makes the creature or object touched undetectable by divination spells such as clairaudience, clairvoyance, locate object, ESP, and detect spells. It also prevents location by such magical items as crystal balls and ESP medallions. It does not affect the know alignment spell or the ability of intelligent or high-level beings to detect invisible creatures. If a divination is attempted, the nondetection caster must roll a saving throw vs. spell. If this is successful, the divination fails.

The material component of the spell is a pinch of diamond dust worth 300 gp.

Pain Touch (Necromancy)

Range: Touch
Components: V,M
Duration: 1 round/level
Casting Time: 3
Area of Effect: One creature
Saving Throw: None

Pain touch enables the caster to touch an opponent in such a way as to induce extreme pain. The spell works if the caster touches any exposed part of an opponent's body. The caster must be within arm's length of the opponent for the spell to work. The spell requires a normal attack roll.

The pain causes no damage, but for the next 1-4 rounds, the victim will be -2 on his chance to hit and his AC is worsened by 2. The caster can cast the spell and touch the victim in the same round. Pain touch is only effective on human, demihuman, and humanoid opponents.

The material components for this spell are a needle and the finger from a scorched glove.

Phantom Steed (Conjuration,Phantasm)

Range: Touch
Components: V,S
Duration: 1 hr./level
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

When this spell is cast, the wizard creates a quasi-real, horselike creature. The steed can be ridden only by the wizard who created it, or by any person for whom the wizard specifically creates such a mount. A phantom steed has a black head and body, gray mane and tail, and smoke-colored, insubstantial hooves that make no sound. Its eyes are milky-colored. It does not fight, but all normal animals shun it and only monstrous ones will attack. The mount has an Armor Class of 2 and 7 hit points, plus 1 per level of the caster. If it loses all of its hit points, the phantom steed disappears. A phantom steed moves at a movement rate of 4 per level of the spellcaster, to a maximum movement rate of 48. It has what seems to be a saddle and a bit and bridle. It can bear its rider's weight, plus up to 10 pounds per caster level.

These mounts gain certain powers according to the level of the wizard who

created them:

8th Level: The ability to pass over sandy, muddy, or even swampy ground without difficulty.

10th Level: The ability to pass over water as if it were firm, dry ground.

12th Level: The ability to travel in the air as if it were firm land, so chasms and the like can be crossed without benefit of a bridge. Note, however, that the mount cannot casually take off and fly; the movement must be between points of similar altitude.

14th Level: The ability to perform as if it were a pegasus; it flies at a rate of 48 per round upon command.

Note that a mount's abilities include those of lower levels; thus, a 12th-level mount has the 8th-, 10th-, and 12th-level abilities.

Protection from Amorphs (Abjuration)

Range: 0
Duration: 2 rds./level
Area of Effect: The caster
Subtlety: +3
Sensory: Medium tactile
Components: V,S,M
Casting Time: 3
Saving Throw: None
Knockdown: None
Critical: None

This abjuration resembles the spells protection from vermin or protection from evil, but in this case the caster is protected from the attacks of any of the various amorphous monsters, including slimes, jellies, oozes, puddings, cubes, and slithering trackers. In order to qualify as an amorphous creature, the monster must have an amorphous or fluid body, attack through acids or secretions of some kind, and be native to the Prime Material Plane (as opposed to extraplanar elementals and such creatures). The monster cannot stand the touch of the barrier surrounding the protected character, and its natural attacks automatically fail. If the monster has an innate ranged attack of any kind, these also fail.

If the protected character makes an attack against the monster, or if he forces the barrier against the monster, the spell ends and he is no longer protected. The material component is a mixture of rare salts sprinkled in a small circle around the character to be protected.

Protection From Evil, 10' Radius (Abjuration) Reversible

Range: Touch
Components: V,S,M
Duration: 2 rds./level
Casting Time: 3
Area of Effect: 10-ft. radius
Saving Throw: None
around creature touched

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

To complete this spell, the caster must trace a circle 20 feet in diameter using powdered silver. The material component for the reverse is powdered iron.

Protection From Normal Missiles (Abjuration)

Range: Touch
Components: V,S,M
Duration: 1 turn/level
Casting Time: 3
Area of Effect: Creature touched
Saving Throw: None

By means of this spell, the wizard bestows total invulnerability to hurled and projected missiles such as arrows, axes, bolts, javelins, small stones, and spears. Furthermore, it causes a reduction of 1 from each die of damage (but no die inflicts less than 1 point of damage) inflicted by large or magical missiles, such as ballista missiles, catapult stones, hurled boulders, and magical arrows, bolts, javelins, etc. Note, however, that this spell does not convey any protection from such magical attacks as fireballs, lightning bolts, or magic missiles.

The material component of this spell is a piece of tortoise or turtle shell.

Secret Page (Alteration)

Range: Touch
Components: V,S,M
Duration: Until dispelled
Casting Time: 1 turn
Area of Effect: 1 page,
Saving Throw: None
up to 2 ft. square

When cast, a secret page spell alters the actual contents of a page so that they appear to be something entirely different. Thus, a map can be changed to become a treatise on burnishing ebony walking sticks. The text of a spell can be altered to show a ledger page or even another form of spell. Confuse languages and explosive runes spells may be cast upon the secret page, but a comprehend languages spell cannot reveal the secret page's contents. The caster is able to reveal the original contents by speaking a command word, perusing the actual page, and then returning it to its secret page form. The caster can also remove the spell by double repetition of the command word. Others noting the dim magic of a page within this spell cloaking its true contents can attempt to dispel magic, but if it fails, the page is destroyed. A true seeing spell does not reveal the contents unless cast in combination with a comprehend languages spell. An erase spell can destroy the writing.

The material components are powdered herring scales and either will o' wisp or boggart essence.

Sepia Snake Sigil (Conjuration/Summoning)

Range: 5 yds.
Components: V,S,M
Duration: Special
Casting Time: 3
Area of Effect: 1 sigil
Saving Throw: None

When this spell is cast, a small written symbol appears in the text of any written work. When read, the so-called sepia snake springs into being and strikes at the nearest living creature (but does not attack the wizard who cast the spell). Its attack is made as if it were a monster with Hit Dice equal to the level of the wizard who cast the spell. If it strikes successfully, the victim is engulfed in a shimmering amber field of force, frozen and immobilized until released, either at the caster's command, by a successful dispel magic spell, or until a time equal to 1d4 days + 1 day per caster level has elapsed. Until then, nothing can get at the victim, move the shimmering force surrounding him, or otherwise affect him. The victim does not age, grow hungry, sleep, or

regain spells while in this state. He is not aware of his surroundings. If the sepia snake misses its target, it dissipates in a flash of brown light, with a loud noise and a puff of dun-colored smoke that is 10 feet in diameter and lasts for one round.

The spell cannot be detected by normal observation, and detect magic reveals only that the entire text is magical. A dispel magic can remove it; an erase spell destroys the entire page of text. It can be cast in combination with other spells that hide or garble text.

The components for the spell are 100 gp worth of powdered amber, a scale from any snake, and a pinch of mushroom spores.

Skulltrap (Necromancy, Evocation)

Range: Touch
Components: V,S,M
Duration: Special
Casting Time: 4
Area of Effect: One Skull
Saving Throw: 1/2

This ward may be placed on any non-living skull or the skull of an undead skeleton. The skulltrap remains dormant until the skull is touched by living matter or is struck and damaged by non-living matter (for instance, it's struck by in combat or falls to the floor). Assume a normal skull is AC 8 and has 2 hp. This simple warding does not discriminate; it can just as easily be triggered by the wizard who cast the spell as by a curious rat brushing up against it.

When the skulltrap discharges, the skull flashes briefly with red or violet light and violently explodes, releasing a blast of energy drawn from the Negative Material plane. The burst of negative energy does 2d4 hp damage plus 1d4 hp damage for every level of the caster. All living creatures within 10' of the skull must make a saving throw vs. breath weapon to suffer only half damage from the blast.

Because the trap is so easily triggered, the skull is often placed in its final resting place before casting the spell on it. The trapped skull may be moved without triggering the trap, but it must be moved very slowly and without contact with living matter. Gloves or any other thin materials used to cover the flesh of a living being are not enough to prevent the skulltrap from being discharged. The material component is a pinch of dust from the physical remains of a corporeal undead being with strong ties to the Negative Material Plane, such as a wight or vampire.

Slow (Alteration)

Range: 90 yds. + 10 yds./level
Components: V,S,M
Duration: 3 rds. + 1 rd./level
Casting Time: 3
Area of Effect: 40-ft. cube,
Saving Throw: Neg.
1 creature/level

A slow spell causes affected creatures to move and attack at half their normal rates. It negates a haste spell or equivalent, but does not otherwise affect magically speeded or slowed creatures. Slowed creatures have an Armor Class penalty of +4 AC, an attack penalty of -4, and all Dexterity combat bonuses are negated. The magic affects a number of creatures equal to the spellcaster's level, if they are within the area of effect chosen by the wizard (i.e., a 40-foot cubic volume centered as called for by the caster). The creatures are affected from the center of the spell outward. Saving throws against the spell suffer a -4 penalty.

The material component of this spell is a drop of molasses.

Snapping Teeth (Conjuration, Alteration)

Range: Touch
Components: V,S,M
Duration: 1 turn/level
Casting Time: 3
Area of Effect: 1 creature or object
Saving Throw: None

By means of this spell, the caster causes a set of teeth to appear on a person or object; the teeth appear in the exact location touched by the caster. The snapping teeth are contained in a mouth-like orifice about 6 inches in diameter and are capable of snapping at victims within 1 foot. A person or creature with the snapping teeth can cause them to snap at will, effectively giving him an extra attack per round. A normal attack roll is made, and a successful hit inflicts 1-4 hit points of damage. Note that the victim must be within range of the teeth and that normal facing considerations must be accounted for (for instance, snapping teeth in the back of a person's head can only attack victims that are behind the person).

Snapping teeth can also be placed on a non-living object, such as a tree or a door. In such cases, the snapping teeth are invisible until they make an attack. The snapping teeth will attack any victim that comes within 1 foot; they attack as a 4 HD monster, and each successful hit causes 1-4 hit points of damage. These attacks are automatic and are not controlled by the caster.

Attacks cannot be directed against the snapping teeth, but dispel magic causes them to vanish.

The material component for this spell is a tooth from any carnivorous animal, such as a wolf, shark, or serpent.

Solvent of Corrosion (Conjuration/Summoning, Alchemy)

Range: 10 yards
Duration: 3 rounds
Area of Effect: 1 sq. ft./level
Subtlety: +4
Sensory: Medium visual large olfactory
Components: V,S,M
Casting Time: 3
Saving Throw: 1/2
Knockdown: None
Critical: Medium (1 hit) acid

This spell conjures a corrosive, acidic slime of horrid strength on one surface or creature within the spell's range. Up to one square foot of surface area per caster level can be affected, so a 5th-level caster can affect 5 square feet enough to create a 2-foot by 3-foot hole in a door or wall, or thoroughly drench a man-sized creature. The acid eats through 6 inches of wood, leather, or bone, 4 inches of stone, or 1 inch of metal each round. Against monsters composed of stone, metal, or wood, the solvent inflicts 1d3 points of damage per caster level per square foot affected in the first round, 1d2 per caster level in the second round, and 1 per two caster levels in the third and final round. Therefore, a 10th-level wizard who strikes a treat with solvent of corrosion inflicts 10d3, then 10d2, and finally 5 points of damage. Each round, the victim is allowed a saving throw vs. spell for half damage.

Against flesh, the solvent is much less effective; it is caustic and burns painfully, inflicting 1 point of damage per caster level in the first round, but no further damage in the second or third round. However, the burning in the following rounds does inflict a -2 penalty to the victim's attacks while the solvent is active. The solvent is extremely likely to cause extensive damage to the victim's armor and equipment; item saving throws vs. acid may apply at

the DM's discretion. If the armor or equipment is magical in nature, then the saving throw is made with the usual bonuses allowed to the magical item.

The great alchemist Vandarien developed his solvent to dissolve iron grates, stone and woodwork traps, and other such hazards. The solvent's effectiveness against mineral or wood-based creatures was a mere side effect of his research. The material component of this spell is a mixture of vinegar, water, and a drop of black dragon acid.

Spectral Force (Illusion/Phantasm)

Range: 60 yds. + 1 yd./level
Components: V,S
Duration: Special
Casting Time: 3
Area of Effect: 40-ft. cube +
Saving Throw: Special
10-ft. cube/level

The spectral force spell creates an illusion in which sound, smell, and thermal illusions are included. It is otherwise similar to the improved phantasmal force spell. The spell lasts for three rounds after concentration ceases.

Spirit Armor (Necromancy)

Range: 0
Components: V,S
Duration: 2 rounds/level
Casting Time: 3
Area of Effect: The caster
Saving Throw: Special

This spell allows the wizard to surround himself with a portion of his own life essence, which takes the form of a shimmering aura. The spirit armor offers protection equivalent to splint mail (AC 4) and grants the wizard a +3 bonus to saving throws vs. magical attacks. The spirit armor's effects are not cumulative with other types of armor or magical protection, but Dexterity bonuses apply.

The spirit armor is effective against magical and nonmagical weapons and attacks. It does not hinder movement or add weight or encumbrance. It does not interfere with spellcasting.

When the spell ends, the aura dissipates and the caster temporarily loses a bit of his life essence, suffering 2d3 points of damage unless he succeeds at a saving throw vs. spell. No damage is sustained if the save is successful. The hit points lost can be regained only through magical healing.

Squaring the Circle (Alteration)

Range: 0
Components: V,S,M
Duration: 1 round/level
Casting Time: 2
Area of Effect: Special
Saving Throw: None

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

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

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

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

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

Suggestion (Enchantment/Charm)

Range: 30 yds.
Components: V,M
Duration: 1 hr. + 1 hr./level
Casting Time: 3
Area of Effect: 1 creature
Saving Throw: Neg.

When this spell is cast by the wizard, he influences the actions of the chosen recipient by the utterance of a few words--phrases or a sentence or two--suggesting a course of action desirable to the spellcaster. The creature to be influenced must, of course, be able to understand the wizard's suggestion--it must be spoken in a language that the spell recipient understands.

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

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

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

Tongues (Alteration) Reversible

Range: 0
Components: V,M
Duration: 1 rd./level
Casting Time: 3
Area of Effect: 30-ft. radius
Saving Throw: None

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

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

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

Undead Control (Necromancy)

Range: 20 yards
Components: V,S,M
Duration: Special

Casting Time: 1
Area of Effect: Special
Saving Throw: Special

With this spell, the caster may control any undead creatures within range as if an evil priest four levels lower in experience (thus, a 5th-level wizard may affect undead as though he were a 1st-level evil cleric). While casting the spell, the wizard rolls 1d20 and consults Table 47 on page 67 of the 2nd Edition DMG in order to determine whether or not the monsters are commanded (a "D" result is treated as a "T"). The wizard can make only one attempt to control the undead; whether or not the attempt succeeds, the spell is used up and lost from memory. Any encountered group (not type) of undead that resists the control of the wizard can never be commanded by his use of this spell.

When confronting a variety of undead, the wizard affects the weakest type of creatures first. Multiple castings of the spell are required in order to exert control over the more powerful members of an undead horde. The spell permits the wizard to wrest control of the monsters from another evil priest or from another wizard employing this magic. Note that anyone of good alignment must, of course, use the spell only after careful consideration. (See the 2nd Edition DMG, page 68, for more information regarding the influence of evil priests over undead creatures.)

The material component is an evil priest's unholy symbol or some other properly cursed talisman forcefully presented to the affected monsters. The component is not lost in the casting and may be subsequently reused.

Vampiric Touch (Necromancy)

Range: 0
Components: V,S
Duration: One touch
Casting Time: 3
Area of Effect: The caster
Saving Throw: None

When the caster touches an opponent in melee with a successful attack roll, the opponent loses 1d6 hit points for every two caster levels, to a maximum drain of 6d6 points for a 12th-level caster. The spell is expended when a successful touch is made or one turn passes. The hit points are added to the caster's total, with any hit points over the caster's normal total treated as temporary additional hit points. Any damage to the caster is subtracted from the temporary hit points first. After one hour, any extra hit points above the caster's normal total are lost. The creature originally losing hit points through this spell can regain them by magical or normal healing. Undead creatures are unaffected by this spell.

Wall of Water (Invocation/Evocation, Elemental Water)

Range: 30 yards
Duration: Special
Area of Effect: Special
Subtlety: +3
Sensory: Large visual
Components: V,S,M
Casting Time: 3
Saving Throw: None
Knockdown: None
Critical: None

This spell calls into being a curtain or field of water that remains intact and upright in defiance of gravity. The wall lasts as long as the wizard chooses to concentrate on maintaining it or one round per level if the wizard chooses not to concentrate on holding it together. The caster may shape the wall of water in one of three ways:

A. Water Curtain. In this form, the wizard conjures one plane of water, 5 feet square and 1 foot thick, per experience level; for example, a 5th-level caster can create five 5-foot x 5-foot x 1-foot wall sections that would be enough to block an arched passageway 15 feet wide and 10 feet high with a curtain of water 1 foot thick. The curtain's lower edge must rest upon the ground, but it need not be anchored on either side, and it remains cohesive and upright for the duration of the spell. Once raised, the wall cannot be moved.

B. Hemisphere. In this manifestation, the wall of water forms a dome 1 foot thick over the caster, with an inner radius equal to 3 feet plus 1 foot per caster level; a 7th-level caster could create a dome with a 10-foot radius. The wall must rest upon the ground. The dome is immobile.

C. Sphere. If cast underwater, the caster may shape the wall of water into a sphere 1 foot thick, with an inner radius equal to 3 feet plus 1 foot per caster level (no air is in the sphere). The sphere is centered on the caster and moves with him.

In any form, the wall of water has two primary effects. First of all, missile fire through the wall is next to impossible, suffering a -4 attack penalty for each foot of thickness as well as a -1 damage penalty for every two feet of thickness. Creatures gain a +1 bonus to saving throws against attack spells that must pass through the wall. If the spell allows no saving throw, none is granted by the wall of water. Secondly, physical passage through the wall is hindered; any creature trying to pass through must take one full round to do so and becomes soaked to the skin in the process. The wall of water can be defeated or bypassed by a number of spells or effects. At the end of the spell's duration, the water loses its cohesiveness and collapses, which may surprise those sheltering under the hemisphere or standing next to the curtain. Note that the water itself may be fresh water (25% chance), salt water (50% chance), or brackish (25% chance), although the sphere will always be composed of the water type that surrounds it. The material component is a vial full of blessed spring water.

Water Breathing (Alteration) Reversible

Range: Touch
Components: V,S,M
Duration: 1 hr./level + 1d4 hrs.
Casting Time: 3
Area of Effect: Creature touched
Saving Throw: None

The recipient of a water breathing spell is able to breathe water freely for the duration of the spell. The caster can touch more than one creature with a single casting; in this case the duration is divided by the number of creatures touched. The reverse, air breathing enables water-breathing creatures to comfortably survive in the atmosphere for an equal duration.

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

Watery Double (Conjuration/Summoning, Enchantment)

Range: Touch
Components: V,S
Duration: Special; max. 10 rounds
Casting Time: 3
Area of Effect: One body of liquid
Saving Throw: Neg.

This spell may be cast on any body of liquid as large as an ocean or as small as a glass of wine. The first creature whose reflection is cast on the surface of the liquid releases the spell. When the spell is triggered, the liquid immedi-

ately forms an exact three-dimensional image of the reflected creature. If more than one creature casts a reflection simultaneously, only one watery double forms. Each creature has an equal chance of being the victim of the spell (roll randomly).

The size of the watery double is restricted by the volume of fluid available. If the spell were cast on a full mug of ale, the double would form from the ale, becoming a mug-sized duplicate of the victim. The watery double will never exceed the actual size of the victim regardless of the size of the body of liquid.

When the spell is cast on the liquid, its duration is considered permanent until the power is released by a creature's reflection. The liquid will not evaporate until the spell is triggered. When the watery double forms, it remains animated for 1 round per experience level of the caster, to a maximum of 10 rounds.

The watery double attempts to touch the creature it has duplicated. It can affect only the creature that it resembles. It has the same THAC0 and current hit points as the creature it duplicates, but cannot cast spells or use any of the creature's magical items or special abilities. The watery double is AC 6 and its movement rate is double that of the victim. It may seep under doors and through cracks.

If the watery double succeeds in touching the creature, it merges with the individual, covering his entire body in a skin of liquid. The victim must attempt a saving throw. If successful, the creature has resisted the spell's effect and the watery double "dies," becoming normal fluid (and soaking the creature in the process). If the saving throw is failed, the watery double begins forcing its way into the victim's body, inflicting 1d8 points of damage per round until it is destroyed.

The watery double dissipates if reduced to zero hit points or when the spell's duration expires. Striking the watery double while it is wrapped around its victim causes an equal amount of damage to the victim. Part water, lower water, and transmute water to dust spells instantly destroy a watery double.

Wind Wall (Alteration)

Range: 10 yds./level
Components: V,S,M
Duration: 1 rd./level
Casting Time: 3
Area of Effect: wall, 10 x
Saving Throw: Special
5 ft./level, 2 ft. wide

This spell brings forth an invisible vertical curtain of wind 2 feet thick and of considerable strength—a strong breeze sufficient to blow away any bird smaller than an eagle or tear papers and like materials from unsuspecting hands. (If in doubt, a saving throw vs. spell determines whether the subject maintains its grasp.) Normal insects cannot pass such a barrier. Loose materials, even cloth garments, fly upward when caught in a wind wall. Arrows and bolts are deflected upward and miss, while sling stones and other missiles under two pounds in weight receive a -4 penalty to a first shot and -2 penalties thereafter. Gases, most breath weapons, and creatures in gaseous form cannot pass this wall, although it is no barrier to noncorporeal creatures.

The material components are a tiny fan and a feather of exotic origin.

Wizard Sight (Divination)

Range: 0
Components: V,S
Duration: 1 round/level
Casting Time: 3
Area of Effect: The caster
Saving Throw: None

Upon completion of this spell, the caster's eyes glow blue and he is able to see the magical auras of spellcasters and enchanted objects. Only the auras of those things normally visible to the caster are seen; this spell does not grant the wizard the ability to see invisible objects, nor does it give him X-ray vision. This spell does not reveal the presence of good or evil or reveal alignment.

While wizard sight is in effect, a wizard is able to see whether someone is a spellcaster and whether that person is a priest or a wizard (and what type of specialist, if any). He can sense if a nonspellcaster has the potential to learn and cast wizard spells (e.g., whether a fighter will someday gain the ability to cast a spell).

Although a spellcaster's level cannot be discerned, the wizard can see the intensity of a spellcaster's aura and guess at the individual's magical power (dim, faint, moderate, strong, overwhelming). This can be extremely ambiguous even when a wizard has some method of comparison; the DM might announce that a subject's intensity is roughly equivalent to that of a companion, or he might announce that a subject's aura is the strongest the wizard has ever encountered.

An object's magical abilities cannot be discerned. The fact that it is magical and the type of magic (abjuration, alteration, etc.) are obvious. The wizard can see the intensity of an item's magical aura and guess at its power, but cannot tell whether a magical item is cursed.

Wraithform (Alteration, Illusion)

Range: 0
Components: S,M
Duration: 2 rds./level
Casting Time: 1
Area of Effect: The caster
Saving Throw: None

When this spell is cast, the wizard and all of his gear become insubstantial. The caster is subject only to magical or special attacks, including those by weapons of +1 or better, or by creatures otherwise able to affect those struck only by magical weapons. Undead of most sorts will ignore an individual in wraithform, believing him to be a wraith or spectre, though a lich or special undead may save vs. spell with a -4 penalty to recognize the spell.

The wizard can pass through small holes or narrow openings, even mere cracks, with all he wears or holds in his hands, as long as the spell persists. Note, however, that the caster cannot fly without additional magic. No form of attack is possible when in wraithform, except against creatures that exist on the Ethereal Plane, where all attacks (both ways) are normal. A successful dispel magic spell forces the wizard in wraithform back to normal form. The spellcaster can end the spell with a single word.

The material components for the spell are a bit of gauze and a wisp of smoke.

Fourth-Level Spells

Brainkill (Necromancy)

Range: Touch
Components: V,S
Duration: Permanent
Casting Time: 1 round
Area of Effect: 1 creature
Saving Throw: Neg.

A wizard using this spell, which operates much like a forget spell, can permanently burn from the memory of any one creature all knowledge of either a specific place or person or a time period of up to one year (the spellcaster may choose the desired result). The spell works on any intelligent creature by destroying a portion of its brain, but a victim is entitled to a saving throw vs. death magic to resist the effects of the spell. If successful, the creature suffers only a painful headache, which dissipates in 1-4 hours but is otherwise harmless. If failed, the victim suffers 1-6 points of damage from an excruciating headache, leaving him or her with selected gaps in his memory.

Brainkill can affect only the victim's memory and ability to recall factual information. For example, a person thus affected might be completely unable to remember details of a place, the name, appearance, or any traits of a person, or might have a one-year blank in his or her memory. The spell has no effect on a person's learned abilities or skills. For instance, suppose an individual gained a swimming proficiency six months before coming under the influence of this spell. While the victim will no longer recall the swimming lessons, he or she still retains the ability, though it might not become evident until the victim jumps into a large body of water. Aside from relearning it as best as one can, the lost knowledge and memories can never be regained except by a wish.

Charm Monster (Enchantment/Charm)

Range: 60 yds.
Components: V,S
Duration: Special
Casting Time: 4
Area of Effect: 1 or more creatures
Saving Throw: Neg.
in 20-ft. radius

This spell is similar to a charm person spell, but it can affect any living creature--or several low-level creatures. The spell affects 2d4 Hit Dice or levels of creatures, although it only affects one creature of 4 or more Hit Dice or levels, regardless of the number rolled.

All possible subjects receive saving throws vs. spell, adjusted for Wisdom. Any damage inflicted by the caster or his allies in the round of casting grants the wounded creature another saving throw at a bonus of +1 per point of damage received. Any affected creature regards the spellcaster as friendly, an ally or companion to be treated well or guarded from harm. If communication is possible, the charmed creature follows reasonable requests, instructions, or orders most faithfully (see the suggestion spell). If communication is not possible, the creature does not harm the caster, but others in the vicinity may be subject to its intentions, hostile or otherwise. Any overtly hostile act by the caster breaks the spell, or at the very least allows a new saving throw against the charm. Affected creatures eventually come out from under the influence of the spell. This is a function of the creature's level (i.e., its Hit Dice).

Monster Level or Hit Dice	% Chance Per Week of Breaking Spell
1st or up to 2	5%
2nd or up to 3+2	10%
3rd or up to 4+4	15%
4th or up to 6	25%
5th or up to 7+2	35%
6th or up to 8+4	45%
7th or up to 10	60%
8th or up to 12	75%
9th or over 12	90%

The exact day of the week and time of day is secretly determined by the DM.

Confusion (Enchantment/Charm)

Range: 120 yds.
Components: V,S,M
Duration: 2 rds. + 1 rd./level
Casting Time: 4
Area of Effect: Up to 60-ft. cube
Saving Throw: Special

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

D10Roll	Action
1	Wander away (unless prevented) for duration of spell
2-6	Stand confused for one round (then roll again)
7-9	Attack nearest creature for one round (then roll again)
10	Act normally for one round (then roll again)

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

Wandering creatures move as far from the caster as possible, according to their most typical mode of movement (characters walk, fish swim, bats fly, etc.). Saving throws and actions are checked at the beginning of each round. Any confused creature that is attacked perceives the attacker as an enemy and acts according to its basic nature.

If there are many creatures involved, the DM may decide to assume average results. For example, if there are 16 orcs affected and 25% could be expected to make the saving throw, then four are assumed to have succeeded. Out of the other 12, one wanders away, four attack the nearest creature, six stand confused, and the last acts normally but must check next round. Since the orcs are not near the party, the DM decides that two attacking the nearest creature attack each other, one attacks an orc that saved, and one attacks a confused orc, which strikes back. The next round, the base is 11 orcs, since four originally saved and one wandered off. Another one wanders off, five stand confused, four attack, and one acts normally.

The material component is a set of three nut shells.

Conjure Elemental-Kin (Conjuration/Summoning, all Elemental, Geometry)

Range: 60 yards
Components: V,S,M
Duration: 1 turn/level
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None
Subtlety: +6
Knockdown: None
Sensory: Medium tactile
Critical: None

Like the conjure elemental spell, this summoning can be used to summon a creature from one of the four elemental planes--a sylph from the plane of Air, a pech or sandling from the plane of Earth, a fire snake from the plane of Fire, or a nereid or water weird from the plane of Water. The wizard must decide which elemental-kin he will conjure when he memorizes the spell since the components and procedures are different for each. An elemental specialist can conjure only from his own element.

Elemental-kin can only be conjured if there is a good amount of their native element at hand; a good-sized fire or a body of water is required for those elemental-kin. In addition to this and either an aquamarine, amber, ruby or emerald gem worth 1,500 gold pieces, the wizard must also provide the spell's material component, which varies by element:

Air Elemental-kin: Burning incense
Earth Elemental-kin: Soft clay
Fire Elemental-kin: Sulphur and phosphorus
Water Elemental-kin: Water and sand

The elemental-kin is bound to obey the wizard's commands and will not turn against him, but it is generally annoyed by its summoning and co-operates only as instructed. Given the chance, the creature will disappear and return to its home in the elemental planes; in order to prevent this, the wizard must concentrate on keeping the creature from leaving. (If the wizard is wounded or grappled, or casts another spell, his concentration is broken.) The elemental-kin can be controlled or maintained at a distance of 30 yards per caster level.

The various elemental-kin creatures are described in detail in the MONSTROUS MANUAL tome, under the heading Elemental. At the DM's option, other elemental creatures of 4 Hit Dice or less may be summoned with this spell.

Contagion (Necromancy)

Range: 30 yds.
Components: V,S
Duration: Permanent
Casting Time: 4
Area of Effect: 1 creature
Saving Throw: Neg.

This spell causes a major disease and weakness in a creature. The afflicted individual is immediately stricken with painful and distracting symptoms: boils, blotches, lesions, seeping abscesses, and so on. Strength, Dexterity, and Charisma are reduced by 2. Attack rolls are decreased by 2. The effect persists until the character receives a cure disease spell or spends 1d3 weeks taking a complete rest to recover. Characters ignoring the contagion for more than a day or so may be susceptible to worse diseases at the discretion of the DM.

Detect Scrying (Divination)

Range: 0
Components: V,S,M
Duration: 1d6 turns + 1 turn/level
Casting Time: 3
Area of Effect: 120-ft. radius
Saving Throw: Special

By means of this spell, the wizard immediately becomes aware of any attempt to observe him by means of clairvoyance, clairaudience, or magic mirror. This also reveals the use of crystal balls or other magical scrying devices, provided the attempt is within the area of effect of the spell. Since the spell is centered on the spellcaster, it moves with him, enabling him to "sweep" areas for the duration of the spell.

When a scrying attempt is detected, the scryer must immediately roll a saving throw. If this is failed, the identity and general location of the scryer immediately become known to the wizard who cast this spell. The general location is a direction and significant landmark close to the scryer. Thus, the caster might learn, "The wizard Sniggel spies on us from east, under the stairs," or, "You are watched by Asquig in the city of Samarquol."

The material components for this spell are a small piece of mirror and a miniature brass hearing trumpet.

Dig (Evocation)

Range: 30 yds.
Components: V,S,M
Duration: 1 rd./level
Casting Time: 4
Area of Effect: 5-ft. cube/level
Saving Throw: Special

A dig spell enables the caster to excavate 125 cubic feet of earth, sand, or mud per round (i.e., a cubic hole 5 feet on a side). In later rounds the caster can expand an existing hole or start a new one. The material thrown from the excavation scatters evenly around the pit. If the wizard continues downward past 20 feet in earth, there is a 15% chance that the pit collapses. This check is made for every 5 feet dug beyond 20 feet. Sand tends to collapse after 10 feet, mud fills in and collapses after 5 feet, and quicksand fills in as rapidly as it is dug.

Any creature at the edge (within 1 foot) of a pit must roll a successful Dexterity check or fall into the hole. Creatures moving rapidly toward a pit dug immediately before them must roll a saving throw vs. spell to avoid falling in. Any creature in a pit being excavated can climb out at a rate decided by the DM. A creature caught in a collapsing pit must roll a saving throw vs. death to avoid being buried; it escapes the pit if successful. Tunneling is possible with this spell as long as there is space available for the material removed. Chances for collapse are doubled and the safe tunneling distance is half of the safe excavation depth, unless such construction is most carefully braced and supported.

The spell is also effective against creatures of earth and rock, particularly clay golems and those from the Elemental Plane of Earth. When cast upon such a creature, it suffers 4d6 points of damage. A successful saving throw vs. spell reduces this damage to half.

To activate the spell, the spellcaster needs a miniature shovel and tiny bucket and must continue to hold them while each pit is excavated. These items disappear at the conclusion of the spell.

Dilation I (Alteration)

Range: 0
Component: V
Duration: Special
Casting Time: 4
Area of Effect: Special
Saving Throw: None

Dilation I allows a wizard to increase the area of effect of any one spell of levels 1-3. The area of effect is increased by 25%; thus, a stinking cloud would fill a 25-foot cube, while a slow spell would affect creatures in a 50-foot cube. Fractions of feet or yards (as appropriate to the spell) are dropped.

Dilation I must be cast immediately prior to the spell to be diluted; if a complete round or more elapses, the dilation is wasted. The dilation spell affects only spells which have areas of effect defined in feet or yards (numbers of creatures cannot be increased). The dilation affects only spells cast by the same wizard.

Dimension Door (Alteration)

Range: 0
Components: V
Duration: Instantaneous
Casting Time: 1
Area of Effect: The caster
Saving Throw: None

By means of a dimension door spell, the wizard instantly transfers himself up to 30 yards distance per level of experience. This special form of teleportation allows for no error, and the wizard always arrives at exactly the spot desired--whether by simply visualizing the area (within spell transfer distance, of course) or by stating direction such as, "300 yards straight downward," or, "upward to the northwest, 45 degree angle, 420 yards." If the wizard arrives in a place that is already occupied by a solid body, he remains trapped in the Astral Plane. If distances are stated and the spellcaster arrives with no support below his feet (i.e., in mid-air), falling and damage result unless further magical means are employed. All that the wizard wears or carries, subject to a maximum weight equal to 500 pounds of nonliving matter, or half that amount of living matter, is transferred with the spellcaster. Recovery from use of a dimension door spell requires one round.

Divination Enhancement (Evocation)

Range: 0
Component: V
Duration: 2 turns+2 rounds/level
Casting Time: 4
Area of Effect: The caster
Saving Throw: None

This spell allows a wizard to extend both the duration and range of the wizard eye spell and any divination spells of levels 1-4. Duration and range are both increased by 50% for the length of the divination enhancement.

All divination spells cast within the duration of the enhancement are increased. The expiration of the enhancement cancels all divination spells in effect.

Duplicate (Conjuration)

Range: Touch
Components: S, M
Duration: 1 hour/level
Casting Time: 1 round

Area of Effect: One object
Saving Throw: None

This spell creates an exact copy of any single item the caster touches. The item to be copied must fit inside a 20foot cube. The spell has no effect on living creatures, including undead, nor will it copy magical items. The duplicated item is identical to the original in every way--for instance, a duplicated sword can be wielded to inflict damage as a normal sword--but detect magic can reveal its true nature and dispel magic can cause it to disappear. The duplicated object exists for 1 hour/level of the caster, at which time it vanishes; permanency does not affect duplicated items.

The material component for this spell is a pinch of coal dust.

Emotion (Enchantment/Charm)

Range: 10 yds./level
Components: VS
Duration: Special
Casting Time: 4
Area of Effect: 20-ft. cube
Saving Throw: Neg.

When this spell is cast, the wizard can create a single emotional reaction in the subject creatures. The following are typical:

1. **Courage:** This emotion causes the creatures affected to become berserk, fighting with a +1 bonus to the attack dice, causing +3 points of damage, and temporarily gaining 5 hit points. The recipients fight without shield and regardless of life, never checking morale. This spell counters (and is countered by) fear.

2. **Fear:** The affected creatures flee in panic for 2d4 rounds. It counters (and is countered by) courage.

3. **Friendship:** The affected creatures react more positively (for example, tolerance becomes goodwill). It counters (and is countered by) hate.

4. **Happiness:** This effect creates joy and a feeling of complacent well-being, adding +4 to all reaction rolls and making attack unlikely unless the creatures are subject to extreme provocation. It counters (and is countered by) sadness.

5. **Hate:** The affected creatures react more negatively (for example, tolerance becomes negative neutrality). It counters (and is countered by) friendship.

6. **Hope:** The effect of hope is to raise morale, saving throw rolls, attack rolls, and damage caused by +2. It counters (and is countered by) hopelessness.

7. **Hopelessness:** The affected creatures submit to the demands of any opponent: surrender, get out, etc. Otherwise, the creatures are 25% likely to do nothing in a round, and 25% likely to turn back or retreat. It counters (and is countered by) hope.

8. **Sadness:** This creates unhappiness and a tendency toward maudlin introspection. This emotion penalizes surprise rolls by -1 and adds +1 to initiative rolls. It counters (and is countered by) happiness.

All creatures in the area at the instant the spell is cast are affected unless successful saving throws vs. spell are made, adjusted for Wisdom. The spell lasts as long as the wizard continues to concentrate on projecting the chosen emotion. Those who fail the saving throw against fear must roll a new saving throw if they return to the affected area.

Empathic Wound Transfer (Necromancy)

Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 round
Area of Effect: Creature touched
Saving Throw: None

By casting this spell, a wizard transfers some of the wounds of another creature to him- or herself, thereby partially curing the recipient. Up to 2 hp per level of the caster may be transferred, so a 10th level necromancer could cure an ally of a 20-hp wound (but the wizard will then take 20 hp in damage).

The hit point loss could have originally resulted from physical attacks, certain poisons, spell effects, diseases, or curses (except those that cannot be removed by the remove curse spell). This spell cannot restore amputated limbs, drained life levels, or lost life. It also cannot undo any continuously acting poison or disease. The spell only temporarily reverses such harm, which will then continue to affect the victim.

The caster cannot drain his or her own life. Normally, a wizard can only transfer up to his or her current number of hit points. However, if the DM makes use of the rules for "hovering on death's door" (page 75 of the DMG), then a necromancer might be voluntarily drained to the brink of death (-9 hp). Of course, the mage immediately loses consciousness in such a case (as noted in the 6MG), but his or her condition does not deteriorate unless further wounded by another agent. At the DM's discretion, this spell also enables a necromancer to immediately restore an incapacitated and dying victim, as per the 3rd level priest spell death's door. Unlike the priest version, however, hit points cured by the transfer are inflicted on the caster. Hit points lost by the wizard may be regained by normal healing or magic.

Finally, after the transfer is complete, the wizard temporarily loses four points of Constitution due to extreme exhaustion; each point may be recovered by six turns of complete rest. If the caster's Constitution drops below 3, unconsciousness results, and full Constitution is not regained for 24 hours. The material components are hair and blood from both the recipient and the caster, two newt eyes, and two wolf teeth (each from a different animal). These components are consumed in the casting.

Enchanted Weapon (Enchantment)

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

This spell turns an ordinary weapon into a magical one. The weapon is the equivalent of a +1 weapon, with +1 to attack and damage rolls. Thus, arrows, axes, bolts, bows, daggers, hammers, maces, spears, swords, etc., can be made into temporarily enchanted weapons. Two small weapons (arrows, bolts, daggers, etc.) or one large weapon (axe, bow, hammer, mace, etc.) weapon can be affected by the spell. The spell functions on existing magical weapons as long as the total combined bonus is +3 or less.

Missile weapons enchanted in this way lose their enchantment when they successfully hit a target, but otherwise the spell lasts its full duration. This spell is often used in combination with the enchant an item and permanency spells to create magical weapons, with this spell being cast once per desired plus of the bonus.

The material components of this spell are powdered lime and carbon.

Enervation (Necromancy)

Range: 10 yds./level
Components: VS
Duration: 1d4 hrs. + 1 hr./level
Casting Time: 4
Area of Effect: 1 creature
Saving Throw: Neg.

This spell temporarily suppresses the subject's life force. The necromancer points his finger and utters the incantation, releasing a black bolt of

crackling energy. The subject must roll a saving throw vs. spell, adjusted for Dexterity, to avoid the bolt. Success means the spell has no effect. Failure means the subject is treated exactly as if he had been drained of energy levels by a wight, one level for every four levels of the caster. Hit Dice, spells, and other character details dependent on level are lost or reduced. Those drained to 0th level must make a system shock check to survive and are helpless until the spell expires. The spell effect eventually wears off, either after 1d4 hours plus one hour per caster level, or after six hours of complete and undisturbed rest. Level abilities are regained, but lost spells must be memorized. Undead are immune to this spell.

Evard's Black Tentacles (Conjuration/Summoning)

Range: 30 yds.
Components: V, S, M
Duration: 1 hr./level
Casting Time: 1 rd.
Area of Effect: 30 sq. ft./level
Saving Throw: None

This spell creates many rubbery, black tentacles in the area of effect. These waving members seem to spring forth from the earth, floor, or whatever surface is underfoot--including water. Each tentacle is 10 feet long, AC 4, and requires as many points of damage to destroy as the level of the wizard who cast the spell. There are 1d4 such tentacles, plus one per experience level of the spellcaster.

Any creature within range of the writhing tentacles is subject to attack as determined by the DM. The target of a tentacle attack must roll a saving throw vs. spell. If this succeeds, the subject suffers 1d4 points of damage from contact with the tentacle; the tentacle is then destroyed. Failure to save indicates that the damage inflicted is 2d4 points, the ebony member is wrapped around its subject, and damage will be 3d4 points on the second and all succeeding rounds. Since these tentacles have no intelligence to guide them, there is the possibility that they entwine any object--a tree, post, pillar, even the wizard himself--or continue to squeeze a dead opponent. A grasping hold established by a tentacle remains until the tentacle is destroyed by some form of attack or until it disappears at the end of the spell's duration.

The component for this spell is a piece of tentacle from a giant octopus or giant squid.

Extension I (Alteration)

Range: 0
Components: V
Duration: Special
Casting Time: 2
Area of Effect: Special
Saving Throw: None

By use of an extension I spell, the wizard prolongs the duration of a previously cast 1st-, 2nd-, or 3rd-level spell by 50%. Thus, a levitation spell can be made to function 15 minutes/level, a hold person spell made to work for three rounds/level, etc. Naturally, the spell affects only spells that have durations. This spell must be cast immediately after the spell to be extended, either by the original caster or another wizard. If a complete round or more elapses, the extension fails and is wasted.

Far Reaching II (Alteration)

Range: 0
Component: V
Duration: Special
Casting Time: 4
Area of Effect: Special
Saving Throw: None

This spell's function is identical to the 3rd-level far reaching I spell, except that a spell of 1st or 2nd level has its range doubled and a spell of 3rd level has its range increased by 50%. In addition, any spell of 4th level has its range extended by 25%.

Fear (Illusion/Phantasm)

Range: 0
Components: V,S,M
Duration: Special
Casting Time: 4
Area of Effect: 60-ft. cone,
Saving Throw: Neg.
30-ft. diameter at end, 5-ft. at base

When a fear spell is cast, the wizard sends forth an invisible cone of terror that causes creatures within its area of effect to turn away from the caster and flee in panic. Affected creatures are likely to drop whatever they are holding when struck by the spell; the base chance of this is 60% at 1st level (or at 1 Hit Die), and each level (or Hit Die) above this reduces the probability by 5%. Thus, at 10th level there is only a 15% chance, and at 13th level no chance, of dropping items. Creatures affected by fear flee at their fastest rate for a number of melee rounds equal to the level of experience of the spellcaster. Undead and creatures that successfully roll their saving throws vs. spell are not affected.

The material component of this spell is either the heart of a hen or a white feather.

Fire Aura (Abjuration)

Range: 0
Components: V,S,M
Duration: 2 rounds/level
Casting Time: 4
Area of Effect: Caster
Saving Throw: Special

By means of this spell, the caster surrounds his body with an aura of magical green fire. The fire aura extends 1 foot from the caster's body and provides illumination in a 10-foot radius. The fire aura provides complete immunity to all forms of fire, both natural and magical; the flames can be extinguished only by dispel magic or a similar spell. Those touching the fire aura suffer 2-8 (2d4) hit points of damage; additionally, if the touched victim fails to make his saving throw, his body is set afire with green flames.

The flames persist for 2-8 (2d4) rounds and can be extinguished only by dispel magic or a similar spell. Each round the victim is engulfed in these flames, he suffers an additional 1-6 hit points of damage; the victim's attack rolls are made with a -2 penalty during this time.

The material components for this spell are a scrap of singed paper and a piece of flint.

Fire Charm (Enchantment/Charm)

Range: 10 yds.
Components: V,S,M
Duration: 2 rds./level
Casting Time: 4
Area of Effect: 15-ft. radius
Saving Throw: Neg.

By means of this spell the wizard causes a normal fire source, such as a brazier, flambeau, or bonfire, to serve as a magical agent, for from this source he causes a gossamer veil of multihued flame to encircle the fire at a distance of 5 feet. Any creatures observing the fire or the dancing circle of flame around it must successfully roll a saving throw vs. spell or be charmed into remaining motionless and gazing, transfixed, at the flames. While so charmed, creatures are subject to suggestions of 12 or fewer words, saving vs. spell with a -3 penalty, adjusted for Wisdom. The caster can give one such suggestion to each creature, and the suggestions need not be the same. The maximum duration for such a suggestion is one hour, regardless of the caster's level.

The fire charm is broken if the charmed creature is physically attacked, if a solid object comes between the creature and the veil of flames so as to obstruct vision, or when the duration of the spell expires. Those exposed to the fire charm again may be affected at the DM's option, although bonuses may also be allowed to the saving throws. Note that the veil of flame is not a magical fire, and passing through it incurs the same damage as would be sustained from passing through its original fire source.

The material component for this spell is a small piece of multicolored silk of exceptional thinness that the spellcaster must throw into the fire source.

Fire Shield (Evocation,Alteration)

Range: 0
Components: V,S,M
Duration: 2 rds. + 1 rd./level
Casting Time: 4
Area of Effect: The caster
Saving Throw: None

This spell can be cast in one of two forms: a warm shield that protects against cold-based attacks, or a chill shield that protects against fire-based attacks. Both return damage to creatures making physical attacks against the wizard. The wizard must choose which variation he memorizes when the spell is selected.

When casting this spell, the wizard appears to immolate himself, but the flames are thin and wispy, shedding no heat, and giving light equal to only half the illumination of a normal torch. The color of the flames is determined randomly (50% chance of either color)--blue or green if the chill shield is cast, violet or blue if the warm shield is employed. The special powers of each shield are as follows:

A) Warm shield. The flames are warm to the touch. Any cold-based attacks are saved against with a +2 bonus; either half normal damage or no damage is sustained. There is no bonus against fire-based attacks, but if the wizard fails to make the required saving throw (if any) against them, he sustains double normal damage.

The material component for this variation is a bit of phosphorus.

B) Chill shield. The flames are cool to the touch. Any fire-based attacks are saved against with a +2 bonus; either half normal damage or no damage is sustained. There is no bonus against cold-based attacks, but if the wizard fails to make the required saving throw (if any) against them, he sustains double normal damage.

The material component for this variation is a live firefly or glow worm or the tail portions of four dead ones.

Any creature striking the spellcaster with its body or hand-held weapons

inflicts normal damage upon the wizard, but the attacker suffers the same amount of damage. An attacker's magical resistance, if any, is tested when the creature actually strikes the wizard. Successful resistance shatters the spell. Failure means the creature's magic resistance does not affect that casting of the spell.

Fire Trap (Abjuration,Evocation)

Range: Touch
Components: V,S,M
Duration: Until discharged
Casting Time: 1 turn
Area of Effect: Object touched
Saving Throw: 1/2

Any closeable item (book, box, bottle, chest, coffer, coffin, door, drawer, and so forth) can be warded by a fire trap spell. The spell is centered on a point selected by the spellcaster. The item so trapped cannot have a second closure or warding spell placed upon it (if such is attempted, the chance is 25% that the first spell fails, 25% that the second spell fails, or 50% that both spells fail). A knock spell does not affect a fire trap in any way--as soon as the offending party enters or touches the item, the trap discharges. Thieves and others have only half their normal chance to detect a fire trap (by noticing the characteristic markings required to cast the spell). They have only half their normal chance to remove the trap (failure detonates the trap immediately). An unsuccessful dispel does not detonate the spell. The caster can use the trapped object without discharging it, as can any individual to whom the spell was specifically attuned when cast (the exact method usually involves a keyword). When the trap is discharged, there is an explosion of 5-foot radius from the spell's center; all creatures within this area must roll saving throws vs. spell. Damage is 1d4 points plus 1 point per level of the caster, or half this (round up) for creatures successfully saving. (Under water, this ward inflicts half damage and creates a large cloud of steam.) The item trapped is not harmed by this explosion.

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

Fumble (Enchantment/Charm)

Range: 10 yds./level
Components: V,S,M
Duration: 1 rd./level
Casting Time: 4
Area of Effect: 30-ft. cube
Saving Throw: Special

When a fumble spell is cast, the wizard creates an area in which all creatures suddenly become clumsy and awkward. Running creatures trip and fall, those reaching for an item drop it, those employing weapons likewise awkwardly drop them, etc. Recovery from a fall or picking up a fumbled object typically requires a successful saving throw and takes one round. Note that breakable items might suffer damage when dropped. A subject succeeding with his saving throw can act freely that round, but if he is in the area at the beginning of the next round, another saving throw is required. Alternatively, the spell can be cast at an individual creature. Failure to save means the creature is affected for the spell's entire duration; success means the creature is slowed (see the 3rd-level spell).

The material component of this spell is a dab of solidified milk fat.

Greater Malison (Enchantment/Charm)

Range: 60 feet
Component: V

Duration: 2 rounds/level
Casting Time: 4
Area of Effect: 30-foot-radius sphere
Saving Throw: None

This spell operates exactly like the 3rd-level minor malison spell except that the wizard places a -2 penalty on all saving throws of all hostile creatures within the area of effect. Optionally, the wizard may create a -3 penalty to saving throws against spells from one school of magic. This penalty is not cumulative with a saving throw penalty which derived from the wizard being a specialist; the penalty is not increased to -4.

Hallucinatory Terrain (Illusion/Phantasm)

Range: 20 yds./level
Components: V,S,M
Duration: 1 hr./level
Casting Time: 1 turn
Area of Effect: 10 yds./level cube
Saving Throw: None

By means of this spell, the wizard causes an illusion that hides the actual terrain within the area of effect. Thus, open fields or a road can be made to look like a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to look like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road. The hallucinatory terrain persists until a dispel magic spell is cast upon the area or until the duration expires. Individual creatures may see through the illusion, but the illusion persists, affecting others who observe the scene.

If the illusion involves only a subtle change, such as causing an open wood to appear thick and dark, or increasing the slope of a hill, the effect may be unnoticed even by those in the midst of it. If the change is extreme (for example, a grassy plain covering a seething field of volcanic mudpots), the illusion will no doubt be noticed the instant one person falls prey to it. Each level of experience expands the dimensions of the cubic area affected by 10 yards; for example, a 12th-level caster affects an area 120 yds. x 120 yds. x 120 yds.

The material components of this spell are a stone, a twig, and a bit of green plant--a leaf or grass blade.

Halo of Eyes (Abjuration, Conjuraction)

Range: 0
Components: V,M
Duration: 1 turn/level
Casting Time: 4
Area of Effect: Special
Saving Throw: None

Halo of eyes creates a halo of functional eyeballs that sits atop the caster's head, enabling the caster to see in all directions at the same time. Additionally, these magical eyes all have infravision to a distance of 60 yards. The caster can see opponents on all sides of him, providing they are not invisible, and therefore can never be struck from behind or suffer a penalty for a back attack. Under normal conditions, the caster cannot be surprised. Attacks cannot be directed against the magical eyeballs, but their vision is obscured by blindness and other magical and natural effects that would hinder the wizard's normal sight.

The material components for this spell are the feather of an eagle and an eyelash from the corpse of any creature.

Ice Storm (Evocation)

Range: 10 yds./level
Components: V,S,M
Duration: Special
Casting Time: 4
Area of Effect: 20 or 40 ft. radius
Saving Throw: None

This spell can have one of two effects, at the caster's option: Either great hail stones pound down for one round in a 40-foot-diameter area and inflict 3d10 points of damage to any creatures within the area of effect, or driving sleet falls in an 80-foot-diameter area for one round per caster level. The sleet blinds creatures within its area for the duration of the spell and causes the ground in the area to be icy, slowing movement by 50% and making it 50% probable that a creature trying to move in the area slips and falls. The sleet also extinguishes torches and small fires.

Note that this spell will negate a heat metal spell. The material components for this spell are a pinch of dust and a few drops of water.

Illusionary Wall (Illusion/Phantasm)

Range: 30 yds.
Components: V,S
Duration: Permanent
Casting Time: 4
Area of Effect: 1 x 10 x 10 ft.
Saving Throw: None

This spell creates the illusion of a wall, floor, ceiling, or similar surface, which is permanent until dispelled. It appears absolutely real when viewed (even magically, as with the priest spell true seeing or its equivalent), but physical objects can pass through it without difficulty. When the spell is used to hide pits, traps, or normal doors, normal demihuman and magical detection abilities work normally, and touch or probing searches reveal the true nature of the surface, though they do not cause the illusion to disappear.

The material component is a rare dust that costs at least 400 gp and requires four days to prepare.

Improved Invisibility (Illusion/Phantasm)

Range: Touch
Components: V,S
Duration: 4 rds. + 1 rd./level
Casting Time: 4
Area of Effect: Creature touched
Saving Throw: None

This spell is similar to the invisibility spell, but the recipient is able to attack, either by missile discharge, melee combat, or spellcasting, and remain unseen. Note, however, that telltale traces (such as a shimmering effect) sometimes allow an observant opponent to attack the invisible spell recipient. These traces are only noticeable when specifically looked for (after the invisible character has made his presence known). Attacks against the invisible character suffer -4 penalties to the attack rolls, and the invisible character's saving throws are made with a +4 bonus. Beings with high Hit Dice that might normally notice invisible opponents will notice a creature under this spell as if they had 2 fewer Hit Dice (they roll saving throws vs. spell; success indicates they spot the character).

Improved Strength (Alteration)

Range: Touch
Duration: 1 rd./level
Area of Effect: Creature touched
Subtlety: +4
Sensory: None
Components: V,S,M
Casting Time: 4
Saving Throw: None
Knockdown: None
Critical: None

By casting this spell, the wizard can empower a creature with superhuman strength. Unlike the 2nd-level strength spell, improved strength allows the recipient of the spell to ignore race or class restrictions on his maximum Strength score, possibly reaching scores as high as 25. The exact amount of strength gained varies by the recipient's class group:

Class	Strength Gain
Warrior	1d8+4 (max 25)
Priest	1d6+4 (max 23)
Rogue	1d6+4 (max 23)
Wizard	1d4+4 (max 21)

* Count each percentile bracket of exceptional strength as one point; the strength gain proceeds as 18, 18/01, 18/51, 18/76, 18/91, 18/00, 19, and so on.

Even if the recipient is not a warrior, he gains all the benefits of an exceptional Strength category; for example, if a thief with a Strength of 14 gained 7 points, he would possess a Strength of 18/76 for the duration of the spell. In addition to the attack and damage bonus, increased chance to open doors or bend bars, and increased carrying capacity, the spell recipient may temporarily gain the ability to throw boulders as a giant of equivalent Strength, as shown below:

Strength Score	Equivalent Giant Type	Rock Range	Hurling Damage
19	Hill giant	80 yards	1d6
20	Stone giant	100 yards	1d8
21	Frost giant	100 yards	1d8
22	Fire giant	120 yards	1d8
23	Cloud giant	140 yards	1d10
24	Storm giant	160 yards	1d12
25	Titan	200 yards	1d20

When the spell ends, the recipient is struck by intense exhaustion; he can do nothing except rest for 1d3 full turns to recover his strength. The material component is a strand of hair from a giant.

Laeral's Aqueous Column (Alteration, Evocation)

Range: 10'/lvl.
Components: V,S,M
Duration: 10 rnds./lvl.
Casting Time: 2 rounds
Area of Effect: 10'-diam. cylinder, 10' long/lvl.
Saving Throw: None

By means of this spell, a mage can transmute the air in a particular area into water; a free-standing cylindrical volume 10' in diameter can be created. It will be pure water, either fresh or salty as the caster decrees in casting, and will circulate freely within itself, drawing oxygen into itself to support marine life inside it. The water is held in a cylindrical shape by the spell's

dweomer the cylinder expanding lengthwise with increasing areas of effect, 10' per level of the caster. Multiple spells (cast by the same being or by several spell-casters) can be used to extend the cylinder even further. The column can run horizontally, vertically, at an angle, or even make turns as desired in the casting, but once established its location cannot change.

Creatures and objects can pass freely through the cylinder of water without spilling water or disturbing the stability of the column, but creatures not able to breathe in water are not empowered to do so by this spell. This spell is often used to introduce marine creatures into an otherwise "dry" environment for purposes of imprisonment, conferences, or transportation. The cylinders are usually vertical and may connect with other bodies of water, such as sewers beneath buildings or the sea beneath a ship. At the spell's expiration, the water simply vanishes; marine creatures can thus be stranded. Varying water pressures are equalized by the magic so as to harm neither creatures in the column nor structures entered by the column (a column connected to the sea from a cellar will not then cause the sea to flood the cellar). The material components of this spell are a hair from any sort of creature and a drop of water, spittle, dew, juice, sap, or a tear.

Leomund's Secure Shelter (Alteration, Enchantment)

Range: 20 yds.
Components: V,S,M
Duration: 1d4+1 hrs. + 1 hr./level
Casting Time: 4 turns
Area of Effect: 30 sq. ft./level
Saving Throw: None

This spell enabled the wizard to magically call into being a sturdy cottage or lodge, made of material that is common in the area where the spell is cast—stone, timber, or (at worst) sod. The floor area of the lodging is 30 square feet per level of the spellcaster, and the surface is level, clean, and dry. In all respects the lodging resembles a normal cottage, with a sturdy door, two or more shuttered windows, and a small fireplace.

While the lodging is secure against winds of up to 70 miles per hour, it has no heating or cooling source (other than natural insulation qualities). Therefore, it must be heated as a normal dwelling, and extreme heat adversely affects it and its occupants. The dwelling does, however, provide considerable security otherwise, as it is as strong as a normal stone building, regardless of its material composition. The dwelling resists flames and fire as if it were stone, and is impervious to normal missiles (but not the sort cast by siege machinery or giants).

The door, shutters, and even chimney are secure against intrusion, the former two being wizard locked and the latter being secured by a top grate of iron and a narrow flue. In addition, these three areas are protected by an alarm spell. Lastly, an unseen servant is conjured to provide service to the spellcaster.

The inside of the shelter contains rude furnishings as desired by the spellcaster—up to eight bunks, a trestle table and benches, as many as four chairs or eight stools, and a writing desk.

The material components of this spell are a square chip of stone, crushed lime, a few grains of sand, a sprinkling of water, and several splinters of wood. These must be augmented by the components of the alarm and unseen servant spells if these benefits are to be included (string and silver wire and a small bell).

Lesser Geas (Enchantment/Charm, Song)

Range: 10 yards
Duration: special
Area of Effect: 1 c
Subtlety: +1
Sensory: Medium audio
Components: V

Casting Time: 2
Saving Throw: Neg.
Knockdown: None
Critical: None

By means of this spell, the wizard places a magical command upon a creature of 7 Hit Dice or less to carry out some service, undertake a task, or refrain from some action or course of activity. The caster specifies the conditions of the lesser geas when he casts the spell; the victim must be intelligent, conscious, able to understand the caster, and not under the influence of any spells or effects that affect or control its mind. The lesser geas cannot compel a creature to kill itself or perform acts that will result in certain death, although the wizard can use the spell to coerce the subject into almost any other non-destructive course of action. The victim is entitled to a saving throw vs. spell to avoid the lesser geas, but suffers a -2 penalty on its save if the wizard is of higher level or Hit Dice, or a -4 penalty if the wizard is more than twice the victim's level or Hit Dice.

The wizard must be careful in the wording of his lesser geas since the casting and fulfillment are tricky. The subject should be given a tangible, achievable goal, with clear courses of action available to him. "Climb that mountain!" or "Tear that mountain down rock by rock!" are legitimate geases, but a geas such as "Become a mountain!" is just not specific enough to work.

Similar to the 6th-level spell geas, the lesser geas compels the subject to obey the wizard's command. If the geased creature fails to follow the wizard's instructions, it will grow sick—each week that passes, the creature loses one point from each ability score, 1 hit point per Hit Die, and suffers a cumulative -1 penalty to attack rolls and saving throws. These penalties cannot reduce an ability score to less than 3, reduce a creature to less than 1 hit point per Hit Die, or reduce its attacks and saves by more than 4 points. The lesser geas can be countermanded by a remove curse spell, or a limited wish or wish. However, if the subject entertains thoughts of removing the lesser geas it will protect itself by giving the subject a warning headache. If the subject persists, then the sickness will begin.

Locate Creature (Divination)

Range: 50 yards/level
Components: V,S,M
Duration: 1 turn/level
Casting Time: 5
Area of Effect: One creature
Saving Throw: None

This spell is similar to the 2nd-level locate object spell. Instead of finding an inanimate object, however, it allows the wizard to find a creature. The wizard casts the spell, slowly turns, and is able to sense the direction of the person or creature, provided the subject is within range. The wizard learns how far away the creature is and in what direction it is moving (if at all).

This spell can locate a general species of creature (a horse or amber hulk, for instance) or can be used to find a specific individual. The wizard must have physically seen the individual or the type of creature at least once from a distance of no more than 10 yards.

Unlike locate object, this spell is not blocked by lead. It is blocked, however, by running water (such as a river or stream). Objects cannot be found through use of this spell.

The material component is a bit of a bloodhound's fur.

Magic Mirror (Enchantment, Divination)

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

By means of this spell, the wizard changes a normal mirror into a scrying device similar to a crystal ball. The details of the use of such a scrying device are found in the DMG (in Appendix 3: Magical Item Descriptions, under the description for the crystal ball).

The mirror used must be of finely wrought and highly polished silver and cost not less than 1,000 gp. This mirror is not harmed by casting the spell, but the other material components--the eye of a hawk, an eagle, or even a roc, and nitric acid, copper, and zinc--are used up.

The following spells can be cast through a magic mirror: comprehend languages, read magic, tongues, and infravision. The following spells have a 5% chance per level of the caster of operating correctly: detect magic, detect good or evil, and message. The base chances for the subject to detect any crystal ball-like spell are listed in the DMG (again, in Appendix 3: Magical Item Descriptions, under the description for the crystal ball).

Mask of Death (Necromancy)

Range: Touch
Components: V,S,M
Duration: 1 hour/level
Casting Time: 1 round
Area of Effect: One creature
Saving Throw: None

By casting this spell, a wizard can change a corpse's features to make it appear to be someone else. The caster must possess an accurate portrait of the individual to be duplicated, or must have a clear mental image of the person based on personal experience.

If animate dead is cast on the body, it can be animated to become a zombie that looks exactly like the copied person. The double is a mindless automaton, however, having all the characteristics of a normal zombie.

This spell may be cast on a creature that has already become a zombie. The wizard must successfully touch the zombie in combat, unless the zombie is controlled by the caster.

The material component of this spell is a drop of doppelganger's blood.

Massmorph (Alteration)

Range: 10 yds./level
Components: V,S,M
Duration: Special
Casting Time: 4
Area of Effect: 10 ft. cube/level
Saving Throw: None

When this spell is cast upon willing creatures of man-size or smaller, up to 10 such creatures per level of the caster can be magically altered to appear as trees of any sort. Thus, a company of creatures can be made to appear as a copse, grove, or orchard. Furthermore, these massmorphed creatures can be passed through and even touched by other creatures without revealing their true nature. Note, however, that blows to the creature-trees cause damage, and blood can be seen.

Creatures to be massmorphed must be within the spell's area of effect; unwilling creatures are not affected. Affected creatures remain unmoving but aware, subject to normal sleep requirements, and able to see, hear, and feel

for as long as the spell is in effect. The spell persists until the caster commands it to cease or until a dispel magic spell is cast upon the creatures. Creatures left in this state for extended periods are subject to insects, weather, disease, fire, and other natural hazards.

The material component of this spell is a handful of bark chips from the type of tree the creatures are to become.

Minor Creation (Illusion/Phantasm)

Range: Touch
Components: V,S,M
Duration: 1 hr./level
Casting Time: 1 turn
Area of Effect: 1 cubic ft./level
Saving Throw: None

This spell enables the wizard to create an item of nonliving, vegetable nature--soft goods, rope, wood, etc. The caster actually pulls wisps of material of the plane of Shadow from the air and weaves them into the desired item. The volume of the item created cannot exceed 1 cubic foot per level of the spellcaster. The item remains in existence for only as long as the spell's duration. The spellcaster must have at least a tiny piece of matter of the same type of item he plans to create by means of the minor creation spell--a bit of twisted hemp to create rope, a splinter of wood to create a door, and so forth.

Minor Globe of Invulnerability (Abjuration)

Range: 0
Components: V,S,M
Duration: 1 rd./level
Casting Time: 4
Area of Effect: 5-ft. radius
Saving Throw: None

This spell creates an immobile, faintly shimmering magical sphere around the caster that prevents any 1st-, 2nd-, or 3rd-level spell effects from penetrating (i.e., the area of effect of any such spells does not include the area of the minor globe of invulnerability). This includes innate abilities and effects from devices. However, any type of spell can be cast out of the magical globe, and these pass from the caster of the globe to their subject without affecting the globe. Fourth and higher level spells are not affected by the globe. The globe can be brought down by a successful dispel magic spell. The caster can leave and return to the globe without penalty. Note that spell effects are not actually disrupted by the globe unless cast directly through or into it: The caster would still see a mirror image created by a wizard outside the globe. If that wizard then entered the globe, the images would wink out, to reappear when the wizard exited the globe. Likewise, a wizard standing in the area of a light spell would still receive sufficient light for vision, even though that part of the light spell volume in the globe would not be luminous.

The material component of the spell is a glass or crystal bead that shatters at the expiration of the spell.

Minor Spell Turning (Abjuration)

Range: 0
Components: V,S,M
Duration: 3 rounds/level
Casting Time: 4
Area of Effect: The caster
Saving Throw: None

This spell is similar to the 7th-level spell turning, which causes spells cast against the wizard to rebound on the original caster. This includes spells cast

from scrolls and innate spell-like abilities, but excludes the following: area effects that are not centered directly upon the protected wizard, spell effects delivered by touch, and spell effects from devices such as wands, staves, and so forth. Thus, a light spell cast to blind the protected wizard could be turned back upon and possibly blind the caster, while the same spell would be unaffected if cast to light an area in which the protected wizard were standing.

One to four (1d4) spell levels may be turned. The exact number is secretly rolled by the DM; the player never knows how effective the spell is.

Unlike the 7th level version of this spell, minor spell turning is not capable of partially turning a spell. For example, if a wizard has three levels of spell turning, he can turn three 1st-level spells, one 1st and one 2nd, or one 3rd-level spell. He can in no way turn spells of 4th level or above. If the caster is the target of a spell of a higher level than he is capable of turning, the caster receives the full brunt of the spell.

If the protected wizard and a spellcasting attacker both have spell turning effects operating, a resonating field is created that has the following effects:

d100	Effect
01-70	Spell drains away without effect
71-80	Spell affects both equally at full damage
81-97	Both turning effects are rendered non-functional for 1d4 turns
98-00	Both casters are sucked through a rift into the Positive Material plane

The material component of this spell is a smoothly polished silver coin.

Monster Summoning II (Conjuration/Summoning)

Range: Special
Components: V,S,M
Duration: 3 rds. + 1 rd./level
Casting Time: 4
Area of Effect: 40 yd. radius
Saving Throw: None

This spell is much like the 3rd-level spell monster summoning I, except that this spell summons 1d6 2nd-level monsters. These appear anywhere within the spell's area of effect and attack the caster's opponents, until he commands them to cease, the spell duration expires, or the monsters are slain. These creatures do not check morale; they vanish when slain. If no opponent exists to fight and the wizard can communicate with them, the summoned monsters can perform other services for the summoning wizard.

The material components of this spell are a tiny bag and a small (not necessarily lit) candle.

Mordenkainen's Celerity (Alteration, Invocation)

Range: 0
Components: V,S,M
Duration: 1 turn
Casting Time: 4
Area of Effect: Special
Saving Throw: None

Mordenkainen's celerity affects spells of levels 1-3 which alter the movement of the wizard such as feather fall, jump, spider climb, levitate, fly, and haste. Spells to be affected must be cast within 1 turn of the casting of the celerity. Spells do not expire when the celerity expires.

Spells cast following the celerity receive a 25% bonus to duration. This effect may not be gained in conjunction with other means of magically extending a spell's duration. In addition, the caster's movement rate is increased by 25%. Feather fall is an exception; the rate of descent may be re-

duced by 25% at the caster's option.

The area of effect is always the caster, except in the case of the haste spell, for which the effects of the celerity will operate on 1d4 creatures in addition to the wizard. The celerity will not affect the other creatures in any other manner.

The celerity gives the wizard a +2 bonus to his saving throws against spells of levels 1-3 which directly affect his movement. This includes web, hold person, and slow. The wizard also gains a +2 bonus on all saving throws against magical paralysis attacks.

The material component is a small pouch or vessel containing centipede or millipede legs.

Mordenkainen's Force Missiles (Invocation/Evocation, Force)

Range: 30 yds. + 10 yds./level
Duration: Instantaneous
Area of Effect: 1-7 targets
Subtlety: +3
Sensory: Medium visual, large audio
Components: V,S
Casting Time: 4
Saving Throw: Special
Knockdown: d10
Critical: Medium (1 hit) impact

This spell creates a brilliant globe of magical energy that streaks forth from the caster's hand to unerringly strike its target, much like a magic missile spell. The subject must be seen or otherwise detected in order to be targeted by this spell. The wizard creates one missile at 7th level and an additional missile at every third level after 7th--in other words, two missiles at 10th level, three at 13th, four at 16th, and so on, to a maximum of seven missiles at 25th level. Each missile inflicts 2d4 points of damage to the target and then bursts in a 3-foot radius concussive blast that inflicts 1 point of damage per level of the caster--for example, a 12th-level wizard could conjure two force missiles, each of which strikes for 2d4+12 points of damage. The victim may attempt a saving throw vs. spell to negate the concussion damage, but the impact of the missile itself allows no saving throw.

Just like magic missile, the force spheres may be directed at as many or as few targets as the caster likes. The missiles can easily damage or destroy inanimate objects, especially fragile or delicate items.

Otiluke's Dispelpling Screen (Evocation, Abjuration)

Range: 5 yards/level
Components: V,S,M
Duration: 1 round/level
Casting Time: 5
Area of Effect: 20-foot square
Saving Throw: None

This spell creates a shimmering screen of violet energy in any shape the caster desires. Any creature passing through the screen is affected by dispel magic with the same level of effectiveness as that spell cast by the wizard.

The material components for this spells are a sheet of fine lead crystal and a chrysolite gemstone worth 1,000 gp (both vanish after the spell is cast).

Otiluke's Resilient Sphere (Alteration, Evocation)

Range: 20 yds.
Components: V,S,M
Duration: 1 rd./level
Casting Time: 4
Area of Effect: 1-ft. diameter/level
Saving Throw: Neg.

When this spell is cast, the result is a globe of shimmering force that encloses the subject creature--if it is small enough to fit within the diameter of the sphere and it fails to successfully save vs. spell. The resilient sphere contains its subject for the spell's duration, and it is not subject to damage of any sort except from a rod of cancellation, a wand of negation, or a disintegrate or dispel magic spell. These cause it to be destroyed without harm to the subject. Nothing can pass through the sphere, inside or out, though the subject can breathe normally. The subject may struggle, but all that occurs is a movement of the sphere. The globe can be physically moved either by people outside the globe or by the struggles of those within.

The material components of the spell are a hemispherical piece of diamond (or similar hard, clear gem material) and a matching hemispherical piece of gum arabic.

Phantasmal Killer (Illusion/Phantasm)

Range: 5 yds./level
Components: V,S
Duration: 1 rd./level
Casting Time: 4
Area of Effect: 1 creature
Saving Throw: Special

When this spell is cast, the wizard creates the illusion of the most fearsome thing imaginable to the victim, simply by forming the fears of the victim's subconscious mind into something that its conscious mind can visualize--the most horrible beast. Only the spell recipient can see the phantasmal killer (the caster sees only a shadowy shape), but if it succeeds in scoring a hit, the subject dies from fright. The beast attacks as a 4 Hit Dice monster. It is invulnerable to all attacks and can pass through any barriers. Once cast, it inexorably pursues the subject, for it exists only in the subject's mind.

The only defenses against a phantasmal killer are an attempt to disbelieve (which can be tried but once), slaying or rendering unconscious the wizard who cast the spell, or rendering unconscious the target of the spell for its duration. To disbelieve the killer, the subject must specifically state the attempt and then roll an Intelligence check. This roll has a -1 penalty for every four levels of the caster.

Special modifiers apply to this attack:

Condition	Modifier
Surprise	-2
Subject previously attacked by this spell	+1
Subject is an illusionist	+2
Subject is wearing a helm of telepathy	+3

Magic resistance, bonuses against fear, and Wisdom adjustments also apply. The subject's magic resistance is checked first; if the spell overcomes the resistance, the subject's fear/Wisdom bonuses (if any) then apply as negative modifiers to his Intelligence check.

If the subject of a phantasmal killer attack succeeds in disbelieving, and he is wearing a helm of telepathy, the beast can be turned upon the wizard, who must then disbelieve it or be subject to its attack and possible effects.

If the subject ignores the killer to perform other actions, such as attacking the caster, the killer may, at the DM's option, gain bonuses to hit (for flank or rear attacks, etc.). Spells such as remove fear and cloak of bravery, cast after

the killer has attacked, grant another check to disbelieve the effect.

Plant Growth (Alteration)

Range: 10 yds./level
Components: V,S
Duration: Permanent
Casting Time: 4
Area of Effect: caster's level 2 x 100 sq. ft.
Saving Throw: None

When a plant growth spell is cast, the wizard causes normal vegetation to grow, entwine, and entangle to form a thicket or jungle that creatures must hack or force a way through at a movement rate of 1 per round (or 2 if the creatures are larger than man size). The area must contain brush and trees for this spell to work. Briars, bushes, creepers, lianas, roots, saplings, thistles, thorn, trees, vines, and weeds become thick and overgrown so as to form a barrier. The area of effect is the caster's level, squared, times 100 square feet. This area can be arranged in any square or rectangular shape that the caster desires. Thus, an 8th-level wizard can affect (8 x 8 =) 64 x 100 square feet, or 6,400 square feet. This could be an 80-foot x 80-foot square, a 160-foot x 40-foot rectangle, a 640-foot x 10-foot rectangle, etc. Individual plant girth and height is generally affected less than thickness of brush, branch, and undergrowth. The spell's effects persist in the area until it is cleared by labor, fire, or such magical means as a dispel magic spell.

Polymorph Other (Alteration)

Range: 5 yds./level
Components: V,S,M
Duration: Permanent
Casting Time: 4
Area of Effect: 1 creature
Saving Throw: Neg.

The polymorph other spell is a powerful magic that completely alters the form and ability, and possibly the personality and mentality, of the recipient. Of course, while a creature with a lower Intelligence can be polymorphed in form into something with a higher Intelligence, it will not gain that creature's mental ability. The reverse--polymorphing a higher Intelligence creature into one of significantly lower Intelligence--results in a creature much more intelligent than appearances would lead one to believe. The polymorphed creature must succeed on a system shock (see Table 3) roll to see if it survives the change. After this, it must make a special Intelligence check to see if it retains its personality (see following).

The polymorphed creature acquires the form and physical abilities of the creature it has been polymorphed into, while retaining its own mind. Form includes natural Armor Class (that due to skin toughness, but not due to quickness, magical nature, etc.), physical movement abilities (walking, swimming, and flight with wings, but not plane shifting, blinking, teleporting, etc.), and attack routines (claw/claw/bite, swoop, rake, and constriction, but not petrification, breath weapons, energy drain, etc.). Hit points and saving throws do not change from the original form. Noncorporeal forms cannot be assumed. Natural shapeshifters (lycanthropes, doppelgangers, higher level druids, etc.) are affected for but one round, and can then resume their normal form.

If slain, the polymorphed creature reverts to its original form, though it remains dead. (Note that most creatures generally prefer their own form and will not willingly stand the risk of being subjected to this spell!) As class and level are not attributes of form, abilities derived from either cannot be gained by this spell, nor can exact ability scores be specified.

When the polymorph occurs, the creature's equipment, if any, melds into the new form (in particularly challenging campaigns, the DM may allow protective devices, such as a ring of protection, to continue operating effec-

tively). The creature retains its mental abilities, including spell use, assuming the new form allows completion of the proper verbal and somatic components and the material components are available. Creatures not used to a new form might be penalized at the DM's option (for example, -2 to attack rolls) until they practice sufficiently to master it.

When the physical change occurs, there is a base 100% chance that the subject's personality and mentality change into that of the new form (i.e., a roll of 20 or less on 1d20). For each 1 point of Intelligence of the subject, subtract 1 from the base chance on 1d20. Additionally, for every Hit Die of difference between the original form and the form it is assuming, add or subtract 1 (depending on whether polymorphed form has more Hit Dice [or levels] or fewer Hit Dice [or levels] than original, respectively). The chance for assumption of the personality and mentality of the new form is checked daily until the change takes place.

A subject acquiring the mentality of the new form has effectively become the creature whose form was assumed and comes under the control of the DM until recovered by a wish spell or similar magic. Once this final change takes place, the creature acquires the new form's full range of magical and special abilities.

For example: If a 1 Hit Die orc of 8 Intelligence is polymorphed into a white dragon with 6 Hit Dice, it is 85% (20 - 8 Intelligence + 5 level difference [6-1] = 17 out of 20 = 85%) likely to actually become one in all respects, but in any case it has the dragon's physical and mental capabilities. If it does not assume the personality and mentality of a white dragon, it knows what it formerly knew as well.

The wizard can use a dispel magic spell to change the polymorphed creature back to its original form, and this requires a system shock roll. Those who have lost their individuality and are then converted back maintain the belief that they are actually the polymorphed creature and attempt to return to that form. Thus, the orc who comes to believe he is a white dragon, when converted back to his orc form, steadfastly maintains he is really a white dragon polymorphed into the shape of an orc. His companions will most likely consider him mad.

The material component of this spell is a caterpillar cocoon.

Polymorph Self (Alteration)

Range: 0
Components: V
Duration: 2 turns/level
Casting Time: 4
Area of Effect: The caster
Saving Throw: None

When this spell is cast, the wizard is able to assume the form of any creature, save those that are noncorporeal, from as small as a wren to as large as a hippopotamus. Furthermore, the wizard gains its physical mode of locomotion and breathing as well. No system shock roll is required. The spell does not give the new form's other abilities (attack, magic, special movement, etc.), nor does it run the risk of the wizard changing personality and mentality.

When the polymorph occurs, the caster's equipment, if any, melds into the new form (in particularly challenging campaigns, the DM may allow protective devices, such as a ring of protection, to continue operating effectively). The caster retains all mental abilities, including spell use, assuming the new form allows completion of the proper verbal and somatic components and the material components are available. A caster not used to a new form might be penalized at the DM's option (for example, -2 penalty to attack rolls) until he practices sufficiently to master it.

Thus, a wizard changed into an owl could fly, but his vision would be human; a change to a black pudding would enable movement under doors or along halls and ceilings, but not the pudding's offensive (acid) or defensive capabilities. Naturally, the strength of the new form is sufficient to enable normal movement. The spellcaster can change his form as often as desired

for the duration of the spell, each change requiring a round. The wizard retains his own hit points, attack rolls, and saving throws. The wizard can end the spell at any time; when voluntarily returning to his own form and ending the spell, he regains 1d12 hit points. The wizard also will return to his own form when slain or when the effect is dispelled, but no hit points are restored in these cases.

Psychic Protection (Abjuration, Mentalism)

Range: 0
Duration: 3 rds./level
Area of Effect: The caster
Subtlety: +4
Sensory: None
Components: V,S,M
Casting Time: 4
Saving Throw: None
Knockdown: None
Critical: None

This spell provides the caster with a +6 bonus to saving throws (or allows a saving throw in the case that one is not normally allowed) against spells or effects that control or destroy his mind, including command, domination, feeblemind, hold magic jar, insanity, possession, and the psionic powers of domination, mass domination, and switch personality. Any attempt to subvert or destroy the wizard's mind automatically fails, but the wizard is still vulnerable to spells or effects that influence his actions without taking control of his psyche. In other words, attacks that simply encourage the victim to act in a certain way or influence his perceptions do not trigger the magical warding of the spell. A partial list of spells, powers, and effects that are not defended against includes charm, suggestion, emotion, con-fusion, hypnotism, fear, antipathy, beguiling, Otto's irresistible dance, a mind flayer's mental blast, and most psionic attacks.

The material component for this spell is a tiny figurine of the wizard, cast in iron.

Rainbow Pattern (Alteration, Illusion/Phantasm)

Range: 10 yds.
Components: S,M
Duration: Special
Casting Time: 4
Area of Effect: 30-ft. cube
Saving Throw: Neg.

By means of this spell, the wizard creates a glowing, rainbow-hued band of interweaving patterns. Any creature caught in it may become fascinated and gaze at it as long as the effect lasts. The spell can captivate a maximum of 24 levels, or Hit Dice, of creatures--24 creatures with 1 Hit Die each, 12 with 2 Hit Dice, etc. All creatures affected must be within the area of effect, and each is entitled to a saving throw vs. spell. An attack on an affected creature that causes damage frees it from the spell immediately. Creatures that are restrained and removed from the area still try to follow the pattern.

Once the rainbow pattern is cast, the wizard need only gesture in the direction he desires, and the pattern of colors moves slowly off in that direction, at the rate of 30 feet per round. It persists without further attention from the spellcaster for 1d3 rounds. All affected creatures follow the moving rainbow of light. If the pattern leads its subjects into a dangerous area (through flame, off a cliff, etc.), allow a second saving throw. If the view of the lights is completely blocked (by an obscurement spell, for instance), the spell is negated.

The wizard need not utter a sound, but he must gesture appropriately while holding a crystal prism and the material component, a piece of phosphor.

Rary's Mnemonic Enhancer (Alteration)

Range: 0
Components: V,S,M
Duration: 1 day
Casting Time: 1 turn
Area of Effect: The caster
Saving Throw: None

By means of this spell, the wizard is able to memorize, or retain the memory of, three additional spell levels (three 1st-level spells, or one 1st and one 2nd, or one 3rd-level spell). The wizard has two options:

A) Memorize additional spells. This option is taken at the time the spell is cast. The additional spells must be memorized normally and any material components must be acquired.

B) Retain memory of any spell (within the level limits) cast the round prior to starting to cast this spell. The round after a spell is cast, the enhancer must be successfully cast. This restores the previously cast spell to memory. However, the caster still must acquire any needed material components.

The material components of the spell are a piece of string, an ivory plaque of at least 100 gp value, and ink consisting of squid secretion with either black dragon's blood or giant slug digestive juice. These disappear when the spell is cast.

Remove Curse (Abjuration) Reversible

Range: Touch
Components: V,S
Duration: Permanent
Casting Time: 4
Area of Effect: Special
Saving Throw: Special

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

The reverse of the spell is not permanent; the bestowed curse lasts one turn for every experience level of the wizard casting the spell. It causes one of the following effects (roll percentile dice):

d100	Result
1-50	Lowers one ability of the subject to 3 (the DM determines which by random selection)
51-75	Worsens the subject's attack rolls and saving throws by -4
76-00	Makes the subject 50% likely per turn to drop whatever it is holding (or simply do nothing, in the case of creatures not using tools)

It is possible for a wizard to devise his own curse, and it should be similar in power to those given (the DM has final say). The subject of a bestowed curse spell must be touched. If the subject is touched, a saving throw is still applicable; if it is successful, the effect is negated. The bestowed curse cannot be

dispelled.

Shadow Monsters (Illusion/Phantasm)

Range: 30 yds.
Components: V,S
Duration: 1 rd./level
Casting Time: 4
Area of Effect: 20-ft. cube
Saving Throw: Special

A wizard casting the shadow monsters spell uses material from the Demi-plane of Shadow to shape semireal illusions of one or more monsters. The total Hit Dice of the shadow monster or monsters thus created cannot exceed the level of experience of the wizard; thus, a 10th-level wizard can create one creature that has 10 Hit Dice, two that have 5 Hit Dice, etc. All shadow monsters created by one spell must be of the same sort. The actual hit point total for each monster is 20% of the hit point total it would normally have. (To determine this, roll the appropriate Hit Dice and multiply the hit points by .2. Any remainder less than .4 is dropped--in the case of monsters with 1 or fewer Hit Dice, this indicates the monster was not successfully created--and scores between .4 and 1 are rounded up to 1 hit point.)

Those viewing the shadow monsters are allowed to disbelieve as per normal illusions, although there is a -2 penalty to the attempt. The shadow monsters perform as the real monsters with respect to Armor Class and attack forms. Those who believe in the shadow monster suffer real damage from their attacks. Special attack forms such as petrification or level drain do not actually occur, but a subject who believes they are real will react appropriately.

Those who roll successful saving throws see the shadow monsters as transparent images superimposed on vague shadowy forms. These are Armor Class 10 and inflict only 20% of normal melee damage (biting, clawing, weapon, etc.), dropping fractional damage less than .4 as done with hit points.

For example: A shadow monster griffon attacks a person who knows it is only quasi-real. The monster strikes with two claw attacks and one bite, hitting as a 7-Hit Die monster. All three attacks hit; the normal damage dice are rolled, multiplied by .2 separately, rounded up or down, and added together to get the total damage. Thus, if the attacks score 4, 2 and 11 points, a total of 4 points of damage is inflicted ($4 \times .2 = .8$ [rounded to 1], $2 \times .2 = .4$ [rounded to 1], $11 \times .2 = 2.2$ [rounded to 2]). The sum is $1 + 1 + 2 = 4$.

Shout (Evocation)

Range: 0
Components: V,M
Duration: Instantaneous
Casting Time: 1
Area of Effect: 10 x 30 ft. cone
Saving Throw: Special

When a shout spell is cast, the wizard gives himself tremendous vocal powers. The caster can emit an ear-splitting noise that has a principal effect in a cone shape radiating from his mouth to a point 30 feet away. Any creature within this area is deafened for 2d6 rounds and suffers 2d6 points of damage. A successful saving throw vs. spell negates the deafness and reduces the damage by half. Any exposed brittle or crystal substance subject to sonic vibrations is shattered by a shout, while those brittle objects in the possession of a creature receive the creature's saving throw. Deafened creatures suffer a -1 penalty to surprise rolls, and those that cast spells with verbal components are 20% likely to miscast them.

The shout spell cannot penetrate the 2nd-level priest spell, silence, 10' radius. This spell can be employed only once per day; otherwise, the caster might permanently deafen himself.

The material components for this spell are a drop of honey, a drop of citric acid, and a small cone made from a bull or ram horn.

Sinuou Horrors (Alteration)

Range: 0
Components: S
Duration: 5-10 rnds.
Casting Time: 1
Area of Effect: Caster
Saving Throw: Special

This spell transforms each of the wizard's arms into a writhing, hissing serpent that can strike at any opponent within arm's reach. Each snakelike tentacle can attack once per round as a monster with as many hit dice as the wizard as levels of experience.

The snakes each do 1-3 hp damage with their fangs, and there is a 3% chance per level of the spell-caster that the serpents are poisonous to humanoid creatures. Anyone bitten by a venomous snake must make a saving throw vs. poison at -2 or go into violent convulsions for a number of rounds equal to the caster's level. A convulsing creature suffers 1 hp damage per round and is incapable of any action (treat as a stunned opponent).

The wizard cannot cast this spell while holding any object or while wearing anything upon the hands (e.g., rings and gloves). Similarly, the wizard cannot grasp anything while under the influence of this transformation, nor can he cast spells with somatic components. A snake charm can pacify the tentacles for 5-8 rounds if the wizard fails a saving throw vs. spells. Note that the sinuous horrors can never be compelled to attack their host, and that they remain in effect until the expiration of the spell, regardless of the wizard's desire.

Solid Fog (Alteration)

Range: 30 yds.
Components: V,S,M
Duration: 2d4 rds. + 1 rd./level
Casting Time: 4
Area of Effect: 20 x 10 x 10 ft.
Saving Throw: None
Volume/level of caster

When this spell is cast, the wizard creates a billowing mass of misty vapors similar to a wall of fog spell. The caster can create less vapor if desired, as long as a rectangular or cubic mass at least 10 feet on a side is formed. The fog obscures all sight, normal and infravision, beyond 2 feet. However, unlike normal fog, only a very strong wind can move these vapors, and any creature attempting to move through the solid fog progresses at a movement rate of 1 foot per round. A gust of wind spell cannot affect it. A fireball, flame strike, or wall of fire can burn it away in a single round.

The material components for the spell are a pinch of dried, powdered peas combined with powdered animal hoof.

Stoneskin (Alteration)

Range: Touch
Components: V,S,M
Duration: Special
Casting Time: 1
Area of Effect: 1 creature
Saving Throw: None

When this spell is cast, the affected creature gains a virtual immunity to any attack by cut, blow, projectile, or the like. Even a sword of sharpness cannot affect a creature protected by stoneskin, nor can a rock hurled by a giant,

a snake's strike, etc. However, magical attacks from such spells as fireball, magic missile, lightning bolt, and so forth have their normal effects. The spell's effects are not cumulative with multiple castings.

The spell blocks 1d4 attacks, plus one attack per two levels of experience the caster has achieved. This limit applies regardless of attack rolls and regardless of whether the attack was physical or magical. For example, a stone-skin spell cast by a 9th-level wizard would protect against from five to eight attacks. An attacking griffon would reduce the protection by three each round; four magic missiles would count as four attacks in addition to inflicting their normal damage.

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

Summon Lycanthrope (Conjuration/Summoning)

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

This spell is effective only on the night of a full moon and one night immediately preceding and following it.

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

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

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

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

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

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

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

Summon Spirit (Necromancy)

Range: 10 yards
Components: V,M
Duration: 1 round/level
Casting Time: 1 turn
Area of Effect: 1 dead human or dernihuman
Saving Throw: Special

This spell allows the wizard to raise up the spirit of a dead human or dernihuman, which may answer questions put to it by those present at the summoning. Of course, the questioners must speak the same language as the dead creature.

Summoning a dead spirit is far from a certain or trouble-free enterprise. The base chance that a spirit will answer the summons is 50% + 1% for each experience level of the wizard casting the spell. This chance of success also depends on the authority of the caster in the spirit world, the length of time the subject has been dead, and the specific time of day during the casting (see Table 11).

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

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

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

Table 11: Spirit Summoning Modifiers

Condition	Modifier
Caster is a necromancer	+5%
Caster has spirit lore proficiency	+5%
Caster is a member of the Witch kit	+10%
Subject dead for up to 1 week	None
Subject dead for up to 1 month	-5%
Subject dead for up to 1 year	-10%
Subject dead for up to 10 years	-15%
Subject dead for up to 100 years	-20%
Subject dead for up to 1000 years	-30%
Subject dead 1000 years +	-50%
Spell cast by day	-25%
Spell cast at night	None
Spell cast at full moon	+10%
Cast on a holy day associated with the dead	+25%
Ancestor present at summoning	+10%
Spirit previously summoned within the same month	-10%

This spell requires a shallow pit filled with the blood from a slaughtered ram. The pit opens a symbolic link with the netherworld, while the blood

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

There/Not There* (Evocation)

Range: 30 yards
Components: V,S,M
Duration: 1-6 turns
Casting Time: 1 round
Area of Effect: 10' cube
Saving Throw: None

This peculiar wild magic creates a random fluctuation in the probabilities of existence. The spell can be cast only upon nonliving objects and can affect only materials within a 10'x10'x10' cube.

Objects in the area of effect either remain normal and visible or they disappear (50% chance). The state of existence for any object is determined randomly and changes with each viewing and viewer. Thus, a single object could appear and disappear several times during the course of the spell. Furthermore, it might be "there" for one onlooker, but "not there" for another.

For example, a wild mage casts this spell on a doorway. The DM rolls percentile dice and determines the door is "there" for the wizard. The wizard's companion also looks at the door. The DM rolls and determines that the door is "not there" for the companion. The pair studies the door for several minutes, during which time the door does not change (this counts as a single viewing for each character).

The wizard and his companion then close their eyes. When they look at the door again, new checks for each character reveal the door is "not there" for both characters. The pair steps through the open archway and turns around to look at the door once again. This time it is "not there" for the wizard, but "there" for his companion. This random changing continues throughout the duration of the spell.

Objects that are "there" are normal in all respects. Doors can be opened, chests can be picked up and carried, and rocks can be used as barricades. Objects that are "not there" are gone, although their absence does not cause ceilings to collapse or other damage. A wizard could walk through a "not there" wall without difficulty.

When two parties perceive a there/not there object differently, the object functions for each party according to its own perceptions. For example, a wizard hides behind a rock that he sees as "there." Her enemy, a fighter, perceives the rock as "not there" and fires arrows at the wizard. The wizard would perceive the arrows as bouncing off the rock, while the fighter would perceive the arrows as missing their target or falling short. The fighter would be subject to a check before firing each arrow to determine whether his perception changes (assume that the fighter must look away from the rock every time he nocks an arrow; each time he takes aim, this counts as a new viewing).

After the spell is cast, any objects removed from the area of effect retain their uncertain existence for the duration of the spell. Thus, a pair of heroes could pick up a treasure chest, carry it down the hall, set it down, and discover it had vanished while their backs were turned. Worse still, one might see the chest and the other not!

The material component is a small piece of cat fur sealed inside a small box.

Thunder Staff (Invocation/Evocation)

Range: 0
Components: V,S,M
Duration: Instantaneous
Casting Time: 4
Area of Effect: 20'x40' cone
Saving Throw: 1/2

Upon completion of this spell, the wizard raps his staff on the ground and produces a thundering cone of force 5' wide at the apex, 20' wide at the base, and 40' long. All creatures wholly or partially within this cone must roll a successful saving throw or be stunned for 1d3 rounds. Stunned creatures are unable to think coherently or act during this time and are deafened for 1d3+1 rounds. Additionally, those who fail the save are hurled 4d4+4 feet by the wave of force, suffering 1 point of damage per two feet thrown. Intervening surfaces (walls, doors, etc.) may restrict this distance, but damage remains the same (4d4+4).

If the save is successful, the victim is not stunned, but is deafened for 1d3+1 rounds and is hurled only half the distance.

Giant-sized or larger creatures who succeed at their saving throws are deafened but are not thrown, suffer no loss of hit points, and are not stunned. If the saving throw is failed, such creatures are hurled 2d4+2 feet, suffer one point of damage per two feet thrown, and are deafened and stunned.

The cone of force is considered to have a Strength of 19 for purposes of opening locked, barred, or magically held doors. This spell can move objects weighing up to 640 pounds a maximum distance of 4d4+4 feet. Fragile items must make a saving throw vs. crushing blow or be destroyed.

The material components are a vial of rain gathered during a thunderstorm and the wizard's staff, which must be made of oak. The staff is not destroyed during casting.

Turn Pebble to Boulder (Alteration) Reversible

Range: Touch
Components: V,S,M
Duration: Special
Casting Time: 4
Area of Effect: Special
Saving Throw: None

At the culmination of this spell, the caster hurls a pebble which grows and increases in speed, becoming a deadly boulder that inflicts 3d6+8 points of damage if it strikes the target. (The rules for boulders as missile weapons apply as described in the DUNGEON MASTER Guide.) The caster's THAC0 is used to determine success, and the caster is considered to be proficient with the thrown pebble and receives no penalty for range. The maximum range of attack is equal to 50 feet plus 10 feet per level of the caster. Only the caster may throw the pebble.

The wizard can enchant one stone at 7th level and gains one stone per three levels of experience thereafter (two stones at 10th level, three at 13th level, etc.). Only one pebble may be thrown per round, and pebbles must be hurled in consecutive rounds. The spell has a duration in rounds equal to the number of pebbles enchanted. Each pebble requires a separate attack roll. Pebbles may be thrown at different targets within range.

The material components are pebbles, which revert to normal size when the spell expires.

The reverse of this spell, turn boulder to pebble, shrinks a boulder to the size of a pebble. It affects only naturally occurring rocks and can not be used to shrink a statue or a cut gemstone.

The number of rocks that may be affected is equal to the number of experience levels of the caster. Boulders must not exceed one cubic foot per level of the caster. Thus, a 10th-level wizard could shrink 10 rocks, each of which is equal to or less than 10 cubic feet in size. All rocks are affected in the same

round the spell is cast. Though they need not be touched, the boulders must be within 50 feet of the caster. Boulders that have been shrunk remain so until dispelled.

Ultravision (Alteration)

Range: Touch
Duration: 2 hrs. + 1 hr./level
Area of Effect: Creature touched
Subtlety: +6
Sensorv: None
Components: V,S,M
Casting Time: 1 round
Saving Throw: None
Knockdown: None
Critical: None

An improved version of the infravision spell, ultravision allows the spell recipient to see perfectly in normal darkness, starlight, or moonlight to the full range of his unobscured daylight vision. (See Chapter 13 of the Player's Handbook; in most outdoor settings, this means that the character can spot movement at 1,500 yards.) In underground settings, the spell enables the recipient to see up to 90 feet in nonmagical darkness. Magical darkness, fog, or smoke is less effective than normal against a character using ultravision; the spell permits the recipient to see at least 30 feet in magical darkness, and at least 10 feet in any kind of vaporous, foggy, or smoky atmosphere. Ultravision does not permit the recipient to spot invisible creatures, and it does not function in the presence of strong light sources (lanterns, torches, and so on).

The material component for this spell is a black agate worth at least 50 gold pieces.

Unluck* (Evocation)

Range: 10 yards
Components: V,S,M
Duration: 2d10 rounds
Casting Time: 4
Area of Effect: One creature
Saving Throw: Neg.

With this spell, the wild mage creates a negative pattern in the random forces surrounding one creature. The creature is allowed a saving throw; if successful, the spell fails. If the saving throw is failed, random chance falls in to an unlucky pattern. Any action involving random chance (i.e., any time a die roll affects the character) performed by the victim during the next 2-20 rounds requires two separate attempts; the worse result is always applied. (The victim rolls twice for attacks, damages, saving throws, etc., always using the worse die roll.)

A luckstone or similar magical device will negate unluck. Doing so, however, prevents the magical item from functioning for 2d10 rounds.

The material component is a piece of a broken mirror.

Vacancy (Alteration, Illusion/Phantasm)

Range: 10 yds./level
Components: V,S,M
Duration: 1 hr./level
Casting Time: 4
Area of Effect: 10-ft. radius/level
Saving Throw: None

When a vacancy spell is cast, the wizard causes an area to appear to be vacant, neglected, and unused. Those who behold the area see dust on the floor, cobwebs, dirt, and other conditions typical of a long-abandoned place. If they pass through the area of effect, they seem to leave tracks, tear away cobwebs, and so on. Unless they actually contact some object cloaked by the spell, the place appears empty. Merely brushing an invisible object does not cause the vacancy spell to be disturbed: Only forceful contact grants a chance to note that all is not as it seems.

If forceful contact with a cloaked object occurs, those creatures subject to the spell can penetrate the spell only if they discover several items that they cannot see; each being is then entitled to a saving throw vs. spell. Failure means they believe that the objects are invisible. A dispel magic spell cancels this spell so that the true area is seen. A true seeing spell, a gem of seeing, and similar effects can penetrate the deception, but a detect invisibility spell cannot.

This spell is a very powerful combination of invisibility and illusion, but it can cloak only nonliving things. Living things are not made invisible, but their presence does not otherwise disturb the spell.

The wizard must have a square of the finest black silk to cast this spell. This material component must be worth at least 100 gp and is used up during spellcasting.

Vitriolic Sphere (Conjuration/Summoning, Elemental Water, Alchemy)

Range: 150 yards
Duration: Special
Area of Effect: 5-ft. radius
Subtlety: +4
Sensory: Medium visual, large olfactory
Components: V,S,M
Casting Time: 4
Saving Throw: 1/2
Knockdown: d8
Critical: Large (1d3 hits) acid

This spell conjures a one-foot sphere of glowing emerald acid that the caster can direct to strike any target within range. When it reaches its target, the sphere explodes and drenches the victim in potent acid. The victim suffers 1d4 points of damage per caster level (to a maximum damage of 12d4) and may attempt a saving throw vs. spell for half damage. If the victim fails his saving throw, he continues to suffer acid damage in the following rounds, sustaining two less dice of damage each round. For example, an 8th-level wizard inflicts 8d4 damage with this spell on the first round, 6d4 on the second round, 4d4 on the third round, 2d4 on the fourth round, and the spell ends in the fifth round. Each round, the subject is entitled to a saving throw; the spell ends when he succeeds, or when the acid damage runs its course. The acid can also be neutralized with soda, ash, lye, charcoal, or removed with a large quantity of water.

The vitriolic sphere also splashes acid in a 5-foot radius around the primary target. Any creatures within the splash radius must save vs. paralysis or suffer a splash hit that inflicts 1d4 points of damage per every five caster levels. Splash hits do not cause continuing damage. The material component for this spell is a drop of giant slug bile.

Wall of Fire (Evocation)

Range: 60 yds.
Components: V,S,M
Duration: Special
Casting Time: 4
Area of Effect: Special
Saving Throw: None

The wall of fire spell brings forth an immobile, blazing curtain of magical fire of shimmering color--violet or reddish blue. The spell creates either an opaque sheet of flame up to one 20-foot square per level of the spellcaster, or a ring with a radius of up to 10 feet + 5 feet per two levels of experience of the wizard. In either form, the wall of fire is 20 feet high.

The wall of fire must be cast so that it is vertical with respect to the caster. One side of the wall, selected by the caster, sends forth waves of heat, inflicting 2d4 points of damage upon creatures within 10 feet and 1d4 points of damage upon those within 20 feet. In addition, the wall inflicts 2d6 points of damage, plus 1 point of damage per level of the spellcaster, upon any creature passing through it. Creatures especially subject to fire may take additional damage, and undead always take twice normal damage. Note that attempting to catch a moving creature with a newly-created wall of fire is difficult; a successful saving throw enables the creature to avoid the wall, while its rate and direction of movement determine which side of the created wall it is on. The wall of fire lasts as long as the wizard concentrates on maintaining it, or one round per level of experience of the wizard, in the event he does not wish to concentrate upon it.

The material component of the spell is phosphorus.

Wall of Ice (Evocation)

Range: 10 yds./level
Components: V,S,M
Duration: 1 turn/level
Casting Time: 4
Area of Effect: Special
Saving Throw: None

This spell can be cast in one of three ways: as an anchored plane of ice, as a hemisphere, or as a horizontal sheet to fall upon creatures with the effect of an ice storm.

A) Ice plane. When this spell is cast, a sheet of strong, hard ice is created. The wall is primarily defensive, stopping pursuers and the like. The wall is 1 inch thick per level of experience of the wizard. It covers a 10-foot-square area per level (a 10th-level wizard can create a wall of ice 100 feet long and 10 feet high, a wall 50 feet long and 20 feet high, etc.). Any creature breaking through the ice suffers 2 points of damage per inch of thickness of the wall. Fire-using creatures suffer 3 points of damage per inch, while cold-using creatures suffer only 1 point of damage per inch when breaking through. The plane can be oriented in any fashion as long as it is anchored along one or more sides.

B) Hemisphere. This casting of the spell creates a hemisphere whose maximum radius is equal to 3 feet plus 1 foot per caster level. Thus, a 7th-level caster can create a hemisphere 10 feet in radius. The hemisphere lasts until it is broken, dispelled, or melted. Note that it is possible, but difficult, to trap mobile opponents under the hemisphere.

C) Ice sheet. This casting of the spell causes a horizontal sheet to fall upon opponents. The sheet covers a 10-foot-square area per caster level. The sheet has the same effect as an ice storm's hail stones--3d10 points of damage inflicted to creatures beneath it.

A wall of ice cannot form in an area occupied by physical objects or creatures; its surface must be smooth and unbroken when created. Magical fires such as fireballs and fiery dragon breath melt a wall of ice in one round, though this creates a great cloud of steamy fog that lasts one turn. Normal

fires or lesser magical ones do not hasten the melting of a wall of ice.

The material component of this spell is a small piece of quartz or similar rock crystal.

Wind Breath (Evocation)

Range: 0
Components: V,S,M
Duration: Instantaneous
Casting Time: 1 round
Area of Effect: Cone 60 yards long and 30 yards wide at the base
Saving Throw: 1/2

A variation of gust of wind, this spell allows the caster to fill his lungs with air and expel a powerful wind. The strength of this wind is about 5 miles per hour for every level of the caster. Those outside the area of effect do not notice the tremendous winds, though objects may be blown out of the spell's area into their path. The DM should determine the precise effects of the wind breath using the following parameters as guidelines.

If the wind breath is 30-50 miles per hour, there is a 10 percent chance that small boats capsize, a 1 percent chance that ships capsize, and a 10 percent chance that a man is knocked down. There is a 20 percent chance that branches snap, light articles are blown away, and tents and sails tear. Creatures caught in the cone of the wind breath suffer 1 hit point of damage from blown sand and grit.

If the wind breath is 50-70 miles per hour, there is a 70 percent chance that small boats capsize, a 20 percent chance that ships capsize, and a 50 percent chance that a man is knocked down. Trees bend and there is a 70 percent chance that branches snap, and a 20 percent chance that a trunk snaps. Medium-sized articles are blown away, and there is a 50 percent chance that tents and sails are torn, and a 40 percent chance that shacks are blown down. Creatures caught in the cone of the wind breath suffer 1-4 hit points of damage from sand and grit. Flying creatures are blown back 10-40 (10d4) feet.

If the wind breath is 70 miles per hour or more, there is a 100 percent chance that small boats capsize, a 70 percent chance that ships capsize, and a 70 percent chance that a man is knocked down and blown 10-40 (10d4) feet to suffer 1-6 hit points of damage per 10 feet blown. There is a 70 percent chance that tree trunks snap, and a 100 percent chance that branches are ripped from trees. Heavy articles are blown away, medium articles are ripped from fastenings, and tents and sails have a 70 percent chance of being destroyed. There is a 20 percent chance that common buildings are blown down and a 60 percent chance that shacks are flattened. Creatures caught in the cone of the wind breath suffer 1-8 hit points of damage from blown objects. Flying creatures are blown back 50-100 (40 + 10d6) feet.

The material component for this spell is a handmade silk fan with a value of at least 1 gp.

Wizard Eye (Alteration)

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

When this spell is employed, the wizard creates an invisible sensory organ that sends him visual information. The wizard eye travels at 30 feet per round if viewing an area ahead as a human would (i.e., primarily looking at the floor), or 10 feet per round if examining the ceiling and walls as well as the floor ahead. The wizard eye can see with infravision up to 10 feet, and with normal vision up to 60 feet away in brightly lit areas. The wizard eye can travel in any direction as long as the spell lasts. It has substance and a form that can be detected (by a detect invisibility spell, for instance). Solid barriers

prevent the passage of a wizard eye, although it can pass through a space no smaller than a small mouse hole (1 inch in diameter).

Using the eye requires the wizard to concentrate. However, if his concentration is broken, the spell does not end--the eye merely becomes inert until the wizard again concentrates, subject to the duration of the spell. The powers of the eye cannot be enhanced by other spells or items. The caster is subject to any gaze attack met by the eye. A successful dispel cast on the wizard or eye ends the spell. With respect to blindness, magical darkness, and so on, the wizard eye is considered an independent sensory organ of the caster.

The material component of the spell is a bit of bat fur.

Fifth-Level Spells

Advanced Illusion (Illusion/Phantasm)

Range: 60 yds. + 10 yds./level
Components: V,S,M
Duration: 1 rd./level
Casting Time: 1 rd.
Area of Effect: One 40-ft. cube +
Saving Throw: Special
one 10-ft. cube/level

This spell is essentially a spectral forces spell that operates through a program (similar to a programmed illusion spell) determined by the caster. It is thus unnecessary for the wizard to concentrate on the spell for longer than the round of casting it, as the program has then started and will continue without supervision. The illusion has visual, audio, olfactory, and thermal components. If any viewer actively attempts to disbelieve the spell, he gains a saving throw vs. spell. If any viewer successfully disbelieves and communicates this fact to other viewers, each such viewer gains a saving throw vs. spell with a +4 bonus.

The material components are a bit of fleece and several grains of sand.

Airy Water (Alteration)

Range: 0
Components: V,S,M
Duration: 1 turn/level
Casting Time: 5
Area of Effect: 10-ft. radius
Saving Throw: None
sphere or 15-ft. radius hemisphere

The airy water spell turns normal liquid, such as water or water-based solutions, into a less dense, breathable substance. Thus, if the wizard wanted to enter an underwater place, he would step into the water, cast the spell, and sink downward in a globe of bubbling water. He and any companions in the spell's area of effect can move freely and breathe just as if the bubbling water were air. The globe is centered on and moves with the caster. Water-breathing creatures avoid a sphere (or hemisphere) of airy water, although intelligent ones can enter it if they are able to move by means other than swimming. No water-breathers can breathe in an area affected by this spell. There is only one word that needs to be spoken to actuate the magic; thus, it can be cast underwater. The spell does not filter or remove solid particles of matter.

The material component of the spell is a small handful of alkaline or bromine salts.

Animal Growth (Alteration) Reversible

Range: 60 yds.
Components: V,S,M
Duration: 1 rd./level
Casting Time: 5
Area of Effect: Up to 8 animals
Saving Throw: None
in a 20-ft. cube

When this spell is cast, the wizard causes all designated animals, up to a maximum of eight, within a 20-foot-square area to grow to twice their normal size. The effects of this growth are doubled Hit Dice (with improvement in attack rolls) and doubled damage in combat. The spell lasts for one round for each level of experience of the wizard casting the spell. Only natural animals, including giant forms, can be affected by this spell.

The reverse, shrink animal, reduces animal size by half and likewise reduces Hit Dice, attack damage, etc.

The component of both versions of the spell is a pinch of powdered bone.

Animate Dead (Necromancy)

Range: 10 yds.
Components: V,S,M
Duration: Permanent
Casting Time: 5 rds.
Area of Effect: Special
Saving Throw: None

This spell creates the lowest of the undead monsters--skeletons or zombies--usually from the bones or bodies of dead humans, demihumans, or humanoids. The spell causes existing remains to become animated and obey the simple verbal commands of the caster. The skeletons or zombies can follow the caster, remain in an area and attack any creature (or just a specific type of creature) entering the place, etc. The undead remain animated until they are destroyed in combat or are turned; the magic cannot be dispelled. The following types of dead creatures can be animated:

A) Humans, demihumans, and humanoids with 1 Hit Die. The wizard can animate one skeleton for each experience level he has attained, or one zombie for every two levels. The experience levels, if any, of the slain are ignored; the body of a newly dead 9th-level fighter is animated as a zombie with 2 Hit Dice, without special class or racial abilities.

B) Creatures with more than 1 Hit Die. The number of undead animated is determined by the monster Hit Dice (the total Hit Dice cannot exceed the wizard's level). Skeletal forms have the Hit Dice of the original creature, while zombie forms have one more Hit Die. Thus, a 12th-level wizard could animate four zombie gnolls (4 x [2+1 Hit Die] = 12), or a single fire giant skeleton. Such undead have none of the special abilities they had in life.

C) Creatures with less than 1 Hit Die. The caster can animate two skeletons per level or one zombie per level. The creatures have their normal Hit Dice as skeletons and an additional Hit Die as zombies. Clerics receive a +1 bonus when trying to turn these.

This spell assumes that the bodies or bones are available and are reasonably intact (those of skeletons or zombies destroyed in combat won't be!).

It requires a drop of blood and a pinch of bone powder or a bone shard to complete the spell. The casting of this spell is not a good act, and only evil wizards use it frequently.

Avoidance (Abjuration,Alteration) Reversible

Range: 10 yds.
Components: V,S,M
Duration: Permanent until dispelled
Casting Time: 5
Area of Effect: Up to 3-ft. cube
Saving Throw: Special

By means of this spell, the caster sets up a natural repulsion between the affected object and all other living things except himself. Thus, any living creature attempting to touch the affected object is repulsed (unable to come closer than 1 foot), or repulses the affected object, depending on the relative mass of the two (a halfling attempting to touch an iron chest with an avoidance spell upon it will be thrown back, while the chest will skitter away from a giant-sized creature as the creature approaches).

The material component of the spell is a magnetized needle. The spell cannot be cast upon living things; any attempt to cast avoidance upon the apparel or possessions of a living creature entitles the subject creature to a saving throw vs. spell.

The reverse of this spell, attraction, uses the same material components and sets up a natural attraction between the affected object and all living

things. A creature is drawn to the object if the creature is smaller, or the object slides toward the creature if the creature is larger. It takes a successful bend bars/lift gates roll to remove the enchanted object once it has adhered to an object or creature.

Bigby's Interposing Hand (Evocation)

Range: 10 yds./level
Components: V,S,M
Duration: 1 rd./level
Casting Time: 5
Area of Effect: Special
Saving Throw: None

The Bigby's interposing hand spell creates a man-sized to gargantuan-sized magical hand that appears between the spellcaster and his chosen opponent. This disembodied hand then moves to remain between the two, regardless of what the spellcaster does or how the opponent tries to get around it. Neither invisibility nor polymorph fools the hand once a creature has been chosen. The hand does not pursue an opponent.

The size of the hand is determined by the wizard, and it can be from human size (5 feet) all the way up to titan size (25 feet). It provides cover for the caster against the selected opponent, with all the attendant combat adjustments. It has as many hit points as the caster in full health and has an Armor Class of 0.

Any creature weighing less than 2,000 pounds trying to push past the hand is slowed to half its normal movement. If the original opponent is slain, the caster can designate a new opponent for the hand. The caster can command the hand out of existence at any time.

The material component of the spell is a soft glove.

Bind Undead (Necromancy)

Range: 10 yards/level
Components: V,S,M
Duration: 2 rounds/level
Casting Time: 5
Area of Effect: One undead/level
Saving Throw: Special

Bind undead is highly effective against certain kinds of undead (it has no effect on living creatures). This spell automatically affects all chosen corporeal undead of 6+ or less HD (including coffer corpses, crypt things, ghouls, ghaists, great ghuls, huecuva, mummies, all types of skeletons, sons of Kyuss, wights, and all manner of zombies), with no saving throw. Such creatures curl into a ball (if more than one undead is affected, they are all gathered into one tightly-packed sphere). Affected undead are held helpless and immobile, their special abilities in stasis, until the spell expires or the caster frees them. The diameter of this ball of undead is typically 2-3 feet per affected creature. Typically, this "boneball" is rolled off a cliff or into an obstacle or fire, or conveyed into the midst of foes, whereupon the caster ends the magic, freeing the undead to fight.

Against noncorporeal undead (such as ghosts and spectres) and all undead of 7 or more HD who don't turn as "Special" (including vampires and lichs), bind undead acts only as a slow spell. These undead are entitled to a saving throw vs. spells to resist the effect. Bind undead does not effect "Special" undead. The material component is the bone of any creature, held in the wizard's left hand at the time of casting.

Bone Blight (Necromancy/Alteration) Reversible

Range: 30 yards
Components: V,S,M
Duration: Permanent

Casting Time: 5
Area of Effect: One creature
Saving Throw: Neg.

This nasty curse slowly erodes the healthy bone of any chosen creature within range, who is entitled to a saving throw vs. spells. If failed, all bone in the creature slowly begins to dissolve, eventually reducing it to a quivering mound of formless flesh.

Except for experiencing a strange "tingling sensation" at the time of casting, the victim is not immediately aware of the spell's effect (making it even more insidious). In the short term (starting at the moment of casting up to the first full day), the bones of the victim become embrittled, greatly increasing his or her susceptibility to crushing attacks or falling damage. At the onset, the subject of this spell sustains double normal damage from such attacks; by the end of the first day, the victim's current hit points are reduced by 20%.

In the medium term (lasting 1d6+1 days from the time of the casting), a victim is subject to frequent, painful fractures. All attacks by piercing and slashing weapons inflict double normal damage, while crushing attacks inflict quadruple damage. By the end of this period, the creature's hit points are reduced by 60%. In the terminal stage of this spell, a victim's bones finally dissolve, collapsing the subject's spine and skull, bringing a slow and painful death.

While under the effects of this spell, the victim's body is unable to undergo normal healing processes. Magical healing (spells or potions) slows the onset of the terminal stage, but it cannot halt the bone loss process completely. Every 10 hp of magical healing effectively prolongs the victim's life in the intermediate stage of the affliction for one full day. The slow dissolution of bone can only be halted by a successful dispel magic or by remove curse, cure disease, limited wish, wish, heal, or restoration spells. Once the spell has been broken, lost hit points can be healed by normal or magical means.

The reverse of the spell, bone growth, immediately halts the bone blight and slowly (over a period of 1-6 days) restores all damage caused by that spell. Bone growth can also be used to fuse normal fractures by accelerating the recipient's normal healing processes. Mild compression fractures heal in a day, while more serious ruptures (such as a broken leg or back) might take 1-4 days to fuse (assuming complete bed rest for the patient; otherwise healing time is doubled). This spell does not affect wounds or soft tissue damage, including cuts and sprains, nor does it correct for improper alignment of the bones while healing.

Both versions of this spell only work on living creatures and have no effect if cast on undead. The material component is a drop of aqua regia for bone blight and a drop of milk for bone growth.

Chaos (Enchantment/Charm)

Range: 5 yds./level
Components: V,S,M
Duration: 1 rd./level
Casting Time: 5
Area of Effect: Up to 40-ft. cube
Saving Throw: Special

This spell is similar to the 4th-level confusion spell, but only the following beings receive a saving throw: fighters, wizards specialized in enchantments, monsters that use no magic and have an Intelligence of 4 or less, creatures of 21 Intelligence or higher, and creatures with more levels or Hit Dice than the caster's level.

The spell causes disorientation and severe perceptual distortion, creating indecision and the inability to take effective action. The spell affects 1d4

creatures, plus one creature per caster level. Those allowed saving throws roll them vs. spell with -2 penalties, adjusted for Wisdom. Those who successfully save are unaffected by the spell. Affected creatures react as follows:

d10	Action
1	Wander away (unless prevented) for duration of spell
2-6	Stand confused for one round (then roll again)
7-9	Attack nearest creature for one round (then roll again)
10	Act normally for one round (then roll again)

The spell lasts one round for each level of the caster. Those affected are checked by the DM for actions each round for the duration of the spell, or until the "wander away for the duration of the spell" result occurs.

Wandering creatures move as far from the caster as possible using their most typical mode of movement (characters walk, fish swim, bats fly, etc.). Saving throws and actions are checked at the beginning of each round. Any confused creature that is attacked perceives the attacker as an enemy and acts according to its basic nature.

The material component for this spell is a small disc of bronze and a small rod of iron.

Cloudkill (Evocation)

Range: 10 yds.
Components: V,S
Duration: 1 rd./level
Casting Time: 5
Area of Effect: 40 x 20 x 20 ft. cloud
Saving Throw: None

This spell generates a billowing cloud of ghastly yellowish green vapors that is so toxic as to slay any creature with fewer than 4+1 Hit Dice, cause creatures with 4+1 to 5+1 Hit Dice to roll saving throws vs. poison with -4 penalties or be slain, and creatures with up to 6 Hit Dice (inclusive) to roll unmodified saving throws vs. poison or be slain. Holding one's breath has no effect on the lethality of the spell. Those above 6th level (or 6 Hit Dice) must leave the cloud immediately or suffer 1d10 points of poison damage each round while in the area of effect.

The cloudkill moves away from the spellcaster at 10 feet per round, rolling along the surface of the ground. A moderate breeze causes it to alter course (roll for direction), but it does not move back toward its caster. A strong wind breaks it up in four rounds, and a greater wind force prevents the use of the spell. Very thick vegetation will disperse the cloud in two rounds. As the vapors are heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole openings; thus, the spell is ideal for slaying nests of giant ants, for example. It cannot penetrate liquids, nor can it be cast under water.

Cone of Cold (Evocation)

Range: 0
Components: V,S,M
Duration: Instantaneous
Casting Time: 5
Area of Effect: Special
Saving Throw: 1/2

When this spell is cast, it causes a cone-shaped area of extreme cold, originating at the wizard's hand and extending outward in a cone 5 feet long and 1 foot in diameter per level of the caster. It drains heat and causes 1d4+1 points of damage per level of experience of the wizard. For example, a 10th-level wizard would cast a cone of cold 10 feet in diameter and 50 feet long, causing 10d4+10 points of damage.

Its material component is a crystal or glass cone of very small size.

Conjure Elemental (Conjuration/Summoning)

Range: 60 yds.
Components: V,S,M
Duration: 1 turn/level
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

There are actually four spells in the conjure elemental spell. The wizard is able to conjure an air, earth, fire, or water elemental with this spell--assuming he has the material component for the particular elemental. (A considerable fire source must be in range to conjure a fire elemental; a large amount of water must be available to conjure a water elemental.) Conjured elementals have 8 Hit Dice.

It is possible to conjure successive elementals of different types if the spellcaster has memorized two or more of these spells. The type of elemental to be conjured must be decided upon before memorizing the spell. Each type of elemental can be conjured only once per day.

The conjured elemental must be controlled by the wizard--the spellcaster must concentrate on the elemental doing his commands--or it turns on the wizard and attacks. The elemental will not break off a combat to do so, but it will avoid creatures while seeking its conjurer. If the wizard is wounded or grappled, his concentration is broken. There is always a 5% chance that the elemental turns on its conjurer regardless of concentration. This check is made at the end of the second and each succeeding round. An elemental that breaks free of its control can be dispelled by the caster, but the chance of success is only 50%. The elemental can be controlled up to 30 yards away per level of the spellcaster. The elemental remains until its form on this plane is destroyed due to damage or until the spell's duration expires. Note that water elementals are destroyed if they are ever more than 60 yards from a large body of water.

The material component of the spell (besides the quantity of the element at hand) is a small amount of one of the following:

Air Elemental--burning incense
Earth Elemental--soft clay
Fire Elemental--sulphur and phosphorus
Water Elemental--water and sand

Special protection from uncontrolled elementals is available by means of a protection from evil spell.

Contact Other Plane (Divination)

Range: 0
Components: V
Duration: Special
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

When this spell is cast, the wizard sends his mind to another plane of existence in order to receive advice and information from powers there. As these powers resent such contact, only brief answers are given. (The DM answers all questions with "yes," "no," "maybe," "never," "irrelevant," etc.) Any questions asked are answered by the power during the spell's duration. The character can contact an elemental plane or some plane farther removed. For every two levels of experience of the wizard, one question may be asked. Contact with minds far removed from the plane of the wizard increases the probability of the spellcaster going insane or dying, but the chance of the power knowing the answer, as well as the probability of the being telling the

correct answer, are likewise increased by moving to distant planes. Once the Outer Planes are reached, the Intelligence of the power contacted determines the effects.

The accompanying random table is subject to DM changes, development of extraplanar NPC beings, and so on.

If insanity occurs, it strikes as soon as the first question is asked. This condition lasts for one week for each removal of the plane contacted (see the DMG or the Planescape(tm) Campaign Setting boxed set), to a maximum of 10 weeks. There is a 1% chance per plane that the wizard dies before recovering, unless a remove curse spell is cast upon him. A surviving wizard can recall the answer to the question.

On rare occasions, this divination may be blocked by the action of certain lesser or greater powers.

Chance of Plane	Chance of Insanity*	Chance of Knowledge	Veracity**
Elemental Plane	20%	55% (90%)	62% (75%)
Inner Plane	25%	60%	65%
Astral Plane	30%	65%	67%
Outer Plane, Int 19	35%	70%	70%
Outer Plane, Int 20	40%	75%	73%
Outer Plane, Int 21	45%	80%	75%
Outer Plane, Int 22	50%	85%	78%
Outer Plane, Int 23	55%	90%	81%
Outer Plane, Int 24	60%	95%	85%
Outer Plane, Int 25	65%	98%	90%

* For every point of Intelligence over 15, the wizard reduces the chance of insanity by 5%.

** If the being does not know an answer, and the chance of veracity is not made, the being will emphatically give an incorrect answer. If the chance of veracity is made, the being will answer "unknown."

Percentages in parentheses are for questions that pertain to the appropriate elemental plane.

Optional Rule

The DM may allow a specific Outer Plane to be contacted (see the Planescape Campaign Setting boxed set). In this case, the difference in alignment between the caster and the plane contacted alters the maximum Intelligence that can be contacted--each difference in moral or ethical alignment lowers the maximum Intelligence that can be contacted by 1. For example, an 18th-level lawful good caster could contact Mount Celestia (a lawful good plane) on the "Intelligence 20" line, or Elysium (a neutral good plane) on the "Intelligence 19" line.

Crimson Scourge (Necromancy)

Range: Touch
Components: V,S,M
Duration: Special
Casting Time: 5
Area of Effect: Special
Saving Throw: Neg.

This terrible spell can affect one human being whose number of levels (or hit dice) do not exceed the level of the spell-caster (dwarves, elves, and other humanoid creatures are immune to this magic). Upon pronouncing the curse, the wizard touches the victim, who is entitled to a saving throw vs. spells at -2, with failure indicating that the target person begins to bleed profusely through the pores of the skin, taking 1-2 hp damage per round until dead. Regular first aid cannot prevent this damage, and most magical curatives have no effect upon the affliction. Such spells as remove curse, cure serious wounds, and cure critical wounds can staunch the hemorrhaging, but

hit points may be regained fully only through time and rest. A heal spell, on the other hand, can dispel the results of this evil magic entirely.

The most horrible property of the crimson scourge, however, lies in the "contagiousness" of its effects, for whenever an afflicted victim comes into physical contact with someone else, the touched person may have to make a saving throw vs. spells at -2 or become likewise afflicted. Fortunately, a character is immune to the curse so long as he has more levels or hit dice than the person bleeding; moreover, the spell-caster can never suffer the effects of his own crimson scourge. Certain plagues throughout history have, in fact, been attributed to this spell (that often goes by the name of "the red death"). However, the spell does not really cause a biological illness and is, therefore, unaffected by any spells that cure disease.

The working of this curse requires that the wizard wear a scarlet robe and a faceless red mask, both made from the finest silk, worth at least a 1,000 gp each. These components are not lost in the casting and may be used as many times as desired.

Demishadow Monsters (Illusion/Phantasm)

Range: 30 yds.
Components: V,S
Duration: 1 rd./level
Casting Time: 5
Area of Effect: 20-ft. cube
Saving Throw: Special

This spell is similar to the 4th-level spell shadow monsters, except that the monsters created are effectively 40% of normal hit points. If the saving throw is made, their damage potential is only 40% of normal and their Armor Class is 8. The monsters have none of the special abilities of the real creatures, although victims may be deluded into believing this to be so.

Dismissal (Abjuration)

Range: 10 yds.
Components: V,S,M
Duration: Permanent
Casting Time: 1 rd.
Area of Effect: 1 creature
Saving Throw: Neg.

By means of this spell, a wizard on the Prime Material Plane seeks to force or enable a creature from another plane of existence to return to its proper plane. Magic resistance, if any, is checked if this spell is used to force a being home. If the resistance fails, the caster's level is compared to the creature's level or Hit Dice. If the wizard's level is higher, the difference is subtracted from the creature's die roll for its saving throw vs. spell. If the creature's level or Hit Dice is higher, the difference is added to the saving throw roll.

If the creature desires to be returned to its home plane, no saving throw is necessary (it chooses to fail the roll).

If the spell is successful, the creature is instantly whisked away, but the spell has a 20% chance of actually sending the subject to a plane other than its own.

The material component is any item that is distasteful to the subject creature.

Distance Distortion (Alteration)

Range: 10 yds./level
Components: V,S,M
Duration: 2 turns/level
Casting Time: 5
Area of Effect: 10-ft. cube/level
Saving Throw: None

This spell can be cast only in an area completely surrounded or enclosed by earth, rock, sand, or similar materials. The wizard must also cast a conjure elemental spell to summon an earth elemental. The elemental serves without attempting to break free when the spellcaster announces that his intent is to cast a distance distortion spell. The spell places the earth elemental in the area of effect, and the elemental then causes the area's dimensions to be either doubled or halved for those traveling over it (spellcaster's choice). Thus, a 10-foot x 100-foot corridor could seem to be either 5 feet wide and 50 feet long or 20 feet wide and 200 feet long. When the spell duration has elapsed, the elemental returns to its own plane.

The true nature of an area affected by distance distortion is undetectable to any creature traveling along it, but the area dimly radiates magic, and a true seeing spell can reveal that an earth elemental is spread within the area.

The material needed for this spell is a small lump of soft clay.

Domination (Enchantment/Charm)

Range: 10 yds./level
Components: V,S
Duration: Special
Casting Time: 5
Area of Effect: 1 person
Saving Throw: Neg.

The domination spell enables the caster to control the actions of any person until the spell is ended by the subject's Intelligence (see the charm person spell). Elves and half-elves resist this enchantment as they do all charm-type spells. When the spell is cast, the subject must roll a saving throw vs. spell at a penalty of -2, but Wisdom adjustments apply. Failure means the wizard has established a telepathic link with the subject's mind. If a common language is shared, the wizard can generally force the subject to perform as the wizard desires, within the limits of the subject's body structure and Strength. Note that the caster does not receive direct sensory input from the subject. Subjects resist this control, and those forced to take actions against their natures receive a new saving throw with a bonus of +1 to +4, depending on the type of action required. Obviously self-destructive orders are not carried out. Once control is established, there is no limit to the range at which it can be exercised, as long as the caster and subject are on the same plane.

A protection from evil spell can prevent the caster from exercising control or using the telepathic link while the subject is so warded, but it cannot prevent the establishment of domination.

Dream (Invocation, Illusion/Phantasm) Reversible

Range: Touch
Components: V,S
Duration: Special
Casting Time: 1 turn
Area of Effect: 1 creature
Saving Throw: None

The dream spell enables the caster, or a messenger touched by the caster, to send messages to others in the form of dreams. At the beginning of the spell, the caster must name the recipient or identify him by some title that leaves no doubt as to his identity.

As the caster completes the spell, the person sending the spell falls into a deep trancelike sleep, and instantaneously projects his mind to the recipient. The sender then enters the recipient's dream and delivers the message unless the recipient is magically protected. If the recipient is awake, the message sender can choose to remain in the trancelike sleep. If the sender is disturbed during this time, the spell is immediately cancelled and the sender comes out of the trance. The whereabouts and current activities of the recipient cannot be learned through this spell.

The sender is unaware of his own surroundings or the activities around him while he is in his trance. He is totally defenseless, both physically and mentally (i.e., he always fails any saving throw) while in the trance.

Once the recipient's dreams are entered, the sender can deliver a message of any length, which the recipient remembers perfectly upon waking. The communication is one-way; the recipient cannot ask questions or offer information, nor can the sender gain any information by observing the dreams of the recipient. Once the message is delivered, the sender's mind returns instantly to his body. The duration of the spell is the time required for the sender to enter the recipient's dream and deliver the message.

The reverse of this spell, nightmare, enables the caster to send a hideous and unsettling vision to the recipient, who is allowed a saving throw vs. spell to avoid the effect. The nightmare prevents restful sleep and causes 1d10 points of damage. The nightmare leaves the recipient fatigued and unable to regain spells for the next day. A dispel evil spell cast upon the recipient stuns the caster of the nightmare for one turn per level of the cleric countering this evil sending.

Extension II (Alteration)

Range: 0
Components: V
Duration: Special
Casting Time: 4
Area of Effect: Special
Saving Throw: None

This spell is the same as the 4th-level extension I spell, except it extends the duration of 1st-through 4th-level spells by 50%.

Fabricate (Enchantment, Alteration)

Range: 5 yds./level
Components: V,S,M
Duration: Permanent
Casting Time: Special
Area of Effect: 1 cu. yd./level
Saving Throw: None

By means of this spell, the wizard is able to convert material of one sort into a product that is of the same material. Thus, the spellcaster can fabricate a wooden bridge from a clump of trees, a rope from a patch of hemp, clothes from flax or wool, and so forth. Magical or living things cannot be created or altered by a fabricate spell. The quality of items made by this spell is commensurate with the quality of material used as the basis for the new fabrication. If the caster works with a mineral, the area of effect is reduced by a factor of 27 (1 cubic foot per level instead of 1 cubic yard).

Articles requiring a high degree of craftsmanship (jewelry, swords, glass, crystal, etc.) cannot be fabricated unless the wizard otherwise has great skill in the appropriate craft.

Casting requires one full round per cubic yard (or foot) or material to be affected by the spell.

False Vision (Divination)

Range: 0
Components: V,S,M
Duration: 1d4 rds. + 1 rd./level
Casting Time: 5
Area of Effect: 30-ft. radius
Saving Throw: None

When this spell is cast, the wizard is able to confound any attempt to scry (by means of either a spell or a magical device) any point within the area of effect of the spell. To use the spell, he must be aware of the scrying attempt, although knowledge of the scryer or the scryer's location is not necessary. Upon casting the spell, the caster and all he desires within the radius of the spell become undetectable to the scrying. Furthermore, the caster is able to send whatever message he desires, including vision and sound, according to the medium of the scrying method. To do this, the caster must concentrate on the message he is sending. Once concentration is broken, no further images can be sent, although the caster remains undetectable for the duration of the spell.

The material component for this spell is the ground dust of an emerald worth at least 500 gp, which is sprinkled into the air when the spell is cast.

Far Reaching III (Alteration)

Range: 0
Component: V
Duration: Special
Casting Time: 5
Area of Effect: Special
Saving Throw: None

This spell operates exactly like the 3rd-level far reaching I spell except that the range of any spell of levels 1-3 is increased by 150% and the range of any 4th- or 5th-level spell is increased by 50%.

Feeblemind (Enchantment/Charm)

Range: 10 yds./level
Components: V,S,M
Duration: Permanent
Casting Time: 5
Area of Effect: 1 creature
Saving Throw: Neg.

This spell is used solely against people or creatures who use magic spells. The feeblemind causes the subject's intellect to degenerate to that of a moronic child. The subject remains in this state until a heal or wish spell is used to cancel the effects. Magic-using beings are very vulnerable to this spell; thus, their saving throws are made with the following adjustments:

Spell Use of Target	Saving Throw Adjustment
Priest	+1
Wizard (human)	-4
Combination or nonhuman	-2

Wisdom adjustments apply to the saving throw. The material component of this spell is a handful of clay, crystal, glass, or mineral spheres, which disappears when the spell is cast.

Force Shapechange (Necromancy)

Range: 10 yards/level
Components: V,S,M
Duration: Instantaneous
Casting Time: 5
Area of Effect: One creature/level
Saving Throw: 1/2

With this spell, the caster can force any shapechanger or magic-wielder using any form of a shapechanging spell to instantly revert to his true form (or his most common form). To use the spell, the caster points at creatures he knows or believes to be shapechangers. If the creatures are indeed shapechangers, they must make a successful saving throw or immediately revert to their true form and suffer 3-30 (3d10) points of damage from the wracking pain caused by the forced change. The change takes a full round, during which time a victim can take no other actions. If the saving throw was successful, the victim does not change form, but still suffers half damage (3d10/2).

The material components for this spell are a hair from the hide of any lycanthrope and a live butterfly, released when the verbal component is uttered.

Graft Flesh (Necromancy/Alteration)

Range: 0
Components: V,S,M
Duration: Special
Casting Time: 5
Area of Effect: One individual
Saving Throw: None

With this spell, a wizard can graft any freshly harvested flesh to the body of the recipient, either replacing a lost limb or serving as a disguise. The duration is limited only by the compatibility of the grafted flesh to the host's own body. Flesh harvested from the recipient him- or herself (such as a severed limb) can be permanently reattached with this spell. If the grafted limb were taken from a fresh corpse, however, the maximum duration of the spell would be 1 day/level of the caster. Only musculo-skeletal tissues are affected by this spell; it cannot be used to graft organs or attach additional appendages (such as an extra arm) to the recipient.

Graft flesh can also disguise the subject (who may be the caster) with the flesh from a cadaver. While the subject gains the facial and bodily appearance of the deceased individual, the transformation is only "skin deep." The recipient retains his normal voice, knowledge, spells, and other abilities. Furthermore, the subject does not gain any physical or sensory abilities associated with his new appearance (the spell cannot, for instance, increase the host's physical strength or replace lost eyesight). This application lasts 1 day/level of the caster.

For the duration of the spell, grafted flesh literally becomes an extension of the host's own body (affected tissue radiates a faint aura of necromancy-however). The recipient has complete control over the flesh as if it were his or her own. At the conclusion of the spell, the grafted flesh slowly deadens and ultimately drops away. A successful dispel magic ends the spell prematurely.

Graft flesh only functions on living human, demihuman, or humanoid subjects. The material component is the host's own severed limb or else a suitable replacement from a fresh corpse (dead for no longer than 1 day per level of the caster). Crafted tissue must be harvested from the same species as the host. Graft flesh cannot be combined with other enchantments (such as embalm or spirit bind) which are used to preserve a corpse. By the conclu-

sion of the spell, all grafted flesh has decayed past all utility and cannot be used in a subsequent casting.

Hold Monster (Enchantment/Charm)

Range: 5 yds./level
Components: V,S,M
Duration: 1 rd./level
Casting Time: 5
Area of Effect: 1-4 creatures in
Saving Throw: Neg.
a 40-ft. cube

This spell immobilizes from one to four creatures of any type within spell range and in sight of the spellcaster. He can opt to hold one, two, three, or four creatures. If three or four are attacked, each saving throw is normal; if two are attacked, each saving throw suffers a -1 penalty; if only one is attacked, the saving throw suffers a -3 penalty.

The material component for this spell is one hard metal bar or rod for each monster to be held. The bar or rod can be as small as a three-penny nail.

Improved Blink (Alteration, Dimension)

Range: 0
Duration: 1 rd./level
Area of Effect: The caster
Subtlety: +2
Sensory: Medium visual
Components: V,S
Casting Time: 1
Saving Throw: None
Knockdown: None
Critical: None

Naturally, this spell is an improvement of the 3rd-level alteration spell blink, allowing the wizard to shift his body to any point within 15 feet of his current location. Unlike the lower-level spell, improved blink allows the wizard to choose the exact time of his jump, the exact destination, and the orientation or facing of his choosing. For example, a wizard confronted by an enemy fighter could blink just before the fighter attacked, reappearing directly behind his foe for a back attack. If the wizard blinks away from an attack, his enemy automatically misses-but creatures with multiple attacks may be able to reposition themselves for another swing if the wizard blinks to a location within reach.

If the wizard intends to take any action such as attacking, casting a spell, or using a magical item, he must decide before the round begins if he will do so before or after he blinks. If he acts before he blinks, he may be endangered by an attack before he finishes; he can choose to proceed with his action, hoping that he won't be hit, or he can abort his action by taking his blink for the round. On the other hand, if the wizard begins his action after his blink, the initiative modifier of his attack or spell is added to the time of his blink to determine when he attacks.

A blinking wizard dueling a fighter decides to blink first, when the fighter attacks and then lightning bolt the offensive fellow. The fighter rolls a modified 6for initiative, so the wizard waits until 6, then blinks, making the fighter miss. At that time, he starts his lightning bolt, which has a casting time of 3-the spell will go off on 9.

In the PLAYER'S OPTION: Combat & Tactics initiative system, the wizard must count 1, 2, or 3 phases from the time of his blink for fast, average, or slow actions. If the fighter above attacked in the average phase, the wizard would blink during the fighter's attack, and then his lightning bolt (a fast spell) would go off 1 phase later, with any other slow actions.

Because the wizard can pick the location he is blinking to, he may not choose to blink into a movable object in order to force it aside-he must blink

to an area clear of obstructions or obstacles. If he does attempt to blink into a movable object, he will find himself displaced to a random location (use the blink 1d8 rules in the PHB for determining where he ends up).

Invulnerability to Normal Weapons (Abjuration)

Range: 0
Components: V,M
Duration: 1 round/level
Casting Time: 2
Area of Effect: 5-foot radius
Saving Throw: None

This spell creates an immobile, faintly shimmering magical sphere around the caster that cannot be penetrated by non-magical blunt weapons, edged weapons, or missile weapons. The caster can use these weapons from inside the sphere to attack opponents normally. Spells can also be cast through the sphere. The sphere can be negated by dispel magic.

The material components for this spell are a piece of a broken nonmagical weapon and a scale from a dragon.

Khazid's Procurement (Divination, Summoning)

Range: Special
Components: V,S,M
Duration: 1 round/level
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

This spell allows the caster to more easily access rare or dangerous spell components. The wizard casts this spell upon a silver mirror while concentrating on a mental image of the material he desires. The base chance of success is 50%, modified by the following factors:

- +1% per level of the caster
- +10% if the caster has seen the same type of substance or object before; this bonus is not cumulative with the following bonus
- +20% if the caster has a sample of the material or the same type of object in his possession; this bonus is not cumulative with the bonus above
- +30% if the wizard knows the location of the desired object
- 50% if the caster has never seen the same type of material or item before

If the percentile roll indicates failure, the caster is unable to locate the desired ingredient and the spell ends. If the roll indicates success, the wizard has located the object or substance and the mirror becomes a magical gate through which the caster can see the target. The size of the gate is determined by the size of the mirror, to a maximum size of 3 feet by 2 feet.

The gate always appears within arm's length of the target, allowing the wizard to reach through the mirror, grasp the object of his desire, and draw it back through the gate. The wizard must risk his own safety-the gate does not allow the use of probes, long-handled ladders, tongs, or other equipment to gather the material. The caster cannot move completely through the gate.

The gate vanishes when the spell's duration expires or when the target or the wizard moves more than 10' away from it.

The gate is visible from both sides, and other creatures can reach through the gate. Breath weapons, gaze attacks, missiles, spells, and similar attacks cannot be cast through the gate. Because creatures can pass their limbs through the gate, physical attacks and touch spells can be used.

The only limit to the range of this spell is that the caster and the target must be on the same plane of existence. Elemental forces (not creatures) will not pass through the gate. Thus, the wizard does not run the risk of flooding his laboratory by opening a gate beneath the sea, for example. However, the spell does not provide any sort of protection against a hostile environment.

The material components are an exquisite silver mirror of no less than 10,000 gp value and a black opal worth at least 1,000 gp which must be powdered and sprinkled on the mirror. The mirror is not lost after casting and may be used again, but the powdered opal is consumed in the casting.

Know Value (Divination)

Range: 10 yards
Components: V,M
Duration: Instantaneous
Casting Time: 3
Area of Effect: 10-foot cube
Saving Throw: None

Know value enables the caster to know the total value of all coins, gems, and jewellery within the area of effect, within the limits that follow.

The items must be clearly visible. They cannot be concealed on people, hidden in a chest, or buried in the ground. The items must also be contained within an area no larger than a 10-foot cube, and this area can be no farther than 10 yards from the caster.

Further, know value will only reveal the value of 75 % of the total number of objects in a treasure pile, up to a maximum of 10 pieces; the DM determines which pieces the spell affects, and the caster does not know which particular pieces have been appraised. The spell does not detect the presence or value of magical items, and it ignores the value of personal property, such as clothing, weapons, and other equipment. Know value does not reveal the number or nature of any type of hidden objects.

The material components for this spell are a copper piece and a phoney gem.

Leomund's Hidden Lodge (Alteration, Enchantment/Charm)

Range: 20 yards
Duration: 1d4 hrs. + 1 hr./level
Area of Effect: 30 sq. ft./level
Subtlety: +7 to +10
Sensory: None
Components: V,S,M
Casting Time: 2 turns
Saving Throw: None
Knockdown: None
Critical: None

Similar in most regards to the 4th-level spell Leomund's secure shelter, this spell offers one significant improvement: The shelter is perfectly camouflaged to blend in with whatever terrain or surroundings are appropriate. It may appear as a house-sized boulder in rocky or mountainous areas, a sand dune, a deadfall, a small grassy knoll, or even a mighty tree. The spell also conceals all telltale signs of habitation, including any smoke, light, or sound coming from within the lodge. Creatures or characters who are exceptionally well-tuned to their surroundings (elves, druids, rangers, and various sylvan monsters) may attempt a saving throw vs. spell to spot the hidden lodge if they pass within 30 feet; all other creatures cannot find the wizard's refuge without the aid of true seeing or similar magic.

In all other respects, the hidden lodge resembles Leomund's secure shelter. The interior is level, clean, and dry, and the whole thing is sturdily constructed from timber, stone, or sod. It is secure against winds of up to 100 miles per hour, impervious to normal missiles, and the doors, windows, and chimney have the option to be wizard locked and guarded by an alarm spell. Simple furnishings include up to ten bunks, a small writing desk, a trestle table and benches, and an optional unseen servant to wait on the wizard. (If any of the optional secondary spells are added on to this spell, then the casting time goes up to one hour and adds a +3 modifier to the subtlety rating.)

The material components are a square chip of stone, crushed lime, a few

grains of sand, a sprinkle of water, and a splinter of wood, plus a crushed diamond worth at least 100 gold pieces. If the secondary spells are to be included, their material components are required also.

Leomund's Lamentable Belaborment (Enchantment, Evocation)

Range: 10 yds.
Components: V
Duration: Special
Casting Time: 5
Area of Effect: 1 or more creatures
Saving Throw: Special
in a 10-ft. radius

This devious spell distracts the subject creatures by drawing them into an absorbing discussion on topics of interest to them. A chain of responses occurs during the next 11 rounds, with additional saving throws as described later. These responses are conversation (rounds 1-3), possible confusion (rounds 4-6), and then either rage or lamentation (rounds 7-11). All saving throws are affected by the creatures' Intelligences, as noted later. The subject creatures must be able to understand the language in which the spellcaster speaks.

Upon casting the spell, the wizard begins discussion of some topic germane to the creature or creatures to be affected. Those making a successful saving throw vs. spell are unaffected. Affected creatures immediately begin to converse with the spellcaster, agreeing or disagreeing, all most politely. As long as the spellcaster chooses, he can maintain the spell by conversing with the subject(s). If the caster is attacked or otherwise distracted, the subject creatures do not notice.

Intelligence	Saving Throw Modifier
2 or less	Spell has no effect
3-7	-1
8-10	0
11-14	+1
15+	+2

The wizard can leave at any time after the casting and the subject(s) continue on as if the caster were still present. As long as they are not attacked, the creatures ignore all else going on around them, spending their time talking and arguing to the exclusion of other activities. However, when the caster leaves, each subject completes only the stage of the spell that it is currently in, and then the spell is broken.

If the caster maintains the spell for more than three rounds, each affected creature can roll another saving throw vs. spell. Those failing to save wander off in confusion for 1d10+2 rounds, staying away from the spellcaster. Those who make this saving throw continue to talk and roll saving throws for each round that the caster continues the spell, up through the sixth round, to avoid the confusion effect.

If the spell is maintained for more than six rounds, each subject must roll a successful saving throw vs. spell to avoid going into a rage, attacking all other subjects of the spell with intent to kill. This rage lasts for 1d4+1 rounds. Those who successfully save against the rage effect realize that they have been deceived and collapse to the ground, lamenting their foolishness, for 1d4 rounds unless attacked or otherwise disturbed.

Leomund's Secret Chest (Alteration, Conjunction/Summoning)

Range: Special
Components: V, S, M
Duration: 60 days
Casting Time: 1 turn
Area of Effect: One chest, about
Saving Throw: None
2 x 2 x 3 ft.

This spell enables a specially constructed chest to be hidden deep within the Ethereal Plane, to be summoned using a small model of the chest. The large chest must be exceptionally well-crafted and expensive, constructed for the caster by master craftsmen. If made principally of wood, it must be ebony, rosewood, sandalwood, teak, or the like, and all of its corner fittings, nails, and hardware must be platinum. If constructed of ivory, the metal fittings of the chest must be gold. If the chest is fashioned from bronze, copper, or silver, its fittings must be electrum or silver. The cost of such a chest is never less than 5,000 gp. Once it is constructed, the wizard must have a tiny replica (of the same materials and perfect in every detail) made, so that the miniature of the chest appears to be a perfect copy. One wizard can have but one pair of these chests at any given time—even wish spells do not allow exceptions! The chests themselves are nonmagical, and can be fitted with locks, wards, and so on, just as any normal chest.

While touching the chest and holding the tiny replica, the caster chants the spell. This causes the large chest to vanish into the Ethereal Plane. The chest can contain 1 cubic foot of material per level of the wizard no matter what its apparent size. Living matter makes it 75% likely that the spell fails, so the chest is typically used for securing valuable spell books, magical items, gems, etc. As long as the spellcaster has the small duplicate of the magical chest, he can recall the large one from the Ethereal Plane whenever the chest is desired. 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 return, although an expedition might be mounted to find it.

While the chest is in the Ethereal Plane, there is a cumulative 1% chance per week that some being finds it. This chance is reset to 1% whenever the chest is recalled and the spell recast to return it to the Ethereal Plane. If the chest is found, the DM must work out the encounter and decide how the being reacts to the chest (for example, it might ignore the chest, fully or partially empty it, or even exchange or add to the items present!).

Whenever the secret chest is brought back to the Prime Material Plane, an ethereal window is opened for a variable amount of time (usually about one turn); the window slowly diminishes in size. When this hole opens between the planes, check for an ethereal encounter to see if a monster is drawn through.

If the large chest is not retrieved before the spell duration lapses, there is a cumulative chance of 5% per day that the chest is lost.

Lower Resistance (Abjuration, Alteration)

Range: 60 yards
Components: V, S, M
Duration: 1 turn + 1 round/level
Casting Time: 5
Area of Effect: One creature
Saving Throw: None

Using this spell, a wizard may attempt to reduce the magic resistance of a target creature. The magic resistance of the victim works against the lower resistance spell itself, but at only half its normal value. No saving throw is permitted in addition to magic resistance.

If the victim does not resist the effects of this spell, his magic resistance is reduced by a base 30% plus 1% per experience level of the wizard casting the

spell.

This spell has no effect on creatures that have no magic resistance. The material component is a broken iron rod.

Magic Jar (Necromancy)

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

The magic jar spell enables the caster to shift his life force into a special receptacle (a gem or large crystal). From there the caster can force an exchange of life forces between the receptacle and another creature, thus enabling the wizard to take over and control the body of another creature, while the life force of the host is confined in the receptacle. The special life force receptacle must be within spell range of the wizard's body at the time of spellcasting. The wizard's life force shifts into the receptacle in the round in which the casting is completed, allowing no other actions.

While in the magic jar, the caster can sense and attack any life force within a 10-foot-per-level radius (on the same plane); however, the exact creature types and relative physical positions cannot be determined. In a group of life forces, the caster can sense a difference of four or more levels/Hit Dice and can determine whether a life force is positive or negative energy.

For example, if two 10th-level fighters are attacking a hill giant and four ogres, the caster could determine that there are three stronger and four weaker life forces within range, all with positive life energy. The caster could try to take over either a stronger or a weaker creature, but he has no control over exactly which creature is attacked.

An attempt to take over a host body requires a full round. It is blocked by a protection from evil spell or similar ward. It is successful only if the subject fails a saving throw vs. spell with a special modifier (see following). The saving throw is modified by subtracting the combined Intelligence and Wisdom scores of the target from those of the wizard (Intelligence and Hit Dice in nonhuman or nonhumanoid creatures). This modifier is added to (or subtracted from) the die roll.

Difference	Die Adjustment
-9 or less	+4
-8 to -6	+3
-5 to -3	+2
-2 to 0	+1
+1 to +4	0
+5 to +8	-1
+9 to +12	-2
+13 or more	-3

A negative score indicates that the wizard has a lower total than the target; thus, the host has a saving throw bonus. Failure to take over the host leaves the wizard's life force in the magic jar.

If successful, the caster's life force occupies the host body and the host's life force is confined in the magic jar receptacle. The caster can call upon rudimentary or instinctive knowledge of the subject creature, but not upon its real or acquired knowledge (i.e., the wizard does not automatically know the language or spells of the creature). The caster retains his own attack rolls, class knowledge and training, and any adjustments due to his Intelligence or Wisdom. If the host body is human or humanoid, and the necessary spell components are available, the wizard can even use his memorized spells. The host body retains its own hit points and physical abilities and properties. The DM decides if any additional modifications are necessary; for example, perhaps clumsiness or inefficiency occurs if the caster must become

used to the new form. The alignment of the host or receptacle is that of the occupying life force.

The caster can shift freely from the host to the receptacle if within the 10-foot-per-level range. Each attempt to shift requires one round. The spell ends when the wizard shifts from the jar to his own body.

A successful dispel magic spell cast on the host can drive the caster of the magic jar spell back into the receptacle and prevent him from making any attacks for 1d4 rounds plus 1 round per level of the caster of the dispel. The base success chance is 50%, plus or minus 5% per level difference between the casters. A successful dispel magic cast against the receptacle forces the occupant back into his own body. If the wizard who cast the magic jar is forced back into his own body, the spell ends.

If the host body is slain, the caster returns to the receptacle, if within range, and the life force of the host departs (i.e., it is dead). If the host body is slain beyond the range of the spell, both the host and the caster die.

Any life force with nowhere to go is treated as slain unless recalled by a raise dead, resurrection, or similar spell.

If the body of the caster is slain, his life force survives if it is in either the receptacle or the host. If the receptacle is destroyed while the caster's life force occupies it, the caster is irrevocably slain.

Magic Staff (Enchantment/Charm)

Range: Touch
Components: V, S, M
Duration: Special
Casting Time: Special
Area of Effect: The wizard's staff
Saving Throw: None

This spell allows a wizard's staff to store one spell level for every three levels of the caster. Thus, a 9th-level wizard can store three spell levels (three 1st-level spells, one 1st and one 2nd, or one 3rd-level spell).

Spells that are to be stored in the staff must be memorized normally by the wizard. The spells are then cast as normal when charging the staff; casting requires the spell's normal casting time plus one round. The spell is wiped from memory and material components are consumed. All spells to be stored must be cast into the staff within 1 turn.

All stored spells have a casting time of 1.

Spells remain in the staff until cast or dispelled, or up to 1 hour per level of the caster. After this time, all stored spells fade away.

Only wizards who know the magic staff spell can cast spells from another wizard's staff. This applies to wizards who have never learned or could not normally cast the spells stored in a staff. It is common, however, for the staff's owner to implement a command word which must be known by anyone wishing to use the staff.

The material component for this spell is a staff cut from an ash tree. For each spell level the wizard intends to imbue into the staff, it must be inlaid with rubies worth at least 1,000 gp.

Major Creation (Illusion/Phantasm)

Range: 10 yds.
Components: V, S, M
Duration: Special
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

Like the minor creation spell, the major creation spell enables the wizard to pull wisps of material from the Demiplane of Shadow to create an item of nonliving, vegetable nature—soft goods, rope, wood, etc. The wizard can also create mineral objects—stone, crystal, metal, etc. The item created cannot exceed 1 cubic foot per level of the spellcaster in volume. The duration of the

created item varies with its relative hardness and rarity:

Vegetable matter	2 hours/level
Stone or crystal	1 hour/level
Precious metals	2 turns/level
Gems	1 turn/level
Mithral*	2 rounds/level
Adamantite	1 round/level

* Includes similar rare metals.

Attempting to use any of these as material components in a spell will cause the spell to fail. The spellcaster must have at least a tiny piece of matter of the same type as the item he plans to create—a bit of twisted hemp to create rope, a chip of stone to create a boulder, and so on.

Mind Fog (Enchantment/Charm)

Range: 80 yards
Components: V, S
Duration: 3 turns
Casting Time: 3
Area of Effect: 20-foot cube
Saving Throw: Neg.

A mind fog is a physical block of fog that enables the wizard to weaken the mental resistance of his victims. Victims are allowed a saving throw at a -2 penalty to avoid the effects.

A creature who falls victim to the mind fog suffers -2 penalties to all saving throws against two categories of magic: all spells of the illusion/phantasm and enchantment/charm schools that affect the mind directly; and spells of 1st through 5th level which affect the mind directly. For example, phantasmal force is a mind-affecting spell; phantom steed is not.

The penalty to saving throws operates cumulatively with any penalties that operate for other reasons. Affected creatures suffer the penalty as long as they remain in the fog and for 2d6 rounds thereafter.

Monster Summoning III (Conjunction/Summoning)

Range: Special
Components: V, S, M
Duration: 4 rds. + 1 rd./level
Casting Time: 5
Area of Effect: 50-yd. radius
Saving Throw: None

This spell is much like the 3rd-level spell monster summoning I, except that this spell summons 1d4 3rd-level monsters. These appear within the spell's area of effect and attack the caster's opponents, until either he commands them to cease, the spell duration expires, or the monsters are slain. These creatures do not check morale and vanish when slain. If no opponent exists to fight, and the wizard can communicate with them, the summoned monsters can perform other services for the wizard.

The material components of this spell are a tiny bag and a small candle.

Mordenkainen's Faithful Hound (Conjuration/Summoning)

Range: 10 yds.
Components: V,S,M
Duration: Special
Casting Time: 5
Area of Effect: Special
Saving Throw: None

By means of this spell, the wizard summons up a phantom watchdog that only he can see. He may then command it to perform as guardian of a passage, room, door, or similar space or portal. The phantom watchdog immediately commences a loud barking if any creature larger than a cat approaches the place it guards. As the faithful hound is able to detect invisible creatures and ward against the approach of ethereal creatures, it is an excellent guardian. It does not react to illusions that are not at least quasi-real.

If the intruding creature exposes its back to the watchdog, the dog delivers a vicious attack as if it were a 10-Hit Dice monster, striking for 3d6 points of damage. It is able to hit opponents of all types, even those normally subject only to magical weapons of +3 or greater. Creatures without backs (for example, ochre jellies) are not attacked. The faithful hound cannot be attacked, but it can be dispelled. The spell lasts for a maximum of one hour plus half an hour per caster level, but once it is activated by an intruder, it lasts only one round per caster level. If the spellcaster is ever more than 30 yards distant from the area that the watchdog guards, the spell ends.

The material components of this spell are a tiny silver whistle, a piece of bone, and a thread.

Mordenkainen's Private Sanctum (Alteration, Abjuration)

Range: 0
Components: V,S,M
Duration: 1 hour/level
Casting Time: 2 turns
Area of Effect: One room
Saving Throw: None

With this spell, privacy is ensured in a room of up to 1600 square feet (40 feet x 40 feet, or the equivalent). From the outside, the windows of the room appear to be dark and cloudy, preventing those with normal vision, infravision, or any other type of vision from seeing inside. Those inside the room can see out the windows as they normally would. No sounds of any kind can escape from the room. Scrying attempts, such as ESP, clairaudience, clairvoyance, and crystal balls cannot penetrate the room, and a wizard eye cannot enter. The caster can leave the room without affecting the spell.

The material components for this spell are a thin sheet of lead, a piece of opaque glass, a wad of cotton or cloth, and a pinch of powdered chrysolite.

Mummy Rot (Necromancy)

Range: Touch
Components: V,S,M
Duration: 1 round/level
Casting Time: 5
Area of Effect: One victim
Saving Throw: Special

This spell allows the caster to attack with a rotting touch similar to that of a mummy. If the caster touches a human, demihuman, or humanoid victim, the victim immediately loses 2-12 (2d6) hit points and is infected with a rotting disease which is fatal in 1-6 months. For each month the rot progresses, the victim permanently loses 2 points of Charisma. While infected, the victim recovers lost hit points at 10 percent of his normal rate.

The rotting disease can be cured only with a cure disease spell; cure wounds has no effect. A regenerate spell will restore damage but will not oth-

erwise affect the course of the disease. If a victim makes a successful saving throw, he is not infected, but he still suffers 2-12 hit points of damage.

The material components for this spell are a piece of rotten fruit and a piece of a mummy's cloth wrapping.

Passwall (Alteration)

Range: 30 yds.
Components: V,S,M
Duration: 1 hr. + 1 turn/level
Casting Time: 5
Area of Effect: 5 x 8 x 10 ft.
Saving Throw: None

A passwall spell enables the spellcaster to open a passage through wood, plaster, or stone walls, but not other materials. The spellcaster and any associates can simply walk through. The spell causes a 5-foot wide x 8-foot high x 10-foot deep opening. Several of these spells can form a continuing passage so that very thick walls can be pierced. If dispelled, the passwall closes away from the dispelling caster, ejecting those in the passage.

The material component of this spell is a pinch of sesame seeds.

Prying Eyes (Divination)

Range: 1 mile
Duration: 1 hr./level
Area of Effect: Creates 1d4 + 1 eyes/level
Subtlety: +6
Sensory: Tiny visual
Components: V,S,M
Casting Time: 1 turn
Saving Throw: None
Knockdown: None
Critical: None

This spell conjures a small horde of semitangible magical orbs or eyes that can be used to reconnoiter an area at the wizard's command. Each of the eyes is about the size of a small apple and can see 120 feet (normal vision only) in all directions. In order to report their findings, the eyes must return to the caster's hand to replay in the caster's mind everything they have seen during their existence. The eyes are subject to illusions, darkness, fog, and any other factors that would affect the wizard's ability to receive visual information about his surroundings. The eyes only see as a normal human would-abilities and spell effects including infravision do not alter the eyes' vision. It only takes the eye one round to replay one hour of recorded images.

The spell conjures 1d4 eyes, plus 1 eye per caster level. The eyes exist for up to 1 hour per caster level, or until they return to the wizard; after relaying its findings, an eye disappears. Each eye is AC 4, flies by levitation at a rate of 12, and has only 1 hit point-a single hit from any weapon or damaging spell destroys it. A successful dispel magic destroys all eyes caught in the area of effect. While the individual eyes are quite fragile, they're small and difficult to spot, especially in conditions of poor visibility such as darkness, fog, or rain. Of course, if the eye is being sent into darkness, then it's very possible that it could hit a wall or other similar obstacle and destroy itself.

When the wizard creates the eyes, he can specify any set of instructions or orders that he wishes, up to 25 words. Any knowledge the wizard possesses is assumed to be known by the eyes as well, so if the wizard knows what a typical Jakallian merchant looks like, the eyes do as well. Sample commands might be, "Surround me at a range of 400 yards and return if you spot any dangerous creatures," or "Spread out and search the town for Arweth; follow him for three turns, staying out of sight, and then return." Note that in the first command, the eye only returns if it spots a creature that the wizard would regard as dangerous; a seemingly innocuous peasant that is actually a

shapechanged dragon wouldn't trigger the eye's return. In any event, if an eye is ever more than one mile distant from the wizard, it instantly ceases to exist. However, the wizard's link with the eye is such that he won't know if the eye was destroyed or if it just wandered out of range.

Some command words can be used to abbreviate the directions. For example, "surround me" directs the eyes to form an equally-spaced ring at whatever range is indicated, and then move with the wizard. As eyes return or are destroyed, the rest automatically space themselves to compensate. "Spread out" directs the eyes to move away from the wizard in all directions. Other commands that might be useful include having them form a line in a certain manner, making them move at random within a certain range, or have them follow a certain type of creature. The DM is the final judge of the suitability of the wizard's directions.

The material component is a handful of crystal marbles.

Proofing Versus Combustion (Abjuration, Elemental Fire)

Range: Touch
Duration: Permanent
Area of Effect: Special
Subtlety: +6
Sensory: None
Components: V,S,M
Casting Time: 1 turn
Saving Throw: None
Knockdown: None
Critical: None

The renowned fire wizard Daltim developed this spell some years ago to protect important items or structures against the various incendiary spells with which he was familiar. Proofing renders an inanimate object nearly impervious to fire, granting the affected item a +3 bonus to saving throws vs. magical fire (including a dragon's breath), and a +6 bonus to saving throws vs. normal fire. This is cumulative with the saving throw bonus of a magical item, so a cloak of protection +4 could have a bonus of +7 to +10 on any item saving throws versus combustion effects. Remember that an item fails its saving throw on a natural roll of 1, regardless of any bonuses.

The item affected must be one discrete construction or object, although it can be articulated or composed of several parts (for example, a suit of armor, a catapult, a house, or a carriage). At 9th level, the wizard can proof an article of clothing or a small piece of furniture; at 12th level, a small vehicle or large piece of furniture; at 15th level, a small building or large vehicle; at 18th level, a medium building or a very large vehicle; and at 20th level or higher, a large building or small fortification. A character dressed in a completely proofed article of clothing (a large cloak) gains a +2 bonus to saving throws vs. fire.

The material component for proofing versus combustion is a fire-brick made with the ashes left from a phoenix's fire. Seafaring wizards often use this spell to protect their vessels from hostile fireballs and various fire-throwing devices.

Rary's Telepathic Bond (Divination, Alteration)

Range: 20 yards
Components: V,S,M
Duration: 2 turns per level
Casting Time: 1 round
Area of Effect: Two or more creatures
Saving Throw: None

With this spell, the caster forms a telepathic bond between two or more creatures with Intelligence of 6 or higher. The bond can be established only between willing creatures who are within 20 yards of each other. The creatures need not speak the same language to communicate via the bond. The bond can be placed upon one creature for every three levels of the caster;

therefore, a 9th-level caster can forge a bond among three creatures. The bonded creatures can remain in mental contact as long as they remain on the same plane of existence. If either creature enters a different plane, the spell is terminated.

Rary's telepathic bond can be cast only once to affect a single pair of subjects. However, if the caster is able to cast the spell twice, the same subjects can be affected again. Example: A wizard can cast telepathic bond twice. The first casting links Subject A to Subject B. The second casting can affect Subject A again, linking him with Subject C.

The material components for this spell are two pieces of eggshell; the pieces must be from the eggs of two different species of egg-laying creature.

Rusting Grasp (Alteration, Elemental Water, Alchemy)

Range: 0
Components: V,S,M
Duration: 1 rd./level
Casting Time: 5
Area of Effect: The caster
Saving Throw: Special
Subtlety: +4
Knockdown: None
Sensory: Medium visual/olfactory
Critical: None

By casting this spell, the wizard gains the power to corrode ferrous metals and alloys at a touch. Iron and iron based alloys such as steel, meteoric iron, mithral, and adamantine are affected, but noble metals such as gold, silver, and copper are not subject to reduction through rusting. Any ferrous metal touched by the wizard must make an item saving throw vs. disintegration (usually a 17 or better on a d20) or be destroyed. Magical arms or armor may apply their bonus to this save, so a sword +3 would gain a +3 to its roll. Other magical metal items may receive a +1 to a +6 bonus based on the DM's estimate of their power.

The wizard may employ rusting grasp in combat by simply touching the equipment of metal-wearing characters or creatures. If he tries to touch the armor of a character, the wizard need only hit the opponents unarmored AC. If the armor fails its save, rusting grasp permanently destroys 2d4 points of AC through corrosion. For example, plate mail +3 (base AC 0) could be reduced to a base AC of 2 or 8 if it fails its item saving throw.

Weapons are more difficult to grasp; the wizard must make an attack roll against AC 4 (modified by the opponent's Dexterity) in order to touch the weapon. If the weapon fails its saving throw, it is destroyed. Important note: The wizard must touch the weapon and not the other way around! Unlike a rust monster, he doesn't corrode weapons simply by being hit.

Against metallic creatures, rusting grasp functions like the priest spell cause serious wounds in that it inflicts 2d8+1 point of damage per successful attack. The spell lasts for one round per level, and the wizard can make one touch attack per round. The material component is an antenna from a rust monster.

Safeguarding (Abjuration)

Range: 0
Components: V,S,M
Duration: 1 turn+1 turn/level
Casting Time: 5
Area of Effect: 15-foot-radius sphere
Saving Throw: None

Use of this spell protects the wizard and anyone in the area of effect from damage caused by the rebounding of the wizard's spells. This includes damage from a fireball cast in an area too small for its effects, a reflected lightning bolt, or any other offensive area spell that overlaps the safeguarding's area of effect. The protection is effective against spells of 7th level and lower. The protection does not apply to damage from spells rebounded by any form of magical spell turning. This spell does not protect the wizard against damage from spells or attacks cast by enemies or other party members.

A wizard who has cast safeguarding is free to move and act normally. The spell's effect is always centered on him, regardless of his actions. Other creatures are free to enter and exit the area of effect.

An area spell cast by the wizard will take effect normally, but its effects will be negated within the area of the safeguarding spell. This applies only to area spells centered outside the radius of the safeguarding spell. If the wizard casts an offensive area spell within the area of the safeguarding, the safeguarding is immediately negated and those within the area suffer full damage from the spell. The wizard is free to cast non-offensive area spells and individually targeted spells within the area of the safeguarding.

The material component is a piece of preserved skin from any creature that possesses natural magic resistance.

Seeming (Illusion/Phantasm)

Range: 10-ft. radius
Components: V,S
Duration: 12 hrs.
Casting Time: 5
Area of Effect: 1 person/2 levels
Saving Throw: None

This spell enables the caster to alter the appearance of one person for every two levels of experience he has attained. The change includes clothing and equipment. The caster can make the recipients appear as any generally man-shaped bipedal creature, each up to 1 foot shorter or taller than his normal height, and thin or fat or in between. All those affected must resemble the same general type of creature: human, orc, ogre, etc. Each remains a recognizable individual. The effect fails for an individual if the illusion chosen by the caster cannot be accomplished within the spell parameters (for example, a halfling could not be made to look like a centaur, but he might be made to look like a short, young ogre). Unwilling persons receive saving throws vs. spell to avoid the effect. Affected persons resume their normal appearances if slain. The spell is not precise enough to duplicate the appearance of a specific individual.

Sending (Evocation)

Range: Unlimited
Components: V,S,M
Duration: Special
Casting Time: 1 turn
Area of Effect: 1 creature
Saving Throw: None

By means of this spell, the caster can contact a single creature with whom he is familiar and whose name and appearance are known. If the creature in

question is not on the same plane of existence as the spellcaster, there is a base 5% chance that the sending does not arrive. Local conditions on other planes may worsen this chance considerably, at the option of the DM. The sending, if successful, can be understood even by a creature with an Intelligence as low as 1 (animal intelligence).

The wizard can send a short message of 25 words or less to the recipient; the recipient can answer in like manner immediately. Even if the sending is received, the subject creature is not obligated to act upon it in any manner.

The material component for this spell consists of two tiny cylinders, each with one open end, connected by a short piece of fine copper wire.

Shadow Door (Illusion/Phantasm)

Range: 10 yds.
Components: S
Duration: 1 rd./level
Casting Time: 2
Area of Effect: Special
Saving Throw: None

By means of this spell, the wizard creates the illusion of a door. The illusion also permits the wizard to appear to step through this "door" and disappear. In reality, he has darted aside and can flee, totally invisible, for the spell duration. Creatures viewing this are deluded into seeing or entering an empty 10-foot x 10-foot room if they open the "door." A true seeing spell, a gem of seeing, or similar magical means can discover the wizard. Certain high Hit Dice monsters might also notice the wizard (see the invisibility spell), but only if making an active attempt to do so.

Shadow Hand (Illusion/Phantasm)

Range: 10'/lvl.
Components: V,S
Duration: 1 rd./lvl.
Casting Time: 5
Area of Effect: Special
Saving Throw: Special

A shadow hand is a human hand-shaped coalescence of force that appears in midair. It is shadowy or smoky in appearance, and translucent, but its size, initial location, handedness (left or right), and luminosity (ranging from nothing to a faerie fire equivalent) are all chosen during casting and may not be altered later. A shadow hand moves as the caster wills, but continual concentration is not required to maintain it, and the caster can perform other spell-casting. It can serve to point the way or indicate items of interest (such as concealed doors), warn away intruders, or engage in combat. A shadow hand cannot be dispelled by physical attacks, nor can it carry weight or affect spell-casting.

This spell can slow to half speed any opponents of less than 1,000 lbs. weight trying to push past it, moving to block different opponents as desired. Only one opponent per round can be so affected, but if the shadow hand is operating in a narrow tunnel or passage, slowing the foremost of a group of creatures will impede those behind it. A shadow hand strikes opponents only when so directed by its caster (i.e., the caster can physically fight in the same round but cannot cast a spell). An attack roll is required, the shadow hand having the same THACO as the caster-. Its strike does 1 hp damage to targets who fail a save vs. spells, and no damage to those whose saving throw is successful. A shadow hand can attack once for every three levels of the caster in any one round, but it has no appreciable force (i.e., an opponent cannot be pushed off-balance, nor can breakables be shattered). Its attack, damage, and ability to slow those trying to pass it are all due to its effect on the nervous systems of its opponents; thus, it has no effect against the undead, golems (except the flesh golem), mechanical or enchanted monsters, creatures from the Outer Planes, or living beings having no nervous systems

(oozes, slimes, nonsentient plants, etc.).

Shadow Magic (Illusion/Phantasm)

Range: 50 yds. + 10 yds./level
Components: V,S
Duration: Special
Casting Time: 5
Area of Effect: Special
Saving Throw: Special

The shadow magic spell enables the wizard to tap energy from the Demi-plane of Shadow to cast a quasi-real wizard evocation spell of 3rd level or less. For example, this spell can be magic missile, fireball, lightning bolt, or so on, and has normal effects upon creatures in the area of effect if they fail their saving throws vs. spell. Thus, a creature failing to save against a shadow magic fireball must roll another saving throw. If the latter roll is successful, the creature suffers half the normal fireball damage; if the roll is not successful, the creature suffers full normal fireball damage. If the first saving throw was successful, the shadow magic nature is detected and only 20% of the rolled damage is received (rounding down below fractions below .4 and rounding up fractions of .4 and above).

Stone Shape (Alteration)

Range: Touch
Components: V,S,M
Duration: Permanent
Casting Time: 1 rd.
Area of Effect: 1 cu. ft./level
Saving Throw: None

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

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

Summon Shadow (Conjuration/Summoning, Necromancy)

Range: 10 yds.
Components: V,S,M
Duration: 1 rd. + 1 rd./level
Casting Time: 5
Area of Effect: 10-ft. cube
Saving Throw: None

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

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

Telekinesis (Alteration)

Range: 10 yds./level

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

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

A sustained force enables the wizard to move a weight of up to 25 pounds a distance up to 20 feet per round. The spell lasts two rounds, plus one round per caster level. The weight can be moved vertically, horizontally, or both. An object moved beyond the caster's range falls or stops. If the caster ceases concentration for any reason, the object falls or stops. The object can be telekinetically manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated and so on, if the force required is within the weight limitation. The caster might even be able to untie simple knots, at the discretion of the DM.

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

Teleport (Alteration)

Range: Touch
Components: V
Duration: Instantaneous
Casting Time: 2
Area of Effect: Special
Saving Throw: None

When this spell is used, the wizard instantly transports himself, along with a certain amount of additional weight that is on or being touched by the spellcaster, to a well-known destination. Distance is not a factor, but interplanar travel is not possible by means of a teleport spell. The spellcaster is able to teleport a maximum weight of 250 pounds, plus an additional 150 pounds for each level of experience above the 10th (a 13th-level wizard can teleport up to 700 pounds). If the destination area is very familiar to the wizard (he has a clear mental picture due to previous proximity to and study of the area), it is unlikely that there is any error in arriving, although the caster has no control over his facing upon arrival. Lesser known areas (those seen only magically or from a distance) increase the probability of error. Unfamiliar areas present considerable peril (see table).

Probability of Teleporting:

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

Teleporting high means the wizard arrives 10 feet above the ground for every 1% he is below the lowest "On Target" probability; this could be as high as 320 feet if the destination area was never seen. Any low result means the instant death of the wizard if the area into which he teleports is solid. A wizard cannot teleport to an area of empty space--a substantial surface must be there, whether a wooden floor, a stone floor, natural ground, etc. Areas of strong physical or magical energies may make teleportation more hazardous or even impossible.

Tenser's Destructive Resonance (Invocation/Evocation, Force)

Range: 60 yds. + 10 yds./level
Duration: Instantaneous
Area of Effect: 1 object
Subtlety: +4
Sensory: Huge audio, large tactile
Components: V,S,M
Casting Time: 5
Saving Throw: Special
Knockdown: d12
Critical: Huge (1-4 hits) crushing

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

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

Weight (lb.)	Resonance Time	Base Damage	Explosive Radius
1-5	Instant	1d8	2 ft.
6-25	Instant	1d12	3 ft.
26-100	One rd.	1d20	5 ft.
101-500	Two rds.	2d12	10 ft.
501-2,000	Three rds.	3d12	15 ft.

Objects more massive than 2,000 pounds are simply too big to detonate. Living flesh and enchanted objects or items are immune to the destructive resonance, but a wizard could choose to use Tenser's destructive resonance on an object worn or carried by another creature. However, if he does so, the victim is entitled to a saving throw vs. spell to negate the beam entirely and prevent any damage at all, and then gains a save for half damage against the blast effect even if the beam succeeds in detonating his equipment. The material component for this spell is a tiny orb of finely-crafted gold with a small removable ring surrounding it that must be taken off as the spell is cast.

Throbbing Bones (Necromancy)

Range: 10 yards
Components: V,M
Duration: 1 round/level
Casting Time: 3
Area of Effect: One creature
Saving Throw: 1/2

This spell causes the bones of the affected creature to throb and pulsate inside his body. The spell can be cast upon any single living creature or person within the caster's range, providing the creature has a physical form and has bones inside its body; for instance, throbbing bones will not affect insects, ghosts or worms.

For the duration of the spell, the affected creature's AC is worsened by 2, its movement rate is halved, and all its attacks are made with a -2 penalty. Additionally, it suffers 1-4 hit points of damage per round; this damage is halved if the creature makes a successful saving throw. However, a successful saving throw has no effect on the movement, attack, and AC penalties.

The material components for this spell are both pieces of a small bone that has been snapped in half.

Transmute Rock to Mud (Alteration) Reversible

Range: 10 yds./level
Components: V,S,M
Duration: Special
Casting Time: 5
Area of Effect: 20-ft. cube/level
Saving Throw: None

This spell turns natural rock of any sort into an equal volume of mud. The depth of the mud can never exceed half its length or breadth. If it is cast upon a rock, for example, the rock affected collapses into mud. Creatures unable to levitate, fly, or otherwise free themselves from the mud sink at the rate of 10 feet per round and suffocate, except for lightweight creatures that could normally pass across such ground. Brush thrown atop the mud can support creatures able to climb on top of it, with the amount of brush required subject to the DM's discretion. The mud remains until a dispel magic spell or a reverse of this spell, mud to rock, restores its substance--but not necessarily its form. Evaporation turns the mud to normal dirt, at the rate of 1d6 days per 10 cubic feet. The mud to rock reverse can harden normal mud into soft stone (sandstone or similar mineral) permanently unless magically changed.

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

Vile Venom (Conjuration/Summoning, Elemental Water, Alchemy)

Range: 30 yards
Duration: 1 hr./level
Area of Effect: Special
Subtlety: +4
Sensory: Small visual
Components: V,S,M
Casting Time: 5
Saving Throw: Special
Knockdown: None
Critical: None

By casting this inherently evil spell, the wizard conjures a small amount of deadly poison directly onto any weapon blades or other surface within the area of effect. The spell creates one dose per caster level; a single dose is sufficient to coat one size S weapon such as a dagger or an arrowhead, three doses can coat a size M weapon, and five doses can coat a size L weapon. The venom remains potent for up to one hour per caster level, although an envenomed blade remains so for only 1d3 successful attacks before the poison has been worn off. The potency of the venom varies by the caster level, as shown below.

Level	Onset Time	Strength
9th	2-12 rounds	20/10
12th	2-5 rounds	25/2d4
15th	1-2 rounds	30/2d6
18th+	Immediate	death/20

If a weapon coated with Vandarien's vile venom successfully hits a creature, the victim must make a saving throw vs. poison or suffer the first damage figure--if the caster was a 12th-level wizard, this would be 25 points. (Naturally, this is damage above and beyond any caused by the weapon that injects the poison.) Even if he succeeds in the save, the victim still sustains a lesser amount of damage, as shown in the second figure.

Instead of creating an insinuating poison (one that is introduced to the body through a cut), the wizard can instead conjure the venom as a contact poison. A surface of about one-half square foot per caster level can be affected. One square foot is enough to coat a doorknob, a sword-hilt, the handle or clasp of a chest, or an object of similar size. The contact poison has the same effects as the insinuating venom, but the victim gains a +2 bonus on his saving throws. The contact poison's toxicity fades at the end of the spell's duration.

The material component is a small vial of venom from a giant snake.

Von Gasik's Refusal (Abjuration)

Range: 10 yards/level
Components: V,S,M
Duration: 1 hour/level
Casting Time: 5
Area of Effect: 20-foot-square/level
Saving Throw: None

This powerful spell is designed to prevent unauthorized spellcasters from entering a hallway, doorway, window, or other point of entry.

The spell creates an invisible barrier that blocks the targeted area. Any nonspellcasters and those spellcasters specifically named by the caster may pass freely. All other spellcasters collide with the invisible barrier. Members of classes with lesser spellcasting abilities (paladins, rangers, and bards) are blocked only if the character is of sufficient level to cast spells.

The wizard is able to ward one area up to 20'-square for each level of his experience. Thus, a 12th-level wizard may protect a square area 240 feet on a side. The area of effect may be divided among several smaller portals as long as the total area does not exceed the caster's limit. Each portal must be in range and sight of the caster at the time the spell is cast.

The barriers exist for one hour per level of the caster unless they are dismissed by the caster or dispelled by a dispel magic spell. A disintegrate spell immediately destroys a barrier, as does a rod of cancellation or a sphere of annihilation.

The invisible walls are not affected by physical blows, cold, heat, or electricity. Thrown and projected weapons (both magical and mundane) are not repelled by the barrier and may pass through the area normally. Spells can be cast through the barrier. Dimension door, teleport, and similar effects can bypass the barriers.

The material component is a pinch of dust from any wizard's tomb.

Vortex* (Evocation)

Range: 30 yards
Components: V,S,M
Duration: 1d4 rounds+1 round/level
Casting Time: 5
Area of effect: 5-foot-diameter circle
Saving Throw: 1/2

A vortex is a swirling mass of magical energy, barely controllable by the caster. On the round of casting, a small sparkle of lights fills the air at the desired position. On the second round, a 7'-tall, multicolored tornado appears. From this moment on, the caster must maintain concentration in order for the vortex to remain.

Each round, the caster can move the vortex 60 feet. However, control of direction is not perfect. The caster has complete control over distance, but can only suggest the desired direction. The caster has a 50% chance of moving the vortex in the direction he desires; if the die roll indicates failure, the vortex moves according to the scatter diagram for grenade-like missiles. Thus, the vortex usually moves in the general direction desired, but on occasion, it may move to either side or directly toward the caster.

The vortex cannot pass through objects larger than its area of effect (it could move through a sapling but not an ancient oak tree) and will be redirected by these, rebounding along the general line of movement. For example, if cast in a narrow hallway, the vortex might ricochet down the hall, bouncing from side to side.

The vortex is composed of raw magical energy. Nonmagical creatures struck by the vortex suffer 1d4 points of damage per level of the caster. Magical creatures and spellcasters suffer 1d6 points of damage per level of the caster. Creatures struck are allowed a saving throw vs. magic to suffer only half damage.

Each time a creature is struck, there is a 5% chance that the vortex will explode in a wild surge. Use Table 2 to determine the results of any wild surge. If the vortex causes a wild surge, the spell ends immediately.

The material components are a silk streamer and a handful of straw.

Wall of Bones (Conjuration, Necromancy)

Range: 60 yards
Components: V,S,M
Duration: 1 turn
Casting Time: 1 round
Area of Effect: 10-foot square/level; 6-inch thickness/level
Saving Throw: None

This spell causes a wall of bones to erupt from the earth in whatever shape the caster desires within the limits of the area of effect. The wall is a random construction of bones from many types of creatures. The wall need not be vertical, but it must rest upon a firm foundation or it will collapse. Since the wall has many small openings and gaps, it provides only 50 percent cover. Missiles can easily be fired from behind the wall, and creatures of small size (less than 4 feet tall) can wriggle through openings in the wall at the rate of 10 feet per round. However, the wall has many sharp edges and creatures wriggling through it suffer 1-8 hit points of damage per 10 feet travelled.

If the spell is cast in an area occupied by creatures, the wall of bones appears everywhere except where the creatures stand. Creatures in the affected area suffer an immediate 2-16 (2d8) hit points of damage when the wall appears. The wall can be smashed by creatures wielding blunt weapons with a Strength of 18 or greater. Every 10 hit points of damage causes a 5 foot x 5 foot x 6 inch section of the wall to collapse. The wall of bones is unaffected by animate dead.

The material component for this spell is the branch of a withered tree taken from a cemetery.

Wall of Force (Evocation)

Range: 30 yds.
Components: V, S, M
Duration: 1 turn + 1 rd./level
Casting Time: 5
Area of Effect: 10-ft. square/level
Saving Throw: None

A wall of force spell creates an invisible barrier in the locale desired by the caster, up to the spell's range. The wall of force cannot move and is totally unaffected by most spells, including dispel magic. However, a disintegrate spell will immediately destroy it, as will a rod of cancellation or a sphere of annihilation. Likewise, the wall of force is not affected by blows, missiles, cold, heat, electricity, etc. Spells and breath weapons cannot pass through it in either direction, although dimension door, teleport, and similar effects can bypass the barrier.

The wizard can, if desired, form the wall into a spherical shape with a radius of up to 1 foot per level or an open hemispherical shape with a radius of 1.5 feet per caster level. The wall of force must be continuous and unbroken when formed; if its surface is broken by any object or creature, the spell fails. The caster can end the spell on command.

The material component for this spell is a pinch of powdered diamond worth 5,000 gp.

Wall of Iron (Evocation)

Range: 5 yds./level
Components: V, S, M
Duration: Permanent
Casting Time: 5
Area of Effect: 15 sq. ft./level
Saving Throw: None
or special

When this spell is cast, the wizard causes a vertical iron wall to spring into being. This wall can be used to seal off a passage or close a breach, for the wall inserts itself into any surrounding nonliving material if its area is sufficient to do so. The wall of iron is 9-inch thick per level of experience of the spell-caster. The wizard is able to create an iron wall of up to 15 square feet per experience level; thus, a 12th-level wizard can create a wall of iron with an area of 180 square feet. The wizard can double the wall's area by halving its thickness.

If the caster desires, the wall can be created vertically resting on a flat surface, so that it can be tipped over to fall on and crush any creature beneath it. The wall is 50% likely to tip in either direction. This chance can be modified by a force of not less than 30 Strength and 400 pounds mass--each pound over 400 or Strength point over 30 alters the chance by 1% in favor of the stronger side. Creatures with room to flee the falling wall may do so by making successful saving throws vs. death. Those who fail are killed. Huge and gargantuan creatures cannot be crushed by the wall.

The wall is permanent, unless successfully dispelled, but it is subject to all forces a normal iron wall is subject to--rust, perforation, etc.

The material component of this spell is a small piece of sheet iron.

Wall of Stone (Evocation)

Range: 5 yds./level
Components: V, S, M
Duration: Permanent
Casting Time: 5
Area of Effect: Special
Saving Throw: None

This spell creates a wall of granite rock that merges into adjoining rock surfaces. It is typically employed to close passages, portals, and breaches against opponents. The wall of stone is 0.25 inch thick and up to 20 square feet per level of experience of the wizard casting the spell. Thus, a 12th-level wizard can create a wall of stone 3 inches thick and up to 240 square feet in surface area (a 12-foot-wide and 20-foot-high wall, for example, to completely close a 10-foot x 16-foot passage). The wall created need not be vertical, nor rest upon any firm foundation (see the wall of iron spell); however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the area of effect by half. Thus, a 20th-level caster can create a span with a surface area of 200 square feet. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area. The stone is permanent unless destroyed by a dispel magic or disintegrate spell, or by normal means such as breaking or chipping.

The material component is a small block of granite.

Waveform* (Alteration)

Range: 40 yards
Components: S, M
Duration: 1d10 rounds
Casting Time: 5
Area of Effect: 10-foot-cube/level
Saving Throw: 1/2

By means of this spell, the wild mage is able to shape and direct the patterns of water currents, allowing him to mold liquids into a variety of forms. The spell affects a quantity of liquid no larger than the area of effect. If cast onto a larger body, such as an ocean or large lake, the spell affects only the water within the area of effect.

After casting waveform, the mage can form the water into any desired shape. The spell does not bind the liquid together in any fashion; it is still limited by its fluid properties and gravity. Thus, a mage could not use waveform to create a humanoid creature with arms and legs and direct it to walk across land. He could, however, create a roughly human shape with flowing arms that rises out of the water, crashes forward in a huge splash, then rises and repeats the process. Other possible shapes include gigantic waves, geyers, whirlpools, and troughs.

The shape takes one round to form, after which it can be maintained by concentration. The shape can be directed to move in any direction at the rate of 90 feet per round. If the waveform moves into or through a body of water, the form loses no intensity. However, if the wave is moved over dry ground, it loses one die of damage for every 10 feet crossed.

If propelled against a target, the waveform causes 1d4 points of damage per level of the caster to creatures in its path. The waveform can be directed against creatures on the surface or underwater. Those struck are allowed a saving throw; success indicates half damage.

If the victims are in or on a body of water, the shape will sweep them along. Creatures of small size are carried with the form, moving at its speed. Medium and large size creatures are swept along at half the water's speed. Creatures larger than this resist the movement. Those caught in the current can make a Strength check each round to swim free of the current.

Boats and ships are particularly vulnerable to the waveform. If the waveform is twice the size of the vessel or more, the ship must make a seaworthiness check (as described in Table 77 of the DMG). Vessels passing the check suffer damage as described above, reducing seaworthiness ratings for future checks by 2d6 points until repairs are made.

Alternatively, this spell can be cast directly at a single water-based creature--a water weird, water elemental, or other creature from the elemental plane of water. In this case, the spell causes 1d6 points of damage per level of the caster. The effect is instantaneous and the spell ends immediately after the attack is made.

The material component is a small, carved oar decorated with aquamarines worth at least 500 gp. The oar disintegrates when the spell is cast.

Sixth-Level Spells

Antimagic Shell (Abjuration)

Range: 0
Components: V,S
Duration: 1 turn/level
Casting Time: 1
Area of Effect: 1 ft./level diameter
Saving Throw: None

By means of this spell, the wizard surrounds himself with an invisible barrier that moves with him. The space within this barrier is totally impervious to all magic and magical spell effects, thus preventing the passage of spells or their effects. Likewise, it prevents the functioning of any magical items or spells within its confines. The area is also impervious to breath weapons, gaze or voice attacks, and similar special attack forms.

The antimagic shell also hedges out charmed, summoned, or conjured creatures. It cannot, however, be forced against any creature that it would keep at bay; any attempt to do so creates a discernible pressure against the barrier, and continued pressure will break the spell. Normal creatures (a normally encountered troll rather than a conjured one, for instance) can enter the area, as can normal missiles. Furthermore, while a magical sword does not function magically within the area, it is still a sword. Note that creatures on their home plane are normal creatures there. Thus, on the Elemental Plane of Fire, a randomly encountered fire elemental cannot be kept at bay by this spell. Artifacts, relics, and creatures of demigod or higher status are unaffected by mortal magic such as this.

Should the caster be larger than the area enclosed by the barrier, parts of his person may be considered exposed, at the DM's option. A dispel magic spell does not remove the spell; the caster can end it upon command.

Arrow of Bone (Necromancy,Artifice)

Range: 0
Duration: Special
Area of Effect: 1 missile
Subtlety: +4
Sensory: Small visual/tactile
Components: V,S,M
Casting Time: 6
Saving Throw: Special
Knockdown: Varies
Critical: Medium (1 hit) impact

By drawing runes of dire power upon a simple arrow, bolt, dart, or javelin, the caster changes the weapon into a sinister missile of cold, enchanted bone. The wizard may then throw or fire the weapon in the normal fashion, or he can choose to give it to a companion to use. If the wizard employs the arrow of bone himself, he strikes with the THACO of a warrior of half his own level and a +3 bonus to his attack roll; if he gives it to someone else, the bone arrow merely confers a +1 bonus to hit. A creature struck by the weapon must make a saving throw vs. death magic or die; even if successful, the victim sustains normal damage for the missile, plus an additional number of points equal to the weapon's maximum damage (for example, 1d6+6 for an arrow or javelin, or 1d3+3 for a dart). Unlike the death spell or finger of death, the victim can be raised or resurrected in any expedient manner.

The arrow of bone does not destroy undead or nonliving creatures outright. Instead, the arrow inflicts normal damage plus four times the missile's normal maximum (1d6+24 for an arrow, 1d3+12 for a dart, and so on), or half that if the subject creature succeeds in its saving throw.

The material component is a powdered sliver of bone mixed with black dragon blood. The resulting mixture is used to paint runes on the weapon. If

the splinter of bone can be taken from the remains of a close blood relative of the subject (a sibling, parent, or grandparent), the victim receives a -4 penalty on his or her saving throw if struck by the arrow of bone.

Augmentation II (Evocation)

Range: 0
Components: V,S,M
Duration: 3 turns
Casting Time: 6
Area of Effect: Special
Saving Throw: None

This spell functions exactly like the 3rd-level augmentation I spell except that five spells of levels 1-3 may be affected. For each die of damage caused by augmented spells, one hit point is added to the damage total.

Augmentation II affects the first five spells which cause direct damage that are cast within the duration of the augmentation II spell. Only spells that cause direct physical damage are affected by this spell.

The material component is a pair of concentric circles of gold or platinum.

Bigby's Forceful Hand (Evocation)

Range: 10 yds./level
Components: V,S,M
Duration: 1 rd./level
Casting Time: 6
Area of Effect: Special
Saving Throw: None

Bigby's forceful hand is a more powerful version of Bigby's interposing hand. It creates a man-sized (5 feet) to gargantuan-sized (21 feet) hand that places itself between the spellcaster and a chosen opponent. This disembodied hand then moves to remain between the two, regardless of what the spellcaster does or how the opponent tries to get around it. However, the forceful hand also pushes on the opponent. This force can push away a creature weighing 500 pounds or less, slow movement to 10 feet per round if the creature weighs between 500 and 2,000 pounds, or slow movement by 50% if the creature weighs more than 2,000 pounds.

A creature pushed away is pushed to the range limit, or until pressed against an unyielding surface. The hand itself inflicts no damage. The forceful hand has an Armor Class of 0, has as many hit points as its caster in full health, and vanishes when destroyed. The caster can cause it to retreat (to release a trapped opponent, for example) or dismiss it on command.

The material component is a glove.

Blackmantle (Necromancy,Enchantment)

Range: 60 yards
Components: V,S,M
Duration: 1 turn/level
Casting Time: 1 round
Area of Effect: 15-foot radius
Saving Throw: Neg.

Blackmantle creates a shimmering aura around all creatures within the affected area that negates all healing and regeneration, both natural and magical. For instance, a potion of healing has no effect on a creature under the influence of blackmantle, a troll cannot regenerate lost hit points, and cure light wounds is useless.

Blackmantle is negated for any target creatures who make successful saving throws. Otherwise, it persists for 1 turn per level of the caster. If the creatures are still alive at the end of the spell's duration, any active curative forces will operate normally; for instance, a ring of regeneration will resume its

function. However, consuming a potion of healing or applying a staff of curing while blackmantle is in effect will have no effect when blackmantle wears off, since these types of magic work instantly. In such cases, the dose of potion of healing and the charge from a staff of curing are not only wasted, but the aura generated by blackmantle actually negates the potion of healing or the staff of curing, rendering it useless. If a potion of healing or staff of healing is applied after the spell wears off, the healing magic works normally.

The material component for this spell is a small mummified animal, such as a mouse or a toad.

Bloodstone's Spectral Steed (Necromancy)

Range: 10 yards
Components: V,S,M
Duration: 1 hour/level
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

This spell allows a wizard to create a quasi-real, vulturelike creature. The flying steed can carry the caster and one other person per three levels of the wizard's experience (four at 12th level, five at 15th, etc.). All passengers must be specifically named during the casting.

The spectral steed looks like a huge, skeletal vulture with tattered wings. As it flies, it utters hideous screeches that echo through the sky. The spectral steed flies at a movement rate of 4 per level of the caster, to a maximum movement rate of 48. It appears with a bit and bridle, plus one saddle per passenger.

All normal animals shun the spectral steed and only monsters will attack it. The mount has AC 2 and 10 hit points plus 1 hit point per level of the caster. If it loses all of its hit points, the spectral steed disappears. It has no attack mode.

The material component is a hollow bone from a vulture's wing, which must be carved into a whistle and blown when the spell is cast.

Chain Lightning (Evocation)

Range: 40 yds. + 5 yds./level
Components: V,S,M
Duration: Instantaneous
Casting Time: 5
Area of Effect: Special
Saving Throw: 1/2

This spell creates an electrical discharge that begins as a single stroke of lightning, 21/2 feet wide, commencing from the fingertips of the caster. Unlike a lightning bolt spell, chain lightning strikes one object or creature initially, then arcs to a series of other objects or creatures within range, losing energy with each jump.

The bolt initially inflicts 1d6 points of damage per level of the caster, to a maximum of 12d6 (half damage if the object or creature rolls a successful saving throw vs. spell). After the first strike, the lightning arcs to the next nearest object or creature. Each jump reduces the strength of the lightning by 1d6. Each creature or magical object hit receives a saving throw vs. spell. Success on this save indicates the creature suffers only half damage from the bolt.

The chain can strike as many times (including the first object or creature) as the spellcaster has levels, although each creature or object can be struck only once. Thus, a bolt cast by a 12th-level wizard can strike up to 12 times, causing less damage with each strike. The bolt continues to arc until it has struck the appropriate number of objects or creatures, until it strikes an object that grounds it (interconnecting iron bars of a large cell or cage, a large pool of liquid, etc.), or until there are no more objects or creatures to strike.

Direction is not a consideration when plotting chain lightning arcs. Dis-

tance is a factor--an arc cannot exceed the spell's range. If the only possible arc is greater than the spell's range, the stroke fades into nothingness. Creatures immune to electrical attack can be struck, even though no damage is taken. Note that it is possible for the chain to arc back to the caster!

The material components are a bit of fur, a piece of amber, glass, or crystal rod, and one silver pin for each experience level of the caster.

Claws of the UMBER Hulk (Alteration)

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

When this spell is cast, the subject's hands widen and his fingernails thicken and grow, becoming equivalent in size and power to the iron-like claws of an umber hulk. The transformation takes one full round and is excruciatingly painful, requiring a system shock roll. A failed roll causes the subject to suffer 3d4 points of damage.

The subject can burrow as an umber hulk, cutting through 10 feet of solid stone or 60 feet of soil per turn. The only limitation to this is the subject's stamina; at the end of each turn of burrowing, the subject must succeed a Constitution check or be forced to rest for one turn.

Burrowing through soil does not necessarily create a passable tunnel. If the subject wishes to make a passage in which others can travel or that he can exit when the spell ends, he must dig at a rate of 30 feet per turn. Cutting a tunnel through solid rock does not require extra care or time.

The recipient of this spell can make two claw attacks per round, each inflicting 2d6 points of damage plus any Strength bonuses. Each attack is made with a -2 penalty to hit. This penalty applies until the subject has made two successful consecutive attacks (not necessarily in the same round), at which time he is accustomed to using the claws. The penalty is dropped for the remainder of the spell.

The material component is an umber hulk's claw.

Conjure Animals (Conjuration/Summoning)

Range: Special
Components: V,S
Duration: 1 rd./level
Casting Time: 6
Area of Effect: 30 yds. radius
Saving Throw: None

The conjure animals spell enables the wizard to magically create one or more mammals to attack his opponents. The total Hit Dice of the mammals cannot exceed twice his level, if determined randomly, or his level if a specific animal type is requested (see the Dungeon Master Guide). Thus, a wizard of 12th level could randomly conjure two mammals with 12 Hit Dice, four with 6 Hit Dice each, six with 4 Hit Dice each, eight with 3 Hit Dice each, twelve with 2 Hit Dice each, or 24 with 1 Hit Die each. Count every +1 hit point bonus of a creature as ^o of a Hit Die; thus, a creature with 4+3 Hit Dice equals a 4 \pm Hit Dice creature. The conjured animal(s) remain for one round for each level of the conjuring wizard, or until slain. They follow the caster's verbal commands. Conjured animals unflinchingly attack the wizard's opponents, but they resist being used for any other purpose.

Contingency (Evocation)

Range: 0
Components: V,S,M
Duration: 1 day/level
Casting Time: 1 turn
Area of Effect: The caster
Saving Throw: None

By means of this spell, the wizard is able to place another spell upon his person so that the latter spell will come into effect under the conditions dictated during the casting of the contingency spell. The contingency spell and the spell it is to bring into effect are cast at the same time (the one-turn casting time indicated is the total for both castings).

The spell to be brought into effect by the prescribed contingency must be one that affects the wizard's person (feather fall, levitation, fly, feign death, etc.) and be of a spell level no higher than 1/3 of the caster's experience level (rounded down), but not higher than the 6th spell level.

Caster Level	Contingency Spell Level
12-14	4th
15-17	5th
18+	6th

Only one contingency spell can be placed on the spellcaster at any one time; if a second is cast, the first one (if still active) is cancelled. The conditions needed to bring the spell into effect must be clear, although they can be rather general. For example, a contingency spell cast with an airy water spell might prescribe that any time the wizard is plunged into or otherwise engulfed in water or similar liquid, the airy water spell will instantly come into effect. Or a contingency could bring a feather fall spell into effect any time the wizard falls more than 2 feet. In all cases, the contingency immediately brings into effect the second spell, the latter being "cast" instantaneously when the prescribed circumstances occur. Note that if complicated or convoluted conditions are prescribed, the whole spell complex (the contingency spell and the companion magic) may fail when called upon.

The material components of this spell are (in addition to those of the companion spell) 100 gp worth of quicksilver and an eyelash of an ogre mage, kirin, or similar spell-using creature. In addition, the spell requires a statuette of the wizard carved from elephant ivory (which is not destroyed, though it is subject to wear and tear), which must be carried on the person of the spellcaster for the contingency spell to perform its function when called upon.

Control Weather (Alteration)

Range: 0
Components: V,S,M
Duration: 4d6 hrs.
Casting Time: 1 turn
Area of Effect: 4d4 sq. mi.
Saving Throw: None

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

The upper-cased headings represent the existing weather conditions. The small headings beneath each large heading are the new conditions to which the caster can change the existing conditions. Furthermore, the caster can control the direction of the wind. For example, a day that is clear and warm with moderate wind can be controlled to become hazy, hot, and calm. Con-

traditions are not possible--fog and strong wind, for example. Multiple control weather spells can be used only in succession.

The material components for this spell are burning incense and bits of earth and wood mixed in water. Obviously, this spell functions only in areas where there are appropriate climatic conditions.

Precipitation	Temperature	Wind
CLEAR WEATHER	HOT	CALM
Very clear	Sweltering heat	Dead calm
Light clouds or hazy	Warm	Light wind
PARTLY CLOUDY	WARM	Moderate wind
Clear weather	Hot	MODERATE WIND
Cloudy	Cool	Calm
Mist/light rain/small hail	COOL	Strong wind
Sleet/light snow	Warm	STRONG WIND
CLOUDY	Cold	Moderate wind
Partly cloudy	COLD	Gale
Deep clouds	Cool	GALE
Fog	Arctic cold	Strong wind
Heavy rain/large hail	Storm	
Driving sleet/heavy snow	STORM	
Gale		
Hurricane-typhoon		

Corpse Host (Necromancy)

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

This spell enables an individual touched by the caster to transfer his or her life force to temporarily animate the fresh corpse of a human, demihuman, or humanoid. This spell will fail if cast on undead. The recipient wills the cadaver to move and act and can even cast spells through it--all while his or her own body is safely up to 5 miles away per level of the caster. While animated by the host's life force, the corpse ceases to decay; however, unless illusionary magic is cast upon it, the cadaver will appear to be a form of undead (such a ju-ju zombie).

The recipient (who may be the caster) can see, hear, and sense through the corpse host. The host can fight, talk hoarsely (with the voice of the corpse), and carry things--in fact, it can perform all tasks less exacting than lock-picking, sewing, and similar handicrafts. It can even go adventuring and earn experience points for its "master."

The recipient's mind functions in two places simultaneously--within the corpse host and within his or her real body. The real body can still sense (see, hear, and so on) exactly as before, even benefiting from enhancements such as a magical ring. The trade-off is paralysis. Aside from breathing, blinking, and moving his or her eyes, the recipient cannot move his or her real body while the host is animated. (Friendly guards are a wise precaution. So is a pleasant or strategic view). The real body does not need to eat, drink, or sleep.

The recipient is vulnerable when his or her corpse host is the target of magical and psionic powers that affect the mind. The host can be fooled by illusion spells to the same degree as the recipient. It works this way because both recipient and host are actually sharing the same mind.

Physical attacks against the corpse host don't damage the real body, though they do harm the host. The latter has a number of "hit points" equal to the recipient's normal maximum (even if the recipient is currently crippled). The host has the recipient's natural armor class (10), though it may wear armor and employ weaponry with the same restrictions that apply to

the recipient. The host does not benefit from anything worn or carried by the recipient's real body, however.

The corpse host can withstand attacks as well as (or as poorly as) the recipient can normally. Note that since the host is not undead, it may not be turned or affected with spells or magical items that influence such creatures.

If the host drops to 0 or fewer hit points, the owner must make a system shock roll. Failure indicates that the real body also dies along with the host. The spiritual link between the recipient and host can also be abruptly severed by (successfully) casting the wizard spells dispel magic, limited wish or wish or by employing the clerical spells spirit release or dispel evil. Severance of the spiritual link also requires the recipient to make a system shock roll in order to survive the ordeal.

The recipient of this spell can abandon the link with the corpse host at any time, with no harm to him- or herself. The host immediately collapses (resuming its usual decay), and the recipient immediately regains control of his or her real body. The same thing occurs when the spell ends or the corpse host somehow moves beyond the spell's range or to another plane.

The material components include a fresh corpse (of an individual who has been dead for no longer than 1 day per level of the caster) and a freshly-excised patch of the recipient's skin. Harvesting this piece of flesh from the subject at the time of casting also inflicts 1-3 hit points of damage. At the conclusion of the spell, the recipient is entitled to a saving throw vs. death magic. If failed, the hit point loss is permanent (consumed by the spell) and cannot be reversed or magically healed except with a wish or restoration spell. If successful, the loss in hit points, while temporary, can only be regained by normal rest.

Dead Man's Eyes (Necromancy)

Range: Special
Components: S,M
Duration: 1 round/level
Casting Time: 1 round
Area of Effect: Special
Saving Throw: Special

Dead Man's Eyes causes the whites of the caster's eyes to turn black and his pupils to reshape themselves into small white skulls. The caster can affect one victim per round, providing the victim is within 3 feet of the caster and meets his gaze. Victims are affected as follows:

* Victims with 2 Hit Dice or fewer (or victims of level 2 or lower) instantly die. No saving throw is allowed.

* Victims with 2+ to 5 Hit Dice (or victims of level 3-5) instantly die unless they save vs. death magic at a -2 penalty. Those who succeed in their saving throws suffer 2-12 (2d6) hit points.

* Victims with 5+ Hit Dice or more (or victims of level 6 or greater) suffer 2-12 (2d6) hit points of damage unless they save vs. death magic.

If the caster's gaze is reflected back on him (by a mirror, calm water, etc.), he must make a saving throw vs. spells or suffer the same effects as a 5+ Hit Dice victim. At the end of the spell's duration, there is a 5 percent chance that the caster will become blind for the next 510 (1d6 + 4) hours.

The material components for this spell are two eyeball-sized glass marbles. The marbles must be the same color as the caster's eyes.

Death Fog (Alteration, Evocation)

Range: 30 yds.
Components: V,S,M
Duration: 1d4 rds. + 1/level
Casting Time: 6
Area of Effect: Two 10-ft. cubes/level
Saving Throw: None

The casting of a death fog spell creates an area of solid fog that has the additional property of being highly acidic. The vapors are deadly to living things, so that vegetation exposed to them will die--grass and similar small plants in two rounds, bushes and shrubs in four, small trees in eight, and large trees in 16 rounds. Animal life not immune to acid suffers damage according to the length of time it is exposed to the vapors of a death fog, as follows:

1st round:	1 point
2nd round:	2 points
3rd round:	4 points
4th and each succeeding round:	8 points

The death fog otherwise resembles the 2nd-level fog cloud spell: rolling, billowing vapors that can be moved only by a very strong wind. Any creature attempting to move through the death fog progresses at a rate of 1 foot per unit of normal movement rate per round. A gust of wind spell cannot affect it, but a fireball, flame strike, or wall of fire can burn it away in a single round.

The material components are a pinch of dried and powdered peas, powdered animal hoof, and strong acid of any sort (including highly distilled vinegar or acid crystals), which must be obtained from an alchemist.

Death Spell (Necromancy)

Range: 10 yds./level
Components: V,S,M
Duration: Instantaneous
Casting Time: 6
Area of Effect: 30-ft. cube/level
Saving Throw: None

When a death spell is cast, it snuffs out the life forces of creatures in the area of effect instantly and irrevocably. Such creatures cannot be raised or resurrected, but an individual slain in this manner might be brought back via a wish. The number of creatures that can be slain is a function of their Hit Dice.

Maximum # of Creatures' Hit Dice	Creatures Affected
Under 2	4d20
2 to 4	2d20
4+1 to 6+3	2d4
6+4 to 8+3	1d4

If creatures of differing Hit Dice are attacked with a death spell, roll the dice (4d20) to determine how many creatures of under 2 Hit Dice are affected. If the number rolled is greater than the actual number of sub-2 Hit Dice creatures, apply the remainder of the roll to the higher Hit Dice creatures by consulting the following table.

Creatures' Hit Dice	Conversion Factor (CF)
Under 2	1
2 to 4	2
4+1 to 6+3	10
6+4 to 8+3	20

In other words, from the 4d20 roll subtract the number of creatures of less than 2 Hit Dice (these creatures die). If there are any remaining points from the 4d20 roll, subtract 2 for each creature of 2 to 4 Hit Dice (these creatures

also die). If this still doesn't use up all the 4d20 roll, subtract 10 for each creature of 4+1 to 6+3 Hit Dice, and so on. Stop when all the creatures are dead, all the 4d20 roll is used up, or the remainder is less than half the CF of any remaining creatures. (If the remainder is one-half or more of the CF of a creature, that creature dies.)

For example, a mixed group of 20 goblins, eight gnolls, and four ogres, led by a hill giant, are caught in the area of a death spell. The 4d20 roll gives a total of 53 points; 20 of this eliminates the goblins (20 x 1 CF), 16 kills the gnolls (8 x 2 CF), and the remaining 17 kills two ogres (10 points to kill one ogre, and the remaining 7 points are enough to kill one more ogre). The other two ogres and the hill giant are unharmed.

A death spell does not affect lycanthropes, undead creatures, or creatures from planes other than the Prime Material.

The material component of this spell is a crushed black pearl with a minimum value of 1,000 gp.

Demishadow Magic (Illusion/Phantasm)

Range: 60 yds. + 10 yds./level
Components: V,S
Duration: Special
Casting Time: 6
Area of Effect: Special
Saving Throw: Special

This spell is similar to the 5th-level shadow magic spell, but this spell enables the casting of partially real 4th- and 5th level evocations (cone of cold, wall of fire, wall of ice, cloudkill, etc.). If recognized as demishadow magic (if a saving throw vs. spell is successful), damaging spells inflict only 40% of normal damage, with a minimum of 2 points per die of damage. A demishadow magic cloudkill slays creatures with fewer than 2 Hit Dice and inflicts 1d2 points of damage per round.

Dilation II (Alteration)

Range: 0
Component: V
Duration: Special
Casting Time: 5
Area of Effect: Special
Saving Throw: None

This spell functions exactly like the 4th-level dilation I spell, except that the area of effect of a 1st-, 2nd-, or 3rd-level spell is extended by 50%. Alternatively, the wizard may extend the area of effect of one 4th- or 5th-level spell by 25%.

Dimensional Blade (Invocation/Evocation, Dimension, Artifice)

Range: 0
Components: V,S
Duration: 1 rd./level
Casting Time: 3
Area of Effect: 1 object
Saving Throw: None
Subtlety: +2
Knockdown: None
Sensory: Small visual
Critical: Moderate (1 bit) slashing

This spell makes a single weapon incredibly sharp by reducing one of its physical dimensions to an infinitesimal measurement. The dimensional

blade can slash through matter with as much effort as it takes to wave a stick through the air. Even stone and iron can be carved to pieces with ease. The spell can be cast on almost any hand-held slashing (type S) weapon, as well as a few thrown weapons of this type, such as the chakram, shuriken, or a hand axe.

Against creatures, the dimensional blade ignores any portion of Armor Class derived from armor itself; only magical and Dexterity adjustments affect the opponent's AC. For example, a warrior in chain mail +2 with a Dexterity of 17 is normally AC 0, but against the dimensional blade he only applies the 3-point adjustment for Dexterity and the 2-point magical adjustment, for a total AC of 5. Creatures wearing purely magical armor (such as bracers of defense) may keep the full magical adjustment. Monsters with thick or toughened hides, such as dragons, may lose part of the Armor Class at the DM's discretion. The weapon gains a +2 bonus to attack and damage rolls in any event, but the wielder ignores any Strength-based combat adjustments-muscle power doesn't help the blade at all.

The dimensional blade is also quite effective against inanimate objects. Any object with a diameter or thickness smaller than the blade's length must make a saving throw vs. disintegration when struck, or be cleanly severed in twain. Larger objects can be sawed through or sliced away at the rate of about 5 cubic feet per round. It's dangerous to attempt to disarm a dimensional blade; the weapon used must make an item saving throw vs. disintegration or be destroyed.

Finally, the blade is also effective against phased or ethereal creatures since part of its existence is forced into the Ethereal Plane. If the wielder has some way to detect creatures concealed in this way, the blade can strike and affect them normally, but without the power to negate Armor Class or other combat bonuses.

The wizard must touch the weapon to be affected by the spell, but afterward anyone may wield it. The material component for this spell is a razor-thin shard of glass.

Disintegrate (Alteration)

Range: 5 yds./level
Components: V,S,M
Duration: Instantaneous
Casting Time: 6
Area of Effect: 1 creature or
Saving Throw: Neg.
10 x 10 x 10 ft. cube

This spell causes matter to vanish. It affects even matter (or energy) of a magical nature, such as Bigby's forceful hand, but not a globe of invulnerability or an antimagic shell. Disintegration is instantaneous, and its effects are permanent. Any single creature can be affected, even undead. Nonliving matter, up to a 10-foot x 10-foot x 10-foot cube, can be obliterated by the spell. The spell creates a thin, green ray that causes physical material touched to glow and vanish, leaving traces of fine dust. Creatures that successfully save vs. spell have avoided the ray (material items have resisted the magic) and are not affected. Only the first creature or object struck can be affected.

The material components are a lodestone and a pinch of dust.

Dragon Scales (Abjuration)

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

This spell causes the body of the caster (or any single person or creature touched by the caster) to become completely covered with dragon scales, ef-

fectively raising the subject's Armor Class by 2 for the duration of the spell; this modification is in addition to the subject's normal AC (for instance, if the subject's AC is 6, dragon scales raises it to 4).

The color of the dragon scales is the same as that of the scale used as the spell's material component; however, the color has no bearing on the effect of the spell. Dragon scales also temporarily reduces the subject's Charisma by 2 points.

The material component of a spell is a scale from any dragon.

Enchant an Item (Enchantment, Invocation)

Range: Touch
Components: V,S,M
Duration: Special
Casting Time: Special
Area of Effect: 1 item
Saving Throw: Neg.

This is a spell that must be used by a wizard planning to create a magical item. The enchant an item spell prepares the object to accept the magic. The item must meet the following tests: 1) it must be in sound and undamaged condition; 2) the item must be the finest possible, considering its nature, i.e., crafted of the highest quality material and with the finest workmanship; and 3) its cost or value must reflect the second test, and in most cases the item must have a raw-materials cost in excess of 100 gp. With respect to requirement 3, it is not possible to apply this test to items such as ropes, leather goods, cloth, and pottery not normally embroidered, bejeweled, tooled, carved, or engraved. If such work or materials can be added to an item without weakening or harming its normal functions, however, these are required for the item to be enchanted.

The wizard must have access to a workshop or laboratory, properly equipped and from which contaminating magic can be screened. Any magical item not related to the fabrication process (such as most protective devices) and within 30 feet of the materials is a source of contaminating magic and will spoil the process.

The item to be prepared must be touched by the spellcaster. This touching must be constant and continual during the casting time, which is a base 16 hours plus an additional 8d8 hours (as the wizard may never work more than eight hours per day, and haste or any other spells will not alter the time required in any way, this effectively means that casting time for this spell is two days + 1d8 days). All work must be uninterrupted, and during rest periods the item being enchanted must never be more than 1 foot distant from the spellcaster; if it is, the whole spell is spoiled and must be begun again. (Note that during rest periods absolutely no other form of magic can be performed, and the wizard must remain quiet and in isolation or the enchantment is ruined.)

At the end of the spell, the caster will know that the item is ready for the final test. He will then pronounce the final magical syllable, and if the item makes a saving throw (which is exactly the same as that of the wizard) vs. spell, the spell is completed. The spellcaster's saving throw bonuses also apply to the item, up to +3. A result of 1 on the 1d20 roll always results in failure, regardless of modifications. Once the spell is finished, the wizard can begin to place the desired spell upon the item. The spell he plans to place must be cast within 24 hours or the preparatory spell fades, and the item must be enchanted again.

Each spell subsequently cast upon an object bearing an enchant an item spell requires 2d4 hours per spell level of the magic being cast. Again, during casting the item must be touched by the wizard, and during the rest periods it must always be within 1 foot of his person. This procedure holds true for any additional spells placed upon the item, and each successive spell must be begun within 24 hours of the last, even if the prior spell failed.

No magic placed on an item is permanent unless a permanency spell is used as a finishing touch. This always runs a 5% risk of draining 1 point of Constitution from the wizard casting the spell. Also, while it is possible to tell

when the basic spell (enchant an item) succeeds, it is not possible to tell if successive castings actually work, for each must make the same sort of saving throw as the item itself made. Naturally, an item that is charged--a rod, staff, wand, javelin of lightning, ring of wishes, etc.--can never be made permanent. Magical devices cannot be used to enchant an item or cast magic upon an object so prepared, but scrolls can be used for this purpose.

The materials needed for this spell vary according to both the nature of the item being enchanted and the magic to be cast upon it. For example, a cloak of displacement might require the hides of one or more displacer beasts, a sword meant to slay dragons could require the blood and some other part of the type(s) of dragon(s) it will be effective against, and a ring of shooting stars might require pieces of meteorites and the horn of ki-rin. These specifics, as well as other information pertaining to this spell, are decided by the DM and must be discovered or researched in play.

Ensnarement (Conjuration/Summoning)

Range: 10 yds.
Components: V,S,M
Duration: Special
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: Neg.

Casting this spell attempts a dangerous act: to lure a powerful creature from another plane to a specifically prepared trap, where it will be held until it agrees to perform one service in return for freedom from the ensnarement spell. The type of creature to be ensnared must be known and stated, and if it has a specific, proper, or given name, this must be used in casting the ensnarement spell. The spell causes an awareness of a gatelike opening on the plane of the creature to be ensnared. A special saving throw is then made to determine if the creature detects the nature of the planar opening as a trap or believes it to be a gate. To save, the creature must roll equal to or less than its Intelligence score on 1d20. The score is modified by the difference between the creature's Intelligence and that of the spellcaster. If the creature has a higher score, the difference is subtracted from its dice roll to save. If the spellcaster has a higher score, the difference is added to the dice roll.

If the saving throw succeeds, the creature ignores the spell-created opening, and the spell fails. If the saving throw fails, the creature steps into the opening and is ensnared.

When so trapped, the otherplanar creature can freely attack the ensnaring wizard, unless the caster has created a warding circle. Such circles may be temporary (drawn by hand) or permanent (inlaid or carved). Even with such protection, the entrapped creature may break free and wreak its vengeance upon the spellcaster.

A hand-drawn circle has a base failure chance of 20%, while one inlaid or carved has a base of 10% (and that is for the first time it is used, to determine whether or not the job was done properly). The base chance is modified by the difference between the wizard's combined Intelligence and experience level and the Intelligence and the experience level or Hit Dice of the creature ensnared. If the spellcaster has a higher total, that difference in percentage points is subtracted from the chance for the creature to break free. If the creature has a higher total, that difference is added to its chance to break free.

The chance can be further reduced by careful preparation of the circle. If the hand-made circle is drawn over a longer period of time, using specially prepared pigments (1,000 gp value per turn spent drawing), the chance of breaking free is reduced by 1% for every turn spent in preparation. This can bring the base chance to 0%.

Similarly, an inlaid or carved design can be brought to a 0% chance of the creature breaking free by inlaying with various metals, minerals, etc. This

cost will require a minimum of one full month of time and add not less than 50,000 gp to the basic cost of having the circle inlaid or carved into stone. Any break in the circle spoils the efficacy of the spell and enables the creature to break free automatically. Even a straw dropped across the line of a magic circle destroys its power. Fortunately, the creature within cannot so much as place a straw upon any portion of the inscribed ward, for the magic of the barrier absolutely prevents it.

Once safely ensnared, the creature can be kept for as long as the spellcaster dares. (Remember the danger of something breaking the ward!) The creature cannot leave the circle, nor can any of its attacks or powers penetrate the barrier. The caster can offer bribes, use promises, or make threats in order to exact one service from the captive creature.

The DM will then assign a value to what the wizard has said to the ensnared creature, rating it from 0 to 6 (with 6 being the most persuasive). This rating is then subtracted from the Intelligence score of the creature. If the creature rolls a successful Intelligence check against its adjusted Intelligence, it refuses service. New offers, bribes, etc., can be made, or the old ones re-offered 24 hours later, when the creature's Intelligence has dropped by 1 point due to confinement. This can be repeated until the creature promises to serve, until it breaks free, or until the caster decides to get rid of it by means of some riddance spell. Impossible demands or unreasonable commands are never agreed to.

Once the single service is completed, the creature need only so inform the spellcaster to be instantly sent from whence it came. The creature might later seek revenge.

Etherealness (Dimension)

Range: Touch
Components: V,S
Duration: 1 hr./level
Casting Time: 1
Area of Effect: Creature(s) touched
Saving Throw: Neg.
Subtlety: +2
Knockdown: None
Sensory: None
Critical: None

By means of this spell, the wizard and up to six other creatures joined by linked hands become ethereal (along with their equipment). While ethereal, the group need not stay together. The group's presence can be detected only by detect phase, true seeing, or similar spells and effects. No physical, or magical attack can affect him, unless his assailant is ethereal as well (although some monsters, such as the basilisk, have gaze weapons whose power extends into the Ethereal Plane). The spell recipients are actually in the Border Ethereal and can still perceive their physical surroundings, but the world appears gray, misty, and indistinct to them. Note that as ethereal creatures can perceive the physical world here, a character could scout out his surroundings or make good an escape from the safety of the Border Ethereal.

The wizard and his companions may remain in the Border Ethereal for up to one hour per level; when the spell expires, they return to normal existence, although the wizard can choose to end the spell before its full duration. The wizard also has the option of moving himself or the group from the Border Ethereal into the Deep Ethereal, in which case they remain ethereal when the spell ends. He will have to use this spell again or find another way back in order to return to his home plane.

The wizard can attempt to use etherealness to banish an unwilling subject. He must make a successful attack roll in order to touch him, and the subject receives a saving throw vs. spell to negate the effect. An unwilling subject automatically remains in the Border Ethereal for an amount of time specified by the wizard at the time of the casting, but no more than one hour per caster level. When used like this, etherealness does not affect the caster, only

the subject.

Extension III (Alteration)

Range: 0
Components: V
Duration: Special
Casting Time: 6
Area of Effect: Special
Saving Throw: None

This spell is the same as the 4th-level extension I spell, except that it will extend 1st- through 3rd-level spells to double duration and will extend the duration of 4th- or 5th-level spells by 50%.

Eyebite (Enchantment/Charm, Illusion/Phantasm)

Range: 20 yds.
Components: V,S
Duration: 1 round/3 levels
Casting Time: 6
Area of Effect: 1 creature
Saving Throw: Special

An eyebite spell enables the caster to merely meet the gaze of a creature and speak a single word to cause an effect. This gaze attack is in addition to any other attacks allowed to the wizard. The wizard selects one of four possible gaze attacks at the time the spell is cast, and this attack cannot be changed. For example, a 12th-level caster who chose fear would have four opportunities to make gaze attacks causing fear, one for each round of the spell's duration. Any gaze attack is negated by a successful saving throw vs. spell, with Wisdom adjustments. The four effects of the spell are as follows:

Charm: The wizard can charm a single person or monster by gaze and by uttering a single word. The effect is to make the charmed subject absolutely loyal and docile to the caster, even to the point of personal danger. It is otherwise the same as a charm monster spell. All creatures other than humans, demihumans, and humanoids save with +2 bonuses.

Fear: The wizard can cause fear by gaze and by speaking a single word. The subject flees in blind terror for 1d4 rounds. After this, the creature refuses to face the caster and covers or bolts for the nearest cover if subsequently confronted by the caster (50% chance of either). The latter effect lasts one turn per caster level. This attack can be negated by spells that counter fear.

Sicken: This power enables the caster to merely gaze, speak, a word, and cause sudden pain and fever to sweep over the subject's body. Creatures with ability scores function at half effectiveness; others inflict only one-half damage with physical attacks. Movement is at one-half normal rate. The subject remains stricken for one turn per level of the caster, after which all abilities return at the rate of one point per turn of complete rest or one point per hour of moderate activity. The effects cannot be negated by a cure disease or heal spell, but a remove curse or successful dispel magic spell is effective. Creatures other than humans, demihumans, and humanoids save with +2 bonuses versus this attack.

Sleep: The wizard can cause any individual to fall into a comatose slumber by means of a gaze and a single word, unless the subject successfully rolls its saving throw vs. spell. Creatures normally subject to a 1st-level sleep spell save with -2 penalties. An affected creature must be shaken or otherwise shocked back to consciousness.

In all cases, the gaze attack has a speed factor of 1. This spell does not affect undead of any type, or extend beyond the plane occupied by the caster. Note that the caster is subject to the effects of his reflected gaze and is allowed any applicable saving throw. In the case of a reflected charm gaze, the caster is paralyzed until it wears off or is countered.

Forest's Fiery Constrictor (Conjuration/Summoning)

Range: 10 yards/level
Components: V,S,M
Duration: 1 round/level
Casting Time: 6
Area of Effect: One source of fire
Saving Throw: Special

This spell causes a tentacle of magical flame to snake forth from any existing source of natural or magical fire. The flaming tendril is 10 feet long, has AC 7, can be hit only by magical weapons of +2 or better, and has hit points equal to double the caster's level.

Any creature within 20 feet of the tentacle is subject to attack as directed by the caster. The victim must attempt a saving throw; if successful, the subject has avoided entanglement, but suffers 1d6 points of fire damage from contact with the tendril. If the saving throw is failed, the victim is entangled by the flaming serpent and suffers 3d6 points of fire damage each round until the tendril is destroyed or the spell expires.

If the fire source from which the tentacle emanates is extinguished, the remaining time that the fiery constrictor may exist is cut in half.

The material component is a red dragon's scale.

Geas (Enchantment/Charm)

Range: 10 yds.
Components: V
Duration: Special
Casting Time: 4
Area of Effect: 1 creature
Saving Throw: None

A geas spell places a magical command upon a creature (usually human or humanoid) to carry out some service, or to refrain from some action or course of activity, as desired by the spellcaster. The creature must be intelligent, conscious, under its own volition, and able to understand the caster. While a geas cannot compel a creature to kill itself or perform acts that are likely to result in certain death, it can cause almost any other course of action. The geased creature must follow the given instructions until the geas is completed. Failure to do so will cause the creature to grow sick and die within 1d4 weeks. Deviation from or twisting of the instructions causes a corresponding loss of Strength points until the deviation ceases. A geas can be done away with by a wish spell, but a dispel magic or remove curse spell will not negate it. Your DM will decide any additional details of a geas, for its casting and fulfillment are tricky, and an improperly cast geas is ignored.

Ghoul Gauntlet (Alteration, Necromancy)

Range: Touch
Components: V,S,M
Duration: Special
Casting Time: 6
Area of Effect: Special
Saving Throw: Neg.

This rare and horrible spell causes the victim to be slowly transformed into a ravening, flesh-eating ghoul (see the description in the MONSTROUS MANUAL for all about the lives of ghouls). The transformation process usually begins at the limb or extremity (usually the hand or arm) closest to the location touched by the caster at the onset of the spell. The victim suffers 1-2 hit points of damage each round while the body slowly dies and transforms into a ghoul's cold, undying flesh.

The victim is entitled to an initial saving throw to resist this deadly transformation. If failed, only a limited wish, wish, or restoration will end the con-

dition. A dispel magic or remove curse may be effective, but only if cast within three rounds of the touch that confers the ghoulish gauntlet. During the early stages of the spell, the original afflicted extremity may be severed and burned to terminate the spell.

If the extremity affected by the ghoulish gauntlet is amputated while the victim has lost less than 20% of his or her total hit points, then only a hand or a foot may need to be severed (inflicting 1d4+1 hp of damage, requiring a system shock roll to remain conscious, and resulting in the loss of the limb's mobility and functions). After the victim has lost 20%-50% of his or her hit points, however, an entire limb will have to be cut off, with the loss of 1d12+4 hp and a system shock roll. Initially, the transformed flesh of the victim has no paralytic powers or any of the special abilities associated with ghouls. As the spell unfolds, the advancing front of dying flesh inexorably traverses the entire body, and the victim immediately dies once the ghoulish gauntlet reaches the heart or brain (upon reaching 0 hp due to the spell). Healing spells, potions, or magical items have no power to cure or reverse this affliction while the ghoulish gauntlet runs its course.

One full day after the victim has died (unless the remains are burned), the subject awakens as a full-fledged ghoul as outlined in the MONSTROUS MANUAL. The undead is now a fawning slave, utterly under the control of the necromancer who cast the nefarious spell.

The material components include the freshly harvested fingernail of a corpse and a pinch of mandrake root. Both of these are consumed by the casting of the spell.

Glassee (Alteration)

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

By means of this spell, the wizard is able to make a section of metal, stone, or wood as transparent as glass to his gaze, or even make it into transparent material as explained hereafter. Normally, the glassee spell can make up to 4 inches of metal, 6 inches of stone, and 20 inches of wood transparent. The spell will not work on lead, gold, or platinum. The wizard can opt to make the glassee work only for himself for the duration of the spell, or he can actually make a transparent area, a one-way window, in the material affected. Either case gives a viewing area 3 feet wide by 2 feet high. If a window is created, it has the strength of the original material.

The material component of the spell is a small piece of crystal or glass.

Globe of Invulnerability (Abjuration)

Range: 0
Components: V,S,M
Duration: 1 rd./level
Casting Time: 1 rd.
Area of Effect: 5-ft. radius
Saving Throw: None

This spell creates an immobile, faintly shimmering, magical sphere around the caster that prevents any 1st-, 2nd-, 3rd-, or 4th-level spell effects from penetrating. Thus, the area of effect of any such spell does not include the area of the globe of invulnerability. This includes innate spell-like abilities and effects from devices. However, any type of spell can be cast out of the magical sphere; spells pass from the caster of the globe to the subject with-

out effect on the globe. Fifth and higher level spells are not affected by the globe. The globe can be brought down by a successful dispel magic spell.

The material component of the spell is a glass or crystal bead that shatters at the expiration of the spell.

Greater sign of Sealing (Abjuration, Geometry)

Range: 0
Duration: Permanent
Area of Effect: Special
Subtlety: +5
Sensory: Medium visual
Components: S, M
Casting Time: 1 turn
Saving Throw: Special
Knockdown: Special
Critical: Special

A more potent form of the lesser sign of sealing, this spell allows the caster to guard an item or portal and prevent all other creatures from opening or passing through the sealed item or surface. The greater sign has several effects; first of all, it affects a doorway or item that opens (a chest, for instance) as a wizard luck spell. If placed in an open corridor or archway to prevent passage, the greater sign creates a magical barrier that repels all who try to pass.

Second, the greater sign greatly strengthens the physical structure of any door or item it is placed upon, granting a +6 bonus on any item saving throws and allowing the item or door to ignore 1 point of damage per caster level from any attack. For example, a greater sign cast by a 12th-level wizard would reduce the damage of any blow or spell by 12 points, so a fighter armed with a broad sword (maximum damage of 8 points) could never hack through a door protected by the sign.

Finally, if the protected doorway or item is forced open or destroyed by any means, the sign itself is not only destroyed, but also releases a spell upon the offending creature. The spell held by the sign is cast into the ward when the greater sign is created, and any spell the caster has memorized may be used in this way, from a fireball or shocking grasp to a very nasty wish or polymorph. The range of the sign's retributive spell is 10 yards per caster level, so it is possible to destroy the warding from a safe distance.

The sign is displayed in plain sight, and most wizards will recognize it for what it is. The caster cannot specify particular creatures or conditions for the sign's operation; it functions against any creature that attempts to pass it, although the wizard can freely pass through his own sign without activating it. The greater sign can be removed by the caster, thus ending the spell, or it can be defeated by a limited wish or wish spell cast by a wizard of equal or higher level than the original caster; it cannot be dispelled.

The material component for a greater sign is a powdered diamond worth at least 1,000 gold pieces.

Guards and Wards (Evocation, Alteration, Enchantment/Charm)

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

This special and powerful spell is primarily used to defend the wizard's stronghold. The ward protects a one-story stronghold, with a base dimension of 400 feet x 400 feet. The wizard can ward a multistory area by reducing the base area proportionately. The following take place in the warded area upon casting the spell:

1. All corridors become misty; visibility is reduced to 10 feet.
2. All doors are wizard locked.
3. Stairs are filled with webs from top to bottom. These act as the 2nd-level web spell, except that they regrow within one turn if destroyed.
4. Where there are choices in direction--such as a cross or side passage--a minor confusion-type spell functions so as to make it 50% probable that intruders believe they are going in the exact opposite direction.
5. The whole area radiates magic. The normal use of the detect magic spell becomes impossible for those of less than the caster's level and difficult for others.
6. One door per level of experience of the wizard is covered by an illusion to appear as if it were a plain wall.
7. The wizard can place one of the following additional magical effects:
 - A. Dancing lights in four corridors.
 - B. A magic mouth in two places.
 - C. A stinking cloud in two places.
 - D. A gust of wind in one corridor or room.
 - E. A suggestion in one place.

Note that items 6 and 7 function only when the wizard is totally familiar with the area of the spell's effect. Dispel magic can remove one effect, at random, per casting. A remove curse spell will not work.

The material components of the spell are burning incense, a small measure of sulphur and oil, a knotted string, a small amount of umber hulk blood, and a small silver rod.

Invisible Stalker (Conjuration/Summoning)

Range: 10 yds.
Components: V, S, M
Duration: Special
Casting Time: 1 rd.
Area of Effect: Special
Saving Throw: None

This spell summons an invisible stalker from the Elemental Plane of Air. This 8-Hit Dice monster obeys and serves the spellcaster in performing whatever tasks are set before it. It is a faultless tracker within one day of the quarry's passing. The invisible stalker follows instructions even if they send him hundreds or thousands of miles away and, once given an order, follows through unceasingly until the task is accomplished. However, the creature is bound to serve; it does not do so from loyalty or desire. Therefore, it resents prolonged missions or complex tasks, and it attempts to pervert instructions accordingly. Invisible stalkers understand common speech but speak no language save their own.

The material components of this spell are burning incense and a piece of horn carved into a crescent shape.

Invulnerability to Magical Weapons (Abjuration)

Range: 0
Components: V, M
Duration: 1 round/level
Casting Time: 3
Area of Effect: 5-foot radius
Saving Throw: None

This spell creates an immobile, faintly shimmering magical sphere around the caster that cannot be penetrated by magical blunt, edged, or missile weapons; all such weapons are harmlessly deflected (missile weapons strike the sphere, then immediately fall to the ground). However, the sphere offers no protection against magically created creatures (such as golems) or from creatures whose attacks are magically based (such as the gaze of a medusa) - The sphere offers no protection against spells such as magic mis-

sile, or spells that simulate the effects of weapons.

The caster can use magical weapons from inside the sphere to attack opponents normally. Spells can also be cast through the sphere. The sphere can be negated by dispel magic.

The material component for this spell is a piece of a broken magical weapon.

Legend Lore (Divination)

Range: 0
Components: V, S, M
Duration: Special
Casting Time: Special
Area of Effect: Special
Saving Throw: None

The legend lore spell is used to determine legendary information regarding a known person, place, or thing. If the person or thing is at hand, or if the wizard is in the place in question, the likelihood of the spell producing results is far greater and the casting time is only 1d4 turns. If only detailed information on the person, place, or thing is known, casting time is 1d10 days. If only rumors are known, casting time is 2d6 weeks.

During the casting, the wizard cannot engage in activities other than the routine: eating, sleeping, etc. When completed, the divination reveals if legendary material is available. It often reveals where this material is--by place name, rhyme, or riddle. It sometimes gives certain information regarding the person, place, or thing (when the object of the legend lore is at hand), but this data is always in some cryptic form (rhyme, riddle, anagram, cipher, sign, etc.). Naturally, a legend lore spell reveals information only if the person, place, or thing is noteworthy or legendary.

For example, suppose Delsenor came across an extremely well-made sword. It radiates magic, but when she used an identify spell, she could not learn any information. Even giving it to a trusted fighter didn't work, as the sword did not reveal any special powers. Finally, she casts a legend lore spell, hoping to gain more information. Since the sword is at hand, she completes the spell in three turns. In her mind comes the message, "Once this was the sword of he who waits till Albion's time of greatest peril, when unto his hand it shall fly again. Fair was the hand that gave me and fair was the hand that reclaimed me." Clearly, Delsenor realizes, this must be a very powerful item, since her spell gave only a cryptic answer. But who is he who waits? And where is Albion? For more information, Delsenor is going to have to cast more spells. But now the process will take much longer, since she has only the vaguest of clues to follow.

The legend lore spell is cast with incense and strips of ivory formed into a rectangle, but some item of value to the caster must be sacrificed in addition--a potion, magical scroll, magical item, etc.

Lightningcloak (Alteration/Evocation)

Range: 0
Components: V, S, M
Duration: Special
Casting Time: 1 round
Area of Effect: The Caster
Saving Throw: Special

Upon casting this spell, a shimmering aura of lightning surrounds the wizard. This lightning produces a crackling sound that is audible at a 5' range, and in dark areas the lightningcloak will outline the spell-caster as if a faerie fire spell had been cast upon her.

Under the effects of the lightningcloak, the wizard is a giant battery capable of discharging lightning bolts as she sees fit. The maximum damage of these bolts is 1d6 damage for each level of the wizard, and she can discharge the bolts at the rate of one per round. The amount of damage caused by each

bolt can be varied by the spell-caster, i.e., a 12th-level wizard can cast two 6-dice bolts, four 3-dice bolts, a 9-dice bolt and three 1-die bolts, or any combination that adds to 12 dice. Saving throws are allowed against these bolts, with success indicating that the victim suffers half damage.

The lightningcloak also protects the wizard from the effects of electricity and electrical attacks. These attacks are absorbed with no harm to the wizard up to a maximum of 8 points of absorption per level of the spell-caster (e.g., 80 points for a 10th-level mage).

However, the spell will end if the lightningcloak absorbs its full capacity of electrical damage. In addition, anyone who attempts to touch a lightning-cloaked mage will be shocked for 1d6 points of damage. If a metal object (such as a metal weapon) is the touching agent, the maximum of six points of damage will be sustained by the attacker. No saving throws apply against this property of the lightningcloak.

The lightningcloak spell will end when all its lightning bolts have been used or if it absorbs its maximum capacity of electrical damage as noted. Otherwise, the duration of the lightningcloak spell is one turn plus one round for each level of the wizard.

The material components for this spell include powdered amber and rose quartz (100 gp total value), a bit of phosphorous, and a finely woven cloak of no less than 500 gp value. The cloak must be worn for the spell to take effect, but the cloak may be re-used for subsequent castings of the spell.

Lorloveim's Shadowy Transformation (Illusion)

Range: Touch
Components: V, S
Duration: 1d4 rounds+1 round/level
Casting Time: 6
Area of Effect: Special
Saving Throw: Neg.

When this spell is cast, the illusionist transforms one creature or a specified amount of non-living material into shadow, making it insubstantial. Thus, a door could be turned to shadow and entered. The maximum amount of inanimate material that may be transformed is one cubic foot per level of the caster.

Unwilling creatures are allowed a saving throw to resist the shadowy transformation. Magical items and the magical effects of spells (such as Bigby's forceful hand or a wall of stone) cannot be affected.

A transformed creature and all its gear become insubstantial. The creature can pass through small holes, narrow openings, and the smallest cracks. The creature cannot fly without additional magic.

No form of attack is possible when in shadow form except against creatures that exist on the Ethereal plane. In this case, all attacks are normal; however, the shadowy creature may be harmed only by magical weapons of +1 or greater or by creatures able to affect those struck only by magical weapons. Spells and special attacks have normal effects.

Most undead creatures will ignore a creature in shadow form, believing it to be a wraith or spectre; however, lichs and powerful undead may save vs. spell with a -4 penalty to recognize the spell. A successful dispel magic spell forces the creature in shadow form back to normal form.

Lower Water (Alteration) Reversible

Range: 80 yds.
Components: V,S,M
Duration: 5 rds./level
Casting Time: 1 turn
Area of Effect: 10-ft./level square
Saving Throw: None

The wizard casting a lower water spell causes water or similar fluid in the area of effect to sink away. The water can be lowered up to 2 feet for every experience level of the wizard, to a minimum depth of 1 inch. The water is lowered within a square area whose sides are 10 feet long per caster level. Thus, a 12th-level wizard affects a volume of 24 feet x 120 feet x 120 feet, a 13th-level caster a volume of 26 feet x 130 feet, and so on. In extremely large and deep bodies of water, such as deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a slow spell: The creature moves at half speed and makes half the number of attacks each round. It has no effect on other creatures.

The material component of this spell is a small vial of dust.

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

The material component of the raise water spell is a small vial of water.

Mass Suggestion (Enchantment/Charm)

Range: 30 yds.
Components: V,M
Duration: 4 turns + 4 turns/level
Casting Time: 6
Area of Effect: 1 creature/level
Saving Throw: Neg.

The mass suggestion spell enables the wizard to influence the actions of one or more chosen creatures in the same way as the suggestion spell. Up to one creature per experience level of the caster can be influenced, provided that all subject creatures are within the 30-yard range. Undead are not subject to this spell. The suggestion must be reasonably worded and understood by the creatures, and must be the same for all hearing it. Creatures successfully saving vs. spell are unaffected. Saving throws against the spell suffer a penalty of -1, and if a single creature is to be affected, its saving throw suffers a -4 penalty. Note that a very reasonable mass suggestion can cause the saving throw to be made with an additional penalty (such as -1, -2, etc.), at the discretion of your DM. A mass suggestion can continue in effect for a considerable duration, at the DM's discretion. Conditions that will trigger a special action can also be specified; if the condition is not met before the spell expires, the action will not be performed.

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

Mirage Arcana (Illusion/Phantasm, Alteration)

Range: 10 yds./level
Components: V,S (M optional)
Duration: Special
Casting Time: Special
Area of Effect: 10 ft./level radius
Saving Throw: None

The magic of this spell is similar to that of the vacancy spell, only more

powerful and elaborate. The spell enables the caster to make an area appear to be something other than it is--a setting he has personally seen. The spell remains as long as the caster maintains a minimal concentration upon it. Even after this, the spell persists for a total of one hour plus one additional turn for each experience level of the caster. (Note: Minimal concentration can be maintained during normal conversation but not while spellcasting, in melee, or if harmed by an attack.) If the caster actually uses a small bit of anything connected with the place to create this spell, it takes on a quasi-reality.

In its basic form, forceful contact is necessary to have any hope of discovering the magic, short of a detection device or spell. In its more complex form, where a material component is used, detection is possible only by some magical means, whether device, item, or spell. Either form of mirage arcana is subject to the dispel magic spell.

As with all powerful illusions, the mind of the believer urges appropriate effects upon the viewer's body. Under the influence of the spell, the viewer could possibly walk across a bed of hot coals thinking it was a shallow stream of water that was cooling his feet (and thus suffer no damage), dine upon imaginary food and actually be satisfied, or rest comfortably upon a bed of sharp stones, thinking it a featherbed. Gravity is not affected by the spell, however, so an envisioned bridge spanning a deep chasm does not support the believer. Those who witness the event see it as a sudden disappearance of the individual. They do not connect it with an illusion unless they are otherwise aware of some magic at work.

Mislead (Illusion/Phantasm)

Range: 10 yds.
Component: S
Duration: 1 rd./level
Casting Time: 1
Area of Effect: Special
Saving Throw: None

When a mislead spell is cast by the wizard, he actually creates an illusory double at the same time that he is cloaked by improved invisibility magic (see the 4th-level spell). The wizard is then free to go elsewhere while his double seemingly moves away. The spell enables the illusion of the wizard to speak and gesture as if it were real, and there are full olfactory and touch components as well. A true seeing spell or a gem of seeing will reveal the illusion for what it is. A detect invisibility or true seeing spell or items such as a gem of seeing or robe of eyes can detect the invisible wizard (see the 5th-level wizard spell shadow door).

Monster Summoning IV (Conjuration/Summoning)

Range: Special
Components: V,S,M
Duration: 5 rds. + 1 rd./level
Casting Time: 6
Area of Effect: 60-yd. radius
Saving Throw: None

This spell is much like the 3rd-level spell monster summoning I, except that this spell summons 1d3 4th-level monsters. These appear within the spell's area of effect and attack the caster's opponents, until he commands them to cease, the spell duration expires, or the monsters are slain. These creatures do not check morale; they vanish when slain. If no opponent exists to fight, summoned monsters can, if the wizard can communicate with them, and if they are physically capable, perform other services for the summoning wizard.

The material components of this spell are a tiny bag and a small (not necessarily lit) candle.

Mordenkainen's Lucubration (Alteration)

Range: 0
Components: V,S
Duration: Instantaneous
Casting Time: 1
Area of Effect: The caster
Saving Throw: None

By use of this spell, the wizard is able to instantly recall any 1st- through 5th-level spell he has used during the past 24 hours. The spell must have been memorized and actually used during that time period. Mordenkainen's lucubration allows the recovery of only one spell. If the recalled spell requires material components, these must be provided by the caster; the recovered spell is not usable until the material components are available.

Move Earth (Alteration)

Range: 10 yds./level
Components: V,S,M
Duration: Permanent
Casting Time: Special
Area of Effect: Special
Saving Throw: None

When cast, the move earth spell moves dirt (clay, loam, sand) and its other components. Thus, embankments can be collapsed, hillocks moved, dunes shifted, etc. However, in no event can rock prominences be collapsed or moved. The area to be affected dictates the casting time; for every 40 yard x 40 yard surface area and 10 feet of depth, one turn of casting time is required. The maximum area that can be affected is 240 yards x 240 yards, which takes four hours.

If terrain features are to be moved--as compared to simply caving in banks or walls of earth--it is necessary that an earth elemental be subsequently summoned to assist. All spell casting or summoning must be completed before any effects occur. As any summoned earth elemental will perform most of its work underground, it is unlikely that it will be intercepted or interrupted. Should this occur, however, the movement of the earth requiring its services must be stopped until the elemental is once again available. Should the elemental be slain or dismissed, the move earth spell is limited to collapsing banks or walls of earth.

The spell cannot be used for tunneling and is generally too slow to trap or bury creatures; its primary use is for digging or filling moats or for adjusting terrain contours before a battle.

The material components for this spell are a mixture of soils (clay, loam, sand) in a small bag and an iron blade.

Note: This spell does not violently break the surface of the ground. Instead, it creates wavelike crests and troughs, with the earth reacting with glacierlike fluidity until the desired result is achieved. Trees, structures, rock formations, etc. are relatively unaffected, save for changes in elevation and relative topography.

Otiluke's Freezing Sphere (Alteration, Evocation)

Range: Special
Components: V,S,M
Duration: Special
Casting Time: 6
Area of Effect: Special
Saving Throw: Special

Otiluke's Freezing Sphere is a multipurpose spell of considerable power. If the caster opts, he may create any of the following:

A) Frigid globe. A small globe of matter at absolute zero temperature that

spreads upon contact with water, or a liquid that is principally water, freezing it to a depth of 6 inches over an area equal to 100 square feet per level of the spellcaster. This ice lasts for one round per level of the caster.

The material component is a thin sheet of crystal about an inch square.

B) Cold ray. The spell can be used as a thin ray of cold that springs from the caster's hand to a distance of 10 yards per level of the wizard; this ray inflicts 1d4+2 points of damage per level of the caster upon the first creature struck. A saving throw vs. spell is applicable; all damage is negated if it is successful (as the ray is so narrow a save indicates it missed). If the first creature is missed, the path of the ray is plotted to its full distance, and anything else in its path must save (if applicable) or suffer appropriate damage.

The material component is a white sapphire of not less than 1,000 gp value.

C) Globe of cold. This creates a small globe about the size of a sling stone, cool to the touch, but not harmful. This globe can be hurled, either by hand to a distance of 40 yards (considered short range), or as a sling bullet. The globe shatters upon impact, inflicting 6d6 points of cold damage upon all creatures within a 10-foot radius (one-half damage if a saving throw vs. spell is successful). Use the Grenadelike Missile Table in the Dungeon Master Guide to find where misses strike. Note that if the globe is not thrown or slung within one round per level of the spellcaster, it shatters and causes cold damage as stated above. This timed effect can be employed against pursuers, although it can prove hazardous to the spellcaster and his associates as well.

The material component is a 1,000-gp diamond.

Part Water (Alteration)

Range: 10 yds./level
Components: V,S,M
Duration: 5 rds./level
Casting Time: 1 turn
Area of Effect: 20 ft. x
Saving Throw: None
3 ft./level x 30 ft./level

By employing a part water spell, the wizard is able to cause water or similar liquid to move apart, thus forming a 20-foot-wide trough. The depth and length of the trough are dependent upon the level of the wizard, and a trough 3 feet deep by 10 yards long is created per level. For example, at 12th level the wizard would part water 36 feet deep by 20 feet wide by 120 yards long. The trough remains as long as the spell lasts or until the wizard who cast it opts to end its effects. If cast under water, this spell creates an air cylinder of appropriate length and diameter. If cast directly on a water elemental or other water-based creature, the creature receives 4d8 damage and must roll a successful saving throw vs. spell or flee in panic for 3d4 rounds.

The material components for the spell are two small sheets of crystal or glass.

Permanent Illusion (Illusion/Phantasm)

Range: 10 yds./level
Components: V,S,M
Duration: Permanent
Casting Time: 6
Area of Effect: 20-ft. cube +
Saving Throw: Special
10-ft. cube/level

When this spell is cast, the wizard creates an illusion with visual, auditory, olfactory, and thermal elements. The spell can create the illusion of any ob-

ject, creature, or force, as long as it is within the boundaries of the spell's area of effect. It affects all creatures that view the illusion, even to the extent of them suffering damage from falling into an illusory pit full of sharp spikes.

Creatures that attempt to disbelieve the illusion gain a saving throw vs. spell and, if successful, they see it for what it is and add +4 bonuses to associates' saving throws, if this knowledge can be communicated effectively. Creatures not sensing the spell effect are immune until they become aware of it. The permanent illusion is subject to a dispel magic spell, of course.

The material component of the spell is a bit of fleece.

Prismatic Eye (Alteration, Evocation)

Range: 10'/lvl.
Components: V,S,M
Duration: 1 rd./lvl.
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

This magic creates a visible orb resembling a human eye (or wizard eye) that floats above one shoulder of the caster. The caster can turn the eye and cause it to move (at a maximum rate of 16) up to the limits of the spell range, and he can see through it as well as employing his own normal vision. The eye has 20' infravision, and normal vision up to 60' in good light. In the round in which it appears (the round after casting) and once every four rounds thereafter, a prismatic eye can emit a beam of clashing colors equal in effect to a color spray. The beam is straight, not fan-shaped, and an attack roll using the caster's base THACO is required to strike a target.

The beam can affect only one creature. If it misses or the caster does not cause the eye to emit a ray, the power is lost for another four rounds. Instead of a color spray a prismatic eye can be willed by the caster to emit light as per the wizard spell, centered on itself. The intensity is controlled by the caster but cannot be so bright as to blind; it lasts for only two rounds. The color spray beam of a prismatic eye will strike unconscious (for 2d4 rounds) creatures of up to six hit dice or levels. It blinds creatures with 7-8 levels or hit dice for 1d4 rounds, and stuns more powerful targets (as per power word, stun) for one round. All creatures with at least six levels or hit dice are entitled to a saving throw vs. spells; if successful, the result is always a +1 on the victim initiative due to stunning (enough to ruin spell-casting, or delay or spoil a missile attack).

If attacked, the eye is AC a and has a hp. The material components of this spell are an eyeball (dried or preserved) from any sort of creature, and a polished, rainbow-hued slice of abalone, oyster, or tortoise shell.

Programmed Illusion (Illusion/Phantasm)

Range: 10 yds./level
Components: V,S,M
Duration: Special
Casting Time: 6
Area of Effect: 20-ft. cube +
Saving Throw: Special
10-ft. cube/level

This spell creates a spectral force spell that activates upon command or when a specific condition occurs. The illusion has visual, auditory, olfactory, and thermal elements. It can be of any object, creature, or force, as long as it remains within the boundaries of the spell's area of effect.

The occurrence that begins the illusion can be as general or as specific and detailed as desired, such as the following: "Begin only when a venerable female human carrying a sack of groat clusters sits cross-legged within one foot of this spot." Such visual triggers can react to a character using the disguise ability. Command range is 5 yards per level of the wizard, so a 12th-level wizard can command the programmed illusion to occur at a maximum

encounter range of 60 yards. A programmed illusion cannot distinguish invisible creatures, nor alignment, level, Hit Dice, or class, except by external garb. If desired, the effect can be keyed to a specific noise or spoken word. The spell lasts until the illusion occurs; thus, the spell duration is variable. The illusion will last for a maximum of one round per level of the spellcaster.

Creatures that attempt to disbelieve the illusion gain a saving throw vs. spell and, if successful, see it for what it is and add +4 bonuses to associates' saving throws, if this knowledge can be communicated effectively. Creatures not sensing the spell effect are immune until they become aware of it. The illusion is subject to a dispel magic spell.

The material component of the spell is a bit of fleece.

Project Image (Alteration, Illusion/Phantasm)

Range: 10 yds./level
Components: V,S,M
Duration: 1 rd./level
Casting Time: 6
Area of Effect: Special
Saving Throw: None

By means of this spell, the wizard creates a nonmaterial duplicate of himself, projecting it to any spot within spell range. This image performs actions decided by the wizard—walking, speaking, spellcasting—conforming to the actual actions of the wizard unless he concentrates on making it act differently (in which case the wizard is limited to half movement and no attacks).

The image can be dispelled only by means of a successful dispel magic spell (or upon command from the spellcaster); attacks pass harmlessly through it. The image must be within view of the wizard projecting it at all times, and if his sight is obstructed, the spell is broken. Note that if the wizard is invisible at the time the spell is cast, the image is also invisible until the caster's invisibility ends, though the wizard must still be able to see the image (by means of a detect invisibility spell or other method) to maintain the spell. If the wizard uses dimension door, teleport, plane shift, or a similar spell that breaks his line of vision, the project image spell ends.

The material component of this spell is a small replica (doll) of the wizard.

Reincarnation (Necromancy)

Range: Touch
Components: V,S,M
Duration: Permanent
Casting Time: 1 turn
Area of Effect: Person touched
Saving Throw: None

With this spell, the wizard can bring back to life a person who died no more than one day per level of experience of the wizard before the casting of the spell. The essence of the dead person is transferred to another body, possibly one very different from his former body. Reincarnation does not require any saving throw, system shock, or resurrection survival roll. The corpse is touched, and a new incarnation of the person will appear in the area in 1d6 turns. The person reincarnated recalls the majority of his former life and form, but the character class, if any, of the new incarnation might be different indeed. The new incarnation is determined on the following table. If a player character race is indicated, the character must be created.

D100 Roll Incarnation

01-05	Bugbear
06-11	Dwarf
12-18	Elf
19-23	Gnoll
24-28	Gnome
29-33	Goblin
34-40	Half-elf
41-47	Halfing
48-54	Half-orc
55-59	Hobgoblin
60-73	Human
74-79	Kobold
80-85	Orc
86-90	Ogre
91-95	Ogre mage
96-00	Troll

Note: Very good or very evil persons will not be reincarnated as creatures whose general alignment is the opposite.

The material components of the spell are a small drum and a drop of blood.

Repulsion (Abjuration)

Range: 0
Components: V,S,M
Duration: 1 round/2 levels
Casting Time: 6
Area of Effect: 10 ft./level x 10 ft.
Saving Throw: None

When this spell is cast, the wizard is able to cause all creatures in the path of the area of effect to move directly away from his person. Repulsion occurs at the speed of the creature attempting to move toward the spellcaster. The repelled creature continues to move away for a complete round even if this takes it beyond spell range. The caster can designate a new direction each round, but use of this power counts as the caster's principal action in the round. The caster can, of course, choose to do something else instead of using the repulsion attack.

The material component for this spell is a pair of small magnetized iron bars attached to two small canine statuettes, one ivory and one ebony.

Shades (Illusion/Phantasm)

Range: 30 yds.
Components: V,S
Duration: 1 rd./level
Casting Time: 6
Area of Effect: 20-ft. cube
Saving Throw: Special

This spell is related to the shadow monsters and demishadow monsters spells. The shades spell uses material from the Demiplane of Shadow to form semireal illusions of one or more monsters, up to 1 Hit Die per caster level. All shades created by one spell must be of the same sort, and they have 60% of the hit point total the real creatures would have. Those who view the shades and fail their saving throws vs. spell believe the illusion.

The shades perform as the real monsters with respect to Armor Class and attack forms. Special attack forms such as petrification or level drain do not actually occur, but a subject who believes the shades are real will react appropriately, until the illusion is countered by a dispel magic spell or the condition is countered by a heal spell. Those who roll successful saving throws see

the shades as transparent images superimposed on vague shadowy forms. These are Armor Class 6 and cause only 60% of the true monsters' normal melee damage.

Stone to Flesh (Alteration) Reversible

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

The stone to flesh spell turns any sort of stone into flesh. If the recipient stone object was formerly living, this spell restores life (and goods), although the survival of the creature is subject to the usual system shock survival roll. Any formerly living creature, regardless of size, can be thus returned to flesh. Ordinary stone can be turned to flesh in a volume of 9 cubic feet per level of experience of the spellcaster. Such flesh is inert, lacking a vital life force, unless a life force or magical energy is available (for example, this spell would turn a stone golem into a flesh golem, but an ordinary statue would become a body). If cast upon stone, the wizard can create a cylinder of fleshy material from 1 to 3 feet in diameter and up to 10 feet long, allowing a passage to be made.

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

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

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

Superior Magnetism (Alteration)

Range: 30 yds. + 5 yds./level
Components: V,S,M
Duration: 1 rd./5 levels
Casting Time: 6
Area of Effect: Special
Saving Throw: None
Subtlety: +4
Knockdown: None
Sensory: None
Critical: None

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

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

The movement rate represents how fast objects are drawn to or repelled from the center of magnetism. If the creature or object in question is heavier than the magnetized item, the magnetized item does the moving instead. The effective Strength is the "pull" of the magnetism at that range; the size equivalent refers to creature sizes, not weapon sizes. (All human-sized weapons are considered small or tiny for this chart.) A character or creature carrying loose metal items or objects such as weapons, shields, helmets, buttons, and so on must win an opposed Strength check (see PLAYER'S OPTION: Combat & Tactics for information on opposed ability checks) in order to keep his possessions from being wrenched out of his grasp by the magnetism. Securing a weapon in its sheath, holding an item with both hands, and other precautions may give the character a +2 to +4 to his base ability score, at the DM's discretion.

Characters wearing metal armor must attempt an opposed Strength check to ignore the effects of the magnetism. If the character fails his Strength check outright, he loses his footing and flies towards or away from the object at the full rate indicated. He suffers full falling damage based on the speed with which he hits the item 1d6 for every 10 feet of the Movement rate, or half that damage if he is repelled and simply thrown back onto the ground. If the character passes his Strength check but is beaten by the magnetism roll, he is moved one foot for each point he lost by. Again, some precautions or assistance may help iron-wearing characters in their Strength checks. For monsters, compare the creature's size to the effective size of magnetism.

An armored character who is stuck to a surface or object loses any Dexterity adjustments to AC and cannot make any physical attacks. He can try to wriggle out of his armor and free himself, employ a magical item, or use psionic powers if he has any at his disposal.

Lodestone the fighter is charging a wizard when the dastardly felon magnetizes a sizeable boulder about 30feetfrom Lodestone's present position. Lodestone carries a long sword, a shield, and wears plate mail; he has a Strength of 17. First, he checks to see if he holds onto his sword and shield, making two opposed Strength rolls. He loses the shield, but keeps hold of his sword. Now the DM checks to see if Lodestone resists the drag on his armor. At 30 feet, the magnetism has a Strength of 18. Lodestone rolls a 6, but the magnetism roll is a 12. Even though both Lodestone and the magnetism made their Strength rolls, the magnetism roll is higher than Lodestone's roll and does not go over its target Strength score. As a result, Lodestone is dragged 6feet closer to it. Next round, Lodestone tries again and blows his roll altogether, moving a full 10feet closer. Now only 14feetfrom the boulder, the magnetism's Strength is effectively a 20, which means Lodestone is in big trouble. If he blows his roll again the next round, he'll go flying into the boulder at a rate of 20feetround, which will inflict 2d6 points of damage.

If a creature wins its Strength check, it can ignore the spell's effects and move out of the zone of influence normally.

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

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

Tenser's Transformation (Alteration, Evocation)

Range: 0
 Components: V,S,M
 Duration: 1 rd./level
 Casting Time: 6
 Area of Effect: The caster
 Saving Throw: None

Tenser's transformation is a sight guaranteed to astound any creature not aware of its power, for when the wizard casts the spell, he undergoes a startling transformation. The size and strength of the wizard increase to heroic proportions, so he becomes a formidable fighting machine; the spell causes the caster to become a berserk fighter! The wizard's hit points double, and all damage he sustains comes first from the magical points gained; once these points are eliminated, all subsequent damage (to his true hit points) is doubled. The Armor Class of the wizard is 4 better than that possessed prior to casting the spell (AC 10 goes to 6, AC 9 to 5, AC 8 to 4, etc.), to a maximum Armor Class of -10.

All attacks are as a fighter of the same level as the wizard (i.e., the wizard uses the combat values normally reserved for fighters). The wizard can use either a dagger or a staff when attacking. A dagger can be used twice per round, and each successful attack inflicts an additional 2 points of damage. A staff can be used only once per round, but with a +2 bonus to attack and damage rolls. The wizard fights in melee in preference to all other forms of attack, and continues attacking until all opponents are slain, he is killed, the magic is dispelled, or the spell duration expires.

The material component for casting this spell is a potion of heroism (or superheroism) that the wizard must consume during the course of uttering the spell.

Tentacles (Conjuration, Alteration)

Range: 0
 Components: V,M
 Duration: 1 turn/level
 Casting Time: 1 round
 Area of Effect: The caster
 Saving Throw: None

By means of this spell, the caster causes two 10-foot-long greenish tentacles to grow from his body. One tentacle grows on each side of the caster's body, centered between his armpit and his thigh. The caster can use the tentacles as normal appendages to grasp tools, use weapons, or help with climbing.

Each tentacle can make an attack, effectively giving the caster two extra attacks per round; a tentacle can strike to inflict 1-6 hit points of damage, or it can wield a sword, dagger, or other weapon (at the same ability of the caster). The flexible tentacles can easily reach victims on any side of the caster's body.

If an unarmed tentacle makes a successful strike against a victim who is man-sized or smaller (less than 7 feet tall), it also grabs and holds the victim to inflict an automatic 2-8 (2d4) hit points of damage in every subsequent round. To free himself, the victim must sever the tentacle; there is no way to loosen the grip other than severing the member, killing the caster, or negating the spell with dispel magic. A tentacle is severed if it takes 10 hit points of damage; damage directed at the tentacle has no adverse effects on the caster.

A caster with two intact tentacles adds a 40 percent bonus modifier to his climbing success rate (see page 122 of the Player's Handbook,) and adds a 20 percent modifier if he has only one intact tentacle.

The material component for this spell is a dried tentacle from a small octopus.

Transmute Bone to Steel (Alteration, Necromancy) Reversible

Range: 30 yards
 Components: V,S,M
 Duration: Permanent
 Casting Time: 1 round
 Area of Effect: 1 creature or object
 Saving Throw: Special

A wizard casting this spell makes any object made of bone, including a skeleton, as strong as steel. The spell may be cast only upon dead, inanimate bones; after they have been transmuted, the bones may now be animated by the usual means. Despite their increased strength, the bones do not change in appearance, and they retain their original weight. Bone objects make all future saving throws as if they were hard metal (DMG, page 39). Transmuted skeletons now have AC 3 and take half the usual damage from physical attacks. However, these skeletons still take normal damage from holy water and magical attacks and are also subject to spells affecting metal (transmute metal to wood or heat metal) and the attacks of creatures that especially affect metal, such as rust monsters.

The reverse of this spell, transmute steel to bone, weakens any metal by making it as brittle as dry bone (altering all saving throws appropriately). Each non-living recipient of this spell must make an item saving throw vs. disintegration. If failed, the former metal item makes all future saves as if it were fashioned from bone. Metal armor loses its effectiveness.

becoming AC 7. Whenever a successful hit is made by or upon the item, the transmuted object must make a save vs. crushing blow to remain intact and functional. Magic items weakened by this spell remain magical, with any bonuses applied to their saving throws. Weapons affected by this spell inflict -2 hp per die of damage (and must save to avoid breakage whenever they hit a target). Physical attacks versus transmuted metal creatures inflict +2 hp per die of damage. The material components (for both versions of the spell) are steel filings and powdered bone.

Transmute Water to Dust (Alteration) Reversible

Range: 60 yds.
 Components: V,S,M
 Duration: Permanent
 Casting Time: 5
 Area of Effect: 10-ft. cube/level
 Saving Throw: None (special)

When this spell is cast, the subject area instantly undergoes a change from liquid to powdery dust. Note that if the water is already muddy, the area of effect is doubled, while if wet mud is being transmuted, the area of effect is quadrupled. If water remains in contact with the transmuted dust, the former quickly soaks the latter, turning the dust into silty mud (if a sufficient quantity of water exists to do so), otherwise soaking or dampening the dust accordingly.

Only liquid actually in the area of effect at the moment of spellcasting is affected. Liquids that are only partially water are affected only insofar as the actual water content is concerned; however, potions containing water are rendered useless. Living creatures are unaffected, except for those native to the Elemental Plane of Water. Such creatures receive saving throws vs. spell. Failure inflicts 1d6 points of damage per caster level upon the subject, while success means the creature receives half damage. Only one such creature can be affected by any single casting of this spell, regardless of the creature's size or the size of the spell's area of effect.

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

For either usage of the spell, other components required are diamond dust of at least 500 gp value and a bit of seashell.

Trollish fortitude (Necromancy)

Range: 0
 Duration: 1 rd./level
 Area of Effect: The caster
 Subtlety: +4
 Sensory: None
 Components: V,S,M
 Casting Time: 6
 Saving Throw: None
 Knockdown: None
 Critical: None

This powerful spell imbues the caster with the Physical fortitude and resilience of a troll. While the spell is in effect, the caster regenerates 3 hit points per round until he reaches his normal maximum. He also gains a troll's ability to ignore dismemberment, decapitation, and other horrible injuries that would normally incapacitate or kill him outright (although losing a limb may prevent the caster from taking certain actions, such as running, climbing, and other activities). Bleeding, wounding, being reduced to negative hit points, and other effects that cause the victim to lose hit points from round to round are ignored—the caster instead regains 3 hit points per round, up to his normal maximum. If the caster is reduced to less than 0 hit points, he is incapacitated and must make a system shock roll or lose all of his highest level spells. The incapacitation lasts only until his regeneration restores him to 1 hit point or more; he can move, fight, and cast spells again as soon as his hit point total is positive.

Trollish fortitude does not provide the caster with any defenses against lethal poison, disease, and other effects that don't cause a loss of hit points. Hit points lost through level draining, vampiric touch, or vampiric regeneration cannot be regenerated since this represents damage to the victim's life force, and not physical injury. In addition, fire damage and acid damage cannot be regenerated. While the spell is in effect, the caster can rejoin severed limbs simply by holding them in place, but if the spell ends while a limb (which were already moving toward him) is still separate from his body, he immediately suffers the full effects of the injury.

The material component for this spell is a shred of dried flesh from a troll's heart that must be pulverized into dust. The dust is then sprinkled on the caster.

True Seeing (Divination)

Range: Touch
 Components: V,S,M
 Duration: 1 rd./level
 Casting Time: 1 rd.
 Area of Effect: Line of sight,
 Saving Throw: None
 max. 60 ft.

When the wizard employs this spell, he confers upon the recipient the ability to see all things as they actually are. The spell penetrates normal and magical darkness. Secret doors become plain. The exact location of displaced things is obvious. Invisible things become visible. Illusions and apparitions are seen through. Polymorphed, changed, or enchanted objects are apparent. (The real form appears translucently superimposed on the apparent form: A gold dragon polymorphed to human form would appear human with a ghostly dragon looming over the human form.) Unlike the clerical version of this spell, the recipient cannot determine alignment. The recipient can focus his vision to see into the Ethereal Plane or the bordering areas of

adjacent planes. The range of vision conferred is 60 feet. True seeing does not penetrate solid objects; it in no way confers X-ray vision or its equivalent. Furthermore, the spell effects cannot be enhanced with magic.

The spell requires an ointment for the eyes that is made from a very rare mushroom powder, saffron, and fat. It costs no less than 300 gp per use and must be aged for 1d6 months.

Veil (Illusion/Phantasm)

Range: 10 yds./level
Components: V,S
Duration: 1 turn/level
Casting Time: 6
Area of Effect: 20-ft. cube/level
Saving Throw: None

The veil spell enables the wizard to instantly change the appearance of his surroundings and party or create hallucinatory terrain so as to fool even the most clever creatures (unless they have the true seeing spell, a gem of seeing, or a similar magical aid). The veil can make a sumptuous room seem like a filthy den; even tactile impressions conform to the visual illusion. Likewise, a party might be made to resemble a mixed band of brownies, pixies, and faeries led by a treant. If hallucinatory terrain is created, touch does not cause it to vanish.

Wildshield* (Alteration)

Range: 0
Components: V,S,M
Duration: Special
Casting Time: 1 round
Area of Effect: The caster
Saving Throw: None

This spell cloaks the caster in a whirling band of scintillating colors, completely concealing him. The caster is able to see normally within and outside the shield.

The wildshield protects the caster from the effects of spells and magical items. The shield can completely absorb 2d6 spell levels (i.e., if the roll of 2d6 results in 10, the shield could absorb ten 1st-level spells, two 5th-level spells, or any similar combination), thereby negating their effects on the caster. Both area effect spells and those individually targeted at the wild mage can be absorbed. In the case of area spells, the wildshield protects only the mage. All others in the area of effect suffer normal effects from the spell.

Wildshield also protects against wild surges, whether caused by the caster's magic or by an outside source. Each wild surge is considered equal to 1d6 spell levels.

The spell remains in effect until it is either canceled by the caster or it reaches its spell level capacity. If the capacity is met exactly, the wildshield simply ceases to function. However, if the wildshield is struck by more spell levels than it can absorb, it explodes in a wild surge. The spell that triggered the surge is completely negated, its energy instead transformed into a wild surge (see Table 2). Since the shield no longer functions, the formerly protected wizard is subject to full effects of this wild surge.

The material component is a small sponge.

Wildstrike* (Conjuration/Summoning)

Range: 30 yards
Components: V,S,M
Duration: 2d4 rounds
Casting Time: 6
Area of Effect: One creature
Saving Throw: Neg.

This spell is used primarily against hostile spellcasters. It distorts all attempts at spellcasting, converting spell energy into wild surges.

The victim of a wildstrike is allowed a saving throw; if successful, the spell has no effect. If the saving throw is failed, the target is enclosed within a field of wild magic. If the victim casts spells or uses a charge from a magical item, a wild surge is automatically created (refer to Table 2). When determining the effects of this surge, the true level of the wild mage who cast the wildstrike is subtracted from the die roll, making the effects of the wild surge more likely to affect the victim.

The material component is a small glass tube that is shattered in the casting.

Seventh-Level Spells

Acid Storm (Evocation)

Range: 10 yards/level
Components: V,S,M
Duration: 1 round/level
Casting Time: 7
Area of Effect: 40-foot-diameter circle
Saving Throw: 1/2

This deadly spell unleashes a downpour of magical, gelatinous acid droplets. All creatures within the area of effect are coated by globs of gooey acid. The acid can be washed off only with wine, vinegar, or by a successful dispel magic or similar spell. The acid remains present for 1 round per level of the caster, then vanishes.

Creatures coated by the acid suffer 1d4 hit points of damage each round during rounds 1-3, 1d6 points in each of rounds 4-6, and 1d8 points on each round thereafter. Characters who successfully save vs. spells during the first round suffer only half damage from the acid for the remaining rounds. When the spell expires, no further damage is inflicted.

Acid damage can be healed through any means except regeneration. The material component is a drop of acid.

Banishment (Abjuration)

Range: 20 yds.
Components: V,S,M
Duration: Instantaneous
Casting Time: 7
Area of Effect: 60-ft. radius
Saving Throw: Special

A banishment spell enables the caster to force some extraplanar creature out of the caster's home plane. The effect is instantaneous, and the subject cannot come back without some special summoning or means of egress from its own plane to the one from which it was banished. Up to 2 Hit Dice or levels of creature per caster level can be banished.

The caster must both name the type of creature(s) to be sent away and give its name and title as well, if any. In any event, the creature's magic resistance must be overcome for the spell to be effective.

The material components of the spell are substances harmful, hateful, or opposed to the nature of the subject(s) of the spell. For every such substance included in the casting, the subject creature(s) loses 5% from its magic resistance and suffers a -2 penalty to its saving throw vs. spell. For example, if iron, holy water, sunstone, and a sprig of rosemary were used in casting a banishment upon a being that hates those things, its saving throw versus the spell would be made with a -8 penalty (four substances times the factor of -2). Special items, such as hair from the tail of a ki-rin or owl feathers, could also be added to change the factor to -3 or -4 per item. In contrast, a titan's hair or mistletoe blessed by a druid might lower the factor to -1 with respect to the same creature. If the subject creature successfully rolls its saving throw vs. spell, the caster is stung by a backlash of energy, suffers 2d6 points of damage, and is stunned for one round.

Bigby's Grasping Hand (Evocation)

Range: 10 yds./level
Components: V,S,M
Duration: 1 rd./level
Casting Time: 7
Area of Effect: Special
Saving Throw: None

Bigby's grasping hand is a superior version of the 6th-level spell Bigby's forceful hand. It creates a man-sized (5 feet) to gargantuan-sized (21 feet) hand that appears and grasps a creature designated by the caster, regardless of what the spellcaster does or how the opponent tries to escape it. The grasping hand can hold motionless a creature or object of up to 1,000 pounds weight, slow movement to 10 feet per round if the creature weighs between 1,000 and 4,000 pounds, or slow movement by 50% if the creature weighs up to 16,000 pounds. The hand itself inflicts no damage. The grasping hand has an Armor Class of 0, has as many hit points as its caster in full health, and vanishes when destroyed. The caster can order it to release a trapped opponent or can dismiss it on command.

The material component is a leather glove.

Bloodstone's Frightful Joining (Necromancy)

Range: Touch
Components: V,S
Duration: 1 turn/level
Casting Time: 7
Area of Effect: One undead creature
Saving Throw: Special

When this powerful spell is employed, the wizard transfers his spirit to the body of an undead creature, totally dominating it. If the undead creature has intelligence, it is allowed a saving throw vs. spell to resist the joining. If the save is successful, the caster's spirit is forced back into his own body. The wizard must make a system shock roll: if the roll fails, the wizard suffers 5d6 points of damage. If the roll succeeds, the wizard suffers half this damage.

If the creature's save fails, the necromancer joins his life essence with that of the undead. While in the creature's body, the caster can use all of its special attacks and innate abilities, excluding spells memorized by the creature.

The wizard's body remains comatose, is subject to all regular attacks, and suffers damage normally. The wizard's spirit can travel an unlimited distance from his physical body as long as they remain on the same plane of existence.

If intelligent, the possessed undead continually tries to purge the caster with mental threats that can be heard only by the wizard. The thoughts of the undead are ghastly. During the first minute of each hour of possession, the caster must succeed an Intelligence check in order to retain his sanity. The roll is modified by the difference between the creature's Intelligence and that of the spellcaster. If the undead has a higher score, the difference is added to the die roll. If the necromancer has a higher Intelligence, the difference is subtracted from the roll.

If the roll is successful, nothing happens and the caster may continue to possess the undead. If the Intelligence roll fails, the wizard's intellect degenerates, making him a raving, homicidal maniac. His spirit is immediately forced to return to his body, and he must attempt a system shock roll with damage occurring as outlined above. The caster remains dangerously insane until a heal or wish spell is used to restore his intellect.

This spell can be very useful when combined with the mask of death spell.

When the spell's duration expires, the necromancer's spirit immediately returns to his body.

Charm Plants (Enchantment/Charm)

Range: 30 yds.
Components: V,S,M
Duration: Permanent
Casting Time: 1 turn
Area of Effect: 10 x 30 ft.
Saving Throw: Neg.

The charm plants spell enables the spellcaster to bring under command vegetable life forms and communicate with them. These plants obey instructions to the best of their ability. The spell will charm plants in a 30-foot x 10-foot area. While the spell does not endow the vegetation with new abilities, it does enable the wizard to command the plants to use whatever they have in order to fulfill his instructions. If the plants in the area of effect do have special or unusual abilities, these are used as commanded by the wizard.

For example, this spell can generally duplicate the effects of the 1st-level priest spell entangle, if the caster desires. The saving throw applies only to intelligent plants, and it is made with a -4 penalty to the die roll.

The material components of the spell are a pinch of humus, a drop of water, and a twig or leaf.

Control Undead (Necromancy)

Range: 60 ft.
Components: V,S,M
Duration: 3d4 rds. + 1 rd./level
Casting Time: 1 rd.
Area of Effect: 1d6 undead
Saving Throw: Special

This spell enables the wizard to command 1d6 undead creatures for a short period of time. Upon casting the spell, the wizard selects one point within range of the spell. Those undead nearest to this point are affected, until either undead equal in Hit Dice to the caster's level or six undead are affected. Undead with 3 Hit Dice or less are automatically controlled. Those of greater Hit Dice are allowed a saving throw vs. spell, which, if successful, negates the attempt to control that creature. Regardless of the success or failure of the saving throw, each creature required to make a check counts toward the Hit Dice limit of the spell.

Those creatures under the control of the wizard can be commanded by the caster if they are within hearing range. There is no telepathic communication or language requirement between the caster and the controlled undead. Even if communication is impossible, the controlled undead do not attack the spellcaster. At the end of the spell, the controlled undead revert to their normal behaviors. Those not mindless will remember the control exerted by the wizard.

The material component for this spell is a small piece each of bone and raw meat.

Delayed Blast Fireball (Evocation)

Range: 100 yds. + 10 yds./level
Components: V,S,M
Duration: Special
Casting Time: 7
Area of Effect: 20-ft. radius
Saving Throw: 1/2

This spell creates a fireball, with a +1 bonus to each of its dice of damage, which releases its blast anytime from instantly to five rounds later, according to the command given by the wizard. In other respects, the spell is the same as the 3rd-level spell fireball.

Descent into Madness (Enchantment/Charm, Mentalism)

Range: 10 yd. s./level
Duration: Permanent
Area of Effect: 1 creature
Subtlety: +5
Sensory: Moderate visual
Components: V,S,M

Casting Time: 7
Saving Throw: Negates
Knockdown: None
Critical: None

More insidious and powerful than the feeblemind spell, descent into madness afflicts one creature with a random form of insanity. The spell can affect any creature with an Intelligence of low (5) or higher; however, a character or creature protected by a mind blank is immune to this spell. Creatures are entitled to a normal saving throw vs. spell to withstand the spell. The form of insanity caused by the spell is determined by a roll on the chart:

d%	Insanity Type
01-15	Delirium
16-22	Disorientation
23-34	Phobia
35-40	Paranoia
41-44	Alienation
45-54	Amnesia
55-64	Hallucinatory insanity
65-69	Melancholia
70-74	Dementia praecox
75-83	Mania
84-89	Hebephrenia
90-95	Catonia
96-00	Homicidal mania

The various types of insanity and their game effects are described under the Alienist in Chapter 6. The caster has no idea what kind of madness the spell inflicts on its victim, although he may be able to form an educated guess after observing the victim for a few rounds. Descent into madness accelerates the process of insanity radically, producing an advanced condition almost immediately; for example, a character rendered paranoid by this spell skips past suspicion and instantly regards his friends and allies as enemies of the worst sort. The victim has a small chance of recovering with the passage of time (as described under each type of insanity) but other than that the only ways to repair the effects of this spell are restoration, wish, or use of the psionic power psychic surgery.

The material component is a special cube of gold wire worth at least 500 gold pieces shaped to represent a tesseract, or four-dimensional figure.

Drawmij's Instant Summons (Conjuration/Summoning)

Range: Infinite + special
Components: V,S,M
Duration: Instantaneous
Casting Time: 1
Area of Effect: 1 small object
Saving Throw: None

When this spell is cast, the wizard teleports some desired item from virtually any location directly to his hand. The single object can be no longer in any dimension than a sword, can have no more weight than a shield (about eight pounds), and must be nonliving.

To prepare this spell, the wizard must hold a gem of not less than 5,000 gp value in his hand and utter all but the final word of the conjuration. At some point in the future, he must crush the gem and utter the final word. The desired item is then transported instantly into the spellcaster's right or left hand, as he desires.

The item must have been previously touched during the initial incanta-

tion and specifically named; only that particular item is summoned by the spell. During the initial incantation, the gem becomes magically inscribed with the name of the item to be summoned. The inscription is invisible and unreadable, except by means of a read magic spell, to all but the wizard who cast the summons.

If the item is in the possession of another creature, the spell does not work, and the caster knows who the possessor is and roughly where he, she, or it is located when the summons is cast. Items can be summoned from other planes of existence, but only if such items are not in the possession (not necessarily the physical grasp) of another creature. For each level of experience above the 14th, the wizard is able to summon a desired item from one plane farther removed from the plane he is in at the time the spell is cast (one plane away at 14th level, two planes away at 15th, etc.). Thus, a wizard of 16th level could cast the spell even if the desired item was on the second layer of one of the Outer Planes, but at 14th level the wizard would be able to summon the item only if it were no farther than one of the Inner Planes, the Ethereal Plane, or the Astral Plane (see the Planescape Campaign Setting boxed set). Note that special wards or barriers, or factors that block the teleport or plane shift spells, may also block the operation of this spell. Objects in Leomund's secret chest cannot be recovered by using this spell.

Note: If the item is wizard marked, it can be summoned from anywhere on the same plane unless special local conditions apply. Furthermore, the details of the location of the item are more specific, and the item is more easily traceable with other types of scrying magic.

Duo-Dimension (Alteration)

Range: 0
Components: V,S,M
Duration: 3 rds. + 1 rd./level
Casting Time: 7
Area of Effect: The caster
Saving Throw: None

A duo-dimension spell causes the caster to have only two dimensions, height and width, with no depth. He is thus invisible when turned sideways. This invisibility can be detected only by means of a true seeing spell or similar methods. In addition, the duo-dimensional wizard can pass through the thinnest of spaces as long as these have the proper height--going through the space between a door and its frame is a simple matter. The wizard can perform all actions normally. He can turn and become invisible, move in this state, and appear again next round and cast a spell, disappearing on the following round.

Note that when turned, the wizard cannot be affected by any form of attack, but when visible, he is subject to double the amount of damage normal for an attack form; for example, a dagger thrust would inflict 2d4 points of damage if it struck a duo-dimensional wizard. Furthermore, the wizard has a portion of his existence in the Astral Plane when the spell is in effect, and he is subject to possible notice by creatures there. If noticed, it is 25% probable that the wizard is pulled entirely into the Astral Plane by any attack from an astral creature. Such an attack (and any subsequent attack received on the Astral Plane) inflicts normal damage.

The material components of this spell are a flat ivory likeness of the spellcaster (which must be of finest workmanship, gold filigreed, and enameled and gem-studded at an average cost of 500 to 1,000 gp) and a strip of parchment. As the spell is uttered, the parchment is given half a twist and joined at the ends. The figurine is then passed through the parchment loop, and both disappear forever.

Finger of Death (Necromancy)

Range: 60 yds.
Components: V,S
Duration: Permanent

Casting Time: 5
Area of Effect: 1 creature
Saving Throw: Neg.

The finger of death spell snuffs out the victim's life force. If successful, the victim can be neither raised nor resurrected. In addition, in human subjects the spell initiates changes to the body such that after three days the caster can, by means of a special ceremony costing not less than 1,000 gp plus 500 gp per body, animate the corpse as a juju zombie under the control of the caster. The changes can be reversed before animation by a limited wish or similar spell cast directly upon the body, and a full wish restores the subject to life.

The caster utters the finger of death spell incantation, points his index finger at the creature to be slain, and unless the victim succeeds in a saving throw vs. spell, death occurs. A creature successfully saving still receives 2d8+1 points of damage. If the subject dies of damage, no internal changes occur and the victim can then be revived normally.

Forcecage (Evocation)

Range: 10 yds./2 levels
Components: V,S, special
Duration: 6 turns + 1/level
Casting Time: 3-4
Area of Effect: 20-ft. cube
Saving Throw: None

This powerful spell enables the caster to bring into being a cube of force, but it is unlike the magical item of that name in one important respect: The forcecage does not have solid walls of force; it has alternating bands of force with 1/2-inch gaps between. Thus, it is truly a cage, rather than an enclosed space with solid walls. Creatures within the area of effect of the spell are caught and contained unless they are able to pass through the openings--and, of course, all spells and breath weapons can pass through the gaps in the bars of force of the forcecage.

A creature with magic resistance has a single attempt to pass through the walls of the cage. If the resistance check is successful, the creature escapes. If it fails, the creature is caged. Note that a successful check does not destroy the cage, nor does it enable other creatures (save familiars) to flee with the escaping creature. The forcecage is also unlike the solid-walled protective device, cube of force, in that it can be gotten rid of only by means of a dispel magic spell or by the expiration of the spell.

By means of special preparation at the time of memorization, a forcecage spell can be altered to a forcecube spell. The cube created is 10 feet on a side, and the spell then resembles that of a cube of force in all respects save that of the differences between a cast spell and the magic of a device, including the methods of defeating its power.

Although the actual casting of either application of the spell requires no material component, the study required to commit it to memory does demand that the wizard powder a diamond of at least 1,000 gp value, using the diamond dust to trace the outlines of the cage or cube he desires to create via spellcasting at some later time. Thus, in memorization, the diamond dust is employed and expended, for upon completion of study, the wizard must then toss the dust into the air and it will disappear.

Hatch the Stone from the Egg (Alteration, Enchantment, Evocation)

Range: Touch
Components: V,S,M
Duration: Special
Casting Time: 1d4+4 hours
Area of Effect: One alchemical mixture
Saving Throw: None

When a wizard wishes to create the magical item known as the philosopher's stone, he must first discover its alchemical formula, which tells him the necessary ingredients and the method of preparing them. This information is not provided by this spell, and this spell is useless without the formula. (The exact ingredients and formula are decided by the Dungeon Master and must be discovered by the wizard by adventuring.)

When the formula has been discovered and the ingredients prepared, the wizard enchants the alchemical mixture with the enchant an item spell. Hatch the stone from the egg is then cast upon the mixture. This spell slowly transmutes the mixture into its final form as the philosopher's stone. The process is completed with a permanency spell.

The material component for this spell is a magical item known as the philosopher's egg, which is an enchanted retort used to hold the alchemical mixture. The egg is not destroyed upon completion of the spell and may be used again. (Further details about the philosopher's egg are found in Chapter 4 of this book.)

Hornung's Surge Selector* (Alteration)

Range: 0
Components: V,S,M
Duration: Special
Casting Time: 1 round
Area of Effect: The caster
Saving Throw: None

The great Hornung, having been blasted more than once by his own wild surges, devised a method of improving the results of wild magic and, not incidentally, his own chances of survival. The result was Hornung's surge selector.

By casting this spell, the wild mage gains greater control over wild surges. When the caster's spell creates a wild surge, two separate results are determined from Table 2. The caster can then choose which of the two results will take effect. This spell can be used in conjunction with Nahal's reckless dwomeer.

The spell's duration is a fixed number of surges or 12 hours, whichever comes first. The wild mage is able to shape one wild surge per five levels of his experience; thus, a 15th-level caster could shape three wild surges within a 12-hour period. At the end of 12 hours, the spell expires, regardless of the number of surges remaining.

The material component is a brass spinner.

Intensify Summoning (Conjuration/Summoning, Necromancy)

Range: Special
Components: V,S,M
Duration: 1 turn
Casting Time: 6
Area of Effect: Special
Saving Throw: None

This spell enhances the strength of creatures summoned by the caster via 1st through 6th level conjuration/summoning spells. Only spells which bring summoned creatures to the wizard are affected.

The first two conjuration/summoning spells cast by the wizard within one turn following the intensify summoning spell are affected. Summoned creatures gain 2 hit points per hit die. The affected creatures retain their bonus hit points until the normal expiration of the spell that summoned them.

The material components are a small leather pouch and a miniature silver candelabra.

Limited Wish (Conjuration/Summoning, Invocation/Evocation)

Range: Unlimited
Components: V
Duration: Special
Casting Time: Special
Area of Effect: Special
Saving Throw: Special

The limited wish is a very potent but difficult spell. It will fulfill literally, but only partially or for a limited duration, the utterance of the spellcaster. Thus, the actuality of the past, present, or future might be altered (but possibly only for the wizard unless the wording of the spell is most carefully stated) in some limited manner. The use of a limited wish will not substantially change major realities, nor will it bring wealth or experience merely by asking. The spell can, for example, restore some hit points (or all hit points for a limited duration) lost by the wizard. It can reduce opponent hit probabilities or damage, increase duration of some magical effect, cause a creature to be favorably disposed to the spellcaster, mimic a spell of 7th level or less, and so on (see the 9th-level wish spell). Greedy desires usually end in disaster for the wisher. Casting time is based on the time spent preparing the wording for the spell (clever players decide what they want to say before using the spell). Normally, the casting time is one round (most of it being taken up by deciding what to say). Casting this spell ages the caster one year per 100 years of regular life span.

Malec-Keth's Flame Fist (Evocation)

Range: 0
Components: V,S
Duration: 1 round/level
Casting Time: 1
Area of Effect: One creature or object
Saving Throw: Special

When this spell is completed, one of the caster's hands (his choice) bursts into light and is surrounded by an aura of flame. The caster suffers no damage from this effect. Illumination is equal to that of a torch.

If the wizard successfully touches an opponent, the subject must attempt a saving throw. If the roll is successful, the flame remains on the caster's hand (and he may use it to make further attacks until the spell's duration expires) and the touched creature suffers 1d4+2 points of fire damage. If the save is failed, the flame leaves the caster's hand to surround the victim's body in an aura of searing fire. The superheated aura burns for 1 round, inflicting 1d4 points of damage per level of the caster.

Instead of attacking a creature, the caster may choose to touch any single object, which is automatically surrounded by the searing aura for 1 round and must succeed at an item saving throw vs. magical fire or be destroyed. The aura can surround an object up to 5 cubic feet in volume per level of the caster.

Mass Invisibility (Illusion/Phantasm)

Range: 10 yds./level
Components: V,S,M
Duration: Special
Casting Time: 7
Area of Effect: 60 x 60 yds.
Saving Throw: None

This is a more extensive adaptation of the invisibility spell for battlefield use. It can hide creatures in a 60-yard x 60-yard area: up to 400 man-sized creatures, 30 to 40 giants, or six to eight large dragons. The effect is mobile with the unit and is broken when the unit attacks. Individuals leaving the unit become visible. The wizard can end this spell upon command.

The material components of the mass invisibility spell are an eyelash and a bit of gum arabic, the former encased in the latter.

Monster Summoning V (Conjuration/Summoning)

Range: Special
Components: V,S,M
Duration: 6 rds. + 1 rd./level
Casting Time: 6
Area of Effect: 70-yd. radius
Saving Throw: None

This spell is much like the 3rd-level monster summoning I spell, except that this spell summons 1d3 5th-level monsters. These appear within the spell's area of effect and attack the caster's opponents until either he commands them to cease, the spell duration expires, or the monsters are slain. These creatures do not check morale, and they vanish when slain. If no opponent exists to fight, summoned monsters can, if the wizard can communicate with them, and if they are physically capable, perform other services for the summoning wizard.

The material components of this spell are a tiny bag and a small (not necessarily lit) candle.

Mordenkainen's Magnificent Mansion (Alteration, Conjuration)

Range: 10 yds.
Components: V,S,M
Duration: 1 hr./level
Casting Time: 7 rds.
Area of Effect: 300 sq. ft./level
Saving Throw: None

By means of this spell, the wizard conjures up an extradimensional dwelling, entrance to which can be gained only at a single point of space on the plane from which the spell was cast. From the entry point, those creatures observing the area see only a faint shimmering in the air, in an area 4 feet wide and 8 feet high. The caster of the spell controls entry to the mansion, and the portal is shut and made invisible behind him when he enters. He may open it again from his own side at will. Once observers have passed beyond the entrance, they behold a magnificent foyer and numerous chambers beyond. The place is furnished and contains sufficient foodstuffs to serve a nine-course banquet to as many dozens of people as the spellcaster has levels of experience. There is a staff of near-transparent servants, liveried and obedient, to wait upon all who enter. The atmosphere is clean, fresh, and warm.

Since the place can be entered only through its special portal, outside conditions do not affect the mansion, nor do conditions inside it pass to the plane beyond. Rest and relaxation within the place is normal, but the food is not. It seems excellent and quite filling as long as one is within the place. Once

outside, however, its effects disappear immediately, and if those resting have not eaten real food within a reasonable time span, ravenous hunger strikes. Failure to eat normal food immediately results in the onset of fatigue or starvation penalties as decided by the DM.

The material components of this spell are a miniature portal carved from ivory, a small piece of polished marble, and a tiny silver spoon. These are utterly destroyed when the spell is cast.

(It is worth mentioning that this spell has been used in conjunction with a normal portal, as well as with illusion magic. There is evidence that the design and interior of the space created can be altered to suit the caster's wishes.)

Mordenkainen's Sword (Evocation)

Range: 30 yds.
Components: V,S,M
Duration: 1 rd./level
Casting Time: 7
Area of Effect: Special
Saving Throw: None

Upon casting this spell, the wizard brings into being a shimmering, swordlike plane of force. The spellcaster is able to mentally wield this weapon (to the exclusion of all activities other than movement), causing it to move and strike as if it were being used by a fighter. The basic chance for Mordenkainen's sword to hit is the same as the chance for a sword wielded by a fighter of half the level of the spellcaster. For example, if cast by a 14th-level wizard, the weapon has the same hit probability as a sword wielded by a 7th-level fighter.

The sword has no magical attack bonuses, but it can hit nearly any sort of opponent, even those normally struck only by +3 weapons or those who are astral, ethereal, or out of phase. It hits any Armor Class on a roll of 19 or 20. It inflicts 5d4 points of damage to opponents of man size or smaller, and 5d6 points of damage to opponents larger than man size. It lasts until the spell duration expires, a dispel magic is used successfully upon it, or its caster no longer desires it.

The material component is a miniature platinum sword with a grip and pommel of copper and zinc, which costs 500 gp to construct, and which disappears after the spell's completion.

Neutralize Gas (Abjuration, Elemental Air, Alchemy)

Range: 60 yards
Duration: Instantaneous
Area of Effect: One 10-ft. cube/lvl.
Subtlety: +5
Sensory: Large visual/olfactory
Components: V,S,M
Casting Time: 1
Saving Throw: None
Knockdown: None
Critical: None

By using this spell, the wizard renders inert and makes breathable any harmful vapors, gases, clouds, or fogs in the area of effect. This includes stinking cloud, cloudkill, solid fog, death fog, incendiary cloud, acid storm, gaseous breath weapons, spore or mold clouds, and similar spells and effects. Harmful gas or vapor is transformed into a common, harmless fog cloud of the same dimensions as the original effect, and then dissipates 1d3 rounds later. Creatures who were injured before neutralize gas is cast continue to suffer any effects from their previous exposure—the spell does not heal or counter existing damage, so a creature that is choking and gagging from a stinking cloud would receive no relief from this dwomeer. If cast in the same round of the effect's appearance, neutralize gas may be used to counter

gaseous breath weapons, spores, and molds by granting any creatures affected a +4 bonus to their saving throws and reducing any damage to one-half or one quarter normal, depending on whether or not the victims make their saving throws. Air-based creatures are not affected by this spell; neutralize gas only "clears the air" of any harmful inhalants. The material components are a bit of charcoal and some bark from a treat.

Persistence (Invocation/Evocation)

Range: 0
Duration: 1 day/level
Area of Effect: The caster
Subtlety: +6
Sensory: None
Components: V,S,M
Casting Time: 1 turn
Saving Throw: None
Knockdown: None
Critical: None

Related to both the contingency and permanency spells, persistence allows a wizard to cast a spell of 6th level or lower and then hold it until it is needed. There are two general uses for persistence: to use a personal spell effect as needed up to the maximum duration of the persistence itself, or to prepare an instantaneous spell and hold it ready until the caster wishes to use it.

A. Personal effect. Any spell that augments the wizard's natural abilities—detect magic, protection from evil, jump, infravision, fly, wraithform, or other caster-affecting spells can be made persistent by use of this spell. The wizard casts persistence and then immediately follows with the desired spell. Instead of taking effect immediately, the magic of the persistence holds it ready for use by a simple act of will. The wizard can then "turn on" or "turn off" the girded spell as often as he likes over the course of the duration of the persistence. The duration of the girded spell only runs while the spell is active, so a 15th-level wizard who makes a fly spell persistent will be able to use 1d6+15 turns of flight (the normal duration of fly) over the next 15 days (the duration of the persistence) as he sees fit.

This is especially useful because it allows the wizard to cast the girded spell and the persistence and have the girded spell's effects available while he then memorizes another spell in place of the spell made persistent. It is also useful because the girded spell can be activated instantly by an act of will. The main difference between this spell and contingency lies in the fact that a persistent spell may be invoked several times (up to the limit of its normal duration) while a contingency functions once only.

B. Held spell. Spells that have an instantaneous effect, such as most attack spells and some movement spells like teleport or dimension door, can be rendered persistent as well. The held spell may be activated or discharged at any time during the duration of the persistence, but its magic is then exhausted as if it had been cast normally. This resembles the effect of a contingency spell, but the effect has no predefined conditions and simply occurs when the caster wills it to.

Damaging or offensive spells that have a duration (for example, flaming sphere or wall of fire) cannot be rendered persistent. A wizard may have no more than one persistence spell active at any given time; if he girds a new spell while an old one is still persistent, the old spell is simply replaced by the new one. The material component is a crystal chalice of exquisite workmanship worth at least 2,000 gp. The material component of a held or girded spell is expended when the spell is made persistent.

Phase Door (Alteration)

Range: Touch
Components: V
Duration: 1 usage/2 levels

Casting Time: 7
Area of Effect: Special
Saving Throw: None

When this spell is cast, the wizard attunes his body, and a section of wall is affected as if by a passwall spell. The phase door is invisible to all creatures save the spellcaster, and only he can use the space or passage the spell creates, disappearing when the phase door is entered, and appearing when it is exited. If the caster desires, one other creature of man size or less can be taken through the door; this counts as two uses of the door. The door does not pass light, sound, or spell effects, nor can the caster see through it without using it. Thus, the spell can provide an escape route, though certain creatures, such as phase spiders, can follow with ease. A gem of true seeing and similar magic will reveal the presence of a phase door but will not allow its use.

The phase door lasts for one usage for every two levels of experience of the spellcaster. It can be dispelled only by a casting of dispel magic from a higher-level wizard, or from several lower-level wizards, casting in concert, whose combined levels of experience are more than double that of the wizard who cast the spell (this is the only instance in which dispel effects can be combined).

Rumor has it that this spell has been adapted by a certain powerful wizard (or wizards) to create renewable (or permanent) portals, which may (or may not) be keyed to specific individuals (henchmen) or items (such as rings).

Power Word, Stun (Conjuration/Summoning)

Range: 5 yds./level
Components: V
Duration: Special
Casting Time: 1
Area of Effect: 1 creature
Saving Throw: None

When a power word, stun spell is uttered, any creature of the wizard's choice is stunned—reeling and unable to think coherently or act—for a duration dependent on its current hit points. Of course, the wizard must be facing the creature, and the creature must be within the range of 5 yards per experience level of the caster. Creatures with 1 to 30 hit points are stunned for 4d4 rounds, those with 31 to 60 hit points are stunned for 2d4 rounds, those with 61 to 90 hit points are stunned for 1d4 rounds, and creatures with over 90 hit points are not affected. Note that if a creature is weakened so that its hit points are below its usual maximum, the current number of hit points is used.

Prismatic Spray (Conjuration/Summoning)

Range: 0
Components: V,S
Duration: Instantaneous
Casting Time: 7
Area of Effect: 70 x 15 ft. spray
Saving Throw: Special

When this spell is cast, the wizard causes seven shimmering, multicolored rays of light to flash from his hand in a triangular spray. This spray is 70 feet long and spreads to 15 feet wide at the end. It includes all colors of the visible spectrum; each ray has a different power and purpose. Any creature with fewer than 8 Hit Dice struck by a ray is blinded for 2d4 rounds, regardless of any other effect.

Any creature in the area of effect will be touched by one or more of the rays. To determine which ray strikes a creature, roll 1d8 and consult the following table:

Prismatic Spray Results		
1 = red	5 = blue	
2 = orange	6 = indigo	
3 = yellow	7 = violet	
4 = green	8 = struck by two rays, roll again twice (ignoring any 8s)	
Color of Ray	Order of Ray	Effect of Ray
Red	1st	Inflicts 20 points of damage, save vs. spell for half.
Orange	2nd	Inflicts 40 points of damage, save vs. spell for half.
Yellow	3rd	Inflicts 80 points of damage, save vs. spell for half.
Green	4th	Save vs. poison or die; survivors suffer 20 points of poison damage.
Blue	5th	Save vs. petrification or be turned to stone.
Indigo	6th	Save vs. wand or go insane.
Violet	7th	Save vs. spell or be sent to another plane.

Reverse Gravity (Alteration)

Range: 5 yds./level
Components: V,S,M
Duration: 1 rd./level
Casting Time: 7
Area of Effect: 30 ft. x 30 ft.
Saving Throw: None

This spell reverses gravity in the area of effect, causing all unattached objects and creatures within it to "fall" upward. The reverse gravity lasts as long as the caster desires or until the spell expires. If some solid object is encountered in this "fall," the object strikes it in the same manner as it would during a normal downward fall. At the end of the spell duration, the affected objects and creatures fall downward. As the spell affects an area, objects tens, hundreds, or even thousands of feet in the air above the area can be affected.

The material components of this spell are a lodestone and iron filings.

Sequester (Illusion/Phantasm,Abjuration)

Range: Touch
Components: V,S,M
Duration: 1 week + 1 day/level
Casting Time: 7
Area of Effect: 2-ft. cube/level
Saving Throw: Special

When cast, this spell not only prevents detection and location spells from working to detect or locate the objects affected by the sequester spell, it also renders the affected object(s) invisible to any form of sight or seeing. Thus, a sequester spell can mask a secret door, a treasure vault, etc. Of course, the spell does not prevent the subject from being discovered through tactile means or through the use of devices (such as a robe of eyes or a gem of seeing). If cast upon a creature who is unwilling to be affected, the creature re-

ceives a normal saving throw. Living creatures (and even undead types) affected by a sequester spell become comatose and are effectively in a state of suspended animation until the spell wears off or is dispelled.

The material components of the spell are a basilisk eyelash, gum arabic, and a dram of whitewash.

Seven-Eyes (Abjuration,Conjuration/Summoning)

Range: 0
Duration: 1 rd./level
Area of Effect: Create 7 eyes
Subtlety: +5
Sensory: Medium visual
Components: V,S,M
Casting Time: 7
Saving Throw: Special
Knockdown: Varies
Critical: Varies

This spell conjures into existence seven magical orbs that float above the caster's head in a ring about 5 feet in diameter. The eyes remain for 1 round per level, or until the caster chooses to either expend the orb by using it in attack or defense. In addition, as long as at least one eye is still in existence, the caster gains 360° vision and can detect invisibility and detect phase at will, with a 60-foot range. The powers of each eye are described below.

Eye of the Mind. This orb protects the caster against mental attack, charm, or influence, including charm, beguiling, hold, and emotion effects. The first such attack is negated by the orb and destroys it in turn. If the wizard desires, the eye of the mind can instead be used to charm person like the 1st-level wizard spell, although this also expends the orb.

Eye of the Sword. This eye deflects the first physical attack that endangers the caster, including hand-held or missile attacks, and then disappears. The wizard can also employ the eye of the sword to create five magical blades that strike as magic missiles for 1d4+1 points of damage each. (Knockdown 8, medium (1 hit) impact)

Eye of the Mage. One manifestation of raw energy, such as lightning, fire, force, cold, or a similar effect, is absorbed by the eye of the mage. The eye can also project a 60-foot long by 5-foot wide lightning bolt that inflicts 4d8 damage (saving throw vs. spell for half damage) to all in its path. Either use expends the eye's power. (Knockdown d12, large Q-3 hits) electricity)

Eye of Venom. This eye can be used to halt any one attack or effect that could poison the caster. In the case of an attacker armed with an envenomed weapon, the caster may decide to expend either the eye of venom or the eye of swords in order to block the attack. The eye can also be used to poison one creature within 30 feet; the victim must make a saving throw vs. poison or die in one round.

Eye of the Spirit. The first attack that affects the victim's life energy, including energy drain, strength drain, cause wounds, trap the soul, magic jar, or death is parried by the eye of the spirit. The wizard may instead choose to expend the eye's power by casting enervation (see the 4th-level wizard spell) upon one target within 30 feet.

Eye of Artifice. This eye deflects and is destroyed by the first attack directed at the caster from a magical device. If the attack also takes a form that may be blocked by another eye (for example, the bolt from a wand of lightning) the caster may choose which eye is expended. If used to attack instead, the eye of artifice functions as a dispel magic cast at 8th level.

Eye of Stone. This eye offers protection against the first attack that could petrify the caster and then vanishes. It can also be expended to cast hold person.

Although any number of eyes can defend the wizard in the course of a single round, only one eye may be used to attack per round. When the caster uses -an eye- to attack, he may not cast a spell, attack physically, or employ another magical item in the same round; willing the eye to discharge its energy requires his complete concentration. Eye attacks are considered to have

an initiative modifier of 1 or a speed of very fast in the PLAYER'S OPTION: Combat & Tactics initiative system.

The material component is seven blessed gemstones worth at least 50 gold pieces each.

Shadowcat (Illusion)

Range: 10 yards/level
Components: V,S,M
Duration: 1 turn/level
Casting Time: 3
Area of Effect: Special
Saving Throw: None

When this spell is cast, the wizard brings into being a cat made of shadow. The shadowcat is the size of a normal cat and may be either grey or black at the caster's option. The caster has complete telepathic control of the feline; he can see, hear, and even speak through it as long as it remains within range. At the moment it moves out of range, the shadowcat vanishes. The caster does not need to concentrate on the shadowcat.

The shadowy feline is insubstantial, making subject only to magical or special attacks, including those by weapons of +1 or better. It has AC 5, a movement rate of 18, and saving throws equal to those of the caster. The cat dissipates if it loses hit points equal to one-half the caster's total hit points. The shadowcat has no attacks of its own and cannot touch or carry objects. A successful dispel magic spell causes the cat to vanish.

A shadowcat makes no sound as it moves. It is 90% undetectable in all but the brightest conditions. It can pass through small holes or narrow openings.

The material components of this spell are a black pearl of at least 100 gp value and a claw from a grey or black cat.

Shadow Walk (Illusion,Enchantment)

Range: Touch
Components: V,S
Duration: 6 turns/level
Casting Time: 1
Area of Effect: Special
Saving Throw: None

In order to use the shadow walk spell, the wizard must be in an area of heavy shadows. The caster and any creature he touches are then transported to the edge of the Prime Material Plane where it borders the Demiplane of Shadow. In this region, the wizard can move at a rate of up to 7 miles per turn, moving normally on the borders of the Demiplane of Shadow but much more rapidly relative to the Prime Material Plane. Thus, a wizard can use this spell to travel rapidly by stepping onto the Demiplane of Shadow, moving the desired distance, and then stepping back onto the Prime Material Plane. The wizard knows where he will come out on the Prime Material Plane.

The shadow walk spell can also be used to travel to other planes that border on the Demiplane of Shadow, but this requires the potentially perilous transit of the Demiplane of Shadow to arrive at a border with another plane of reality.

Any creatures touched by the wizard when shadow walk is cast also make the transition to the borders of the Demiplane of Shadow. They may opt to follow the wizard, wander off through the plane, or stumble back into the Prime Material Plane (50% chance for either result if they are lost or abandoned by the wizard). Creatures unwilling to accompany the wizard into the Demiplane of Shadow receive a saving throw, negating the effect if successful.

Simulacrum (Illusion/Phantasm)

Range: Touch
Components: V,S,M
Duration: Permanent
Casting Time: Special
Area of Effect: 1 creature
Saving Throw: None

By means of this spell, the wizard is able to create a duplicate of any creature. The duplicate appears to be exactly the same as the original, but there are differences: The simulacrum has only 51% to 60% (50% + 1d10%) of the hit points of the real creature, there are personality differences, there are areas of knowledge that the duplicate does not have, and a detect magic spell will instantly reveal it as a simulacrum, as will a true seeing spell. At all times the simulacrum remains under the absolute command of the wizard who created it. No special telepathic link exists, so command must be exercised in some other manner. The spell creates the form of the creature, but it is only a zombie-like creation. A reincarnation spell must be used to give the duplicate a vital force, and a limited wish spell must be used to empower the duplicate with 40% to 65% (35% + 5 to 30%) of the knowledge and personality of the original. The level of the simulacrum, if any, is from 20% to 50% of that of the original creature.

The duplicate creature is formed from ice or snow. The spell is cast over the rough form and some piece of the creature to be duplicated must be placed inside the snow or ice. Additionally, the spell requires powdered ruby.

The simulacrum has no ability to become more powerful; it cannot increase its level or abilities. If destroyed, it reverts to snow and melts into nothingness. Damage to the simulacrum can be repaired by a complex process requiring at least one day, 100 gp per hit point, and a fully equipped laboratory.

Spell Shape* (Alteration)

Range: 0
Components: V,S,M
Duration: 1d4+1 rounds
Casting Time: 1 round
Area of Effect: The caster
Saving Throw: Special

This spell gives the wild mage the ability to seize magical energy directed at him and reshape it as he desires. While it is in effect, the spell gives no visible sign of its existence. It offers no protection against area effect spells.

If a wild mage is the target of a spell or magical item, this spell automatically allows him a saving throw. If the saving throw is failed, the opponent's spell has normal effects. If the saving throw is successful, the spell shape absorbs the magical energy of the opponent's spell. The wild mage can then choose to let the energy dissipate or he can instantly use it to cast a spell back at the opposing mage. The return spell must be of an equal or lesser spell level than the original one and must be currently memorized by the mage. The act of returning the spell does not cost the wild mage any of his memorized spells. Spell energy cannot be saved; if not used immediately, it dissipates.

For example, Hamos, a wild mage, is protected by a spell shape and is struck by a finger of death (a 7th-level spell). He succeeds at his saving throw and is now able to cast a spell of 7th level or lower. Hamos currently has feeblemind memorized. Since it is only a 5th-level spell, he chooses to cast it back at his enemy. He makes his level variation check (and doesn't get a wild surge) and the feeblemind is sent hurtling back at his foe. Hamos still has his original feeblemind memorized. The remaining two spell levels are lost,

since they were not used in the same round.

If a wild mage is struck by two spells at once, he may choose which spell to shape. He suffers all effects of the remaining spell.

The material component is a diamond worth no less than 2,000 gp. When the spell is cast, the diamond is transformed into a lump of coal.

Spell Turning (Abjuration)

Range: 0
Components: V, S, M
Duration: Up to 3 rds./level
Casting Time: 7
Area of Effect: The caster
Saving Throw: None

This powerful abjuration causes spells cast against the wizard to rebound on the original caster. This includes spells cast from scrolls and innate spell-like abilities, but specifically excludes the following: area effects that are not centered directly upon the protected wizard, spell effects delivered by touch, and spell effects from devices such as wands, staves, etc. Thus, a light spell cast to blind the protected wizard could be turned back upon and possibly blind the caster, while the same spell would be unaffected if cast to light an area within which the protected wizard is standing.

From seven to ten spell levels are affected by the turning. The exact number is secretly rolled by the DM; the player never knows for certain how effective the spell is.

A spell may be only partially turned—divide the number of remaining levels that can be turned by the spell level of the incoming spell to see what fraction of the effect is turned, with the remainder affecting the caster. For example, an incoming fireball is centered on a wizard with one level of spell turning left. This means that 2/3 of the fireball affects the protected wizard, 1/3 affects the caster, and each is the center of a fireball effect. If the rolled damage is 40 points, the protected wizard receives 27 points of damage and the caster suffers 13. Both (and any creatures in the respective areas) can roll saving throws vs. spell for half damage. A partially turned hold or paralysis spell will act as a slow spell on those who are 50% or more affected.

If the protected wizard and a spellcasting attacker both have spell turning effects operating, a resonating field is created that has the following effects:

d100	Effect
01-70	Spell drains away without effect
71-80	Spell affects both equally at full damage
81-97	Both turning effects are rendered nonfunctional for 1d4 turns
98-00	Both casters go through a rift into the Positive Energy plane

The material component for the spell is a small silver mirror.

Statue (Alteration)

Range: Touch
Components: V, S, M
Duration: 1 hr./level
Casting Time: 7
Area of Effect: Creature touched
Saving Throw: Special

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

During the transformation, there's an 18% chance that the targeted creature suffers a system shock failure and dies. The creature must roll percentile

dice and add its Constitution score to the roll. If the total is 18 or less, the creature dies. If the total is 19 or more, the creature survives the transformation; the creature can withstand any inspection and appear to be a stone statue, although faint magic is detected from the stone if someone checks for it. Note that a creature with a Constitution of 18 or more will always survive the transformation.

Despite being in this condition, the petrified individual can see, hear, and smell normally. Feeling is limited to those sensations that can affect the granite-hard substance of the individual's body—i.e., chipping is equal to a slight wound, but breaking off one of the statue's arms is serious damage.

The individual under the magic of a statue spell can return to his normal state instantly, act, and then return to the statue state, if he so desires, as long as the spell duration is in effect.

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

Steal Enchantment (Enchantment)

Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 hour
Area of Effect: One item
Saving Throw: Neg.

This spell "steals" the enchantment from a magical item and places it within another, non-magical item (the material component). Both objects must be touched by the wizard during casting. The two items must be of the same category (blunt weapon, edged weapon, ring, amulet, shield, armor, wand, etc.).

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

At the culmination of the spell, the original magical object is allowed an item saving throw vs. disintegration with all modifiers it is allowed as a magical item. Exceptionally powerful objects (such as artifacts) may be considered to automatically succeed the saving throw at the DM's discretion.

If the saving throw is successful, the magical object resists the effect and the spell ends in failure. If the roll is failed, the magical item loses all its powers, which are transferred to the previously nonmagical object.

Even if the magical item fails its saving throw, the spell's success is not guaranteed. There is a chance that the enchantment might be lost. The base chance of this occurring is 100%, modified by -5% per level of the caster. Thus, a 20th-level wizard has no chance of losing the magic. If the enchantment is lost, both items become nonmagical.

The material component is the nonmagical item which is to receive the enchantment. It must be of equal or greater value than the object to be drained.

Suffocate (Alteration, Necromancy)

Range: 30 yards
Components: V, S, M
Duration: 1 round/level
Casting Time: 7
Area of Effect: 10-foot-radius circle
Saving Throw: Neg.

This spell draws the breath out of all creatures within the area of effect who fail a saving throw. Their breath is placed within a small silk bag held by the caster.

Each round, a victim of this spell must attempt a Constitution check. If failed, the creature suffers 2d4 points of damage. If successful, the subject has taken in enough air to reduce the damage to 1d4.

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

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

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

Teleport Without Error (Alteration)

Range: Touch
Components: V
Duration: Instantaneous
Casting Time: 1
Area of Effect: Special
Saving Throw: None

This spell is similar to the teleport spell. The caster is able to transport himself, along with the material weight noted for a teleport spell, to any known location in his home plane with no chance for error. The spell also enables the caster to travel to other planes of existence, but any such plane is, at best, "studied carefully." This assumes that the caster has, in fact, actually been to the plane and carefully perused an area for an eventual teleportation without error spell. The table for the teleport spell is used, with the caster's knowledge of the area to which transportation is desired used to determine the chance of error. (For an exception, see the 9th-level wizard spell succor.) The caster can do nothing else in the round that he appears from a teleport.

Vanish (Alteration)

Range: Touch
Components: V
Duration: Special
Casting Time: 2
Area of Effect: 1 object
Saving Throw: None

When the wizard employs this spell, he causes an object to vanish (i.e., to be teleported as if by a teleport spell) if it weighs no more than 50 pounds per caster level. Thus, a 14th-level caster can vanish, and cause to reappear at a desired location, an object up to 700 pounds in weight. The maximum volume of material that can be affected is 3 cubic feet per level of experience. Thus, both weight and volume limit the spell. An object that exceeds either limitation is unaffected and the spell fails.

If desired, a vanished object can be placed deep within the Ethereal Plane. In this case, the point from which the object vanished remains faintly magical until the item is retrieved. A successful dispel magic spell cast on the point will bring the vanished item back from the Ethereal Plane. Note that creatures and magical forces cannot be made to vanish.

There is a 1% chance that a vanished item will be disintegrated instead. There is also a 1% chance that a creature from the Ethereal Plane is able to gain access to the Prime Material Plane through the vanished item's connection.

Vision (Divination)

Range: 0
Components: V, S, M
Duration: Special

Casting Time: 7
Area of Effect: The caster
Saving Throw: None

When a wizard wishes to gain supernatural guidance, he casts a vision spell, calling upon whatever power he desires aid from and asking a question that will be answered with a vision. Two six-sided dice are rolled. If they total 2 to 6, the power is annoyed and refuses to answer the question; instead, the power causes the wizard to perform some service (by an ultrapowerful geas or quest). If the dice total 7 to 9, the power is indifferent and gives some minor vision, though it may be unrelated to the question. If the dice total 10 or better, the power grants the vision.

The material component of the spell is the sacrifice of something valued by the spellcaster or by the power supplicated. The more precious the sacrifice, the better the chance of spell success. A very precious item grants a bonus of +1 to the dice roll, an extremely precious item adds +2, and a priceless item adds +3.

Wound Conferral (Necromancy)

Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 2 rounds
Area of Effect: Two creatures
Saving Throw: Neg.

This spell is similar to the 4th-level wizard spell empathic wound transfer, except that it enables the caster to transfer the wounds (up to 3 hp per level of the caster) between any two creatures, excluding the caster. The wizard must be able to grasp both the creature with the disability and the creature about to receive the disability without having to make attack rolls. Thus, the two beings must either be willing to undergo the spell, or else be sleeping, unconscious, or otherwise bound and secured from escaping the caster's grasp.

The recipient of the disability is entitled to a saving throw vs. spells if unwilling. If the recipient's saving throw succeeds, the transfer is incomplete and nothing further happens. If failed, the recipient gains the wounds of the disabled creature, subject to a few limitations.

The total amount of transferred hit points is limited to the caster's current hit points (or 3 hp per level, whichever is smaller). Normally, the spell functions by conveying the wounds from the disabled creature to the caster (during the first round of casting) and then from the caster to the final recipient (during the second round of the spell). Should an conferred disability drain the wizard below zero hit points (if the wizard unwittingly attempts to channel more hit points than he or she currently possesses), the exchange effectively backfires and now operates on the wizard himself as an empathic wound transfer. The spell also backfires if it is interrupted during the second round of casting, before the final conferral of life force to the recipient.

At the DM's discretion, this spell will never backfire when employed by a necromancer, who is presumably an expert in these rites. If interrupted during casting, the spell merely fails without any transfer of wounds from the disabled creature. When cast by a necromancer, this spell can also immediately restore an incapacitated and unconscious creature, as per the 3rd-level priest spell death's door.

This spell is terribly exhausting for the caster. After the exchange is complete, the wizard temporarily loses seven points of Constitution; each point may be recovered by two hours of complete rest. If the caster's Constitution drops below 3, unconsciousness results, and the full Constitution is not regained for 24 hours. The material components are the same as for as the empathic wound transfer spell, except for a specially fashioned ruby brooch or

pendant (worth at least 5,000 gp) which must be worn by the wizard at the time of casting. The ruby, which serves as a temporary receptacle or buffer for the exchanged life force, shatters upon the completion of the spell.

Zombie Double (Necromancy)

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

This spell creates a ju-ju zombie duplicate of the caster. The zombie double has the same memories, consciousness, and alignment as the caster; essentially, the caster now exists in two bodies simultaneously. In all other respects, the zombie double is the same as a normal ju-ju zombie (AC 6; mv 9; HD 3 + 12; #AT 1; Dmg 3-12; SA strike as a 6 HD monster; SD immune to all mind-affecting spells, including illusions; immune to sleep, charm, hold, death magic, magic missiles, electricity, poisons, and cold-based spells; edged and cleaving weapons inflict normal damage while blunt and piercing weapons inflict half damage; magical and normal fire inflicts half damage); THACO 16.

The zombie double cannot cast spells, but it can use any weapons that the caster can use. It is also able to climb walls as a thief (92 percent). The zombie double can be turned as a spectre. If it strays more than 30 yards from the caster, the zombie double becomes inactive and collapses to the ground; it becomes active again the instant the caster moves within 30 yards.

The material components for this spell are a bit of wax from a black candle and a lock of hair from the caster.

Eighth-Level Spells

Abi-Dalzim's Horrid Wilting (Alteration, Necromancy)

Range: 20 yards/level
Components: V,S,M
Duration: Instantaneous
Casting Time: 8
Area of Effect: 30-foot cube
Saving Throw: 1/2

This spell evaporates moisture from the bodies of every living creature within the area of effect, inflicting 1d8 points of damage per level of the caster. Affected creatures are allowed a saving throw, with success indicating half damage.

This spell is especially devastating to water elementals and plant creatures, who receive a penalty of -2 to their saving throws.

The material component is a bit of sponge.

Airboat (Alteration, Enchantment)

Range: 1 mile
Components: V,S
Duration: 1 hour/level
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

This spell must be cast under a cloudy sky. The caster points at a cloud, which immediately descends toward him. As it comes closer, the cloud changes shape, becoming any sort of vessel imagined by the wizard (a dragon-shaped galley, a one-man dinghy, etc.).

Although the airboat is made of cloud, it feels solid and can support the weight of the caster plus one passenger per level of the wizard. It can fly at any speed up to 5 miles per hour per level of the caster (to a maximum of 90 miles per hour).

The caster maintains total telepathic control over the airboat's speed and direction. While controlling the vessel, the wizard is able to perform other actions but may not cast other spells.

Analyze Dweomer (Divination, Artifice)

Range: 10 yards
Duration: 1 rd./2 levels
Components: V,S,M
Casting Time: 8 hours
Area of Effect: 1 object or creature
Saving Throw: None
Subtlety: +7
Sensory: Medium visual/small audio
Knockdown: None
Critical: None

This spell reveals to the caster all spells, enchantments, dweomers, and magical properties present in one creature or object. One property, spell, or power is revealed each round in approximate order of when the spells were cast or the properties were acquired. (If the DM doesn't know which spells were placed on the subject first, a random roll for order of discovery is fine.) The caster has a base 50% chance to discern the existence and identity of a particular spell or property, +2% per level to a maximum of 99%. The only enchantments that remain inscrutable to analyze dweomer are those surrounding artifacts or relics.

A 16th-level wizard finds an unknown wand and decides to use analyze

dweomer to study it. The DM knows that it's a wand of fire, and he decides that the spells enchant an item, fireball, burning hands, and wall of fire were used to create the wand, in that order. In the first round, the wizard has an 82% chance to identify enchant an item; in the following round, an 82% chance to discover fireball; in the next round, an 82% chance to perceive burning hands; and so on, for all remaining enchantments. Note that the DM could have decided that any rare or unusual materials or processes used to create the wand would also be revealed as if they were spells.

After the wizard analyzes one object or creature, the spell ends, even if its duration has not expired yet. Casting this spell is physically taxing; the wizard must pass a system shock check or be exhausted and unable to do anything but rest for the next 1d8 hours. While this spell is most frequently used in the comfort and safety of the wizard's laboratory, a mage could also cast analyze dweomer to study the magical seals and barriers on a portal, to determine just how a companion has been cursed, or to examine a potential opponent for defensive spells.

The material component for this spell is a tiny lens of ruby or sapphire set in a small golden loop. The gemstone must be worth at least 1,000 gp.

Antipathy-Sympathy (Enchantment/Charm)

Range: 30 yds.
Components: V,S,M
Duration: 2 hrs./level
Casting Time: 1 hr.
Area of Effect: 10-ft. cube or
Saving Throw: Special
one item

This spell allows the wizard to set certain vibrations to emanate from an object or location that tend to either repel or attract a specific type of intelligent creature or characters of a particular alignment. The wizard must decide which effect is desired with regard to what creature type or alignment before beginning the spellcasting, for the components of each application differ. The spell cannot be cast upon living creatures.

Antipathy: This spell causes the affected creature or alignment type to feel an overpowering urge to leave the area or to not touch the affected item. If a saving throw vs. spell is successful, the creature can stay in the area or touch the item, but the creature will feel very uncomfortable, and a persistent itching will cause it to suffer the loss of 1 point of Dexterity per round (for the spell's duration), subject to a maximum loss of 4 points and a minimum Dexterity of 3. Failure to save vs. spell forces the being to abandon the area or item, shunning it permanently and never willingly returning to it until the spell is removed or expires.

The material component for this application of the spell is a lump of alum soaked in vinegar.

Sympathy: By casting the sympathy application of the spell, the wizard can cause a particular type of creature or alignment of character to feel elated and pleased to be in an area or touching or possessing an object or item. The desire to stay in the area or touch the object is overpowering. Unless a saving throw vs. spell is successfully rolled, the creature or character will stay or refuse to release the object. If the saving throw is successful, the creature or character is released from the enchantment, but a subsequent saving throw must be made 1d6 turns later. If this saving throw fails, the affected creature will return to the area or object.

The material components of this spell are 1,000 gp worth of crushed pearls and a drop of honey.

Note that the particular type of creature to be affected must be named specifically--for example, red dragons, hill giants, wererats, lammasu, catoblepas, vampires, etc. Likewise, the specific alignment must be named--for example, chaotic evil, chaotic good, lawful neutral, true neutral, etc.

If this spell is cast upon an area, a 10-foot cube can be enchanted for each experience level of the caster. If an object or item is enchanted, only that single thing can be enchanted; affected creatures or characters save vs. spell

with a -2 penalty.

Bigby's Clenched Fist (Evocation)

Range: 5 yds./level
Components: V,S,M
Duration: 1 rd./level
Casting Time: 8
Area of Effect: Special
Saving Throw: None

The Bigby's clenched fist spell brings forth a huge, disembodied hand that is balled into a fist. This magical member is under the mental control of the spellcaster, who can cause it to strike one opponent each round. No concentration is required once the spell is cast. The clenched fist never misses, but it can only strike as directed by the caster. Thus, it can be fooled by invisibility or other methods of concealment and misdirection. The effectiveness of its blows varies from round to round.

d20	Result
1-12	Glancing blow--1d6 hp
13-16	Solid punch--2d6 hp
17-19	Hard punch--3d6 hp; opponent is stunned for next round
20	Crushing blow*--4d6 hp; opponent is stunned for next three rounds

*The wizard adds +4 to the die rolls of subsequent attacks if the opponent is stunned, as the opponent is not capable of dodging or defending against the attack effectively.

The fist has an Armor Class of 0, and is destroyed by damage equal to the hit points of its caster at full health.

The material component of this spell is a leather glove and a small device (similar to brass knuckles) consisting of four rings joined so as to form a slightly curved line, with an "I" upon which the bottoms of the rings rest. The device must be fashioned of an alloy of copper and zinc.

Binding (Enchantment, Evocation)

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

A binding spell creates a magical restraint to hold a creature, usually from another plane of existence. Extraplanar creatures must be confined by a circular diagram; other creatures can be physically confined. The duration of the spell depends upon the form of the binding and the level of the caster(s), as well as the length of time the spell is actually uttered. The components vary according to the form of the spell, but they include a continuous chanting utterance read from the scroll or book page giving the spell; gestures appropriate to the form of binding; and materials such as miniature chains of special metal (silver for lycanthropes, etc.), soporific herbs of the rarest sort, a corundum or diamond gem of great size (1,000 gp value per Hit Die of the subject creature), and a vellum depiction or carved statuette of the subject to be captured.

Magic resistance applies unless the subject's true name is used. A saving throw is not applicable as long as the experience level of the caster is at least twice as great as the Hit Dice of the subject. The caster's level can be augmented by one-third of the levels of each assisting wizard of 9th level or higher, and by one level for each assistant of 4th through 8th level. No more than six other wizards can assist with this spell. If the caster's level is less than twice the Hit Dice of the subject, the subject gains a saving throw vs.

spell, modified by the form of binding being attempted. The various forms of binding are:

Chaining: The subject is confined by restraints that generate an antipathy spell affecting all creatures who approach the subject, except the caster. Duration is as long as one year per level of the caster(s). The subject of this form of binding (as well as in the slumber and bound slumber versions) remains within the restraining barrier.

Slumber: Brings a comatose sleep upon the subject for a duration of up to one year per level of the caster(s).

Bound Slumber: A combination of chaining and slumber that lasts for up to one month per level of the caster(s).

Hedged Prison: The subject is transported to or otherwise brought within a confined area from which it cannot wander by any means until freed. The spell remains until the magical hedge is somehow broken.

Metamorphosis: Causes the subject to change to some noncorporeal form, save for its head or face. The binding is permanent until some prescribed act frees the subject.

Minimus Containment: The subject is shrunken to a height of 1 inch or even less and held within the hedged prison of some gem or similar object. The subject of a minimus containment, metamorphosis, or hedged prison radiates a very faint aura of magic.

The subject of the chaining form of the spell receives a saving throw with no modifications. However, slumber allows the subject a +1 bonus, bound slumber a +2 bonus, hedged prison a +3 bonus, metamorphosis a +4 bonus, and minimus containment a +5 bonus to the saving throw. If the subject is magically weakened, the DM can assign a -1, -2, or even -4 penalty to the saving throw. A successful saving throw enables the subject to burst its bonds and do as it pleases.

A binding spell can be renewed in the case of the first three forms of the spell, for the subject does not have the opportunity to break the bonds. (If anything has caused a weakening of a chaining or slumber version, such as attempts to contact the subject or magically touch it, a normal saving throw applies to the renewal of the spell.) Otherwise, after one year, and each year thereafter, the subject gains a normal saving throw vs. the spell. Whenever it is successful, the binding spell is broken and the creature is free.

Clone (Necromancy)

Range: Touch
Components: V,S,M
Duration: Permanent
Casting Time: 1 turn
Area of Effect: 1 clone
Saving Throw: None

This spell creates a duplicate of a human, demihuman, or humanoid creature. This clone is in most respects the duplicate of the individual, complete to the level of experience, memories, etc. However, the duplicate really is the person, so if the original and a duplicate exist at the same time, each knows of the other's existence; the original person and the clone will each desire to do away with the other, for such an alter-ego is unbearable to both. If one cannot destroy the other, one will go insane and destroy itself (90% likely to be the clone), or possibly both will become mad and destroy themselves (2% chance). These events nearly always occur within one week of the dual existence.

Note that the clone is the person as he existed at the time at which the flesh was taken for the spell component, and all subsequent knowledge, experience, etc., is totally unknown to the clone. The clone is a physical duplicate, and possessions of the original are another matter entirely. A clone takes 2d4 months to grow, and only after that time is dual existence established. Fur-

thermore, the clone has one less Constitution point than the body it was cloned from; the cloning fails if the clone would have a Constitution of 0.

The material component of the spell is a small piece of the flesh from the person to be duplicated.

The DM may, in addition, add other stipulations to the success of a cloning effort, requiring that some trace of life must remain in the flesh sample, that some means of storing and preserving the sample must be devised and maintained, etc.

Defoliate (Necromancy)

Range: 30 yards
Components: S, M
Duration: Special
Casting Time: 1 round
Area of Effect: 50-foot square/level
Saving Throw: None

By means of this spell, the caster causes all vegetation within the affected area to wither and die, crumbling into black ashes. All vegetation is affected, from the tallest tree to the tiniest blade of grass. Intelligent plant life, such as treants, are also destroyed. The power of a wish or its equivalent is required to restore the destroyed vegetation; otherwise, nothing can grow in the defoliated area for a full year. Note that since defoliate causes plants to crumble to ash, there is no danger of a creature being struck by a toppling tree; however, creatures hiding in trees will find themselves plummeting to the ground when this spell is cast.

The material components for this spell are the petal from a withered flower and a sliver of charred wood.

Death Shroud (Necromancy)

Range: Touch
Components: V, S, M
Duration: Special (2 rounds/level maximum)
Casting Time: 8
Area of Effect: 1 creature/level
Saving Throw: Neg.

Death shroud draws upon the Negative Material Plane to surround the caster in a dark and shadowy aura of life-draining energy. While the spellcaster suffers no ill-effects from this baneful radiance, it may have dire consequences for anyone who comes into contact with the aura.

The death shroud can be used actively in offence and passively in defense. In combat, the wizard may activate the deadly power of the spell by touching a victim (requiring a successful attack roll). Any creature touched must immediately save vs. death magic with a -4 penalty. If the roll is successful, the victim is unharmed. If the save is failed, a black haze forms around the victim, draining 20% of his or her current

hit points each round until the unfortunate individual dies at the end of the fifth round. The death shroud also serves as a passive ward or protection for the caster. Anyone who touches the wizard or attempts to strike him or her with any handheld object or melee weapon must make a saving throw vs. death magic (with no penalties) or be stricken by the death shroud in a similar manner.

The following spells remove the death shroud from an afflicted individual: cure critical wounds, heal, limited wish, wish, or a successful dispel magic. Lesser curing spells and healing potions delay death only by one round. Multiple applications of these spells or potions may prolong a victim's life until the duration of the spell expires. The spell may also be ended prematurely by killing or successfully employing dispel magic on the caster (this immediately releases all creatures afflicted by the spell).

The death shroud remains in effect until the wizard has successfully attacked or been attacked by a number of creatures equal to his or her current

level (or the spell's maximum duration of two rounds per level has elapsed). Undead are not affected by this spell. In fact, if an undead creature is attacked by a death shroud, it immediately gains 1 HD, and the wizard must save vs. death magic or suffer the effects of the death shroud him- or herself.

This dreadful spell is known only to a select cadre of necromancers who purportedly learned it from a mysterious, bronze-bound book of extraplanar origin. The warding requires the following material components: crushed black opal and diamond (worth 5,000 gp), dust from a corporeal undead with strong ties to the Negative Material Plane (such as a vampire or wight), and a hunk of smoky quartz. These ingredients are consumed in the casting.

Demand (Evocation, Enchantment/Charm)

Range: Unlimited
Components: V, S, M
Duration: Special
Casting Time: 1 turn
Area of Effect: 1 creature
Saving Throw: Special

This spell is very much like the 5th-level wizard spell sending, allowing a brief contact with a far distant creature. However, with this spell the message can also contain a suggestion (see the 3rd-level wizard spell suggestion), which the subject will do its best to carry out if it fails its saving throw vs. spell, made with a -2 penalty. Of course, if the message is impossible or meaningless according to the circumstances that exist for the subject at the time the demand comes, the message is understood but no saving throw is necessary and the suggestion is ineffective.

The caster must be familiar with the creature contacted and must know its name and appearance well. If the creature in question is not in the same plane of existence as the spellcaster, there is a base 5% chance that the demand does not arrive. Local conditions on other planes may worsen this chance considerably at the option of the DM. The demand, if received, will be understood even if the creature has an Intelligence ability score as low as 1 (animal Intelligence). Creatures of demigod status or higher can choose to come or not, as they please.

The demand message to the creature must be 25 words or less, including the suggestion. The creature can also give a short reply immediately.

The material components of the spell are a pair of cylinders, each open at one end, connected by a thin piece of copper wire and some small part of the subject creature--a hair, a bit of nail, etc.

Fear Ward (Abjuration)

Range: 0
Components: V, S, M
Duration: 1 turn/level
Casting Time: 1 round
Area of Effect: 5 foot radius
Saving Throw: None

Fear ward creates an aura around the caster that makes him immune to all forms of fear, including that caused by dragons. Additionally, fear ward protects the caster from attacks by all forms of undead; the spell is equally effective against physical and magical attacks. Dispel magic has no effect on fear ward, but a wish will negate it.

The material components for this spell are the fangs of a spider and a hair from the head of a ghoul.

Glassteel (Alteration)

Range: Touch
Components: V, S, M
Duration: Permanent

Casting Time: 8
Area of Effect: Object touched
Saving Throw: None

The glassteel spell turns normal, nonmagical crystal or glass into a transparent substance that has the tensile strength and unbreakability of actual steel. Only a relatively small volume of material can be affected (a maximum weight of 10 pounds per level of experience of the spellcaster), and it must form one whole object. The Armor Class of the substance is 1.

The material components of this spell are a small piece of glass and a small piece of steel.

Gunther's Kaleidoscopic Strike (Invocation/Evocation)

Range: 5 yards/level
Components: V, S
Duration: Instantaneous
Casting Time: 8
Area of Effect: One creature
Saving Throw: Neg.

When this spell is cast, a thin beam of shimmering, kaleidoscopic light shoots from the wizard's fingertips toward his target. The victim is allowed a saving throw to resist the beam.

This spell has no effect on nonspellcasters, causing them no harm whatsoever. Creatures with innate spell-like abilities are also unaffected. Against wizards and priests, this spell can be devastating. It "short-circuits" the arcane energy stored in a spellcaster's mind, wiping away a number of memorized spells. Lost spells must be memorized.

The number of spells drained is equal to the caster's level minus 1d20. Thus, a 16th-level wizard drains a maximum of 15 spells, but could drain no spells depending on the die roll. After subtracting the die roll from the caster's level, any result of zero or a negative number indicates that the victim loses no spells.

Spells are drained from the wizard's memorized spells beginning with 1st-level spells and working up to higher level spells. Any decision regarding which spell should be drained from a specific level should be determined randomly.

Heart of Stone (Necromancy)

Range: 0
Duration: 1 year
Area of Effect: The caster
Subtlety: 8
Sensory: None
Components: V, S, M
Casting Time: 1 day
Saving Throw: None
Knockdown: None
Critical: None

This potent spell exchanges the necromancer's own living heart for a finely crafted heart of perfect, unblemished stone that alters the very nature of the wizard's body. As long as the heart of stone remains in effect, the caster need not fear attacks that pierce, slash, or cut him; he does not bleed and can ignore the most horrible injuries of this kind. The caster can also ignore most magical effects such as spells, magical devices, and innate spell abilities of less than 8th level.

In game terms, the character suffers only 1 point of damage from any type S or type P attack, plus any magical adjustment for the weapon. For example, if struck by a long sword +1, he would suffer only 2 points of damage. Strength and specialization bonuses are ignored. If the wizard is dismembered, he suffers no additional damage other than the inconvenience of hav-

ing his limbs removed, and he can reattach a severed limb by holding it in place for one full turn. The heart of stone is also partially effective against type B attacks since it prevents bruising, swelling, and crushed blood vessels. Against bludgeoning weapons, the wizard only suffers half the normal damage. Cause wound spells always inflict minimum damage against a wizard protected by this spell. While the caster may not feel a sword in his rib cage, any damage sustained interrupts spellcasting.

In addition to resisting injury, the heart of stone also renders the character immune to fatigue and exhaustion, whether normal or magical. He also gains a +4 bonus to saving throws vs. petrification attacks.

While the heart of stone is quite powerful, it has limitations. First of all, determined physical attack can eventually destroy the wizard despite his unnatural resistance to injury--a mob of angry peasants with hatchets and spears can finish him off 1 point at a time if that's what it takes. Second, the heart confers no protection against other attack forms, such as fire, electricity, cold, acid, and so on, although any bleeding caused by a burn is ignored. Disintegration effects also affect the caster. Most importantly, the caster loses the ability to naturally recover from injury and no longer regains lost hit points with the passage of time. Healing spells, potions and items are reduced to their minimum effect, so a cure serious wounds (2d8+1 hit points restored) would only return 3 hit points to a wizard protected by heart of stone. However, limited wish or wish can be used to restore 1 hit point per level of caster or all but 1d4 hit points, respectively.

In addition to these disadvantages, heart of stone also renders the caster vulnerable in one other way: his own real heart can be destroyed, instantly slaying him. Naturally, the caster will want to take steps to hide and protect his true heart to prevent this from happening. The living heart continues to beat for the duration of the spell but requires no special receptacle or facilities to protect it--the caster could leave it lying on the floor, if he wished.

The heart of stone cannot be dispelled, although a more powerful negation magic such as *Mordenkainen's disjunction* can bring the spell to an end. Stone to flesh also undoes the magic of the heart of stone. No matter how the spell is ended, the wizard's own living heart instantly returns to its proper place, and the stone heart appears wherever the living heart was kept. At this time, any injuries the wizard currently has are multiplied by 1d6 a--the wounds begin to bleed again. For example, a necromancer who was injured for 6 points of damage instead suffers 6d6 when the spell ends.

The material component for this spell is the stone heart itself. This must be a carved stone of quality (jade, obsidian, or gold-veined marble would be appropriate) worth not less than 5,000 gold pieces. It must be prepared by use of the enchant an item spell. The stone is not consumed at the spell's end and may be used again if it is undamaged.

Homunculus Shield (Evocation, Necromancy)

Range: 0
Components: V, S, M
Duration: 1 round/level
Casting Time: 3
Area of Effect: The caster
Saving Throw: None

By creating a homunculus shield, the wizard separates a portion of his mind in the form of an exteriorized magical homunculus. This creature is invisible to all but the caster and appears as a miniature version of the caster perched atop the wizard's head.

The wizard may move and act normally while this spell is in effect. The magical homunculus operates as an independent spellcaster. It may cast only teleport, contingency, and protective spells of 4th level and lower. It casts only spells from the wizard's memorized store of spells, but any spells cast by

the homunculus are done so with a casting time of 1. The wizard selects which spells are cast by his homunculus; after they are cast, they are wiped from the caster's memory.

The homunculus has 1 hit point per two levels of the caster. These points are "borrowed" from the caster; while the homunculus is present, the wizard's hit points are reduced by this amount.

The homunculus cannot be struck by melee or missile weapons separately from the wizard. It can be damaged separately from the wizard (e.g., by a magic missile targeted at the homunculus or by area effect spells). The homunculus has the attributes and saving throws of the wizard.

At the end of the spell's duration, the homunculus disappears and any hit points it had are restored to the wizard. Hit points lost by the homunculus can be regained only by magical healing. If the wizard's hit points are reduced to zero at any time during the spell, the wizard is dead even if the homunculus had hit points remaining. A wizard with an active homunculus shield suffers a -4 saving throw penalty against magic jar spells cast upon him due to the division of his mental energy.

The material component is a miniature sculpted bust of the spellcaster.

Hornung's Random Dispatcher* (Abjuration)

Range: 30 yards
Component: V
Duration: Instantaneous
Casting Time: 2
Area of Effect: One creature
Saving Throw: Neg.

With the utterance of a few words, this spell can hurl a creature to a random plane and leave him there. The target, if unwilling, is allowed a saving throw. If successful, the spell fails. If unsuccessful, the victim and all items carried by him are sent to a random plane. To determine the plane, roll on the table below.

d100	Plane
01-03	Abyss
04-06	Acheron
07-12	Alternate Prime Material Plane
13-17	Arcadia
18-23	Astral Plane
24-27	Beastlands (Happy Hunting Grounds)
28-30	Concordant Opposition
31-35	Elemental Plane (Air, Fire, Earth, or Water)
36-38	Elysium
39-44	Ethereal Plane
45-47	Gehenna
48-50	Gladshheim
51-53	Hades
54-58	Limbo
59-61	Negative Material Plane
62-64	Negative Quasi-Plane (Vacuum, Ash, Dust, or Salt)
65-67	Nine Hells
68-70	Nirvana
71-73	Olympus
74-76	Pandemonium
77-79	Para-Elemental Plane (Smoke, Magma, Ooze, or Ice)
80-82	Positive Material Plane
83-85	Positive Quasi-Plane (Lightning, Radiance, Minerals, or Steam)
86-91	Prime Material Plane*
92-94	Seven Heavens
95-97	Tartarus
98-00	Twin Paradises

* Characters sent to the Prime Material plane are teleported elsewhere in the same world.

The caster has no control over the destination of the target. The conditions at the destination may kill the target (for example, arriving in the elemental plane of fire) or merely make life difficult. This determination is left to the DM.

Incendiary Cloud (Alteration, Evocation)

Range: 30 yds.
Components: V, S, M
Duration: 4 rds. + 1d6 rounds
Casting Time: 2
Area of Effect: Special
Saving Throw: 1/2

An incendiary cloud spell exactly resembles the smoke effects of a pyrotechnics spell, except that its minimum dimensions are a cloud 10 feet tall, 20 feet wide, and 20 feet long. This dense vapor cloud billows forth, and on the third round of its existence begins to flame, causing 1-2 points of damage per level of the spellcaster. On the fourth round it inflicts 1d4 points of damage per level of the caster, and on the fifth round this drops back to 1-2 points of damage per level as its flames burn out. In any successive rounds of existence, the cloud is simply harmless smoke that obscures vision within its confines. Creatures within the cloud need to make only one saving throw if it is successful, but if they fail the first saving throw, they roll again on the fourth and fifth rounds (if necessary) to attempt to reduce the damage sustained by one-half.

In order to cast this spell, the wizard must have an available fire source (just as with a pyrotechnics spell), scrapings from beneath a dung pile, and a pinch of dust.

Iron body (Alteration, Elemental Earth)

Range: 0
Duration: 1 rd./level
Area of Effect: The caster
Subtlety: +5
Sensory: Medium visual
Components: V, S, M
Casting Time: 8
Saving Throw: None
Knockdown: None
Critical: None

This spell transforms the caster's body into living iron, which grants him several powerful resistances and abilities. While the spell is in effect, the caster can only be injured by blunt weapons of +3 or better value, or monsters of 8+3 Hit Dice or more. Slashing weapons, falling, crushing, and constriction attacks of all types are completely unable to harm the caster, although an attack may knock him off-balance or pin him beneath tons of debris. Spells or attacks that affect the subject's physiology or respiration—for example, poison, cloudkill, enfeeblement, contagion, or pain touch—fail completely, since the caster has no physiology or respiration while the spell is in effect. Also, spells that have weight limits should be applied to the wizard as if he weighed over 3,000 pounds. The wizard ignores electrical attacks and saves at +4 against fire attacks. If he saves, he takes quarter damage; if not, he takes half damage. If hit with a rod of smiting, he takes 2d8+6 points of damage unless the attacker rolls a natural 20. If this occurs, then the damage is doubled.

In addition to the natural immunities of an iron body, the wizard enjoys powerful offensive abilities. His Strength score is raised to 20 (+3 to attack rolls, +8 damage) for the duration of the spell, and he can punch or bludgeon

his enemies twice per round for 1d4 points of damage per blow, plus his Strength bonus. Unfortunately, his movement becomes slow and awkward, so he is reduced to a move of 3 and suffers a -2 penalty to his initiative rolls (or a reduction of his base phase by one step, in PLAYER'S OPTION: Combat & Tactics). Most importantly, the wizard's clumsiness and lack of breath prevent him from casting any spells while the iron body is in effect.

Iron body may create additional hazards for the wizard as the DM deems appropriate. For example, rust monsters are extremely dangerous to a wizard using this spell. Heat metal spells inflict double damage to the caster. And, naturally, the wizard sinks like a stone in water—although he could survive the crushing pressure and lack of air at the bottom of the ocean—at least until the spell expired. Some magical items, such as potions or winded instruments, may be temporarily unusable as well.

The material component for this spell is a small piece of iron that once belonged to an iron golem.

Life Force Transfer (Necromancy) Reversible

Range: 1i
Components: V, S, M
Duration: Permanent
Casting Time: Special (8 turns)
Area of Effect: 1 creature
Saving Throw: Neg.

Upon completion of this long and highly-versatile incantation, the caster permanently transfers a creature's life force (even his or her own) into a specially fabricated item, a magical receptacle, or the body of another individual. Once the mental transfer has been completed, the recipient's body falls into a cataleptic state, and remains in a death-like trance or coma for 2-7 days. Unless the subject's life force is magically reunited with the body during that time period, his or her body dies, and the life force remains permanently trapped within the physical object or new body.

While in the physical receptacle, the recipient may perform any action permitted by the new form. In an item such as a ring or a sword, the subject may communicate with the user when the receptacle is held or worn properly. The extent of communication depends on the subject's intelligence:

Int	Communication
3-11	None
12-13	Semi-Empathy
14-16	Empathy
17+	Telepathy

Individuals of low or average intelligence cannot communicate, and those of above-average intelligence can communicate using a primitive form of empathy (usually limited to a throb or tingle of varying intensity). At the discretion of the DM, the life force might animate a specially prepared statue or golem, perhaps even enabling the recipient to employ any memorized spells.

Life Force transfer is sometimes the final step in the manufacture of a powerful magical item or minor artifact (usually a sword). In this process, a victim's life force is transferred into a magical item (unless he or she saves vs. death magic at -4), which is finally sealed with a permanency.

In such an enchantment, the recipient's body is frequently destroyed afterward by the caster, forever trapping the victim's life force in the item (unless the permanency is first reversed and a new body prepared using a clone, wish, or similar means). If the item is destroyed while the recipient's life force is in it, the creature may regain its body by making a system shock roll if it lies within 1 mile per level of the original caster; otherwise, the subject's life force dissipates, and the creature dies.

Sometimes, a wizard may employ this spell as a final measure to protect his or her own life. In this version, the entire incantation and receptacle are prepared and cast beforehand, but only the final syllable of the spell is left

unfinished. The wizard may pronounce this short (single segment) syllable at any later time, casting his or her life force into the receptacle providing that it lies within range. Obviously, this strategy only works if the receptacle is kept close to the wizard at all times. Furthermore, the wizard usually must leave behind clues or encrypted instructions so that his or her allies may later reverse the spell and restore the wizard to his or her normal state, whatever that may be. While the spell is in its unfinished state, the wizard cannot learn a new 8th-level spell to replace it. Aside from this limitation, however, the caster remains unaffected by the pending spell.

Less scrupulous wizards may use this rite to permanently transfer the recipient's life force (often their own) into the body of a younger individual, thereby extending their own existence. The victim is entitled to a saving throw vs. death magic with a -4 penalty to resist the effects. If failed, the subject's life force departs (resulting in the death of the victim), and the recipient's life force takes permanent possession of the victim's body. If the saving throw is successful, the spell fails without any ill effect to either the victim or recipient (though it may be recast at a later date). Thus, an ancient necromancer may transfer his or her life force into the body of a vigorous, younger person, thereby gaining all of the victim's physical attributes, manual skills, hit points, and extended life span.

The spell requires either an expertly-crafted item or any living human, demihuman, or humanoid (preferably young and healthy) to house the subject's life force. The remaining material components include a scroll inscribed with special rare inks and a massive, blood red garnet (worth 5,000 gp or more). The exact nature of any physical receptacle should be decided by the DM, but it must be of quality suitable for enchantment. The garnet (but not the scroll) is consumed in the casting. This spell cannot be dispelled normally (even in its "pending" state). If the receptacle was not sealed with a permanency, then the subject's life force may be driven out with spirit release or dispel evil (in the event of a permanent magical receptacle, the item's permanency must be first overcome with dispel magic).

In rare cases, to be adjudicated by the DM, the life force of the victim does not depart from the body, but coexists in his or her body with that of the recipient or "intruder." Such a life force may be able to take control of the survivor—use the control rules for the magic jar spell to determine this. As before, the "intruder" life force can only be ejected by casting spirit release or dispel evil (or a full wish). Otherwise, at the discretion of the DM, the life force of the "intruder" merges with that of the victim, diluting the recipient's personality—alignment, and possibly sanity—as well.

The reverse of this spell, revoke life force transfer, requires the original scroll (the one used in the life force transfer spell to be revoked), the construct, and the body of the recipient. Providing that the spell is cast before the body physically dies (within 2-7 days of the original separation), the reversal process requires a system shock roll in order to be successful. If failed (or if the body has already perished), the newly released life force dissipates, and the subject dies.

Mass Charm (Enchantment/Charm)

Range: 5 yds./level
Components: V
Duration: Special
Casting Time: 8
Area of Effect: 30-ft. cube
Saving Throw: Neg.

A mass charm spell affects either persons or monsters just as a charm person or charm monster spell. The mass charm spell, however, affects a number of creatures whose combined levels of experience or Hit Dice does not exceed twice the level of experience of the spellcaster. All affected creatures

must be within the spell range and within a 30-foot cube. Note that the creatures' saving throws are unaffected by the number of recipients (see the charm person and charm monster spells), but all target creatures are subject to a penalty of -2 on their saving throws because of the efficiency and power of this spell. The Wisdom bonus against charm spells does apply.

Maze (Conjuration/Summoning)

Range: 5 yds./level
 Components: V,S
 Duration: Special
 Casting Time: 3
 Area of Effect: 1 creature
 Saving Throw: None

An extradimensional space is brought into being upon the utterance of a maze spell. The subject vanishes into the shifting labyrinth of force planes for a period of time that is dependent upon its Intelligence. (Note: Minotaurs are not affected by this spell.)

Intelligence of Mazed Creature	Time Trapped in Maze
under 3	2d4 turns
3-5	1d4 turns
6-8	5d4 rounds
9-11	4d4 rounds
12-14	3d4 rounds
15-17	2d4 rounds
18+	1d4 rounds

Note that teleport and dimension door spells will not help a character escape a maze spell, although a plane shifting spell will.

Mind Blank (Abjuration)

Range: 30 yds.
 Components: V,S
 Duration: 1 day
 Casting Time: 1
 Area of Effect: 1 creature
 Saving Throw: None

When the very powerful mind blank spell is cast, the creature is totally protected from all devices and spells that detect, influence, or read emotions or thoughts. This protects against augury, charm, command, confusion, divination, empathy (all forms), ESP, fear, feeblemind, mass suggestion, phantasmal killer, possession, rulership, soul trapping, suggestion, and telepathy. Cloaking protection also extends to the prevention of discovery or information gathering by crystal balls or other scrying devices, clairaudience, clairvoyance, communing, contacting other planes, or wish-related methods (wish or limited wish). Of course, exceedingly powerful deities can penetrate the spell's barrier.

Monster Summoning VI (Conjuration/Summoning)

Range: Special
 Components: V,S,M
 Duration: 7 rds. + 1 rd./level
 Casting Time: 8
 Area of Effect: 80-yd. radius
 Saving Throw: None

This spell is much like the 3rd-level spell monster summoning I, except that it summons 1d3 6th-level monsters. These monsters appear in 1d3 rounds within the spell's area of effect and attack the caster's opponents, until either he commands them to cease, the spell duration expires, or the monsters are slain. These creatures do not check morale, and they vanish when slain. If no opponent exists to fight, summoned monsters can, if the wizard can communicate with them, and if they are physically capable, perform other services for the summoning wizard.

The material components of this spell are a tiny bag and a small (not necessarily lit) candle.

Otiluke's Telekinetic Sphere (Evocation,Alteration)

Range: 20 yds.
 Components: V,S,M
 Duration: 2 rds./level
 Casting Time: 4
 Area of Effect: sphere with diameter
 Saving Throw: Neg.
 of 1 ft./level

This spell is exactly the same as the 4th-level wizard spell Otiluke's resilient sphere, with the addition that the creatures or objects inside the globe are nearly weightless--anything contained within it weighs only 1/16 its normal weight. Any subject weighing up to 5,000 pounds can be telekinetically lifted in the sphere by the caster. Range of control extends to a maximum distance of 10 yards per level after the sphere has actually succeeded in encapsulating a subject or subjects. Note that even if more than 5,000 pounds of weight is engaged, the perceived weight is only 1/16 of the actual weight, so the orb can be rolled without exceptional effort. Because of the reduced weight, rapid motion or falling within the field of the sphere is relatively harmless to the object therein, although it can be disastrous should the globe disappear when the subject inside is high above a hard surface. The caster can dismiss the effect with a word.

In addition to a hemispherical piece of diamond and a matching piece of gum arabic, the caster must also have a pair of small bar magnets as material components for this spell.

Otto's Irresistible Dance (Enchantment/Charm)

Range: Touch
 Components: V
 Duration: 1d4+1 rounds
 Casting Time: 5
 Area of Effect: Creature touched
 Saving Throw: None

When an Otto's irresistible dance spell is placed upon a creature, the spell causes the recipient to begin dancing, complete with feet shuffling and tapping. This dance makes it impossible for the victim to do anything other than caper and prance; this cavoring worsens the Armor Class of the creature by -4, makes saving throws impossible except on a roll of 20, and negates any consideration of a shield. Note that the creature must be touched, as if melee combat were taking place and the spellcaster were striking to do damage.

Permanency (Alteration)

Range: Special
 Components: V,S
 Duration: Permanent
 Casting Time: 2 rds.
 Area of Effect: Special
 Saving Throw: None

This spell affects the duration of certain other spells, making the duration permanent. The personal spells upon which a permanency is known to be effective are as follows:

comprehend languages	protection from evil
detect evil	protection from normal missiles
detect invisibility	read magic
detect magic	tongues
infravision	unseen servant
protection from cantrips	

The wizard casts the desired spell and then follows it with the permanency spell. Each permanency spell lowers the wizard's Constitution by 1 point. The wizard cannot cast these spells upon other creatures. This application of permanency can be dispelled only by a wizard of greater level than the spellcaster was when he cast the spell.

In addition to personal use, the permanency spell can be used to make the following object/creature or area-effect spells permanent:

enlarge	prismatic sphere
fear	stinking cloud
gust of wind	wall of fire
invisibility	wall of force
magic mouth	web

Additionally, the following spells can be cast upon objects or areas only and rendered permanent:

alarm	wall of fire
audible glamer	distance distortion
dancing lights	teleport
solid fog	

These applications to other spells allow it to be cast simultaneously with any of the latter when no living creature is the target, but the entire spell complex then can be dispelled normally, and thus negated.

The permanency spell is also used in the fabrication of magical items (see the 6th-level spell enchant an item). At the DM's option, permanency might become unstable or fail after a long period of at least 1,000 years. Unstable effects might operate intermittently or fail altogether.

The DM may allow other selected spells to be made permanent. Researching this possible application of a spell costs as much time and money as independently researching the selected spell. If the DM has already determined that the application is not possible, the research automatically fails. Note that the wizard never learns what is possible except by the success or failure of his research.

Polymorph Any Object (Alteration)

Range: 5 yds./level
 Components: V,S,M
 Duration: Variable
 Casting Time: 1 rd.
 Area of Effect: Special
 Saving Throw: Special

This spell changes one object or creature into another. When used as a polymorph other or stone to flesh spell, simply treat the spell as a more powerful version, with saving throws made with -4 penalties to the die roll. When it is cast in order to change other objects, the duration of the spell depends on how radical a change is made from the original state to its enchanted state, as well as how different it is in size. The DM determines the changes by using the following guidelines:

Kingdom	Animal, vegetable, mineral
Class	Mammals, bipeds, fungi, metals, etc.
Relationship	Twig is to tree, sand is to beach, etc.
Size	Smaller, equal, larger
Shape	Comparative resemblance of the original to the polymorphed state
Intelligence	Particularly with regard to a change in which the end product is more intelligent

A change in kingdom makes the spell work for hours (if removed by one kingdom) or turns (if removed by two). Other changes likewise affect spell duration. Thus, changing a lion to an androsphinx would be permanent, but turning a turnip to a purple worm would be a change with a duration measured in hours. Turning a tusk into an elephant would be permanent, but turning a twig into a sword would be a change with a duration of several turns.

All polymorphed objects radiate a strong magic, and if a dispel magic spell is successfully cast upon them, they return to their natural form. Note that a stone to flesh spell or its reverse will affect objects under this spell. As with other polymorph spells, damage sustained in the new form can result in the injury or death of the polymorphed creature.

For example, it is possible to polymorph a creature into rock and grind it to dust, causing damage, perhaps even death. If the creature was changed to dust to start with, more creative methods to damage it would be needed; perhaps the wizard could use a gust of wind spell to scatter the dust far and wide. In general, damage occurs when the new form is altered through physical force, although the DM will have to adjudicate many of these situations.

The system shock roll must be applied to living creatures, as must the restrictions noted regarding the polymorph other and stone to flesh spells. Also note that a polymorph effect often detracts from an item's or creature's powers, but does not add new powers, except possibly movement capabilities not present in the old form. Thus, a vorpal sword polymorphed into a dagger would not retain vorpal capability. Likewise, valueless items cannot be made into permanent valuable items.

The material components of this spell are mercury, gum arabic, and smoke.

Power Word, Blind (Conjuration/Summoning)

Range: 5 yds./level
 Components: V
 Duration: Special
 Casting Time: 1
 Area of Effect: 15-ft. radius
 Saving Throw: None

When a power word, blind spell is cast, one or more creatures within the area of effect become sightless. The spellcaster selects one creature as the target center, and the effect spreads outward from the center, affecting creatures with the lowest hit point totals first; the spell can also be focused to affect only an individual creature. The spell affects up to 100 hit points of creatures; creatures who currently have 100 or more hit points are not affected and do not count against the number of creatures affected. The duration of the spell depends upon how many hit points are affected. If 25 or fewer hit points are affected, the blindness is permanent until cured. If 26 to 50 hit points are affected, the blindness lasts for 1d4+1 turns. If 51 to 100 hit points are affected, the spell lasts for 1d4+1 rounds. An individual creature cannot be partially affected. If all of its current hit points are affected, it is blinded; otherwise, it is not. Blindness can be removed by a cure blindness or dispel magic spell.

Prismatic Wall (Conjuration/Summoning)

Range: 10 yds.
Components: V,S
Duration: 1 turn/level
Casting Time: 7
Area of Effect: 4 ft./level wide x 2 ft./level high
Saving Throw: Special

This spell enables the wizard to conjure a vertical, opaque wall--a shimmering, multicolored plane of light that protects him from all forms of attack. The wall flashes with all colors of the visible spectrum, seven of which have a distinct power and purpose. The wall is immobile, and the spellcaster can pass through the wall without harm. However, any creature with fewer than 8 Hit Dice that is within 20 feet of the wall and does not shield its vision is blinded for 2d4 rounds by the colors.

Each color in the wall has a special effect. Each color can also be negated by a specific magical effect, but the colors must be negated in the precise order of the spectrum. The accompanying table shows the seven colors of the wall, the order in which they appear, their effects on creatures trying to attack the spellcaster, and the magic needed to negate each color.

The wall's maximum proportions are 4 feet wide per level of experience of the caster and 2 feet high per level of experience. A prismatic wall spell cast to materialize in a space occupied by a creature is disrupted and the spell is wasted.

Prismatic Wall Effects			
Color	Order	Effect of Color	Spell Negated By
Red	1st	Stops nonmagical missiles--inflicts 20 points of damage, save for half	cone of cold
Orange	2nd	Stops magical missiles--inflicts 40 points of damage, save for half	gust of wind
Yellow	3rd	Stops poisons, gases, and petrification--inflicts 80 points of damage, save for half	disintegrate
Green	4th	Stops breath weapons -- save vs. poison or die; survivors suffer 20 points of damage	passwall
Blue	5th	Stops location/detection and mental attacks--save vs. petrification or turn to stone	magic missile
Indigo	6th	Stops magical spells--save vs. wand or go insane	continual light
Violet	7th	Force field protection--save vs. spell or be sent to another plane	dispel magic

Screen (Divination/Illusion)

Range: 0
Components: V,S
Duration: 1 hr./level
Casting Time: 1 turn
Area of Effect: 30-ft. cube/level
Saving Throw: Special

This spell combines several elements to create a powerful protection from scrying and direct observation. When the spell is cast, the wizard dictates

what will and will not be observed in the area of effect. The illusion created must be stated in general terms. Thus, the caster could specify the illusion of him and another playing chess for the duration of the spell, but he could not have the illusionary chess players take a break, make dinner, and then resume their game. He could have a crossroads appear quiet and empty even while an army is actually passing through the area. He could specify that no one be seen (including passing strangers), that his troops be undetected, or even that every fifth man or unit should be visible. Once the conditions are set, they cannot be changed.

Attempts to scry the area automatically detect the image stated by the caster with no saving throw allowed. Sight and sound are appropriate to the illusion created. A band of men standing in a meadow could be concealed as an empty meadow with birds chirping, etc. Direct observation may allow a saving throw (as per a normal illusion), if there is cause to disbelieve what is seen. Certainly onlookers in the area would become suspicious if the column of a marching army disappeared at one point to reappear at another! Even entering the area does not cancel the illusion or necessarily allow a saving throw, assuming the hidden beings take care to stay out of the way of those affected by the illusion.

Serten's Spell Immunity (Abjuration)

Range: Touch
Components: V,S,M
Duration: 1 turn/level
Casting Time: 1 round/recipient
Area of Effect: Creature(s) touched
Saving Throw: None

By use of this spell, the wizard is able to confer virtual immunity to certain spells and magical attack forms upon those he touches. For every four levels of experience of the wizard, one creature can be protected by the Serten's spell immunity spell; however, if more than one is protected, the duration of the protection is divided among the protected creatures.

For example, a 16th-level wizard can cast the spell upon one creature and it will last 16 turns, or place it upon two creatures for eight turns, or four creatures for four turns.) The protection gives a bonus to saving throws, according to spell type and level, as shown in the following table.

Spell Level	Wizard Spell	Priest Spell
1st-3rd	+9*	+7
4th-6th	+7	+5
7th-8th	+5	+3

* Includes beguiling effects.

The material component of this spell is a diamond of at least 500 gp value, which must be crushed and sprinkled over the spell recipients. Each such creature must also have in its possession a diamond of at least one carat size, intact and carried on its person.

Shadow Form (Necromancy)

Range: 0
Components: V,S,M
Duration: 1 round/level
Casting Time: 1 round
Area of Effect: The caster
Saving Throw: None

By means of this spell, the caster temporarily changes himself into a shadow. The caster gains the movement rate, Armor Class, hit dice, and all abilities of a shadow. His chilling touch (requiring a normal attack roll) inflicts 2-

5 (1d4 + 1) hit points of damage on his victims as well as draining one point of Strength. Lost Strength returns in 2-8 (2d4) turns after being touched. If a human or demihuman victim is reduced to 0 hit points or 0 Strength by the caster in shadow form, the victim has lost all of his life force and is immediately drawn into the Negative Material Plane where he will forever after exist as a shadow.

All of the caster's weapons and equipment stay with him, but he is unable to use them while in shadow form. He is also unable to cast spells while in shadow form, but he is immune to sleep, charm, and hold spells, and is unaffected by cold-based attacks. He is 90 percent undetectable in all but the brightest of surroundings. Unlike normal shadows, a wizard in shadow form cannot be turned by priests.

At the end of the spell's duration, there is a 5% chance that the caster will permanently remain as a shadow. Nothing short of a wish can return the caster to his normal form.

The material components for this spell are the shroud from a corpse at least 100 years old and a black glass marble.

Sink (Enchantment,Alteration)

Range: 10 yds./level
Components: V,S
Duration: Special
Casting Time: 8
Area of Effect: 1 creature or object,
Saving Throw: Special
max. 1 cu. ft./level

By means of this spell, a wizard can force a creature or object into the very earth or floor upon which it stands. When casting the spell, the wizard must chant the spell for the remainder of the round without interruption. At that juncture, the subject creature or object becomes rooted to the spot unless a saving throw vs. spell (for a creature) or disintegration (for an object with magical properties) is successful. (Note: "magical properties" include those of magical items as listed in the Dungeon Master Guide, those of items enchanted or otherwise of magical origin, and those of items with protection-type spells or with permanent magical properties or similar spells upon them.) Items of a nonmagical nature are not entitled to a saving throw. If a subject fails its saving throw, it becomes of slightly greater density than the surface upon which it stands.

The spellcaster now has the option of ceasing his spell and leaving the subject as it is, in which case the spell expires in four turns, and the subject returns to normal. If the caster proceeds with the spell (into the next round), the subject begins to sink slowly into the ground. Before any actions are taken in the new round, the subject sinks one-quarter of its height; after the first group acts, another quarter; after the second group acts, another; and at the end of the round, the victim is totally sunken into the ground.

This entombment places a creature or object in a state of suspended animation. The cessation of time means that the subject does not grow older. Bodily and other functions virtually cease, but the subject is otherwise unharmed. The subject exists in undamaged form in the surface into which it was sunk, its upper point as far beneath the surface as the subject has height--a 6-foot-tall victim will be 6 feet beneath the surface, while a 60-foot-tall subject will have its uppermost point 60 feet below ground level. If the ground around the subject is somehow removed, the spell is broken and the subject returns to normal, but it does not rise up. Spells such as dig, transmute rock to mud, and freedom (the reverse of the 9th-level spell imprisonment) will not harm the sunken creature or object and will often be helpful in recovering it. If a detect magic spell is cast over an area upon which a sink spell was used, it reveals a faint magical aura of undefinable nature, even if the subject is beyond detection range. If the subject is within range of the detection, the spell's schools can be discovered (alteration and enchantment).

Symbol (Conjuration/Summoning)

Range: Touch
Components: V,S,M
Duration: Special
Casting Time: 8
Area of Effect: Special
Saving Throw: Special

A symbol spell creates magical runes affecting creatures that pass over, touch, or read the runes, or pass through a portal upon which the symbol is inscribed. Upon casting the spell, the wizard inscribes the symbol upon whatever surface he desires. Likewise, the spellcaster is able to place the symbol of his choice, using any one of the following:

- Death One or more creatures, whose total hit points do not exceed 80, are slain.
- Discord All creatures are affected and immediately fall to loud bickering and arguing; there is a 50% probability that creatures of different alignments attack each other. The bickering lasts for 5d4 rounds, the fighting for 2d4 rounds.
- Fear This symbol creates an extra-strong fear spell, causing all creatures to save vs. spell with -4 penalties to the die roll, or panic and flee as if attacked by a fear spell.
- Hopelessness All creatures are affected and must turn back in dejection unless they save vs. spell. Affected creatures submit to the demands of any opponent--for example, surrender, get out, etc. The hopelessness lasts for 3d4 turns; during this period it is 25% probable that affected creatures take no action during any round, and 25% likely that those taking action turn back or retire from battle, as applicable.
- Insanity One or more creatures whose total hit points do not exceed 120 become insane and remain so, acting as if a confusion spell had been placed upon them, until a heal, restoration, or wish spell is used to remove the madness.
- Pain All creatures are afflicted with wracking pains shooting through their bodies, causing a -2 penalty to Dexterity and a -4 penalty to attack rolls for 2d10 turns.
- Sleep All creatures under 8+1 Hit Dice immediately fall into a catatonic slumber and cannot be awakened for 1d12+4 turns.
- Stunning One or more creatures whose total hit points do not exceed 160 are stunned and reeling for 3d4 rounds, dropping anything they are holding.

The type of symbol cannot be recognized without being read and thus activating its effects.

The material components of this spell are powdered black opal and diamond dust, worth not less than 5,000 gp each.

Trap the Soul (Conjuration/Summoning)

Range: 10 yds.
Components: V, S, M
Duration: Permanent until broken
Casting Time: Special + 1
Area of Effect: 1 creature
Saving Throw: Special

This spell forces the creature's life force (and its material body) into a special prison gem enchanted by the spellcaster. The creature must be seen by the caster when the final word is uttered.

The spell can be triggered in one of two ways. First, the final word of the spell can be spoken when the creature is within spell range. This allows magic resistance (if any) and a saving throw vs. spell to avoid the effect. If the creature's real name is spoken as well, any magic resistance is ignored and the saving throw vs. spell suffers a penalty of -2. If the saving throw is successful, the prison gem shatters.

The second method is far more insidious, for it tricks the victim into accepting a trigger object inscribed with the final spell word, automatically placing the creature's soul in the trap. To use this method, both the creature's true name and the trigger word must be inscribed on the trigger item when the gem is enchanted. A sympathy spell can also be placed on the trigger item. As soon as the subject creature picks up or accepts the trigger item, its life force is automatically transferred to the gem, without the benefit of magic resistance or saving throw.

The gem prison will hold the trapped entity indefinitely, or until the gem is broken and the life force is released, allowing the material body to reform. If the trapped creature is a powerful creature from another plane (which could mean a character trapped by an inhabitant of another plane when the character is not on the Prime Material Plane), it can be required to perform a service immediately upon being freed. Otherwise, the creature can go free once the gem imprisoning it is broken.

Before the actual casting of the trap the soul spell, the wizard must prepare the prison, a gem of at least 1,000 gp value for every Hit Die or level of experience possessed by the creature to be trapped (for example, it requires a gem of 10,000 gp value to trap a 10 Hit Die or 10th-level creature). If the gem is not valuable enough, it shatters when the entrapment is attempted. (Note that while characters have no concept of level as such, the value of the gem needed to trap an individual can be researched. Remember that this value can change over time as characters advance.) Creating the prison gem requires an enchant an item spell and the placement of a maze spell into the gem, thereby forming the prison to contain the life force.

Wildzone* (Conjuration/Summoning)

Range: 0
Components: V, S, M
Duration: 2d6 turns
Casting Time: 1d6 rounds
Area of Effect: 300'x300' square
Saving Throw: None

This powerful spell creates a disruption in magical forces similar to the conditions found in wild magic regions (areas where the effects of magic have been permanently altered). This spell has only a temporary effect, although the effects of wildzone could possibly be rendered permanent.

The spell creates a wild magic region centered on the caster. The area of effect cannot be shaped in any way; it is always a square 300 feet long on each side (90,000 square feet).

Within the wildzone, wild magic reigns. Any spell cast in the area of effect is automatically treated as a wild surge (see Table 2). Effects from magical items that expend charges are also treated as wild surges when used in the area. Other magical items function normally.

Spells cast into the wildzone from outside the area of effect function normally, but spells cannot be cast out of the area of effect without triggering a wild surge.

The material components are several pots of paint which must be spilled across a sheet of hammered silver worth no less than 2,000 gp.

Ninth-Level Spells

Astral Spell (Evocation)

Range: Touch
Components: V,S
Duration: Special
Casting Time: 9
Area of Effect: Special
Saving Throw: None

By means of the astral spell, a wizard can project his astral body into the Astral Plane, leaving his physical body and material possessions behind in the Prime Material Plane. Only magical items can be brought into the Astral Plane (although nonmagical items could be rendered temporarily magical through the use of some spells, if the DM allows). As the Astral Plane touches upon the first levels of all of the Outer Planes, the wizard can travel astrally to any of the Outer Planes at will. The caster then leaves the Astral Plane, forming a body in the plane of existence he has chosen to enter. It is also possible to travel astrally anywhere in the Prime Material Plane by means of the astral spell, but a second body cannot be formed in the Prime Material Plane. As a general rule, a person astrally projected can be seen only by creatures in the Astral Plane.

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

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

The wizard can project the astral forms of up to seven other creatures with him by means of the astral spell, providing the creatures are linked in a circle with the wizard. These fellow travelers are dependent upon the wizard and can be stranded. Travel in the Astral Plane can be slow or fast, according to the wizard's desire. The ultimate destination arrived at is subject to the conceptualization of the wizard. (See the Planescape Campaign Setting boxed set for further information on the Astral Plane.)

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

Bigby's Crushing Hand (Evocation)

Range: 5 yds./level
Components: V,S,M
Duration: 1 rd./level
Casting Time: 9
Area of Effect: Special
Saving Throw: None

The Bigby's crushing hand spell creates a huge, disembodied hand similar to those of the other Bigby's hand spells. The crushing hand is under the mental control of the caster, and he can cause it to grasp and squeeze an opponent. No attack roll is necessary; the hand automatically grasps and in-

flicts constriction damage in any round in which the wizard concentrates. The damage inflicted depends on the number of rounds it acts upon the victim:

1st round	1d10 points
2nd & 3rd rounds	2d10 points
4th & beyond	4d10 points

The crushing hand has an Armor class of 0, has as many hit points as its caster at full strength, and vanishes when destroyed. The hand is susceptible to normal combat attacks and damaging spells, but if it is struck by an area-effect spell, the person held suffers the same fate as the hand (i.e., if the hand fails its saving throw, the victim automatically fails his). The hand is not effective against noncorporeal or gaseous forms, but it does prevent creatures that are able to slip through small cracks from escaping. If the hand grasps an item or construction, the appropriate saving throw must be made as if squeezed by a Strength of 25.

The material components of the spell are a glove of snake skin and the shell of an egg.

Chain Contingency (Evocation)

Range: 0
Components: V,S,M
Duration: 1 day/level
Casting Time: 2 turns
Area of Effect: The caster
Saving Throw: None

This powerful spell is similar to the 6th-level contingency spell.

Chain contingency allows the caster to designate either two or three spells that will take effect automatically under a specific set of conditions. In other words, when a set of conditions is met, the designated spells are "cast" immediately without the caster's intervention.

Chain contingency must be cast together with the spells it is to trigger. The caster may choose either two spells to occur simultaneously or three spells to occur consecutively, one per round. Spells must be of 8th level or lower. Only the 6th-level contingency spell may not be included. The casting time of 2 turns includes the casting of the spells to be triggered.

Unlike the contingency spell, spells "stored" in chain contingency can affect creatures other than the caster. These instructions must be carefully worded; the spell obeys the letter of its instructions and not the caster's intentions.

In casting chain contingency, the wizard defines the conditions that will trigger the "stored" spells. This definition must be carefully worded, but may be as limiting or general as the caster desires. The caster also states the exact order, target, range, and manner in which the stored spells are to be cast.

The spell has several limitations in triggering its spells. It does not have any powers of discernment; thus, an instruction to "target the highest-level enemy" is not possible. Furthermore, the conditions cannot involve a delay; a spell cannot be ordered to trigger "three turns after I sneeze."

When the named conditions are met, the chain contingency is automatically triggered. If all specifics of casting a spell are not specified (e.g., target or area of effect), the effect is automatically centered on the caster.

Possible triggers might include a fall from a distance greater than the caster's height, the appearance of the first beholder within 30 feet of the caster, or the wizard pointing his finger and pronouncing a specified word.

Only one chain contingency can be placed on the spellcaster at any one time. If a second is cast, the first chain contingency is cancelled. It is possible to have both a contingency and a chain contingency operating at the same time, provided that there is no overlap in the conditions specified for triggering the two spells.

Spells triggered by the chain contingency have a casting time of 1. If the spell is triggered under conditions that are impossible to fulfill, it fails. If one

of the spells in a series cannot be fulfilled, the remaining spells in the series are lost. Normal conditions, including line of sight to the target, must be fulfilled. All spells originate from the caster; thus, it is not possible for a caster to teleport and leave behind a series of fireballs to blast his enemies. In this case, the fireballs would either fail or destroy something at the caster's destination.

The material components are (in addition to those of the companion spells) 500 gp worth of quicksilver; a gem of at least 1,000 gp value; an eyelash from an ogre mage, ki-riin, or similar spell-using creature; and an ivory statuette of the wizard (which is not destroyed in the casting of the spell) which must be carried by the spellcaster in order for the chain contingency to perform its function when triggered.

Crystalbrittle (Alteration)

Range: Touch
Components: V,S
Duration: Permanent
Casting Time: 9
Area of Effect: 2 cu. ft./level
Saving Throw: Special

The magic of this spell causes metal, whether as soft as gold or as hard as adamantite, to turn to a crystalline substance as brittle and fragile as crystal. Thus, a sword, metal shield, metal armor, or even an iron golem can be changed to a delicate, glasslike material easily shattered by any forceful blow. Furthermore, this change is unalterable by any means short of a wish spell; a dispel magic will not reverse the spell.

The caster must physically touch the item; if it is an opponent or something an opponent is using or wearing, the wizard must get into melee and make a successful attack roll. Any single metal item can be affected by the spell. Thus, a suit of armor worn by a creature can be changed to crystal, but the creature's shield would not be affected, and vice versa. All items gain a saving throw equal to their magical bonus value or protection (the DM has this information). A +1/+3 sword would get a 10% (average of the two pluses) chance to save; +5 magical armor has a 25% chance to be unaffected; an iron golem has a 15% chance to save (for it is hit only by magical weapons of +3 or better quality). Artifacts and relics constructed of metal may be affected at the discretion of the DM, though it is highly unlikely. Affected items not immediately protected are shattered and permanently destroyed if struck by a normal blow from a metal tool or any weighty weapon, including a staff.

Death Ward (Abjuration, Necromancy)

Range: 0
Components: V,S,M
Duration: Special
Casting Time: 1 turn
Area of Effect: One doorway, portal, or small object
Saving Throw: Neg.

By covering a doorway with the most forbidden and lethal of necromantic runes, a wizard can protect a small portal so that any creature that tries to pass through the warded area without first speaking a word of command is immediately subjected to a modified death spell. A death ward may also be cast on an item (usually a spell book or phylactery) or on a tunnel or cave entrance no larger than 30' feet in diameter. A single application of this spell can kill up to twice as many hit dice or levels of creatures as the wizard who cast the spell has levels of experience (thus a 20th-level wizard can slay up to 40 levels with a single death ward).

Each creature passing through the ward is entitled to a saving throw vs. death magic with a -4 penalty; if successful, the individual survives and the ward loses none of its lethality. However, those who fail their saves are immediately slain (as per a death spell) and their levels or hit dice are subtracted

from the potency of the ward. Those with greater hit dice than the current power of the death ward are unaffected by the spell.

For example, an 18th-level lich has cast the death ward (which can slay up to 36 levels) on the entrance to her inner sanctum. A party of four characters, each 15th level, enter her lair and foolishly traverse the warding. The first member fails his save and perishes, reducing the ward's effectiveness to 21 levels. The second character makes her save and thus escapes any ill effects (the ward remains unaffected, however). The third character fails the save and dies also, reducing the ward to 6 levels of potency. The fourth 15th-level character has too many levels of experience to be affected by the weakened ward, which remains in effect until drained by a less powerful being.

Despite its lethality, this is not a subtle warding. The protected area or object is literally covered with intricate, arcane runes and symbols at the time of casting. These glyphs may flash ominously with pale red or blue light when approached within 10 feet. The entire area radiates a magical aura of lethal necromancy. Provided that he or she is on the same plane of existence, the caster will be immediately aware if the death ward has been triggered. By concentrating, the wizard who cast the ward may determine its current level of lethality, regardless of distance.

This terrible spell is a closely held secret, guarded jealously by the most powerful and black-hearted of necromancers and liches. It was originally designed by liches, as they can easily sustain the rigors of casting such a spell.

Mortal wizards who employ this powerful spell have a 25% chance of going insane (as per the contact other plane spell), contracting permanent paralysis (via a stroke), or suffering from a terminal illness (as per the cause disease spell) as adjudicated by the DM. The danger of misfortune is reduced by 5% for every point by which the mortal wizard's Intelligence is above 18, though this modified chance never drops below 5%. Curiously, the mental stability afforded by lichdom makes these undying wizards completely immune to the dangers of employing this ward. It is similarly rumored that certain ancient, evil dragons have developed an even more potent version of this spell, which they may employ in their lairs with impunity.

The material component is a magical ink fabricated exclusively for this spell. The list of the ink's noxious ingredients is lengthy and complex, but it includes the venom of numerous poisonous animals and the acrid ichor of extraplanar fiends. Not surprisingly, the accumulation of these deadly components and the subsequent fabrication of the baneful ink itself sometimes results in tragedy for a mortal wizard, as mentioned previously.

While the inscription process (the actual casting) of the death ward takes only 1 turn, the fabrication process of the ink (once the proper ingredients have been assembled) takes 1-4 days. The ink also requires the dust of powdered peridots and garnets, worth between 2,000-8,000 gp.

Elemental Aura (Abjuration, Evocation)

Range: 0
Component: V
Duration: 1 hour/level
Casting Time: 1 round
Area of Effect: The caster
Saving Throw: None

This spell has four very different effects depending on the type (air, earth, fire, water) of elemental aura cast. Only the caster may receive an elemental aura, and it is not possible to benefit from more than one aura at one time.

Each aura is three inches thick and covers the caster's entire body. An aura of air is hazy white in color, an aura of earth is dull grey, an aura of fire is flickering red, and an aura of water is shimmering blue. The auras have these effects:

Air

- immunity to gas and air-based attacks
- total protection from physical attacks by creatures of the elemental plane of Air
- ability to cast fly and protection from normal missiles once each

Earth

- immunity to attacks from nonmagical weapons made of stone or metal
- immunity to physical attacks by creatures of the elemental plane of Earth
- ability to breathe and move at full movement rate within the element of earth
- ability to cast wall of stone once

Fire

- immunity to normal and magical fire
- total protection from physical attacks by creatures of the elemental plane of Fire
- ability to breathe and move at full movement rate within the element of fire
- total protection from hostile environmental effects while traveling plane of Fire
- ability to cast wall of fire once

Water

- immunity to water- and cold-based attacks
- total protection from physical attacks by creatures of the plane of Water
- ability to breathe and move at full movement rate within the element of water
- ability to cast wall of ice once

The auras do not restrict the caster in any way. He is free to move and act normally while under the influence of an aura.

Energy Drain (Evocation, Necromancy)

Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 3
Area of Effect: 1 creature
Saving Throw: None

By casting this spell, the wizard opens a channel between the plane he is in and the Negative Energy plane, becoming the conductor between the two planes. As soon as he touches (equal to a hit if melee is involved) any living creature, the victim loses two levels (as if struck by a spectre). A monster loses 2 Hit Dice permanently, both for hit points and attack ability. A character loses levels, Hit Dice, hit points, and abilities permanently (until regained through adventuring, if applicable).

The material component of this spell is essence of spectre or vampire dust. Preparation requires mere moments; the material component is then cast forth, and, upon touching the victim, the wizard speaks the triggering word, causing the spell to take effect instantly.

The spell remains effective for only a single round. Humans or humanoids brought below zero energy levels by this spell can be animated as juju zombies under the control of the caster.

The caster always has a 5% (1 in 20) chance to be affected by the dust, losing one point of Constitution at the same time as the victim is drained. When the number of Constitution points lost equals the caster's original Constitution ability score, the caster dies and becomes a shade.

Estate Transference (Alteration)

Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 10 turns
Area of Effect: 1,000 square feet/level
Saving Throw: None

This powerful spell allows a caster to transfer a large area of land in the Prime Material plane to any of the elemental planes. All buildings, people, and wildlife within the area of effect are also transported. The land forms a pocket of the Prime Material plane within the elemental plane. The pocket is a sphere with a diameter equal to the diameter of the land. The surface of the pocket allows creatures to enter or exit the pocket, but prevents the elements from entering the pocket.

Inside the pocket, the land is surrounded by air of a temperature matching that of the Prime Material plane at the moment the land was moved. In addition, a source of water is created within the pocket.

Before the spell is cast, the area to be moved must be surrounded by solid markers of material from the destination plane. Thus, if a wizard wants to move his castle to the Elemental Plane of Fire, he must first surround the area with solid blocks of matter from the Elemental Plane of Fire, such as hardened magma or magically-crystallized fire. The blocks must be spaced no more than five feet apart and may be placed above ground or under the surface (at a depth of no more than three feet).

The wizard must be within the area to be moved when he casts the spell. When the land moves, a hemispherical crater is left behind in the Prime Material plane. Inside its pocket on the desired plane, the land continues its existence as if nothing changed, with the exception of occasional visits from planar creatures.

Any land that is moved in this manner can never again be moved with this spell.

The material component (in addition to the markers) is the appropriate magical device to control elementals of the desired plane (bowl commanding water elementals, brazier commanding fire elementals, censer controlling air elementals, or stone controlling earth elementals). The item must be permanently placed at the heart of the area of effect and cannot be used for any other purpose. If the device is disturbed in any way, the spell immediately fails, allowing the energies of the elemental plane to flood into the protected area.

Foresight (Divination)

Range: 0
Components: V, S, M
Duration: 2d4 rds. + 1 rd./level
Casting Time: 1 rd.
Area of Effect: Special
Saving Throw: None

This spell grants the caster a powerful sixth sense in relation to himself or another. Although cast upon himself, the wizard can specify that he or another is the beneficiary of the spell. Once the spell is cast, the wizard receives instantaneous warnings of impending danger or harm to the object of the spell. Thus, if he were the object of the spell, the wizard would be warned in advance if a thief were about to attempt to backstab him, or if a creature were about to leap out from an unexpected direction, or if an attacker were specifically targeting him with a spell or missile weapon. When the warnings are about him personally, the wizard cannot be surprised and always knows the direction from which any attack on him is made. In addition, the spell gives the wizard a general idea of what action he might take to best protect himself--duck, jump right, close his eyes, etc.--and gives him a defensive bonus of 2 to his Armor Class.

When another person is the object of the spell, the wizard receives warnings about that person. He must still communicate this to the other person to negate any surprise. Shouting a warning, yanking the person back, and even telepathically communicating through a crystal ball can all be accomplished before the trap is sprung, if the wizard does not hesitate. However, the object of the spell does not gain the defensive bonus to his Armor Class.

The material component for this spell is a hummingbird's feather.

Gate (Conjuration/Summoning)

Range: 30 yds.
Components: V, S
Duration: Special
Casting Time: 9
Area of Effect: Special
Saving Throw: None

The casting of a gate spell has two effects. First, it causes an interdimensional connection between the plane of existence the wizard is on and the plane on which dwells a specific being of great power; thus, the being is able to merely step through the gate or portal from its plane to that of the caster. Second, the utterance of the spell attracts the attention of the sought-after dweller on the other plane. When casting the spell, the wizard must name the entity he desires to use the gate and come to the wizard's aid. There is a 100% certainty that something steps through the gate. Unless the DM has some facts prepared regarding the minions serving the being called forth by the gate spell, the being itself comes.

If the matter is trifling, the being might leave, inflict an appropriate penalty on the wizard, or attack the wizard. If the matter is of middling importance, the being can take some positive action to set matters right, then demand appropriate repayment. If the matter is urgent, the being can act accordingly and ask whatever is its wont thereafter, if appropriate. The actions of the being that comes through depend on many factors, including the alignments of the wizard and the deity, the nature of his companions, and who or what opposes or threatens the wizard. Such beings generally avoid direct conflict with their equals or betters. The being gated in will either return immediately (very unlikely) or remain to take action. Casting this spell ages the wizard five years.

Glorious Transmutation (Alteration)

Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

This spell turns iron into silver or lead into gold at the caster's option. The prime ingredient for this spell is a magical item called the philosopher's stone, which must be touched by the wizard and alchemically combined with the metal during casting. The formula for mixing the stone and the metal must be known by the caster; this information is not provided by this spell and the spell is useless without it. (The exact ingredients and formula are decided by the Dungeon Master and must be discovered by the wizard in the course of adventuring.)

Philosopher's stones vary in quality so much that each is capable of transmuting either 1d10x50 pounds of iron into an equal quantity of silver or 1d10x10 pounds of lead into the same amount of gold. It is not possible to know how much metal can be transmuted until the process is complete. If the caster has more iron or lead prepared than the spell is capable of changing, any excess is unchanged.

The entire transmutation must be made at one time. Only one stone may be used per casting of the spell. The entire philosopher's stone is consumed

in the process.

Immunity to Undeath (Abjuration, Alteration, Necromancy)

Range: 0
Components: V, S, M
Duration: 1 rd./lvl.
Casting Time: 1 rd.
Area of Effect: 40'-radius sphere
Saving Throw: None

This spell creates a globe that moves with and is centered on the caster. The perimeter of this protected area glows with a very faint blue-white radiance, visible only in gloomy or dark surroundings. All creatures can freely pass in to and out of the globe. Within the globe, all beings are rendered immune to energy-draining attacks, strength-draining attacks, mental control (even of one undead by another), and all undead powers that cause fear, paralysis, aging, or death (such as the will of a banshee). A creature leaving the globe becomes normally vulnerable to undead attacks but can regain protection by reentering the globe any number of times until the spell expires. A being on the perimeter remains completely protected as long as any part of its body is in contact with the globe.

Undead can freely enter or leave the globe, and their physical attacks do normal physical damage. Undead can be turned with the usual chances within the globe. Undead cannot change form within the globe (e.g., a vampire cannot turn from gaseous to solid form or vice versa), nor can undead be animated by any creature or means within the globe. Shadows and other hard-to-discern undead are clearly outlined at all times while within the globe and are rendered vulnerable to all weapons. The caster cannot end the spell's effects before the spell expires. Only a dispel magic spell can destroy the globe, otherwise, spell-casting may be freely undertaken within the globe, by the caster of the immunity spell or by others.

The material components of this spell are a drop of the caster's blood, a seed from any plant, and a drop of holy water.

Imprisonment (Abjuration) Reversible

Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 9
Area of Effect: 1 creature
Saving Throw: None

When an imprisonment spell is cast and the victim is touched, the recipient is entombed in a state of suspended animation (see the 9th-level wizard spell temporal stasis) in a small sphere far beneath the surface of the earth. The victim remains there unless a reverse of the spell, with the creature's name and background, is cast. Magical search by a crystal ball, a locate object spell, or similar means will not reveal the fact that a creature is imprisoned. The imprisonment spell functions only if the subject creature's name and background are known.

The reverse spell, freedom, cast upon the spot at which a creature was entombed and sunk into the earth, causes it to reappear at that spot. If the caster does not perfectly intone the name and background of the creature to be freed, there is a 10% chance that 1 to 100 creatures will be freed from imprisonment at the same time.

Note: The exact details of any creatures freed are up to the DM. A random method of determining this is to roll percentile dice twice (once for imprisoned creature density and once for a base number of creatures at maximum

density). The rolls are multiplied and rounded to the nearest whole number. Each released creature has a 10% chance to be in the area of the spellcaster. If monsters are being generated randomly, roll 1d20 for level, with rolls of 9+ considered 9, and the exact monsters determined by the random encounter tables.

For example, if the initial rolls were 22 and 60, the number of monsters released is $.22 \times .60 = .1320 = 13$ monsters. Since only 10% of these will be in the immediate vicinity of the caster, the wizard may encounter only one or two of them.

Life Force Exchange (Necromancy) Reversible

Range: 60 yards
 Components: V,S
 Duration: Permanent
 Casting Time: 9
 Area of Effect: Two creatures
 Saving Throw: Neg.

This spell permanently switches the life forces of two creatures (one of which may be the caster). Both recipients must be within range at the time the spell is completed, or it fails automatically. When employed correctly, both creatures are surrounded by a radiant green aura and must save vs. spells at -6 to avoid the effects (obviously, willing recipients may forego the saving throw to consciously accept the effect).

The spell only functions properly if both recipients fail their saving throws. If only one target of the spell fails the save, then the one who made the saving throw is automatically stunned (reeling and unable to take action) for 1 round. Meanwhile the other subject (the one who failed the save) is stunned for 1-4 rounds.

In the event of a successful transfer, both life forces retain all of their original mental abilities and behavioural patterns, although their physical abilities are limited (or possibly enhanced) by their new forms. For instance, a decrepit necromancer uses this spell to exchange life forces with a hale, young warrior in the prime of his health. While the wizard gains a young and vigorous body (and all of the benefits that go with it), the unfortunate youth finds himself trapped in the withered shell of a dying, old man. Creatures unaccustomed to being shifted in this way are stunned for a minimum of 1 round after the transfer.

The effects of this spell are permanent and can only be reversed by a full wish or by the reverse of the spell, revoke life force exchange. If one of the bodies is slain before reversal can take place, the life force currently inhabiting that body departs. That spirit and its new body are dead just as if the spirit was in the body that actually belonged to it in the first place. The life force originally belonging to the slain body is now irreversibly trapped in its new form. Short of expending two wishes (one to restore the slain body, and the second to transfer the life force), the only way to now restore the victim to his or her rightful body is by cloning the original body and casting revoke life force exchange.

As detailed in Chapter 3 of the Player's Handbook (p. 35), druids have access to priest spells in certain spheres and can use a variety of enchanted weapons, armor, and other magical items. This chapter expands the magic available to player characters in the druid class, adding many spells and magical items along with the new field of herbal magic.

Meteor Swarm (Evocation)

Range: 40 yds. + 10 yds./level
 Components: V,S
 Duration: Instantaneous
 Casting Time: 9
 Area of Effect: Special
 Saving Throw: 1/2

A meteor swarm is a very powerful and spectacular spell which is similar to the fireball spell in many aspects. When it is cast, either four spheres of 2-foot diameter or eight spheres of 1-foot diameter spring from the outstretched hand of the wizard and streak in a straight line to the distance demanded by the spellcaster, up to the maximum range. Any creature in the straight-line path of these missiles receives the full effect, without benefit of a saving throw. The meteor missiles leave a fiery trail of sparks, and each bursts as a fireball.

The large spheres (2-foot diameter) inflict 10d4 points of damage, bursting in a diamond or box pattern. Each has a 30-foot diameter area of effect, and each sphere is 20 feet apart along the sides of the pattern, creating overlapping areas of effect and exposing the center to all four blasts.

The smaller spheres (1-foot diameter) each have a 15-foot diameter area of effect, and each inflicts 5d4 points of damage. They burst in a pattern of a box within a diamond or vice versa, with each of the outer sides 20 feet long. Note that the center has four areas of overlapping effect, and there are numerous peripheral areas that have two overlapping areas of effect. A saving throw for each area of effect will indicate whether full damage or half damage is sustained by creatures within each area, except as already stated with regard to the missiles impacting.

Monster Summoning VII (Conjuration/Summoning)

Range: Special
 Components: V,S,M
 Duration: 8 rds. + 1 rd./level
 Casting Time: 9
 Area of Effect: 90-yd. radius
 Saving Throw: None

This spell is much like the 3rd-level spell monster summoning I, except that this spell summons one or two 7th-level monsters that appear one round after the spell is cast, or one 8th-level monster that appears two rounds after the spell is cast.

Mordenkainen's Disjunction (Alteration, Enchantment)

Range: 0
 Components: V
 Duration: Instantaneous
 Casting Time: 9
 Area of Effect: 30-ft. radius
 Saving Throw: Special

When this spell is cast, all magic and magical items within the radius of the spell, except those on the person of or being touched by the spellcaster, are disjoined. That is, spells being cast are separated into their individual components (usually spoiling the effect as a dispel magic spell does), and permanent and enchanted magical items must successfully save (vs. spell if actually cast on a creature, or vs. a dispel magic spell otherwise) or be turned into normal items. Even artifacts and relics are subject to Mordenkainen's disjunction, though there is only a 1% chance per caster experience level of actually affecting such powerful items. Thus, all potions, scrolls, rings, rods, miscellaneous magical items, artifacts and relics, arms and armor, swords, and miscellaneous weapons within 30 feet of the spellcaster can possibly

lose all their magical properties when the Mordenkainen's disjunction spell is cast. The caster also has a 1% chance per level of destroying an antimagic shell. If the shell survives the disjunction, no items within it are disjoined.

Note: Destroying artifacts is a dangerous business, and 95% likely to attract the attention of some powerful being who has an interest or connection with the device. Additionally, if an artifact is destroyed, the casting wizard must roll a successful saving throw vs. spell with a -4 penalty or permanently lose all spellcasting abilities.

Power Word, Kill (Conjuration/Summoning)

Range: 5 yds./2 levels
 Components: V
 Duration: Permanent
 Casting Time: 1
 Area of Effect: 10-ft. radius
 Saving Throw: None

When a power word, kill spell is uttered, one or more creatures of any type within the spell range and area of effect are slain. The power word kills either one creature with up to 60 hit points, or multiple creatures with 10 or fewer hit points each, to a maximum of 120 hit points total. The option to attack a single creature or multiple creatures must be stated along with the spell range and center of the area of effect. The current hit points of the creatures are used.

Prismatic Sphere (Abjuration, Conjuration/Summoning)

Range: 0
 Components: V
 Duration: 1 turn/level
 Casting Time: 7
 Area of Effect: 10-ft. radius
 Saving Throw: Special

This spell enables the wizard to conjure up an immobile, opaque globe of shimmering, multicolored light to surround him, giving protection from all forms of attack. The sphere flashes in all colors of the visible spectrum, seven of which have distinct powers and purposes. Any creature with fewer than 8 Hit Dice is blinded for 2d4 turns by the colors of the sphere. Only the spellcaster can pass in and out of the prismatic sphere without harm, though he can cast it over others to protect them. The sphere can be destroyed, color by color, in consecutive order, by various magical effects; however, the first must be brought down before the second can be affected, and so on. Any creature passing through the barrier receives the effect of every color still remaining. The following table shows the colors and effects of the prismatic sphere, as well as what will negate each globe.

Note that typically the upper hemisphere of the globe is visible, as the spellcaster is at the center of the sphere, so the lower half is usually hidden by the floor surface he is standing on.

Furthermore, a rod of cancellation or a Mordenkainen's disjunction spell will destroy a prismatic sphere (but an antimagic shell will fail to penetrate it). Otherwise, anything short of an artifact or relic entering the sphere is destroyed, and any creature is subject to the effects of every color still active--i.e., 70-140 points of damage plus death, petrification, insanity, and instantaneous transportation to another plane.

Prismatic Sphere Effects

Color	Order	Effect of Color	Spell Negated By
Red	1st	Stops nonmagical missiles--inflicts 20 points of damage, save for half	cone of cold
Orange	2nd	Stops magical missiles--inflicts 40 points of damage, save for half	gust of wind
Yellow	3rd	Stops poisons, gases, and petrification--inflicts 80 points of damage, save for half	disintegrate
Green	4th	Stops breath weapons--save vs. poison or die; survivors suffer 20 points of damage	passwall
Blue	5th	Stops location/detection and mental attacks--save vs. petrification or turn to stone	magic missile
Indigo	6th	Stops magical spells--save vs. wand or go insane	continual light
Violet	7th	Force field protection--save vs. spell or be sent to another plane	dispel magic

Programmed Amnesia (Enchantment/Charm, Mentalism)

Range: 20 yards
 Duration: Special
 Area of effect: 1 creature
 Subtlety: +8
 Sensory: None
 Components: V,S
 Casting Time: Special
 Saving Throw: Special
 Knockdown: None
 Critical: None

This particular spell was the last and most powerful spell developed by the archmagicalist Rheizom. It allows the wizard to selectively destroy, alter, or implant memories in the subject creature as he sees fit. He can completely reprogram a character, inventing a new persona, a new alignment, and assigning a new class as he sees fit. Only sentient beings can be affected; if the subject is not human, humanoid, or demihuman, he gains a +4 bonus on his saving throw. As described above, programmed amnesia can be used to achieve several different effects. The wizard may choose to make use of any or all of the effects listed below:

A. Memory erasure. Any or all memories possessed by the subject can be erased at the caster's will, including knowledge of specific events, people, or places.

B. Memory implant. The caster can create false memories in the subject's mind as he sees fit. Imaginary friends, events that didn't really take place, betrayals by people the subject regards as his friends, or the friendship of an enemy could all be implanted in the subject's mind.

C. Skill erasure. The subject can be made to forget any or all class-based skills or proficiencies, including all or part of his THACO (it resets to 20), thief abilities, spellcasting, turning undead, or any other ability that stems from knowledge. About the only characteristics that can't be affected by this

usage of Rheimzom's programmed amnesia are hit points, saving throws, and ability scores. A character's native language cannot be erased, either.

D. Persona erasure. Combining the effects of a skill erasure and a memory erasure, this leaves the subject as a clean slate. Only his ability scores, hit points, saving throws, and native language remain. The character may assume any class or alignment available, beginning as a 1st-level character just as if he had decided to dual-class. (Even demihumans can dual-class in this fashion, since they forget all skills of their previous class.)

E. Persona implant. By erasing the existing personality and implanting a false set of memories, the wizard can build a new persona for the mind-wiped character. In effect, lit. can decide what class, alignment, and personality the subject will assume after his persona erasure. If the new persona is an adventurer, the character dual-classes, as described above.

F. Programmed erasure. The subject can be programmed to suffer a memory, skill, or persona erasure when a certain event takes place. For example, the wizard could set the subject to be wiped clean as a slate when the subject receives a coded message or arrives at some destination. Optionally, the wizard can decide to have an erasure partially or totally lifted when the programmed condition comes to pass.

The casting time of this spell varies according to what effects the wizard wishes to impose on the subject. To cast just one of the listed effects, the wizard must spend two days secluded away from any distractions—a personal laboratory is a good example of a secluded place. In between the intense eight-hour casting sessions, the wizard can sleep and eat in the area he chose to seclude himself in. If the wizard breaks his seclusion for any reason, the spell is lost. Also, for every effect over the first, another day (with its eight-hour intense casting period) must be spent in seclusion. The wizard must be able to see the spell's subject. At the end of each day of casting, the subject makes a saving throw vs. spell to negate the effect. Programmed amnesia is normally permanent, unless the wizard cares to specify a set of conditions or parameters that will end the effect (see F, above). Its effects can only be undone by a restoration or wish spell, or by successful use of the psionic science psychic surgery. A character who picks up new skills or class abilities while amnesiac must make a saving throw vs. spell when his own real memories return; if he fails, the skills he learned as an amnesiac are gone forever, replaced by his former abilities, but if he succeeds he retains any new skills, and may even choose to continue in his new class as a dual-classed character. Dungeon Masters should keep in mind that an amnesiac character should still meet the new class's full prerequisites before he can become that class. Obviously, this is a very powerful spell, and the DM should very carefully examine a PC's use of this magic. Dungeon Masters, take note—there are dozens of excellent plot vehicles hiding here if an NPC wizard uses this on a player character! Also, be aware that destroying a creature's personality and replacing it with one more amenable to the wizard's designs is never a good act.

Shape Change (Alteration)

Range: 0
Components: V,S,M
Duration: 1 turn/level
Casting Time: 9
Area of Effect: The caster
Saving Throw: None

With this spell, a wizard is able to assume the form of any living thing or creature below demigod status (greater or lesser deity, singular dragon type, or the like). The spellcaster becomes the creature he wishes, and has all of its abilities save those dependent upon Intelligence, innate magical abilities, and magic resistance, for the mind of the creature is that of the spellcaster. Thus, he can change into a griffon and fly away, then to an efreet and fly through a roaring flame, then to a titan to lift up a wagon, etc. These creatures have whatever hit points the wizard had at the time of the shape change. Each alteration in form requires only a second, and no system shock is incurred.

For example, a wizard is in combat and assumes the form of a will o' wisp.

When this form is no longer useful, the wizard changes into a stone golem and walks away. When pursued, the golem-shape is changed to that of a flea, which hides on a horse until it can hop off and become a bush. If detected as the latter, the wizard can become a dragon, an ant, or just about anything he is familiar with.

A wizard adopting another form also adopts its vulnerabilities. For example, a wizard who becomes a spectre is powerless in daylight, and is subject to being turned, controlled, or destroyed by opposing clerics. Unlike similar spells, a wizard who is killed in another form does not revert to his original shape, which may disallow certain types of revivification.

The material component is a jade circlet worth no less than 5,000 gp, which shatters at the end of the spell's duration. In the meantime, the circlet is left in the wake of the shape change, and premature shattering ends the spell immediately.

Sphere of Ultimate Destruction (Conjuration/Summoning, Dimension)

Range: 5 yds./level
Components: V,S,M
Duration: 1 rd./level
Casting Time: 9
Area of Effect: Creates a sphere
Saving Throw: Special
Subtlety: +5
Knockdown: None
Sensor: Small visual
Critical: None

This awful spell brings into existence a short-lived sphere of annihilation (as described in Appendix 3 of the DMG). The sphere is a black ball of nothingness about 2 feet in diameter that instantly and utterly destroys any matter that comes into contact with it. The sphere appears anywhere in the spell's range and moves up to 15 feet per round as the wizard directs. If the wizard attempts to bring the sphere into contact with a living creature, the potential victim gains a saving throw vs. breath weapon to dodge aside, but a victim who is unaware of the sphere's appearance or unable to move is destroyed without a saving throw.

Once conjured, the sphere of ultimate destruction may not move exactly as the caster wishes. The wizard has a 75% chance to control it, plus 1% per point of Intelligence over 12 and 3%, for each point over 15. In other words, a wizard with an Intelligence of 18 would gain a +12% bonus to his chance to control the sphere. If the wizard fails to control the sphere in any given round, it automatically moves directly towards him at its maximum speed of 15 feet per round. Unlike the magical item, another wizard may not contest the caster's control of a sphere of ultimate destruction unless the second wizard possesses a talisman of the sphere. (See the DMG.)

Should a gate spell be cast upon the sphere, there is a 50% chance that the sphere is destroyed, a 35% chance that nothing happens, and a 15% chance that a gap is torn in the spatial fabric, catapulting everything in a 180-foot radius to another plane of existence. If the sphere is touched by a rod of cancellation, a tremendous explosion inflicts 3d4 x 10 points' of damage to everything within 60 feet as the two forces negate each other. No other spell or magical item has any effect on a sphere of ultimate destruction.

There is a chance that any particular manifestation of this spell does not cause a victim's utter destruction but instead transports him to a random plane of existence. The conjuring wizard has no way of knowing whether he has destroyed his enemy or merely blasted him into some remote dimension. The material component of this spell is a dark crystal ball that has been on the Ethereal Plane and that can be comfortably held in two hands.

Stabilize* (Abjuration)

Range: 0

Components: V,S
Duration: 1d4+1 turns
Casting Time: 1 turn
Area of Effect: 30-foot-radius circle
Saving Throw: None

This spell requires immense magical effort to cast, relegating it to the highest spell level. Stabilize negates the effects of wild magic regions, allowing the caster and all creatures in a 30-foot radius to cast spells and use magical items normally. The spell is centered on the caster and follows his movements.

The caster's own spells never cause wild surges when cast within the duration of a stabilize spell, nor do the effects of wild surges extend into the protected area. Furthermore, the wild mage's spells function at his true level; Table 2 is not used to determine level variation. The spell affects wildstrike, wildzone, and wildwind.

Succor (Alteration, Enchantment) Reversible

Range: Touch
Components: V,S,M
Duration: Special
Casting Time: 1 to 4 days
Area of Effect: 1 individual
Saving Throw: None

By casting this spell, the wizard creates a powerful magic in some specially prepared object—a statuette, a jeweled rod, a gem, etc. This object radiates magic, for it contains the power to instantaneously transport its possessor to the abode of the wizard who created it. Once the item is enchanted, the wizard must give it willingly to an individual, at the same time informing him of a command word to be spoken when the item is to be used. To make use of the item, the recipient must speak the command word at the same time that he reads or breaks the item. When this is done, the individual and all that he is wearing and carrying are instantly transported to the abode of the wizard. No other creatures can be affected.

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

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

Temporal Stasis (Alteration) Reversible

Range: 10 yds.
Components: V,S,M
Duration: Permanent
Casting Time: 9
Area of Effect: 1 creature
Saving Throw: None

Upon casting this spell, the wizard places the recipient creature into a state of suspended animation. This cessation of time means that the creature does not grow older. Its body functions virtually cease. This state persists until the magic is removed by a dispel magic spell or the reverse of the spell (temporal reinstatement) is uttered. Note that the reverse requires only a single word and no somatic or material components.

The material component of a temporal stasis spell is a powder composed

of diamond, emerald, ruby, and sapphire dust, with each crushed stone worth at least 100 gp.

Time Stop (Alteration)

Range: 0
Components: V
Duration: Special
Casting Time: 9
Area of Effect: 15-ft. radius
Saving Throw: None

Upon casting a time stop spell, the wizard causes the flow of time to stop for one round in the area of effect. Outside this area the sphere simply seems to shimmer for an instant. Inside the sphere, the caster is free to act for 1d3 rounds of apparent time. The wizard can move and act freely within the area where time is stopped, but all other creatures, except for those of demigod and greater status or unique creatures, are frozen in their actions, for they are literally between ticks of the time clock. (The spell duration is subjective to the caster.) Nothing can enter the area of effect without being stopped in time also. If the wizard leaves the area, the spell is immediately negated. When the spell duration ceases, the wizard is again operating in normal time.

Note: It is recommended that the DM use a stopwatch or silently count to time this spell. If the caster is unable to complete the intended action before the spell duration expires, he will probably be caught in an embarrassing situation. The use of a teleport spell before the expiration of the time stop spell is permissible.

Wail of the Banshee (Necromancy)

Range: 0
Components: V,S,M
Duration: Instantaneous
Casting Time: 9
Area of Effect: 30-foot-radius sphere
Saving Throw: Neg.

At the culmination of this dreadful spell, the wizard screams like a banshee (a groaning spirit). For each level of the caster, one listener within 30 feet hears the wail. Those who fail a saving throw vs. death magic die instantly.

The wizard cannot be the victim of his own spell, nor can he choose who will be affected. If there are more potential victims than the level of the caster, the DM must randomly determine which creatures are affected. Creatures who cannot hear (due to ear plugs, deafness, etc.) can be targets, but cannot be affected and are considered to automatically make their saving throws.

The material component is a lock of hair from an evil female elf.

Weird (Illusion/Phantasm)

Range: 30 yds.
Components: V,S
Duration: Concentration
Casting Time: 9
Area of Effect: 20-ft. radius
Saving Throw: Special

This spell confronts those affected by it with phantasmal images of their most feared enemies, forcing an imaginary combat that seems real, but actu-

ally occurs in the blink of an eye. When this spell is cast, the wizard must be able to converse with the victims to bring the spell into being. During the casting, the wizard must call out to the creatures to be affected, informing one or all that their final fate, indeed their doom, is now upon them.

The force of the magic is such that even if the creatures make their saving throws vs. spell, fear will paralyze them for a full round, and they will lose 1d4 Strength points from this fear (the lost Strength will return in one turn). Failure to save vs. spell causes the creature or creatures to face their nemesis, the opponents most feared and inimical to them. Actual combat must then take place, for no magical means of escape is possible. The foe fought is real for all intents and purposes; affected creatures that lose will die. If a creature's phantasmal nemesis from the weird spell is slain, the creature emerges with no damage, no loss of items seemingly used in the combat, and no loss of spells likewise seemingly expended. The creature also gains any experience for defeating the weird, if applicable.

Although each round of combat seems normal, it takes only one-tenth of a round. During the course of the spell, the caster must concentrate fully upon maintaining it. If the combat goes beyond 10 rounds, those who saved against the spell can take action. If the caster is disturbed, the weird spell ends immediately. Creatures attacked while paralyzed with fear are free of the paralysis immediately.

Wildfire* (Invocation/Evocation)

Range: 0
Component: V
Duration: Variable
Casting Time: 1
Area of Effect: Variable
Saving Throw: Variable

By means of this spell, the wild mage is able to channel raw magical energy through himself, shaping it into any form or effect he desires. The energy is similar in many ways to a wish spell, but has unique differences.

Wildfire allows the caster to create the effect of any wizard spell of 8th level or lower. He need only have general knowledge of the spell and its effects; the spell does not need to be in his own spellbooks.

Any normal saving throws vs. the spell effects are made at a -2 penalty.

Wildfire can also be used in the creation of magical items. The energy created by the spell may be used to generate effects that are not created by known spells.

Wildfire can also be used to create items out of nothing. The magical energy can be shaped and hardened to form solid objects. These objects have a greenish, glowing tinge and radiate magic. These objects are stronger than steel yet possess almost no weight. They are immune to fire, cold, electricity, and all forms of magical attack except dispel magic and wish spells. Even if they are subjected to these spells, a saving throw is allowed (equal to the creator's saving throw vs. spell).

When creating objects, the caster is limited only by his own skill and the dimensions of the object. Items larger than a 10-foot-radius sphere cannot be fashioned. Creating the object requires only one round, regardless of size. Thus, a wizard could make an impenetrable dome or a small boat with this spell.

Objects made of wildfire are neither stable nor permanent. Since the object is made of magic separated from the magical continuum, the material gradually deteriorates until the magical bonds become too weak to hold the wildfire in the chosen form. This decay takes 1d6+4 hours.

Wildwind* (Conjuration/Summoning)

Range: 100 yards
Components: V,S
Duration: 1d3 turns
Casting Time: 8

Area of Effect: Special
Saving Throw: None

This spell is similar in effect to wildstrike and wildzone. When cast, a wall of faint, multi-colored lights springs into existence at the point indicated by the caster. These lights form a line 150 feet long. After the first round of the spell, the wizard can move the wall of lights. Each round, the caster can move the wall in the same direction or as much as 45 degrees to either side. Once the wall is set in motion, it cannot be stopped unless the spell is cancelled or dispelled. The lights can move 60 feet per round.

The wildwind has two significant effects. First, all creatures struck by the magical lights suffer 2d6 points of damage. Second, any spellcaster struck while attempting to cast a spell automatically triggers a wild surge (use Table 2). Magical items that expend charges that touch the wall of lights automatically release one charge, also resulting in a wild surge.

Wish (Conjuration/Summoning)

Range: Unlimited
Components: V
Duration: Special
Casting Time: Special
Area of Effect: Special
Saving Throw: Special

The wish spell is a more potent version of a limited wish. If it is used to alter reality with respect to damage sustained by a party, to bring a dead creature to life, or to escape from a difficult situation by lifting the spellcaster (and his party) from one place to another, it will not cause the wizard any disability. Other forms of wishes, however, cause the spellcaster to weaken (-3 on Strength) and require 2d4 days of bed rest due to the stresses the wish places upon time, space, and his body. Regardless of what is wished for, the exact terminology of the wish spell is likely to be carried out. Casting a wish spell ages the caster five years.

Discretionary power of the DM is necessary in order to maintain game balance. For example, wishing another creature dead is grossly unfair; the DM might well advance the spellcaster to a future period in which the creature is no longer alive, effectively putting the wishing character out of the campaign.