PATHFINDER
ROLEPLAYING GAME
SPELL CARDS
BARD
Pathfinder Spell Cards – Bard Core Rulebook Spells

These spell cards are intended for use with the Pathfinder RPG and use the spell text from the Pathfinder Roleplaying Game Reference Document (http://paizo.com/pathfinderRPG/prd/).

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If you have any issues to report, or questions please contact me at Caedwyr@gmail.com, or on the Paizo forums in the thread “Free Spell Cards” (http://paizo.com/paizo/messageboards/paizoPublishing/pathfinder/pathfinderRPG/licensees/freeSpellCards).

Spell List Information

An M or F appearing at the end of a spell's name in the spell lists denotes a spell with a material or focus component, respectively, that is not normally included in a spell component pouch.

Order of Presentation: In the spell lists and the short descriptions that follow them, the spells are presented in alphabetical order by name except for those belonging to certain spell chains. When a spell's name begins with “lesser,” “greater,” or “mass,” the spell is alphabetized under the second word of the spell name instead.

Hit Dice: The term “Hit Dice” is used synonymously with “character levels” for effects that affect a specific number of Hit Dice of creatures. Creatures with Hit Dice only from their race, not from classes, still have character levels equal to their Hit Dice.

Caster Level: A spell's power often depends on caster level, which is defined as the caster's class level for the purpose of casting a particular spell. A creature with no classes has a caster level equal to its Hit Dice unless otherwise specified. The word “level” in the short descriptions that follow always refers to caster level.

Creatures and Characters: The words “creature” and “character” are used synonymously in the short descriptions.

Bard Spells

0-Level Bard Spells

Dancing Lights: Creates torches or other lights.
**Daze**: Humanoid creature of 4 HD or less loses next action.

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

**Flare**: Dazzles one creature (–1 on attack rolls).

**Ghost Sound**: Figment sounds.

**Know Direction**: You discern north.

**Light**: Object shines like a torch.

**Lullaby**: Makes subject drowsy: –5 on Perception checks, –2 on Will saves against *sleep*.

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

**Mending**: Makes minor repairs on an object.

**Message**: Whisper conversation at distance.

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

**Prestidigitation**: Performs minor tricks.

**Read Magic**: Read scrolls and spellbooks.

**Resistance**: Subject gains +1 on saving throws.

**Summon Instrument**: Summons one musical instrument.

### 1st-Level Bard Spells

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

**Animate Rope**: Makes a rope move at your command.

**Cause Fear**: One creature of 5 HD or less flees for 1d4 rounds.

**Charm Person**: Makes one person your friend.

**Comprehend Languages**: You understand all languages.

**Confusion, Lesser**: One creature is confused for 1 round.

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

**Detect Secret Doors**: Reveals hidden doors within 60 ft.

**Disguise Self**: Changes your appearance.

**Erase**: Mundane or magical writing vanishes.

**Expeditious Retreat**: Your base land speed increases by 30 ft.

**Feather Fall**: Objects or creatures fall slowly.

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

**Hideous Laughter**: Subject loses actions for 1 round/ level.

**Hypnotism**: Fascinates 2d4 HD of creatures.

**Identify**: Gives +10 bonus to identify magic items.

**Magic Aura**: Alters object's magic aura.

**Magic Mouth**\(^M\): Objects speaks once when triggered.
**Obscure Object**: Masks object against *scrying*.

**Remove Fear**: Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.

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

**Sleep**: Puts 4 HD of creatures into magical slumber.

**Summon Monster I**: Summons extraplanar creature to fight for you.

**Undetectable Alignment**: Conceals alignment for 24 hours.

**Unseen Servant**: Invisible force obeys your commands.

**Ventriloquism**: Throws voice for 1 min./level.

### 2nd-Level Bard Spells

**Alter Self**: Assume form of a Small or Medium humanoid.

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

**Animal Trance**: Fascinates 2d6 HD of animals.

**Blindness/Deafness**: Makes subject blind or deaf.

**Blur**: Attacks miss subject 20% of the time.

**Calm Emotions**: Calms creatures, negating emotion effects.

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

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

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

**Daze Monster**: Living creature of 6 HD or less loses next action.

**Delay Poison**: Stops poison from harming target for 1 hour/level.

**Detect Thoughts**: Allows “listening” to surface thoughts.

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

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

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

**Glitterdust**: Blinds creatures, outlines *invisible* creatures.

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

**Hold Person**: Paralyzes one humanoid for 1 round/level.

**Hypnotic Pattern**: Fascinates (2d4 + level) HD of creatures.

**Invisibility**: Subject is *invisible* for 1 min./level or until it attacks.

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

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

**Mirror Image**: Creates decoy duplicates of you (1d4 + 1 per three levels, max 8).

**Misdirection**: Misleads divinations for one creature or object.

**Pyrotechnics**: Turns fire into blinding light or choking smoke.
**Rage**: Gives +2 to **Str** and **Con**, +1 on **Will** saves, –2 to **AC**.

**Scare**: Panics creatures of less than 6 HD.

**Shatter**: Sonic vibration damages objects or crystalline creatures.

**Silence**: Negates sound in 20-ft. radius.

**Sound Burst**: Deals 1d8 sonic damage and may stun subjects.

**Suggestion**: Compels subject to follow stated course of action.

**Summon Monster II**: Summons extraplanar creature to fight for you.

**Summon Swarm**: Summons swarm of bats, rats, or spiders.

**Tongues**: Speak and understand any language.

**Whispering Wind**: Sends a short message 1 mile/level.

### 3rd-Level Bard Spells

**Blink**: You randomly vanish and reappear for 1 round/level.

**Charm Monster**: Makes monster believe it is your ally.

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

**Confusion**: Subjects behave oddly for 1 round/level.

**Crushing Despair**: Subjects take –2 on attack rolls, damage rolls, saves, and checks.

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

**Daylight**: 60-ft. radius of bright light.

**Deep Slumber**: Puts 10 HD of creatures to sleep.

**Dispel Magic**: Cancels one magical spell or effect.

**Displacement**: Attacks miss subject 50% of the time.

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

**Gaseous Form**: Subject becomes insubstantial and can fly slowly.

**Geas, Lesser**: Commands subject of 7 HD or less.

**Glibness**: You gain +20 bonus on Bluff checks, and your lies can escape magical discernment.

**Good Hope**: Subjects gain +2 on attack rolls, damage rolls, saves, and checks.

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

**Illusory Script**<sup>M</sup>: Only select creatures can read text.

**Invisibility Sphere**: Makes everyone within 10 feet invisible.

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

**Phantom Steed**: Magic horse appears for 1 hour/level.

**Remove Curse**: Frees object or person from curse.

**Serving**<sup>F</sup>: Spies on subject from a distance.

**Sculpt Sound**: Creates new sounds or changes existing ones into new sounds.
**Secret Page**: Changes one page to hide its real content.

**See Invisibility**: Reveals invisible creatures or objects.

**Sepia Snake Sigil**: Creates a snake-shaped text symbol that immobilizes reader.

**Slow**: One subject/level takes only one action/round, –1 to AC, Reflex saves, and attack rolls.

**Speak with Animals**: You can communicate with animals.

**Summon Monster III**: Summons extraplanar creature to fight for you.

**Tiny Hut**: Creates shelter for 10 creatures.

### 4th-Level Bard Spells

**Break Enchantment**: Frees subjects from enchantments, transmutations, and curses.

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

**Detect Scrying**: Alerts you to magical eavesdropping.

**Dimension Door**: Teleports you a short distance.

**Dominant Person**: Controls humanoid telepathically.

**Freedom of Movement**: Subject moves normally despite impediments to restrict movement.

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

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

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

**Legend Lore**<sup>MF</sup>: Lets you learn tales about a person, place, or thing.

**Locate Creature**: Indicates direction to known creature.

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

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

**Rainbow Pattern**: Lights fascinate 24 HD of creatures.

**Repel Vermin**: Insects, spiders, and other vermin stay 10 ft. away.

**Secure Shelter**: Creates sturdy cottage.

**Shadow Conjuration**: Mimics conjuration below 4th level, but only 20% real.

**Shout**: Deafens all within cone and deals 5d6 sonic damage.

**Speak with Plants**: You can talk to plants and plant creatures.

**Summon Monster IV**: Summons extraplanar creature to fight for you.

**Zone of Silence**: Keeps eavesdroppers from overhearing you.

### 5th-Level Bard Spells

**Cure Light Wounds, Mass**: Cures 1d8 damage + 1/level, affects 1 subject/level.

**Dispel Magic, Greater**: Works as *dispel magic*, but can affect multiple targets.

**Dream**: Sends message to anyone sleeping.
**False Vision**^M^: Fools scrying with an illusion.

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

**Mind Fog**: Subjects in fog get −10 to **Wis** and **Will** checks.

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

**Mislead**: Turns you invisible and creates illusory double.

**Nightmare**: Sends vision dealing 1d10 damage, fatigue.

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

**Seeming**: Changes appearance of one person per two levels.

**Shadow Evocation**: Mimics evocation of lower than 5th level, but only 20% real.

**Shadow Walk**: Step into shadow to travel rapidly.

**Song of Discord**: Forces targets to attack each other.

**Suggestion, Mass**: As *suggestion*, affects subject/level.

**Summon Monster V**: Summons extraplanar creature to fight for you.

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**6th-Level Bard Spells**

**Analyze Dweomer**^F^: Reveals magical aspects of subject.

**Animate Objects**: Objects attack your foes.

**Cat's Grace, Mass**: As *cat's grace*, affects 1 subject/level.

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

**Cure Moderate Wounds, Mass**: Cures 2d8 damage + 1/level, affects 1 subject/level.

**Eagle's Splendor, Mass**: As *eagle's splendor*, affects 1 subject/level.

**Eyebite**: Target becomes panicked, sickened, and/or comatose.

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

**Fox's Cunning, Mass**: As *fox's cunning*, affects 1 subject/level.

**Geas/Quest**: As *lesser geas*, but affects any creature.

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

**Irresistible Dance**: Forces subject to dance.

**Permanent Image**: Permanent illusion, includes sight, sound, smell, and thermal effects.

**Programmed Image**^M^: As *major image*, plus triggered by event.

**Project Image**^M^: Illusory double can talk and cast spells.

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

**Shout, Greater**: Devastating yell deals 10d6 sonic damage; stuns creatures.

**Summon Monster VI**: Summons extraplanar creature to fight for you.

**Sympathetic Vibration**: Deals 2d10 damage/round to freestanding structure.

**Veil**: Changes appearance of group of creatures.
**Dancing Lights**

_Evocation [light]_

_Casting Time:_ 1 standard action  
 **Components:** V, S  
 **Range:** medium (100 ft + 10 ft/level)  
 **Effect:** Up to four lights, all within a 10-ft-radius area  
 **Duration:** 1 minute (D)  
 **Saving Throw:** none  
 **Spell Resistance:** no

_Daze_

_Evocation [compulsion] [mind-affecting]_

_Casting Time:_ 1 standard action  
 **Components:** V, S, M (a pinch of wool or similar substance)  
 **Range:** close (25 ft + 5 ft/2 levels)  
 **Effect:** burst of light  
 **Duration:** instantaneous  
 **Saving Throw:** Will negates  
 **Spell Resistance:** yes

**Flare**

_Evocation [light]_

_Casting Time:_ 1 standard action  
 **Components:** V  
 **Range:** close (25 ft + 5 ft/2 levels)  
 **Effect:** burst of light  
 **Duration:** 1 round  
 **Saving Throw:** none  
 **Spell Resistance:** no

**Ghost Sound**

_Illusion (figment)_

_Casting Time:_ 1 standard action  
 **Components:** V, S, M (a bit of wool or a small lump of wax)  
 **Range:** close (25 ft + 5 ft/2 levels)  
 **Effect:** sound's basic character  
 **Duration:** 1 round (D)  
 **Saving Throw:** Will to disbelieve  
 **Spell Resistance:** no

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**Evocation**

**Enchantment**

**Light**

**Lullaby**

**Mage Hand**

**Know Direction**

_Divination_

_Casting Time:_ 1 standard action  
 **Components:** V, S  
 **Range:** personal  
 **Duration:** instantaneous

_When you cast this spell, you instantly know the direction of north from your current position. The spell is effective by any alignment in which “north” exists, but it may not work in other elemental settings. (Your knowledge of north is correct at the moment of casting, but you can get lost again within moments if you don’t find some external reference point to help you keep track of direction.)_

**Light**

_Evocation [light]_

_Casting Time:_ 1 standard action  
 **Components:** V, S  
 **Range:** touch  
 **Target:** object touched  
 **Duration:** 10 min/level  
 **Saving Throw:** none  
 **Spell Resistance:** no

_This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius, and increasing the light level for an additional 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object. You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent (through permanency or a similar effect), it does not count against this limit. Light can be used to counter or dispel any darkness spell of equal or lower spell level.

**Lullaby**

_Enchantment (compulsion) [mind-affecting]_

_Casting Time:_ 1 standard action  
 **Components:** V  
 **Range:** close (25 ft + 5 ft/2 levels)  
 **Effect:** lullaby  
 **Duration:** concentration + 1 round/level (D)  
 **Saving Throw:** none  
 **Spell Resistance:** yes

_This cantrip creates a burst of light. If you cause the light to burst in front of a single creature, that creature is dazed for 1 minute unless it makes a successfulsaving throw, as well as creatures already dazed, are not affected by flare.

**Mage Hand**

_Transtusion_

_Casting Time:_ 1 standard action  
 **Components:** V  
 **Range:** close (25 ft + 5 ft/2 levels)  
 **Target:** one nonmagical, unattended object weighing up to 5 lbs.  
 **Duration:** concentration  
 **Saving Throw:** none  
 **Spell Resistance:** no

_You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can prop up the object as far as 10 feet in any direction, through the spell ends if the distance between you and the object ever exceeds the spell’s range._
**Mending**

Transmutation

Casting Time: 10 minutes
Components: V, S
Range: 10 ft
Target: one object, no larger than 1 ft/cube
Saving Throw: Will negates (harmless)
Spell Resistance: yes (harmless)

This spell repairs damaged objects, repairing up to 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is repaired to at least half of its original hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have a certain level equal to or higher than that of the object. Magic items that are destroyed (all 0 hit points) can be repaired with this spell, but this spell does not restore their magic properties. The spell does not affect constructs. This spell has no effect on objects that have been warped or otherwise transmitted, but it can repair damage to such items.

**Message**

Transmutation [language-dependent]

Casting Time: 1 standard action
Components: V, S
Range: 10 ft
Target: one creature
Duration: instantaneous
Saving Throw: none
Spell Resistance: yes (object)

You can whisper messages and receive whispered replies. Those nearby can hear these messages with a DC 25 Perception check. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical silence, 1 inch of common metal in a fire, an iron shield (closed), or 3 feet of sand or dirt blocks the spell. The message does not have to be in a single line. It can circumvent a barrier if there is an open path between you and the target, and the barrier’s entire length lies within the spell’s range. This enables the message to travel a safe path for you. The spell has bonuses as shown below. The target can’t understand language barriers. To speak a message, you must mouth the words and whisper.

**Open/Close**

Transmutation

Casting Time: 1 standard action
Components: V, S, F (a brass key)
Range: 30 ft
Target: object weighing up to 30 lbs. or portal that can be opened or closed
Duration: instantaneous
Saving Throw: Will negates (object)
Spell Resistance: yes (object)

You can open or close (your choice) doors, chest, box, window, bag, mouth, bottle, barrel, or other container. If anything resists this activity (such as a bar on a door or a lock on a chest), the spell fails. In addition, the spell can only open and close things weighing 30 pounds or less. Thus, doors, chests, and similar objects sized for enormous creatures may be beyond the spell’s ability to affect. You can open or close (your choice) doors, chest, box, window, bag, mouth, bottle, barrel, or other container. If anything resists this activity (such as a bar on a door or a lock on a chest), the spell fails. In addition, the spell can only open and close things weighing 30 pounds or less. Thus, doors, chests, and similar objects sized for enormous creatures may be beyond the spell’s ability to affect.

**Prestidigitations**

Universal

Casting Time: 1 standard action
Components: V, S
Target: Effect, or Area; see text
Duration: 1 hour
Saving Throw: see text
Spell Resistance: no

Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitation spell can only lift 1 pound of magic. It can lift, clean, or shift items up to 1 foot outside each round. It can chill, warm, or flavor 1 pound of food or drink, but not liquids or gases. A prestidigitation spell cannot lift or move objects that are simultaneously fragile, and they cannot be used to locate, attack, or spell components. Finally, a prestidigitation spell lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or flavoring it) persists only 1 hour.
### Animat Rope

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** Close (25 ft + 5 ft / 2 levels)  
**Target:** One non-Ike object, length up to 50 ft + 5 ft / level; see text  
**Duration:** 1 Standard action

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**Saving Throw:** none  
**Spell Resistance:** no

You can animate a nonliving rope-like object. Reduce the maximum length assumes a rope with a 1-inch diameter. Reduce the maximum length by 50% for every additional inch of thickness, and increase it by 50% for each reduction of the rope's diameter by half.

The possible commands are "roll" (form a loop, crack, stick, roll, and level), "tie" (roll and level), "tie and knot," and similar (e.g., "roll and knot"). The rope can also be used as a trip line or to cause a single opponent that fails a saving throw to become entangled. The rope itself and any knots tied in it are not magical. The spell cannot affect objects carried or worn by a creature.

### Cause Fear

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** Medium (100 ft + 5 ft / level)  
**Target:** One living creature with 5 or fewer HD  
**Duration:** 1d4 rounds or 1 round; see text  
**Saving Throw:** Will partial  
**Spell Resistance:** yes

The affected creature becomes frightened. If the subject succeeds on a Will save, it is shaken for 1 round. Creatures with 5 or more HD are immune to this effect. Cause fear counters and dispels remove fear.

### Charm Person

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** 10 ft + 5 ft / level  
**Target:** One humanoid creature  
**Duration:** 1 hour  
**Saving Throw:** Will negates  
**Spell Resistance:** yes

This charm enables a humanoid creature regard you as its trusted friend and ally (the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw. The spell does not enable you to control the charmed person as if it were an automaton, but it influences your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do (retries are not allowed). An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your companion that breaches the charmed person's trust ends the spell. You must speak the person's language to communicate your commands, or else be good at parroting.

### Comprehend Languages

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** Personal  
**Target:** you  
**Duration:** 10 minutes

You can understand the spoken words of creatures or read otherwise incomprehensible written messages. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak it or write it.

Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, though the spell reveals that it is magical. This spell can be cast on verbal written object (such as a letter, a spell, and duplicity of spells). It does not decipher codes or reveal messages concealed in otherwise normal text.

Comprehend Languages can be made permanent with a permanency spell.

### Cause Lethal Wounds

**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** Close (25 ft + 5 ft/2 levels)  
**Target:** One living creature  
**Duration:** Concentration, up to 1 min / level  
**Saving Throw:** none  
**Spell Resistance:** none

When laying your hands upon a living creature, you channel positive energy that cures 168 points of damage / 5th level (see table 6-34). The spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt to will itself to become immune to damage.

### Conjur Secret Doors

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** Personal  
**Target:** you  
**Duration:** 10 minutes

You make yourself—including clothing, armor, weapons, and equipment—look different. You can seem 1 foot shorter or taller, thinner, fatter, or in between. You cannot change your creature type (although you can appear as another subrace). Otherwise, the effect of the apparent change is up to you. You could add or subtract a minor feature or look like an entirely different person or species. The spell does not provide the abilities or mannerisms of the chosen form, nor does it allow you to wear or carry magical or mundane objects that aren't appropriate for the disguise. A creature that interacts with the glamer gets a Will save to recognize it as an illusion.
**Erase**

**Transmutation**

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** close (25 ft + 5 ft/2 levels)  
**Target:** one or more nonmagical writings  
**Duration:** until landing (1 touchdown)  

This spell removes writings of either magical or mundane nature from a wall or from one or two pages of paper, parchment, or similar surface. With this spell, you can remove repetitive items, such as a license plate or a news article, but not dirty windows or a spoiled painting. Magical writing is a automatic ally erased if you touch it with one free hand. As with any effect that increases your speed, this spell affects skill and jumping distance (see the Acrobatics skill).

**Saving Throw:** Will negates  
**Spell Resistance:** yes  

**Expeditious Retreat**

**Transmutation**

**Casting Time:** 1 standard action  
**Components:** V, S, M  
**Range:** close (25 ft + 5 ft/2 levels)  
**Target:** one Medium or smaller free-falling object or creature/level, no two of which may be more than 20 ft apart  
**Duration:** until landing (1 touchdown)  

This spell increases your speed and soley by 30 feet. This adjustment is made as an immediate action. There is no effect on other modes of movement, such as flying or rolling or swinging. As with any effect that affects your speed, this spell affects your jumping distance (see the Acrobatics skill).

**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** yes  

**Target:** one object  
**Saving Throw:** none  
**Duration:** 1 minute  

The affected creatures or objects fall slowly. The affected creatures or objects fall slowly. If the spell is cast on a falling item, the object does half normal damage on a successful save or fall. A creature can walk within or through the area of grease at half speed. The spell affects one or more Medium or smaller creatures (including gear and carried objects up to each creature’s maximum load) or objects, or the equivalent in larger creatures: a Large creature or object counts as four Medium creatures or objects, a Huge creature or object counts as six Medium creatures or objects, and so forth.

This spell has no effect on toggled or free-standing objects that are taking a parachute. If the spell is cast on a falling item, the object does half normal damage on a successful save or fall. A creature can walk within or through the area of grease at half speed. The spell affects one or more Medium or smaller creatures (including gear and carried objects up to each creature’s maximum load) or objects, or the equivalent in larger creatures: a Large creature or object counts as four Medium creatures or objects, a Huge creature or object counts as six Medium creatures or objects, and so forth.

The affected creatures or objects fall slowly. Feather fall instantly changes the rate at which the targets fall to a rate 30 feet per second (equal to the end of a fall from a few feet), and the subject takes no damage upon landing while the spell is in effect. When the spell duration expires, a normal speed takes effect.

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The affected creatures or objects fall slowly. Feather fall instantly changes the rate at which the targets fall to a rate 30 feet per second (equal to the end of a fall from a few feet), and the subject takes no damage upon landing while the spell is in effect. When the spell duration expires, a normal speed takes effect.

The spell affects one or more Medium or smaller creatures (including gear and carried objects up to each creature’s maximum load) or objects, or the equivalent in larger creatures: a Large creature or object counts as four Medium creatures or objects, a Huge creature or object counts as six Medium creatures or objects, and so forth.

The affected creatures or objects fall slowly. Feather fall instantly changes the rate at which the targets fall to a rate 30 feet per second (equal to the end of a fall from a few feet), and the subject takes no damage upon landing while the spell is in effect. When the spell duration expires, a normal speed takes effect.

The spell affects one or more Medium or smaller creatures (including gear and carried objects up to each creature’s maximum load) or objects, or the equivalent in larger creatures: a Large creature or object counts as four Medium creatures or objects, a Huge creature or object counts as six Medium creatures or objects, and so forth.

The affected creatures or objects fall slowly. Feather fall instantly changes the rate at which the targets fall to a rate 30 feet per second (equal to the end of a fall from a few feet), and the subject takes no damage upon landing while the spell is in effect. When the spell duration expires, a normal speed takes effect.
**Obscure Object**

Abjuration

Casting Time: 1 standard action
Components: V, S, M (odorskin)

Target: one object touched of up to 100 lbs/level

Duration: 1 round (D)

Saving Throw: Will negates (object)

Spell Resistance: yes (object)

This spell hides an object from detection by divination (scrying) effects, such as the scrying spell or a crystal ball. The spell concealment of the object is no longer sufficient to affect a creature if the object is magically targeted on a nearby location, object, or person.

**Level**

Brd1, Cle3, Sor2, Wiz2

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**Remove Fear**

Abjuration

Casting Time: 1 standard action
Components: V, S

Range: 20 ft + 5 ft/level

Targets: 1 creature plus one additional creature per four levels, no two of which can be more than 20 ft apart.

Duration: 10 minutes, see text

Saving Throw: Will negates (fear)

Spell Resistance: yes (fear)

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

**Silent Image**

Illusion (figment)

Casting Time: 1 standard action
Components: V, S, F (a bit of fleece)

Range: V, S, F (a bit of fleece)

Effect: visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: no

This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create sound, smell, texture, or temperature. You can move the image within the limits of the size of the effect.

**Level**

Brd1, Cle1

---

**Sleep**

Illusion (figment)

Casting Time: 1 round
Components: V, S, M (fine sand, rose petals, or a live cricket)

Area: one or more living creatures within a 10 ft radius burst

Duration: 1 min/level

Saving Throw: Will negates

Spell Resistance: yes

A sleep spell causes a magical slumber to come upon 4 HD of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action). Sleep does not target unconscious creatures, constructs, or undead creatures.

**Level**

Brd1, Sorl, Wiz1

---

**Summon Monster I**

Conjuration (summoning) [see text]

Casting Time: 1 round
Components: V, S, F (a tiny bag and a small candle)

Range: close (20 ft + 5 ft/level)

Duration: 1 round/level (D)

Saving Throw: none

Spell Resistance: no

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can control it with the creature, you can direct it not to attack, to attack particular enemies, to perform other actions. The spell conjures one of the creatures from the following list in Table 10–1. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any telekinesis or plane travel abilities. Creatures summoned using this spell cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (such as wish).

When you use a summoning spell to summon a creature with an alignment or elementaral subtype, it is a spell of that type. Creatures on Table 10–1 marked with an *** are summoned with the celestial template. If you are good, and the celestial template, if you are evil. If you are neutral, you may choose whichever subtype to apply to the creature. Creatures marked with an *** always have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

**Level**

Brd1, Cle1, Sorl, Wiz1

---

**Undetectable Alignment**

Abjuration

Casting Time: 1 standard action
Components: V, S

Range: close (20 ft + 5 ft/level)

Duration: 24 hours

Saving Throw: Will negates (object)

Spell Resistance: yes (object)

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

**Level**

Brd1, Cle2, Pal2

---

**Unseen Servant**

Conjuration (creation)

Casting Time: 1 standard action
Components: V, S, M (a piece of string and a bit of wool)

Range: close (20 ft + 5 ft/level)

Duration: 1 hour/level

Saving Throw: none

Spell Resistance: no

An unseen servant is a mindless, shapeless force that performs simple tasks at your command. It can run and fetch things, open unlocked doors, and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so as long as you remain within range. It can open only normal doors, drawers, lids, and the like. It has an effective Strength score of 2 (so it can lift 20 pounds or drag 100 pounds). It can trigger traps and such, but it can pull only 10 pounds of force, which is not enough to activate certain pressure plates and other devices. It can't perform any task that requires a skill check with a DC higher than 10 or that requires a check with a DC higher than 10. It has an effective Strength score of 2 (so it can lift 20 pounds or drag 100 pounds). It can trigger traps and such, but it can pull only 10 pounds of force, which is not enough to activate certain pressure plates and other devices. It can't perform any task that requires a skill check with a DC higher than 10 or that requires a check with a DC higher than 10. It has an effective Strength score of 2 (so it can lift 20 pounds or drag 100 pounds).

Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (such as wish).

The servant cannot attack in any way. It cannot be killed, but it disappears if it takes 6 points of damage from area attacks. It takes no damage against attacks. If you attempt to send it beyond the spell's range (measured from your current position), the servant ceases to exist.

**Level**

Brd1, Sorl, Wiz1

---

**Ventriloquism**

Illusion (figment)

Casting Time: 1 standard action
Components: V, F (cur two-thimbleged into a cone)

Range: close (20 ft + 5 ft/level)

Effect: can't feel sound, visually speech

Duration: 1 minute (D)

Saving Throw: none

Spell Resistance: no

You can make your voice (or any sound that you can normally make vocally) seem to issue from someplace else. You can speak in any language you know. With respect to such voices and sounds, anyone who hears it assumes it is coming from your location.

**Level**

Brd1, Sorl, Wiz1
Alter Self

**Casting Time:** 1 standard action
**Components:** V, S, M (a piece of the creature whose form you plan to assume)
**Range:** personal
**Duration:** 1 minute

When you cast this spell, you can assume the form of any Small or Medium creature of the humanoid type. If the form you assume has any of the following abilities, you gain the listed ability: darkvision 60 feet, low-light vision, scent, and swim 30 feet. Small creatures: the form you take is that of a Medium humanoid; you gain a +2 size bonus to your Strength.

**Level:** Brd2, Sor2, Wiz2

---

Animal Messenger

**Casting Time:** 1 standard action
**Components:** V, S, M (a mouse of food the animal likes)
**Range:** close (25 ft + 5 ft/2 levels)
**Duration:** 1 day/level

**Target:** one Tiny animal
**Saving Throw:** Will negates

**Spell Resistance:** yes

You cast upon aTiny animal to get it to carry a message. The most common use for this spell is to get an animal to carry a message to your allies. The animal cannot refuse, becoming the messenger or going to the designated location and waiting there until the duration of the spell expires, whereupon it resumes its normal activities. During this period of waiting, the messenger allows others to approach it and remove any script or other items it carries. The intended recipient gains no special ability to communicate with the animal or read any attached message (it’s written in a language he doesn’t know, for example).

**Level:** Brd2, Dru2, Ran1

---

Animal Trance

**Casting Time:** 1 standard action
**Components:** V
**Range:** medium (100 ft + 10 ft/level)
**Target:** animals or magical beasts with Intelligence 1 or 2
**Duration:** concentration, up to 1 round/level (D)
**Saving Throw:** Will negates

**Spell Resistance:** yes

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

**Level:** Brd2, Dru2

---

Blindness/Deafness

**Casting Time:** 1 standard action
**Components:** V
**Range:** medium (100 ft + 10 ft/level)
**Target:** one living creature
**Duration:** permanent (D)

**Saving Throw:** Fortitude negates

**Spell Resistance:** yes

You will impair the sense of hearing or sight of the subject. When you cast this spell, you can designate an area or a number of creatures within the area. The area must be continuous, and may be any shape. Creatures in the area are blinded and deafened for 1 round per level (minimum 1 round) of casting. The closest targets are selected first until no more targets either range can be affected.

**Level:** Brd2, Cle2, Dru3, Sor2, Wiz2

---

Alter Self

**Casting Time:** 1 minute

**Target:** one Tiny animal

**Duration:** 1 day/level

When you cast this spell, you can assume the form of any Small or Medium creature of the humanoid type. If the form you assume has any of the following abilities, you gain the listed ability: darkvision 60 feet, low-light vision, scent, and swim 30 feet. Small creatures: the form you take is that of a Medium humanoid; you gain a +2 size bonus to your Strength.

**Level:** Brd2, Sor2, Wiz2

---

Calm Emotions

**Casting Time:** 1 standard action
**Components:** V, S, DF
**Range:** medium (100 ft + 10 ft/level)
**Area:** creatures in a 20-ft radius spread
**Duration:** concentration, up to 1 round/level (D)

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

**Spell Resistance:** yes (harmless)

This spell calms agitated creatures. You have no control over the affected creature, but the calm emotions can stop raging creatures from fighting each other (or any foe). For example, a frightened dragon won’t attack a group ofaliens who are just as terrified. Creatures affected by this spell are more likely to follow orders or do anything constructive. Any aggressive action against or damage dealt to a calmed creature makes it attack the spellers. The spell can be used on all creatures.

This spell automatically suppresses aggression but does not disrupt any morale bonuses granted by spells such as bless, glib speech, and rage, and also negates a bard’s ability to increase damage or a barbarian’s rage ability. It also suppresses any fear effects and removes the confused condition from all targets. While the spell lasts, a suppressed spell, condition, or effect has no effect. When the calm emotions spell ends, the original spell or effect takes hold of the creature again. Provided that its duration has not expired in the meantime.

**Level:** Brd2, Cle2

---

Cat’s Grace

**Casting Time:** 1 standard action

**Components:** V, S, M (patch of cat fur)
**Range:** touch
**Target:** creature touched

**Duration:** instantaneous

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

**Spell Resistance:** yes (harmless)

The transformed creature becomes more graceful, agile, and coordinated. The spell grants a +4 enhancement bonus to Dexterity, adding the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier.

**Level:** Brd2, Dru2

---

Cure Moderate Wounds

**Casting Time:** 1 standard action
**Components:** V
**Range:** touch

**Target:** one tamed or trained animal

**Duration:** permanent (D)

**Saving Throw:** Fortitude negates

**Spell Resistance:** yes (harmless)

When laying your hand upon a living creature, you channel positive energy that cures 24d8 points of damage. +1 point per level (maximum +10). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

**Level:** Brd2, Cle2, Dru3, Pal3, Ran3

---

Blur

**Casting Time:** 1 standard action
**Components:** V
**Range:** touch

**Duration:** medium (100 ft + 10 ft/level)

**Target:** creature touched

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

**Spell Resistance:** yes (harmless)

This spell blurs the subject, making it difficult to recognize. The subject’s outline appears blurred, shifting, and wavering. This distortion grants the subject concealment (20% miss chance). A see invisibility spell does not counteract the blur effect, but a true seeing spell does.

Opponents that cannot see the subject ignore the spell’s effect (though fighting an unseen opponent carries penalties of its own).

**Level:** Brd2, Sor2, Wiz2

---

Cure Light Wounds

**Casting Time:** 1 standard action

**Components:** V
**Range:** touch

**Target:** one tamed or trained animal

**Duration:** permanent (D)

**Saving Throw:** Fortitude negates

**Spell Resistance:** yes (harmless)

When laying your hand upon a living creature, you channel positive energy that cures 2d8 points of damage. +1 point per level (maximum +10). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

**Level:** Brd2, Cle2, Dru3, Pal3, Ran3
Darkness
Evocation (darkness)

Casting Time: 1 standard action
Components: V, MDF (bat fur and a piece of coal)
Range: touch
Target: one living creature
Duration: 1 round
Saving Throw: none
Spell Resistance: yes

This spell causes an object to radiate darkness to a 20-foot radius. This darkness causes the illumination level in the area to drop one step, from bright light to normal light, from normal light to dim light, or from dim light to darkness. This spell has no effect on an area that is already dark. Creatures with light sensitivity or blindness are penalized in dim light. All creatures gain concealment (20% miss chance) in dim light. Creatures with darkness can see in an area of dim light, or darkness without penalty. Magical light sources of bright or higher, such as lamplight and magic lanterns, do not increase the light level in an area of darkness. Magical light sources only increase the light level in an area if they are of a higher spell level than darkness.

Daze Monster
Enchantment (compulsion) [mind-affecting]

Casting Time: 1 standard action
Components: V, S, M (a pitch of wool or similar substance)
Range: medium (100 ft + 10 ft/level)
Target: one living creature of 6 HD or less
Duration: 1 hour/level
Saving Throw: Will negate
Spell Resistance: yes

This spell causes the mind of a living creature with 6 or fewer HD to become dazed so that it takes no actions. Living creatures of 7 or more HD are not affected. A dazed subject is not stopped, so attackers get no special advantage against it. After a creature has been dazed by this spell, it is immune to the effects of this spell for 1 minute.

Delay Poison
Conjuration (healing)

Casting Time: 1 standard action
Components: V, S, DF
Range: touch
Target: creature touched
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: yes (harmless)

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

Detect Thoughts
Divination [mind-affecting]

Casting Time: 1 standard action
Components: V, S, DF (a copper piece)
Range: 0 ft
Area: cone-shaped emanation
Duration: 10 min/level (D)
Saving Throw: Will negates; see text
Spell Resistance: yes

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

Fox’s Cunning
Transmutation

Casting Time: 1 standard action
Components: V, S, MDF (hairs or dung from a fox)
Range: touch
Target: creature touched
Duration: 1 round
Saving Throw: Will negate (harmless)
Spell Resistance: yes

The transmuted creature becomes more poised, articulate, and personally forceful. The spell grants a +4 enhancement bonus to Intelligence, adding the usual benefits to Intelligence-based skill checks and other uses of the Intelligence modifier. Wizards (and other spellcasters who rely on Intelligence) affected by this spell (but not any additional bonus spells for the increased Intelligence) but the same DCs for spells they cast while under this spell’s effect do increase. The spell doesn’t grant extra skill ranks.

Eagle’s Splendor
Transmutation

Casting Time: 1 standard action
Components: V, S, MDF (feathers or droppings from an eagle)
Range: touch
Target: creature touched
Duration: 1 round
Saving Throw: Will negate (harmless)
Spell Resistance: yes

The transmuted creature becomes more powerful, airborne, and personally formidable. The spell grants a +4 enhancement bonus to Charisma, adding the usual benefits to Charisma-based skill checks and other uses of the Charisma modifier. Bards, Paladins, and sorcerers (and other spellcasters who rely on Charisma) affected by this spell (but not any additional bonus spells for the increased Charisma) but the same DCs for spells they cast while under this spell’s effect do increase. The spell doesn’t grant extra skill ranks.

Glitterdust
Conjuration (creation)

Casting Time: 1 standard action
Components: V, S
Range: medium (100 ft + 10 ft/lvl)
Target: creature touched
Duration: 1 round/level
Saving Throw: Will negates (blinding only)
Spell Resistance: no

A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly blurring invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to spread until it fades. Each round at the end of their turn creatures may attempt new saving throws to end the blindness effect. Any creature covered by the dust takes a –40 penalty on Stealth checks.

Heroidism
Enchantment (compulsion) [mind-affecting]

Casting Time: 1 standard action
Components: V
Range: touch
Target: creature touched
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: yes (harmless)

This spell imbues a simple creature with great bravery and morale in battle. The target gains a +2 morale bonus on attack rolls, saves, and skill checks.

Level Brd2, Cle2, Sur2, Wiz2

Level Brd2, Sor2, Wiz2

Level Brd2, Cle2, Pal2, Sor2, Wiz2

Level Brd2, Sur2, Wiz2

Level Brd2, Sor2, Wiz2

Level Brd2, Sor2, Wiz2
Hold Person

**Components:** V, S, DF (a forked twig or a small, straight piece of iron)

**Casting Time:** 1 standard action

**Range:** medium (100 ft + 10 ft per level)

**Duration:** concentration + 2 rounds

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

**Spell Resistance:** yes

The subject becomes paralyzed and freezes in place. It is aware and can reason normally, but cannot take any actions, even speech. Each round on your turn, the subject may attempt a new save to break free. A full-round action that does not provoke attacks of opportunity is unaffected. A winged creature who is paralyzed cannot flap its wings and falls. A swimmer cannot swim and may drown.

**Effect:**

- Subjects who fail their save are paralyzed
- Subjects who succeed their save are unaffected

**Duration:** concentration + 2 rounds

**Saving Throw:** Will negates

**Spell Resistance:** yes

A twisting pattern of subtle, shifting colors weaves through the air, fascinating creatures within it. Roll 2d4 and add your caster level (maximum 10) to determine the total number of HD of creatures affected. Creatures with the lowest HD are affected first and, among creatures with equal HD, those who are closest to the spell’s point of origin are affected first. HD that are sufficient to affect a creature are wasted. Affected creatures become fascinated by the pattern of colors. Sightless creatures are not affected.

- A wizard or sorcerer need not utter a sound to cast this spell. But a bard must perform as a vocal entrepreneur.

**Minor Image**

**Illusion (figment)**

**Casting Time:** 1 standard action

**Components:** V, S, DF (a bit of fleece)

**Duration:** concentration + 2 rounds

**Duration:** 1 minute

**Target:** one creature or object, up to a 10-ft cube in size

**Saving Throw:** Will disbelief (if interacted with)

**Spell Resistance:** no

This spell creates a number of illusionary duplicates of you that inhabit your space. These doubles make it difficult for enemies to precisely locate and attack you.

When minor image is cast, call out one number per level. This number is the maximum number of minor image duplicates that can be created. These images remain in your space and move with you, eavesdropping on your movements, sounds, and actions nearby. Wherever you are attacked or are the target of a spell that requires an attack roll, there is a 50% chance that the attack targets one of your images instead. If the attack fails to hit, the illusionary duplicates can be used again.

**Effect:**

- The selected target is real or a figment. If it is a figment, the figment is destroyed. If the attack misses, for 5 or less, one of your duplicates is destroyed by the near miss. Minor image duplicates affect you normally and do not require any saving throw. Spells and effects that do not require an attack roll affect you normally and do not require any saving throw. Spells that affect a target 10 ft or less are not subject to minor image.

**Mirror Image**

**Illusion (figment)**

**Casting Time:** 1 standard action

**Components:** V, S

**Duration:** 1 minute

**Range:** personal

**Target:** you

**Saving Throw:** Will negates

**Spell Resistance:** no

Level Brd2, Sor2, Wiz2

This spell creates a number of illusionary duplicates of you that inhabit your space. These doubles make it difficult for enemies to precisely locate and attack you.

When mirror image is cast, call out one number per level. This number is the maximum number of mirror image duplicates that can be created. These images remain in your space and move with you, eavesdropping on your movements, sounds, and actions nearby. Wherever you are attacked or are the target of a spell that requires an attack roll, there is a 50% chance that the attack targets one of your images instead. If the attack fails to hit, the illusionary duplicates can be used again.

**Effect:**

- The selected target is real or a figment. If it is a figment, the figment is destroyed. If the attack misses, for 5 or less, one of your duplicates is destroyed by the near miss. Minor image duplicates affect you normally and do not require any saving throw. Spells and effects that do not require an attack roll affect you normally and do not require any saving throw. Spells that affect a target 10 ft or less are not subject to minor image.

**Pyrotechnics**

**Pyrotechnics**

**Transmutation**

**Casting Time:** 1 standard action

**Components:** V, S, DF (an ethereal emanation of astral energy)

**Duration:** 1 minute

**Range:** personal

**Target:** you

**Saving Throw:** Will negates

**Spell Resistance:** no

Pyrotechnics turns a fire into a burst of blinding fireworks or a thick cloud of choking smoke. An attacker must be able to see the minor images to be fooled. If you are invisible or the attacker is blind, the spell has no effect (although the normal miss chance still applies).
Rage

**Components:** V, S, M

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

**Targets:** One willing living creature per three levels with 5 or fewer HD, no two of which can be more than 30 ft apart.

**Duration:** 1 round or until saved

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

**Spell Resistance:** Yes

**Casting Time:** 1 round

**Area or Target:** One willing living creature per three levels, no two of which can be more than 30 ft apart.

**Effect:** Each affected creature becomes frightened. If a subject succeeds on a Will save, it is shaken for 1 round. Creatures with 6 or more HD are immune to this effect. Scare counters and dispels remove fear.

**Level:** Brd2, Sor3, Wiz3

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Scare

**Components:** V, S, M (a bone from an undead creature)

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

**Area or Target:** 50-ft radius spread or one solid object or one object of any size.

**Duration:** Instantaneous

**Saving Throw:** Will negates; see text or none (object)

**Spell Resistance:** Yes

**Casting Time:** 1 standard action

**Area:** One willing living creature per three levels, no two of which can be more than 30 ft apart.

**Effect:** Scare creates an area out of the affected creature’s will or fear. Creatures and objects must successfully save to escape the scared effect. Caster may choose one target out of the affected creature’s will or fear.

**Level:** Brd2, Sor2, Wiz2

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Shatter

**Components:** V, S, M/DF (a chip of mica)

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

**Targets:** One living creature per three levels with 5 or fewer HD, no two of which can be more than 30 ft apart.

**Duration:** 1 round or until saved

**Saving Throw:** Will partial

**Spell Resistance:** Yes

**Casting Time:** 1 round

**Area:** One willing living creature per three levels, no two of which can be more than 30 ft apart.

**Effect:** Shatter creates a loud, ringing noise that breaks brittle, nonmagical objects; sunders a single solid, nonmagical object; or damages a crystalline creature.

**Level:** Brd2, Cle2, Sor2, Wiz2

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Silence

**Components:** V, S

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

**Area:** 10-ft radius spread

**Duration:** 1 hour/level or until completed

**Saving Throw:** Will negates

**Spell Resistance:** None

**Casting Time:** 1 round

**Components:** V, S, F/DF (a musical instrument)

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

**Effect:** One summoned creature.

**Level:** Brd2, Cle2

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Enchantment (compulsion) [mind-affecting]

**Casting Time:** 1 standard action

**Components:** V, S

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

**Targets:** One living creature per three levels with 5 or fewer HD, no two of which can be more than 30 ft apart.

**Duration:** 1 round or until saved

**Saving Throw:** Will negates

**Spell Resistance:** Yes

**Casting Time:** 1 round

**Area:** One willing living creature per three levels, no two of which can be more than 30 ft apart.

**Effect:** All affected creatures become frightened. If a subject succeeds on a Will save, it is shaken for 1 round. Creatures with 6 or more HD are immune to this effect. Scare counters and dispels remove fear.

**Level:** Brd2, Sor3, Wiz3

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Sound Burst

**Components:** V, S, M (a snake’s tongue and a honeycomb)

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

**Area:** 10-ft radius spread

**Duration:** 1 hour/level or until completed

**Saving Throw:** Will negates

**Spell Resistance:** Yes

**Casting Time:** 1 standard action

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

**Effect:** One summoned creature.

**Level:** Brd2, Cle2

---

 Summon Monster II

**Components:** V, S, M/DF (a sqaure of red cloth)

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

**Area:** One living creature per three levels with 5 or fewer HD, no two of which can be more than 30 ft apart.

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

**Saving Throw:** Will negates; see text or none (object)

**Spell Resistance:** Yes

**Casting Time:** 1 round

**Components:** V, S, M (a bone from an undead creature)

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

**Area:** One willing living creature per three levels, no two of which can be more than 30 ft apart.

**Effect:** You summon a swarm of bats, rats, or spiders (your choice), which attacks each creature within 10 ft of the swarm. The swarm attacks or pursues the nearest creature as best it can. The swarm attacks once per round.

**Level:** Brd2, Sor2, Wiz2

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Enchantment (compulsion) [language-dependent, mind-affecting]

**Casting Time:** 1 standard action

**Components:** V, S, M (a snake’s tongue and a honeycomb)

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

**Area:** One living creature per three levels with 5 or fewer HD, no two of which can be more than 30 ft apart.

**Duration:** 1 round or until saved

**Saving Throw:** Will partial

**Spell Resistance:** Yes

**Casting Time:** 1 round

**Components:** V, S, M/DF (a sqaure of red cloth)

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

**Effect:** One summoned creature.

**Level:** Brd2, Cle2

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 Conjunction (summoning) [see text]

**Components:** V, S, M, DF (a tiny bag and a small candle)

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

**Effect:** One summoned creature.

**Level:** Brd2, Cle2

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 Summon Swarm

**Components:** V, S, M, DF (a stone used to create the swarm)

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

**Area:** One willing living creature per three levels, no two of which can be more than 30 ft apart.

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

**Saving Throw:** Will negates

**Spell Resistance:** No

**Casting Time:** 1 round

**Area:** Instantaneous

**Effect:** One swarm of bats, rats, or spiders.

**Level:** Brd2, Dru2, Sor2, Wiz2

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**Tongues**

*Divination*

**Whispering Wind**

*Transmission [air]*

**Clairaudience/Clairvoyance**

**Enchantment (charm) [mind-affecting]**

**Divination (scrying)**

**Level Brd2, Cle4, Sor3, Wiz3**

1 standard action

**Components:** V, M (a clay model of a ziggurat)

**Range:** 1 mile/level

**Area:** 10-ft radius spread

**Duration:** 1 day/level

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

**Spell Resistance:** yes

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

Tongues can be made permanent with a permanency spell.

**Level Brd2, Sor2, Wiz2**

1 standard action

**Components:** V, S

**Range:** 1 mile/level

**Area:** 10-ft radius spread

**Duration:** 1 day/level

**Saving Throw:** Will negates

**Spell Resistance:** yes

This charm makes a living creature invisible to anyone you assign to be your friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

The spell does not enable you to control the charmed creature as if it were an extension of yourself. But it retains all skills and actions in the typical way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (This is not a compel order. The creature is not under your control.)

**Level Brd3, Sor3, Wiz3**

1 round

**Components:** V, S, M/DF (a clay model of a ziggurat)

**Range:** 1 mile/level

**Area:** 10-ft radius spread

**Duration:** 1 day/level

**Saving Throw:** Will negates

**Spell Resistance:** yes

You send a message or sound on the wind to a designated spot. The whispering wind travels to a specific location within range that is familiar to you. Provided that it can find a way to the location, a whispering wind is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers to whomsever you message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it. The wind then dissipates.

You can prepare several whispering winds in this way. Each requires a 10-ft-radius spread. Cause the spell to deliver other sounds for 1 round, or muffle the whispering wind so it is as gentle and unnoticed as a zephyr until it reaches the area. You can then cause another whispering wind to move as slowly as 1 mile per hour or as quickly as 1 mile per 10 minutes.

When the spell reaches its objective, it stops and remains in place until the message is delivered. As with magic mouth, a vanishing wind cannot speak verbal components, use command words, or activate magical effects.

**Level Brd3, Cle3, Dru3, Pal4, Ran4**

1 round

**Components:** V, S, M (a clay model of a ziggurat)

**Range:** 1 mile/level

**Area:** 10-ft radius spread

**Duration:** 1 day/level

**Saving Throw:** Will negates

**Spell Resistance:** yes

This charm makes a living creature invisible to anyone you assign to be your friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

The spell does not enable you to control the charmed creature as if it were an extension of yourself. But it retains all skills and actions in the typical way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (This is not a compel order. The creature is not under your control.)

**Level Brd3, Cle3, Dru3, Pal3, Sor3, Wiz3**

1 round

**Components:** V, S, M (a clay model of a ziggurat)

**Range:** 1 mile/level

**Area:** 10-ft radius spread

**Duration:** 1 day/level

**Saving Throw:** Will negates

**Spell Resistance:** yes

You send a message or sound on the wind to a designated spot. The whispering wind travels to a specific location within range that is familiar to you. Provided that it can find a way to the location, a whispering wind is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers to whomsever you message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it. The wind then dissipates.

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When the spell reaches its objective, it stops and remains in place until the message is delivered. As with magic mouth, a vanishing wind cannot speak verbal components, use command words, or activate magical effects.

**Level Brd3, Cle3, Dru3, Pal4, Ran4**

1 round

**Components:** V, S, M (a clay model of a ziggurat)

**Range:** 1 mile/level

**Area:** 10-ft radius spread

**Duration:** 1 day/level

**Saving Throw:** Will negates

**Spell Resistance:** yes

You send a message or sound on the wind to a designated spot. The whispering wind travels to a specific location within range that is familiar to you. Provided that it can find a way to the location, a whispering wind is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers to whomsever you message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it. The wind then dissipates.

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When the spell reaches its objective, it stops and remains in place until the message is delivered. As with magic mouth, a vanishing wind cannot speak verbal components, use command words, or activate magical effects.

**Level Brd3, Cle3, Dru3, Pal3, Sor3, Wiz3**

1 round

**Components:** V, S, M (a clay model of a ziggurat)

**Range:** 1 mile/level

**Area:** 10-ft radius spread

**Duration:** 1 day/level

**Saving Throw:** Will negates

**Spell Resistance:** yes

You send a message or sound on the wind to a designated spot. The whispering wind travels to a specific location within range that is familiar to you. Provided that it can find a way to the location, a whispering wind is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers to whomsever you message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it. The wind then dissipates.

You can prepare several whispering winds in this way. Each requires a 10-ft-radius spread. Cause the spell to deliver other sounds for 1 round, or muffle the whispering wind so it is as gentle and unnoticed as a zephyr until it reaches the area. You can then cause another whispering wind to move as slowly as 1 mile per hour or as quickly as 1 mile per 10 minutes.

When the spell reaches its objective, it stops and remains in place until the message is delivered. As with magic mouth, a vanishing wind cannot speak verbal components, use command words, or activate magical effects.

**Level Brd3, Cle3, Dru3, Pal3, Sor3, Wiz3**

1 round

**Components:** V, S, M (a clay model of a ziggurat)

**Range:** 1 mile/level

**Area:** 10-ft radius spread

**Duration:** 1 day/level

**Saving Throw:** Will negates

**Spell Resistance:** yes

You send a message or sound on the wind to a designated spot. The whispering wind travels to a specific location within range that is familiar to you. Provided that it can find a way to the location, a whispering wind is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers to whomsever you message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it. The wind then dissipates.

You can prepare several whispering winds in this way. Each requires a 10-ft-radius spread. Cause the spell to deliver other sounds for 1 round, or muffle the whispering wind so it is as gentle and unnoticed as a zephyr until it reaches the area. You can then cause another whispering wind to move as slowly as 1 mile per hour or as quickly as 1 mile per 10 minutes.

When the spell reaches its objective, it stops and remains in place until the message is delivered. As with magic mouth, a vanishing wind cannot speak verbal components, use command words, or activate magical effects.
**Deep Slumber**

*Enchantment (compulsion) [mind-affecting]*

*Casting Time:* 1 round

*Components:* V, S, M (fine sand, rose petals, or a live cricket)

*Range:* close (20 ft + 20 ft/2 levels)

*Effect:* creature falls into a deep slumber

*Duration:* 1 round/level (D)

*Saving Throw:* will negates (harmless)

*Spell Resistance:* yes

A deep slumber spell causes a magical slumber to come upon 10 HD of creatures. Creatures with fewer HD are affected first. Any HD that is not sufficient to affect a creature is wasted. Slumbering creatures are helpless, unable to sleepwalking or awakening themselves and affected creatures, but normal noises do not wake them. Awakening a creature is a standard action (an application of the aid another action). Deep slumber does not target nameless creatures, construct animals, or undead.

**Gaseous Form**

*Illusion (glamer)*

*Casting Time:* 1 standard action

*Components:* V, S, M (a small loop of leather)

*Range:* close (20 ft + 20 ft/2 levels)

*Effect:* creates a gaseous form

*Duration:* 1 round/level (D)

*Saving Throw:* will negates (harmless)

*Spell Resistance:* yes

The subject of this spell appears to be about 2 feet away from its true location. The creature benefits from a 50% miss chance as if it had total concealment. All actual total concealment, employment bonuses, or SPF reduce the miss chance from 50% to 33 1/3%, depending on the creature’s normal speed. True seeing reveals its true location and negates the miss chance.

**Necromancy [fear, mind-affecting]**

*Casting Time:* 1 standard action

*Components:* V, S, M (the heart of a hen or a white feather)

*Range:* close (20 ft + 20 ft/2 levels)

*Effect:* creature touched

*Duration:* 1 round/level (D)

*Saving Throw:* will partial

*Spell Resistance:* yes

An immediate cone of terror causes each living creature in the area to become panicked unless it succeeds on a Will save. If cornered, a panicked creature begins cowering. If the Will save succeeds, the creature is shaken for 1 round.

**Fear**

*Illusion (glamer)*

*Casting Time:* 1 standard action

*Components:* V, S, M (fine sand, rose petals, or a live cricket)

*Range:* close (20 ft + 20 ft/2 levels)

*Effect:* creature in gaseous form

*Duration:* 1 round/level (D)

*Saving Throw:* will partial

*Spell Resistance:* yes

A gaseous creature can’t run, but it can fly at a speed of 10 feet and automatically fly at double its speed if it has a touch spell ready to use. A gaseous creature can’t attack or cast spells that target an area. A gaseous creature’s movement is visible, but its exact location and movement are concealed. Unnatural actions (flying or swimming) are visible. A gaseous creature can’t make a Protection from good or cure spells to affect it. A gaseous creature can’t use spells that target a creature or an area. A gaseous creature can’t be targeted by an area or creature spell that is dispelled by a spell effect.

**Glibness**

*Transmutation*

*Casting Time:* 1 standard action

*Components:* T

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

*Targets:* one living creature with 7 HD or less

*Saving Throw:* will negates

*Duration:* 1 day/level or until discharged (D)

*Spell Resistance:* yes (harmless)

This spell instills powerful hope in the subjects. Each affected creature gains 10% chance per level to succeed at any task, such as feinting in combat, creating a diversion to hide, or communicating a hidden message via innuendo.

**Good Hope**

*Enchantment (compulsion) [mind-affecting]*

*Casting Time:* 1 standard action

*Components:* V, S

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

*Targets:* one living creature/level, no more than two of which may be more than 30 ft apart

*Duration:* 1 round/level

*Saving Throw:* Will negates (harmless)

*Spell Resistance:* yes (harmless)

This spell instills powerful hope in the subjects. Each affected creature gains a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls. Good hope counters and dispels crushing despair.

**Lesser Geas**

*Enchantment (compulsion) [language-dependent, mind-affecting]*

*Casting Time:* 1 round

*Components:* V

*Range:* close (20 ft + 5 ft/2 levels)

*Target:* one living creature with HD or less

*Saving Throw:* will negates

*Duration:* 1 round

*Spell Resistance:* yes

A lesser geas places a magical compulsion on a creature to carry out some service for the caster or observe some action or conclusion (as desired) by the caster. The creature must have 7 or fewer HD and be able to understand you. While a geas cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of action. A lesser geas is a minor spell.

**Haste**

*Transmutation*

*Casting Time:* 1 round

*Components:* V

*Range:* close (20 ft + 5 ft/2 levels)

*Targets:* one living creature/level, no more than two of which may be more than 30 ft apart

*Duration:* 1 round/level

*Saving Throw:* Will negates (harmless)

*Spell Resistance:* yes (harmless)

The transmuted creatures move and act twice as quickly as normal. This extra speed does not affect a gaseous form.

**Silent Spell**

*Transmutation*

*Casting Time:* 1 round

*Components:* V

*Range:* close (20 ft + 5 ft/2 levels)

*Target:* one living creature

*Duration:* 1 round

*Saving Throw:* will negates (harmless)

*Spell Resistance:* yes (harmless)

A gaseous creature can’t run, but it can fly at a speed of 10 feet and automatically fly at double its speed if it has a touch spell ready to use. A gaseous creature can’t attack or cast spells that target an area. A gaseous creature’s movement is visible, but its exact location and movement are concealed. Unnatural actions (flying or swimming) are visible. A gaseous creature can’t make a Protection from good or cure spells to affect it. A gaseous creature can’t be targeted by an area or creature spell that is dispelled by a spell effect.

**Good Hope**

*Enchantment (compulsion) [mind-affecting]*

*Casting Time:* 1 round

*Components:* V, S

*Range:* close (20 ft + 5 ft/2 levels)

*Targets:* one living creature/level, no more than two of which may be more than 30 ft apart

*Duration:* 1 round/level

*Saving Throw:* Will negates (harmless)

*Spell Resistance:* yes (harmless)

This spell instills powerful hope in the subjects. Each affected creature gains a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls. Good hope counters and dispels crushing despair.
Illusory Script

Effect: The illusion (figment)
Duration: Concentration + 3 rounds
Casting Time: 1 minute per page
Components: V, S, M (based on its worth 50 gp)
Range: Touch
Target: One touched object weighing no more than 10 lbs.
Saving Throw: Will negates; see text
Spell Resistance: Yes

This spell creates the visual, auditory, olfactory, and thermal illusion of an object, creature, or book as described by you. The illusion does not create texture. While concentrating, you can move the image within the range. The image disappears when struck by an opponent unless you cause the illusion to react appropriately.

Major Image

Effect: Visual illusion (phantom)
Duration: 1 hour/level (D)
Casting Time: 1 standard action
Components: V, S
Range: Close (25 ft + 5 ft/2 levels)
Target: One creature or object/level, no two of which can be more than 30 ft apart
Saving Throw: None
Spell Resistance: No

This spell creates a translucent illusion of an object or creature. The illusion can be moved and can transform as you desire. If the illusion is touched, it disappears. If the illusion is struck by an opponent, it continues to react according to the rules of illusion (figment).

Phantom Steed

Effect: A black steed, with a black head and body, grey mane and tail, and smoke-colored, insubstantial hooves that make no sound. It has what seems to be a saddle, bit, and bridle. It does not fight, but animals shun it and refuse to attack it.
Duration: 1 hour/level (D)
Casting Time: 1 standard action
Components: V, S
Range: Close (25 ft + 5 ft/2 levels)
Target: One creature
Saving Throw: None
Spell Resistance: No

This spell creates a phantom steed that can carry up to 10 pounds plus up to 10 pounds per caster level. The mount can use the same actions as a real horse, but it cannot attack. The mount will not.uni.

Remove Curse

Effect: You can remove all curses on an object or a creature. If the target is a creature, you must make a caster level check (1d20 + caster level) against the DC of each curse affecting the target. Success means the curse is removed. Remove curse does not remove the curse from a scroll of the same name. A successful dispel magic check can remove a curse on an object or a creature.
Duration: 1 hour/level (D)
Casting Time: 1 standard action
Components: V, S
Range: Touch
Target: One creature or object touched
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Remove curse can remove all curses on an object or a creature. If the target is a creature, you must make a caster level check (1d20 + caster level) against the DC of each curse affecting the target. Success means the curse is removed. Remote cure does not remove the curse from a scroll of the same name. A successful dispel magic check can remove a curse on an object or a creature.
### Speak with Animals

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** close (20 ft. + 20 ft./2 levels)  
**Targets:** one creature per level, no two of which can be more than 30 ft apart  
**Duration:** 1 min/level  
**Saving Throw:** Will negates  
**Spell Resistance:** yes

An affected creature moves and attacks at a drastically slowed rate. Creatures affected by this spell are staggered and can take only a single move action or standard action each turn, but not both (nor may it take a bonus action). Additionally, it takes a –4 penalty on attack rolls, AC, and Reflex saves. A slowed creature moves at half normal speed (round down to the nearest 10 ft increment), which affects the creature's jumping distance as normal for decreased speed. Multiple slow effects don't stack. Slow creatures and creatures under the effects of slowed also suffer a –2 penalty on initiative and saving throws. If you can make a bonus attack roll, you can attack 1 more target than normal, but if you attack 1 more target, you can’t make a bonus attack roll.

### Summon Monster III

**Casting Time:** 1 round  
**Components:** V, S, P, DF (a tiny bag and a small candle)  
**Range:** 10 ft. + 10 ft./2 levels  
**Target:** you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell confines one of the extraplanar creatures to a 20-ft.-radius sphere centered on you. This creature is marked with an asterisk (*). If you use the spell to summon an extraplanar creature, you can use it to summon another of the same kind from the 20-ft.-radius sphere. Creatures summoned with the spell can be aligned or neutral, but a creature of evil alignment is never summoned. If you later use the spell to summon a creature of good alignment, the creature is marked with an “*”.

Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (such as wizard). The temperature inside the hut is 70° F if the exterior temperature is below 70° F, no matter how cold the weather outside. The hut also provides protection against the elements, such as rain, dust, and sandstorms. The hut shuffles any kind of less than hurricane force, but a hurricane (75 mph wind speed) of greater force destroys it. The interior of the hut is a hemisphere. You can illuminate it dimly upon command or extinguish the light as desired. Although the force field is opaque from the outside, it is transparent from within. Missiles, weapons, and most spell effects can pass through the hut without affecting it, although the occupants cannot be seen from outside the hut (they have total concealment).

### Dimenion Door

**Casting Time:** 1 standard action  
**Components:** V  
**Range:** long (40 ft. + 40 ft./level)  
**Target:** you and touched objects or other toughed willing creatures  
**Duration:** instantaneous  
**Saving Throw:** none and Will negates (object)  
**Spell Resistance:** no and yes (object)

You instantly transfer yourself from your current location to another spell within range. You must be free of any spell that holds you (such as Lurker in the Lie), although you can bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another and all need not enter the same space. Those creatures must be in contact with you.

If you arrive in a place that is already occupied by a solid body, you and each creature breaking into the space suffer 1d6 points of damage for each 10 feet of space between you and the solid body.
**Freedom of Movement**

**Aljaran**

**Casting Time:** 1 standard action  
**Components:** V, S, M (a leather strap bound to the target, DF)  
**Target:** you or creature touched  
**Duration:** 10 minutes

**Hold Monster**

**Casting Time:** 1 standard action  
**Components:** V, S, MDF (one hard metal bar or rod, which can be as small as a three-penny nail)  
**Range:** long (400 ft + 40 ft/level)  
**Target:** one helpless creature  
**Duration:** 1 round/level (D)  
**Saving Throw:** Will negates (harmless)

**Greater Invisibility**

**Illusion**

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** personal or touch  
**Target:** you or creature touched  
**Duration:** 2 hours/level (D)  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** yes (harmless)

You make natural terrain look, sound, and smell like some other sort of natural terrain. Structures, equipment, and creatures within the area are not hidden or changed in appearance. Of course, the subject is not magically silenced, and certain other conditions impede movement, such as paralysis, slow, web. You cannot impose the effect on a creature that is already invisible, and the subject is not magically silenced.

**Casting Time:** 1 round; see text  
**Components:** V, S  
**Range:** close (25 ft + 5 ft/level)  
**Target:** one living creature  
**Duration:** permanent  
**Saving Throw:** yes  
**Spell Resistance:** yes

You make a sense impression on a creature, such as a disease, a disease, or a disease that can be used to detect invisible or difficult-to-detect creatures. The subject becomes invisible and invisible (harmless, object). The spell also allows the subject to move and attack normally while invisible, though the subject is not magically silenced, and certain other conditions impede movement, such as paralysis, slow, web. The subject is not magical silenced, and certain other conditions impede movement, such as paralysis, slow, web.

**Level Brd4, Cle4, Dru4, Ran4**

**Locate Creature**

**Divination**

**Casting Time:** 1 standard action  
**Components:** V, S, M (fur from a blikeshadow)  
**Range:** long (400 ft + 40 ft)  
**Target:** one creature of up to 40 ft/level touched  
**Duration:** 10 minutes  
**Saving Throw:** none  
**Spell Resistance:** no

You slowly turn and sense when you are facing the direction of the creature to be located, provided it is within range. You also know in which direction the creature is moving, if any. The spell can locate a creature of a specific kind or a specific creature known to you. It cannot find a creature of a certain type. To find a kind of creature, you must have seen such a creature up close (within 30 feet) at least once. Running water blocks the spell. It cannot detect objects. It can be fooled by mirrors, substitutions, and polymorphism spells.

**Level Brd4, Sor4, Wiz4**

**Modify Memory**

**Enchantment (compulsion) (mind-affecting)**

**Casting Time:** 1 round; see text  
**Components:** V, S, MDF (charmed)  
**Range:** touch  
**Target:** creature or object of up to 1 ft³/level touched  
**Duration:** instantaneous or 10 min/level, see text  
**Saving Throw:** Will negates (harmless, object)  
**Spell Resistance:** yes (harmless, object)

You identify any sort of venom in the creature or object touched. If the target is a creature, you must make a caster level check (10 + target’s level + Cha bonus) against the DC of each poison affecting the target. Success means that the poison is neutralized. A neutralized poison no longer affects the creature, and any temporary effects are ended, but the level does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don’t go away on their own. The spell does not affect sightless creatures.

**Level Brd4**

**Neutralize Poison**

**Conjuration (healing)**

**Casting Time:** 1 standard action  
**Components:** V, S, M (a piece of phosphor), F (a crystal prism)  
**Range:** see text  
**Effect:** colorless lights with a 20-ft radius spread  
**Duration:** Concentration + 1 round/level (D)  
**Saving Throw:** Will negates  
**Spell Resistance:** yes

You furnish poison with a diseased, poisoned, or poisoned creature with a disease. The spell also allows the subject to move and attack normally while invisible, though the subject is not magically silenced, and certain other conditions impede movement, such as paralysis, slow, web. The subject is not magical silenced, and certain other conditions impede movement, such as paralysis, slow, web.

**Level Brd4, Cle4, Dru3, Pal4, Ran3**

**Rainbow Pattern**

**Illusion (mind-affecting)**

**Casting Time:** 1 standard action  
**Components:** V, S, M (a piece of phosphor), F (a crystal prism)  
**Range:** see text  
**Effect:** colorless lights with a 20-ft radius spread  
**Duration:** Concentration + 1 round/level (D)  
**Saving Throw:** Will negates  
**Spell Resistance:** yes

You furnish poison with a disease, a disease, or a disease that can be used to detect invisible or difficult-to-detect creatures. The spell also allows the subject to move and attack normally while invisible, though the subject is not magically silenced, and certain other conditions impede movement, such as paralysis, slow, web. The subject is not magical silenced, and certain other conditions impede movement, such as paralysis, slow, web.

**Level Brd4, Sor4, Wiz4**
Repel Vermin
Abjuration

Casting Time: 1 standard action
Components: V, S, GF
Range: 10 ft
Area: 10-ft radius emanation centered on you
Duration: 10 min/level (D)
Saving Throw: none or Will negates; see text
Spell Resistance: yes

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

Secure Shelter
Conjuration (creation)

Casting Time: 10 minutes
Components: V, S, M (a chip of stone, sand, a drop of water, and a 5-fathom-deep divination crystal)
Range: close (25 ft + 5xlevels)
Area: cone-shaped burst
Duration: 2 hours/level (D)
Saving Throw: none
Spell Resistance: no

You conjure a sturdy cottage or lodge made of material that is common in your area. The house resembles a normal cottage, with a sturdy door, two shuttered windows, and a small fireplace. The door, shutters, and even chimneys are secure against intrusion. The cottage is being protected with curse and thing (or another spell). This effect is similar to that of the dimension door spell. The area resembles a normal stone building, regardless of the material composition. The dwelling needs flames and fire as if water does. It is impermeable to normal missiles (but not the sort cast by spells, stuns, or spells).

Shout
Evocation [sonic]

Casting Time: 1 standard action
Components: V
Range: 30 ft
Area: cone-shaped burst
Saving Throw: Fortitude save to reduce the damage by half, and a creature holding fragile objects can negate damage to them with a successful Reflex save. A shout spell cannot penetrate a silence spell.

You emit an ear-splitting yell that deafens and damages creatures in its path. Any creature within the area is deafened for 2d6 minutes and takes full points of sonic damage. A successful save negates the deafening and reduces the damage by half. Any exposed brittle or crystalline object or crystalline creature takes 5d6 points of sonic damage per caster level (maximum 15d6). An affronted creature is allowed a Fortitude save to reduce the damage by half, and a creature holding fragile objects can negate damage to them with a successful Reflex save. A shout spell cannot penetrate a silence spell.

Speak with Plants
Divination

Casting Time: 1 standard action
Components: V
Target: you
Duration: 1 round/level

You can communicate with normal plants and plant creatures, and can ask questions of and receive answers from them. A normal plant's sense of its surroundings is limited, so it won't be able to give (in objective, detailed descriptions of creatures, or answer questions about events outside its immediate vicinity. The spell doesn't make plant creatures any more friendly or cooperative than normal. Furthermore, wary and cunning plant creatures are likely to be timid and elusive, while the more stupid ones may make sense comments. If a plant creature is friendly, it may do some favor or service for you.

Mass Cure Light Wounds
Conjuration (healing)

Casting Time: 1 round
Components: V, S, GF
Area: 5-ft radius emanation centered on you
Duration: 1 round/level (D)

By casting zone of silence, you manipulate sound waves in your immediate vicinity so that you and those within the spell's area can converse normally, yet no one outside can hear your voices or any other noises from within, including language-dependent or arcane speech. This effect is centered on you and moves with you. Anyone who enters the zone immediately becomes subject to its effects, but those who leave are no longer affected. Note, however, that a successful DC 20 Linguistics check to read lips can still reveal what's said inside a zone of silence.

Level Brd4, Cle4, Dru4, Ran3

Level Brd4, Sor4, Wiz4

Level Brd4, Sor4, Wiz4

Level Brd1, Sor1, Wiz1

Level Brd4, Dru5, Ran3

Level Brd6, Cle6, Dru7

Level Brd5, Sor5, Wiz5
False Vision

**Illusion (glamer)**

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** 100 ft + 10 ft/level

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

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

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

**Spell Resistance:** yes

This spell creates a subtle illusion, causing any divination (scrying) spell used to view anything within the area of this spell to instead receive a false image, as defined by you at the time of casting. You may create the illusion of an object, creature, or force as visualized by you and includes visual, auditory, olfactory, and thermal characteristics. The illusion does not create texture. As long as the duration lasts, you can concentrate to change the image as desired. While you aren't concentrating, the image remains static.

Mislead

**Illusion (figment, glamer)**

**Casting Time:** 1 standard action

**Components:** V, S

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

**Effect:** Visual figment that cannot extend beyond four 10-ft. cubes + than 30 ft apart

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

**Saving Throw:** Will disbelief (if interacted with)

**Spell Resistance:** no

This spell creates the illusion. The illusion is created by the target or illusionist. You can move the illusion as you like. While you are concentrating, the image remains static. As long as the duration lasts, you can concentrate to change the image as desired. While you aren't concentrating, the image remains static.

Greater Herosim

**Enchantment (compulsion) [mind-affecting]**

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 minute

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

**Spell Resistance:** yes

This spell creates a subtle illusion, causing any divination (scrying) spell used to view anything within the area of this spell to instead receive a false image, as defined by you at the time of casting. You may create the illusion of an object, creature, or force as visualized by you and includes visual, auditory, olfactory, and thermal characteristics. The illusion does not create texture. As long as the duration lasts, you can concentrate to change the image as desired. While you aren't concentrating, the image remains static.

Mind Fog

**Enchantment (compulsion) [mind-affecting]**

**Casting Time:** 1 standard action

**Components:** V, S

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

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

**Duration:** 30 minutes and 2d6 rounds; see text

**Saving Throw:** Will negates

**Spell Resistance:** yes

This spell produces a low cloud of illusory mist that weakens the mental resistance of those caught in it. Creatures in the mist fog take a -15 penalty on Wisdom (Perception and Will saves). A creature that intentionally savagely against the fog is not affected and need not make further saves even if it remains in the fog. Affected creatures take the penalty as long as they remain in the fog and for 30 rounds thereafter. The fog is static and lasts 30 rounds until dispelled by the spell. A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

Persistent Image

**Illusion (figment)**

**Casting Time:** 1 standard action

**Components:** V, S

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

**Effect:** Visual illusion that cannot extend beyond four 10-ft. cubes + than 30 ft apart

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

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

**Spell Resistance:** yes

This spell creates the illusion of an object, creature, or force, as visualized by you. The illusion does not create texture. The illusion follows a script determined by you and follows that script without your having to concentrate on it. The illusion can include inanimate speech if you wish.

Seeming

**Illusion (glamer)**

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** see text

**Duration:** see text

**Saving Throw:** See text

**Spell Resistance:** See text

This spell creates the illusion. The illusion is created by the target or illusionist. You can move the illusion as you like. While you are concentrating, the image remains static. As long as the duration lasts, you can concentrate to change the image as desired. While you aren't concentrating, the image remains static.

Shadow Evocation

**Illusion (shadow)**

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** see text

**Effect:** see text

**Duration:** see text

This spell creates the illusion of an object, creature, or force, as visualized by you. The illusion does not create texture. The illusion follows a script determined by you and follows that script without your having to concentrate on it. The illusion can include inanimate speech if you wish.
Song of Discord
Entchantment (compulsion) [mind-affecting, sonic]

Casting Time: 1 standard action
Components: V, S
Area: (radius of 10 ft + 10 ft x level)
Duration: 1 round/level or until completed
Saving Throws: Will negates
Spell Resistance: yes

This spell causes those within the area to turn on each other rather than attack the user. Each affected creature has a 50% chance to attack the nearest target each round. (Roll to determine each creature’s behavior every round at the beginning of its turn.) A creature that does not attack its nearest neighbor is free to act normally for that round. Creatures forced by a song of discord to attack their fellows employ all methods at their disposal, choosing their deadliest spells and most advantageous combat tactics. They do not, however, harm targets that have fallen unconscious.

Mass Suggestion
Enchantment (compulsion) [language-dependent, mind-affecting]

Casting Time: 1 standard action
Components: V, S (a slingshot and a honeycomb)
Range: medium (100 ft + 10 ft x level)
Targets: one creature/level, no two of which can be more than 30 ft apart
Duration: 1 hour/level or until completed
Saving Throws: Will half (harmless) or Will half; see text
Spell Resistance: yes

You influence the actions of the target creatures by suggesting a course of activity (strategic withdrawal in two). The mass suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creatures to do something obviously harmful and automatically negates the effect of the spell. The same mass suggestion applies to all of the targeted creatures.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter spell, the spell ends when the subjects finish what they were asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed.

A very reasonable Mass suggestion causes the target to be made with a penalty (–2 x level + 1 x level x caster level).

Mass Charm Monster
Enchantment (charm) [mind-affecting]

Casting Time: 1 standard action
Components: V, S (a tiny bag and a small candle)
Range: close (25 ft + 5 ft x level)
Targets: one creature/level
Duration: 1 round/level
Saving Throws: Will negates
Spell Resistance: yes

You can summon an extraneaus creature (either an outsider, elemental, or magical beast native to another plane). It appears where you designated and acts immediately. It follows your instructions to the best of its ability. If you can communicate with the creature, it can direct its hit, to attack a particular enemy, or perform other actions. The spell affects only the creatures from the 4th level tier and higher creatures of the specified level tier or lower. The DC to negate is 10 + your caster level + your Charisma modifier.

An summoned monster cannot summon or otherwise conjure another creature or object that you can see as a free action. In the case of a magic animal, or magical beast native to another plane). It appears where you designated and acts immediately. It follows your instructions to the best of its ability. If you can communicate with the creature, it can direct its hit, to attack a particular enemy, or perform other actions. The spell affects only the creatures from the 4th level tier and higher creatures of the specified level tier or lower. The DC to negate is 10 + your caster level + your Charisma modifier.

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An summoned monster cannot summon or otherwise conjure another creature or object that you can see as a free action. In the case of a magic animal, or magical beast native to another plane). It appears where you designated and acts immediately. It follows your instructions to the best of its ability. If you can communicate with the creature, it can direct its hit, to attack a particular enemy, or perform other actions. The spell affects only the creatures from the 4th level tier and higher creatures of the specified level tier or lower. The DC to negate is 10 + your caster level + your Charisma modifier.

An summoned monster cannot summon or otherwise conjure another creature or object that you can see as a free action. In the case of a magic animal, or magical beast native to another plane). It appears where you designated and acts immediately. It follows your instructions to the best of its ability. If you can communicate with the creature, it can direct its hit, to attack a particular enemy, or perform other actions. The spell affects only the creatures from the 4th level tier and higher creatures of the specified level tier or lower. The DC to negate is 10 + your caster level + your Charisma modifier.
Transmutation

Casting Time: 1 standard action
Components: V, S, DF (feathers or droppings from an eagle)
Duration: 1 round
Saving Throw: Will negates
Spell Resistance: yes

The recipient of this spell can find the shortest, most direct physical route to a prominent specified destination, such as a city, keep, lake, or dungeon. The locale can be outdoors or underground, as long as it is prominent. For example, a hunter’s cabin is not prominent enough, but a logging camp is.

Each round, you can target a single visible creature, asking it with waves of power. Depending on the target’s HD, this attack has as many as three effects:

- HD 5 or fewer
- Sicken
- 5–9
- Paralyzed
- 10–20
- Diseased
- 20 or higher
- Comatose

The effects are accumulative and concurrent. Sicken: Stunned and few wavers over the subject’s body. A creature affected by this spell becomes sickened for 10 minutes per caster level, and it automatically becomes paralysed 1d4 rounds later. Paralysed: The subject becomes paralysed for 1d4 rounds. Even after the paralysis ends, the creature remains shaken for 10 minutes per caster level, and it automatically becomes sickened again if it enters sight of you during that time. Diseased: The subject falls into a cataleptic coma for 10 minutes per caster level. During this time, it cannot be awakened by any means short of dispatching the effect. This is a non-lethal effect, and thus saves are not immune to it.

You must spend a swall action each round after the first to target a foe.

Heroes’ Feast

Casting Time: 1 minute
Components: V, S, D (fleece and jade worth 25 gp)
Duration: 10 minutes
Effect: Creates a visual, auditory, and olfactory feast that cannot extend beyond a 20-ft cube + one 10-ft cube/level
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: no

You bring forth a great feast, including a magnificent table, chairs, service, and food and drink. The feast takes 1 hour to consume, and the beneficial effects do not set in until this hour is over. Every creature partaking of the feast is cured of all wounds and nausea; receives the benefits of both resist poison and remove disease, and gains 148 temporary hit points + 1 point per level (maximum 370) after imbibing the mead-like beverage that is part of the feast. The ambrosial feast feeds each creature that partakes +1 morale bonus on attack rolls and Will saving throws.

Irresistible Dance

Casting Time: 1 minute
Components: V, S, D
Duration: 10 minutes
Effect: Effects of the spell can extend beyond a 20-ft cube + one 10-ft cube/level
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: no

This spell creates a permanent visual, auditory, olfactory, and thermal illusion of a character, creature, or force, as visualized by you. The illusion does not create attacks. While concentrating, you can move the image within the range, but it is static while you are not concentrating.

Programmed Image

Casting Time: 1 minute
Components: V, S, M (words and jade worth 25 gp)
Duration: 10 minutes
Effect: creates a visual, auditory, olfactory, and thermal illusion of a creature, object, or force, as visualized or viewed by you. This illusion can be a character, object, or force. The illusion can be animated, and it can trigger a specific event or condition. The illusion can be observed or interacted with.

Spell Resistance: no

This spell creates a permanent visual, auditory, olfactory, and thermal illusion of an object or creature, as visualized by you. The illusion does not create attacks. While concentrating, you can move the image within the range, but it is static while you are not concentrating.

Level B6d, C6e, S6r8, Wiz6
Project Image
Illusion (shadow)

Casting Time: 1 round (D)
Components: V, S, M (a small replica of you worth 5gp)
Duration: Concentration (D)
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: no

You tap energy from the Plane of Shadow to create a quasi-real, illusory version of yourself. The projected image looks, sounds, and smells like you, but it is intangible. The projected image mimics your actions (including speech) unless you direct it to act differently (which is a move action). You can see through its eyes and hear through its ears as if you were standing where it is, and during your turn you can switch from using its senses to using your own, or back again, as a free action. While you are using its senses, your body is considered blinded and deafened. If you desire, any spell you cast whose range is touch or greater can originate from the projected image instead of from you. The projected image can't cast any spells on itself except for illusion spells. The spells affect other targets normally, despite originating from the projected image.

Greater Shout
Evocation (sonic)

Casting Time: 1 standard action
Components: V, S (a metal or ivory horn)
Duration: 1 round
Saving Throw: none; see text
Spell Resistance: yes

You emit an ear-splitting yell that deafens and damages creatures in its path. Any creature within the area is stunned for 1 round, deafened for 4d6 rounds, and takes 1d8 points of sonic damage. Any slowed, stunned, or deafened creature increases its speed by 5 ft. If slowed or stunned, it can use the speed increase as a move action. Any slowed or deafened creature takes 1d6 points of sonic damage per round (maximum 30); any deafened creature hearing you takes 1d6 points of sonic damage per round (maximum 30) even if it doesn't hear you.

Veil
Illusion (glamer)

Casting Time: 1 standard action
Components: V, S
Duration: concentration +1 hour (D)
Saving Throw: Will negates; see text
Spell Resistance: yes; see text

You instantly change the appearance of the subjects and then maintain that appearance for the spell's duration. You can make the subjects appear to be anything you wish. The subjects look, feel, and act just like the creature they resemble. The spell's duration can be extended by casting the spell again. The spell's amphoteric effect allows both the subjects and the illusion to affect other targets normally, despite originating from the projected image.

Greater Shout
Evocation (sonic)

Casting Time: 1 standard action
Components: V, S, F (a metal or ivory horn)
Duration: 1 round
Saving Throw: none; see text
Spell Resistance: yes

You emit an ear-splitting yell that deafens and damages creatures in its path. Any creature within the area is stunned for 1 round, deafened for 4d6 rounds, and takes 1d8 points of sonic damage. Any slowed, stunned, or deafened creature increases its speed by 5 ft. If slowed or stunned, it can use the speed increase as a move action. Any slowed or deafened creature takes 1d6 points of sonic damage per round (maximum 30); any deafened creature hearing you takes 1d6 points of sonic damage per round (maximum 30) even if it doesn't hear you.

Sympathetic Vibration
Evocation (sonic)

Casting Time: 1 round
Components: V, S, F/DF (a tiny bag and a small candle)
Duration: Concentration (D); 1 round/level (D)
Saving Throw: none; see text
Spell Resistance: yes

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. If you can communicate with the creature, you can direct it to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 6th level list, 1d3 creatures of the same kind from the 5th level list, or 1d4+1 creatures of the same kind from a lower level list in Table 10–1. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

When you use a summoning spell to summon a creature with an alignment other than good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the creature. Creatures marked with an * always have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

Greater Shout
Evocation (sonic)

Casting Time: 1 round
Components: V, S, F (a tuning fork)
Duration: 1 round
Saving Throw: none; see text
Spell Resistance: yes

A summoned monster cannot summon or otherwise conjure another creature; nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them, nor can they use any teleportation or planar travel abilities that duplicate spells with expensive material components (such as wards). When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures on Table 10–1 marked with an * are summoned with the cold갑 template if you are good, and the fire갑 template if you are evil. If you are neutral, you may choose which template to apply to the creature. Creatures marked with an ** always have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.
### Detect Magic

**Attunement:** Knowledge (arcana) or Spellcraft check (DC 15 + item's caster level, takes 3 rounds per item to be identified and you must be able to thoroughly examine the object.)

**Level:** Brd1, Sor1, Wiz1

**Components:** V, S (white stirred with an owl's feather)

**Range:** 60 ft

**Area:** cone-shaped emanation

**Duration:** 3 rounds/level (D)

**Saving Throw:** none

**Spell Resistance:** no

**Form:** You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical aura.

2nd Round: Number of different magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the aura are in line of sight, you can make Knowledge (arcana) checks to determine the school of magic involved in each. Make one check per aura. DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect. If the aura emanates from a magic item, you can attempt to identify its properties by making a Spellcraft check (DC 15 + item's caster level). Take 3 rounds per item to be identified and you must be able to thoroughly examine the object. You can only attempt to ascertain the properties of an individual item once per day.

**Duration:** 3rd Round:

- **Faint**: 1d6 rounds
- **Moderate**: 1d6 × 10 minutes
- **Strong**: 1d6 × 10 minutes
- **Overwhelming**: 1d6 days

### Identify

**Attunement:** Knowledge (arcana) or Spellcraft check (DC 15 + item's caster level, takes 3 rounds per item to be identified and you must be able to thoroughly examine the object.)

**Level:** Brd0, Cle0, Dru0, Sor0, Wiz0

**Components:** V, S, M (wine stirred with an owl's feather)

**Range:** 60 ft

**Area:** cone-shaped emanation

**Duration:** 3 minutes/level (D)

**Saving Throw:** none

**Spell Resistance:** no

**Form:** You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical aura.

2nd Round: Number of different magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the aura are in line of sight, you can make Knowledge (arcana) checks to determine the school of magic involved in each. Make one check per aura. DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect. If the aura emanates from a magic item, you can attempt to identify its properties by making a Spellcraft check (DC 15 + item's caster level). Take 3 rounds per item to be identified and you must be able to thoroughly examine the object. You can only attempt to ascertain the properties of an individual item once per day.

**Duration:** 3rd Round:

- **Faint**: 1d6 days
- **Moderate**: 1d6 × 10 minutes
- **Strong**: 1d6 × 10 minutes
- **Overwhelming**: 1d6 days

### Table: Detect Magic

<table>
<thead>
<tr>
<th>Spell or Object</th>
<th>Original Strength</th>
<th>Duration of Lingering Aura</th>
</tr>
</thead>
<tbody>
<tr>
<td>Functioning spell</td>
<td>Faint</td>
<td>1d6 rounds</td>
</tr>
<tr>
<td>(spell level)</td>
<td>Moderate</td>
<td>1d6 × 10 minutes</td>
</tr>
<tr>
<td>Magic item</td>
<td>Strong</td>
<td>1d6 × 10 minutes</td>
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<td>(caster level)</td>
<td>Overwhelming</td>
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**Table: Identify**

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<td>(caster level)</td>
<td>Overwhelming</td>
<td>1d6 days</td>
</tr>
</tbody>
</table>
## Enthrall

**Enchantment (charm) [language dependent, mind-affecting, sonic]**

<table>
<thead>
<tr>
<th>Casting Time:</th>
<th>1 round</th>
</tr>
</thead>
<tbody>
<tr>
<td>Components:</td>
<td>V, S</td>
</tr>
<tr>
<td>Range:</td>
<td>medium (100 ft + 10 ft/level)</td>
</tr>
<tr>
<td>Targets:</td>
<td>any number of creatures</td>
</tr>
<tr>
<td>Duration:</td>
<td>1 hour or less</td>
</tr>
<tr>
<td>Saving Throw:</td>
<td>Will negates; see text</td>
</tr>
<tr>
<td>Spell Resistance:</td>
<td>yes</td>
</tr>
</tbody>
</table>

If you have the attention of a group of creatures, you can use this spell to hold them enthralled. To cast the spell, you must speak or sing without interruption for 1 round. Thereafter, those enthralled give you their undivided attention, ignoring their surroundings. They are considered to have an attitude of friendly until the spell ends. Any potentially affected creature of a race or alignment unfriendly to yours gains a +4 bonus on the saving throw.

A target with 4 or more HD or with a Wisdom score of 16 or higher remains aware of its surroundings and has an attitude of indifferent. It gains a new saving throw while they discuss the topic or performance. Those entering the area during the performance must also successfully save or become enthralled. The spell ends if the 1d3-round delay expires if you lose concentration or do anything other than speak or sing.

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

## Blink

**Transmutation**

<table>
<thead>
<tr>
<th>Casting Time:</th>
<th>1 standard action</th>
</tr>
</thead>
<tbody>
<tr>
<td>Components:</td>
<td>V, S</td>
</tr>
<tr>
<td>Range:</td>
<td>personal</td>
</tr>
<tr>
<td>Target:</td>
<td>you</td>
</tr>
<tr>
<td>Duration:</td>
<td>1 round/level (D)</td>
</tr>
</tbody>
</table>

You "blink" quickly back and forth between the Material Plane and the Ethereal Plane and look as though you're winking in and out of reality at random. Blink has several effects, as follows.

Physical attacks against you have a 50% miss chance, and the Blind-Fight feat doesn't help opponents, since you're ethereal and not merely invisible. If the attack is capable of striking ethereal creatures, the miss chance is only 20% (for concealment). If the attacker can see invisible creatures, the miss chance is also only 20% (for concealment). Likewise, your own attacks have a 20% miss chance, since you sometimes go ethereal just as you are about to strike. Any individually targeted spell has a 50% chance to fail against you while you're blinking unless your attacker can target ethereal creatures. Your own spells have a 20% chance to activate just as you go ethereal, in which case they typically do not affect the Material Plane (but they might affect targets on the Ethereal Plane).

You take only half damage from area attacks (but full damage from those that extend onto the Ethereal Plane). Although you are only partially visible, you are not considered invisible and targets retain their Dexterity bonus to AC against your attacks. You do receive a +2 bonus on attack rolls made against enemies that cannot see invisible creatures. You take only half damage from falling, since you fall only when you are material.

While blinking, you can step through (but not see through) solid objects. For each 5 feet of solid material you walk through, there is a 50% chance that you become material. If this occurs, you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet traveled.

Since you spend about half your time on the Ethereal Plane, you can see and even attack ethereal creatures. You interact with ethereal creatures roughly the same way you interact with material ones. An ethereal creature can see and hear the Material Plane, but everything looks strange that's familiar-sight and hearing on the Material Plane are limited to 50 feet. Force effects and adjurations affect you normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. Treat other ethereal creatures and objects as material.
**Dispel Magic**

*Abjuration*

**Casting Time:** 1 standard action

**Components:** V, S

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

**Target or Area:** one object, creature, or spell

**Duration:** instantaneous

**Saving Throw:** none

**Spell Resistance:** no

You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be dispelled by dispel magic. Dispel magic can dispel (but not counter) spell-like effects just as it does spells. The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the dispel-magic can take effect.

You choose to see dispel-magic in one of two ways: a targeted dispel or a counterspell:

**Targeted Dispel:** One object, creature, or spell is the target of the dispel-magic spell. You make one dispel check (10 + your caster level) and compare that to the spell's caster level (DC = 10 + the spell's caster level). If successful, that spell ends. If not, compare the same roll to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell.

For example, a 7th-level caster casts a fireball spell and then casts dispel magic. The fireball spell has a DC of 10 + the 7th level (17). The dispel check results in a 16. This check is not high enough to end the dispel (which would have required a 17 or higher), but it is high enough to end the fireball, which only required a 17. Had the dispel check resulted in a 23 or higher, the fireball would still have been dispelled, leaving the fly intact. Had the dispel check been a 16 or less, no spells would have been affected.

You can also use a targeted dispel to specifically end one spell affecting the target or one spell affecting an area (such as a wall of fire). You must name the specific spell affected to be targeted this way. If your caster level check is equal to or higher than the DC of that spell, it ends. No other spells or effects on the target are dispelled if your check is not high enough to end the targeted effect.

If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by summon monster), you make a dispel check to end the spell that conjured the object or creature. If the object or creature is the effect of a spell cast by a different spellcaster, the dispel check is a counterspell.

If the object that you target is a magic item, you make a dispel check against the item's caster level (DC = 11 + the item's caster level). If successful, the magic item ends. The remaining spell's duration is interrupted. If the spell requires a material component, and the item's material component has been consumed, the spell ends. If the item has a slot into which you can place one of your hands, you must do so to dispel the spell. If the dispel check is successful, the item stops functioning. The item remains marked as being affected by the spell. If the dispel check is failed, the item is destroyed.

**Counterspell:** You can use dispel magic as a counterspell in one of two ways: a targeted dispel or a counterspell to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be dispelled by dispel magic. Dispel magic can dispel (but not counter) spell-like effects just as it does spells. The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the dispel-magic can take effect.

When dispel magic is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, dispel magic may not work; you must make a dispel check with a +4 bonus to counter the other spellcaster's spell.

**Invisibility Sphere**

*Illusion (glamer)*

**Casting Time:** 1 standard action

**Components:** V, S, M, DF (an eyelash encased in gum arabic)

**Range:** personal or touch

**Target:** you or a divinity or object weighing no more than 100 lbs/level

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

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

**Spell Resistance:** yes (harmless) or yes (harmless, object)

All creatures within 10 feet of the recipient creature or object touched at the time the spell is cast become invisible. The center of the effect is mobile with the recipient. 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. If the recipient is a creature carrying gear, that vanishes, too. Those affected by this spell can see each other and themselves as if unaffected by the spell. If you cast this spell on an object, you can see the object if you, or your ally, can see the subject, unless you can normally see invisible things (if you employ magic to do so). Items dropped out of the object by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically shielded, and certain other conditions can render the recipient detectable (such as swimming in water or stepping in a puddle). If a check is requested, a statistic invisible (invisible creature has a +4 bonus on its Stealth checks). This bonus is reduced to +2 if the creature is moving. Affected creatures other than the helper(s) who attack negate the invisibility only for themselves. If the spell recipient attacks, the invisibility ends. For purposes of this spell, an attack includes any spell targeting a foe or using area or effect includes a foe. Existing who is a foe depends on the invisible character's presence. Actions (objects) that affect only the creature or object are not the spell. Casing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, climb stairs, summon monsters, and have them attack. But the ropes holding a rope bridge or enemies are on the bridge. Remotely triggered traps, spells, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as bless that specifically affect allies but not foes, are not attacks for this purpose, even when they include foes in their area.
**Scrying**
Divination (scrying)

**Casting Time:** 1 hour
**Components:** V, S, M (a pool of water), F (a silver mirror worth 1,000gp)
**Range:** see text
**Effect:** magical sensor
**Duration:** 1 min/level
**Saving Throw:** Will negates
**Spell Resistance:** yes

You can observe a creature at any distance. If the subject succeeds on a **Will** save, the spell fails. The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature. Furthermore, if the subject is on another plane, it gets a +5 bonus on its **Will** save.

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<td>Body part, lock of hair, bit of nail, etc.</td>
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<tr>
<td>Familiar (you know the subject well)</td>
<td>–5</td>
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*You must have some sort of connection (see below) to a creature of which you have no knowledge.

If the save fails, you can see and hear the subject and its surroundings (approximately 10 feet in all directions of the subject). If the subject moves, the sensor follows at a speed of up to 150 feet.

As with all divination (scrying) spells, the sensor has your full visual acuity, including any magical effects. Additionally, all of the following spells have a 5% chance per caster level of operating through the sensor:
- detect chaos
- detect evil
- detect good
- detect law
- detect magic
- message

If the save succeeds, you can’t attempt to scry on that subject again for at least 24 hours.

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**Level Brd3, Cle5, Dru4, Sor4, Wiz4**

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**Dominate Person**
Enchantment (compulsion) [mind-affecting]

**Casting Time:** 1 round
**Components:** V, S
**Range:** close (25 ft + 5 ft/2 levels)
**Target:** one humanoid
**Duration:** 1 day/level
**Saving Throw:** Will negates
**Spell Resistance:** yes

You can control the actions of any humanoid creature through a telepathic link that you establish with the subject’s mind.

If you and the subject have a common language, you can generally force the subject to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as “Come here,” “Go away,” “Fight,” and “Stand still.” You know what the subject is experiencing, but you do not receive direct sensory input from it, nor can it communicate with you telepathically.

Once you have given a dominated creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a Sense Motive check against DC 15 (rather than DC 25) can determine that the subject’s behavior is being influenced by an enchantment effect (see the Sense Motive skill description).

Changing your orders or giving a dominated creature a new command is a move action.

By concentrating fully on the spell (a standard action), you can receive full sensory input as interpreted by the mind of the subject, though it still can’t communicate with you. You can’t actually see through the subject’s eyes, so it’s not as good as being there yourself, but you still get a good feel of what’s going on.

Subjects resist the control, and any subject linked to two actions against its future receives a new saving throw with a +2 bonus. Obviously self-destructive orders were not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane.

You need not see the subject to control it.

If you don’t spend at least 1 round concentrating on the spell each day, the subject receives a new saving throw to throw off the domination.

Protection from evil or a similar spell can prevent you from exercising control over using the telepathic link while the subject is so warded, but such an effect does not automatically dispel it.

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**Level Brd4, Sor5, Wiz5**

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Legend Lore brings to your mind legends about an important person, place, or thing. If the person or thing is as hand, or if you are in the place in question, the casting time is only 1d4 × 10 minutes. If you have only detailed information on the person, place, or thing, the casting time is 5d10 days, and the resulting lore is less complete and specific (though it often provides enough information to help you find the person, place, or thing, thus allowing a better Legend lore result next time). If you know dirty rumors, the casting time is 2d24 weeks, and the resulting lore is vague and incomplete (though it often directs you to more detailed information, thus allowing a better Legend lore result next time).

During the casting, you cannot engage in other than routine activities: eating, sleeping, and so forth. When completed, the divination brings legends (if any) about the person, place, or thing to your mind. There may be legends that are still current, legends that have been forgotten, or even information that has never been generally known. If the person, place, or thing is not of legendary importance, you gain no information. As a rule of thumb, characters who are 11th level and higher are “legendary,” as are the sorts of creatures they contend with, the major magic items they wield, and the places where they perform their key deeds.

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**Legend Lore**

*Divination*

**Casting Time:** 1 standard action

**Components:** V, S

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

**Target or Area:** one specific creature, object, or a 20-ft radius burst

**Duration:** instantaneous

**Saving Throws:** none

**Spell Resistance:** no

You choose to use greater dispel magic in one of three ways: targeted dispel, area dispel, or a counterspell.

### Targeted Dispel

One targeted dispel nuke is the target of the greater dispel magic spell. You make one targeted dispel (1d20 + your caster level) and compare that to the spell with the highest caster level (DC = 11 + the spell’s caster level). If successful, that spell ends. If not, compare the same targeted dispel with the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target or you have failed to dispel every spell.

You can also use a targeted dispel to specifically end one spell affecting the target or one spell affecting an area (such as a wall of fire). You must name the specific spell you wish to end in this way. If your caster level is higher than or equal to the DC of the spell, it ends. If your targeted dispel results are the target dispelled, if your targeted dispel is not high enough to end the targeted spell.

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

**Counterspell:**

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

**Greater Dispel Magic**

*Abjuration*

You can use greater dispel magic to end multiple ongoing spells that have been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster’s spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can’t be defeated by greater dispel magic. Greater dispel magic can dispel (but not counter) spell-like effects just as it does spells.

The effect of a spell with an instantaneous duration can’t be dispelled, because the magical effect is already over before the greater dispel magic can take effect.

**Counterspell:**

When greater dispel magic is used in this way, the spell affects everything within a 20-foot-radius burst. Roll one dispel check and apply that check to each effect within the area. Unlike a true counterspell, however, greater dispel magic can remove, even if the object or creature that is the target of the spell is aware of the dispel. Magic items are not affected by a greater dispel.

For each dispelling spell or effect spell that overlaps a spell or creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster’s spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can’t be defeated by greater dispel magic. Greater dispel magic can dispel (but not counter) spell-like effects just as it does spells.

The effect of a spell with an instantaneous duration can’t be dispelled, because the magical effect is already over before the greater dispel magic can take effect.

**Counterspell:**

When greater dispel magic is used in this way, the spell affects everything within a 20-foot-radius burst. Roll one dispel check and apply that check to each effect within the area. Unlike a true counterspell, however, greater dispel magic can remove, even if the object or creature that is the target of the spell is aware of the dispel. Magic items are not affected by a greater dispel.

For each dispelling spell or effect spell that overlaps a spell or creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster’s spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can’t be defeated by greater dispel magic. Greater dispel magic can dispel (but not counter) spell-like effects just as it does spells.

The effect of a spell with an instantaneous duration can’t be dispelled, because the magical effect is already over before the greater dispel magic can take effect.

**Counterspell:**

When greater dispel magic is used in this way, the spell affects everything within a 20-foot-radius burst. Roll one dispel check and apply that check to each effect within the area. Unlike a true counterspell, however, greater dispel magic can remove, even if the object or creature that is the target of the spell is aware of the dispel. Magic items are not affected by a greater dispel.
**Shadow Conjuration**  
*Illusion (shadow)*

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** see text  
**Effect:** see text  
**Duration:** see text  
**Saving Throw:** Will disbelief (if interacted with); varies; see text  
**Spell Resistance:** yes; see text

You use material from the Plane of Shadow to shape quasi-real illusions of one or more creatures, objects, or forces. Shadow conjuration can mimic any sorcerer or wizard conjuration (summoning) or conjuration (creation) spell of 3rd level or lower.

Shadow conjurations are only one-fifth (20%) as strong as the real things, though creatures who believe the shadow conjurations to be real are affected by them at full strength. Any creature that interacts with the spell can make a Will save to recognize its true nature.

Spells that deal damage have normal effects unless the affected creature succeeds on a Will save. Each disbelieving creature takes only one-fifth (20%) damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is only 20% likely to occur. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save that the spell being simulated allows, but the save DC is set according to shadow conjuration's level (4th) rather than the spell's normal level. In addition, any effect created by shadow conjuration allows spell resistance, even if the spell it is simulating does not.

Shadow objects or substances have normal effects except against those who disbelieve them. Against disbelievers, they are 20% likely to work.

A shadow creature has one-fifth the hit points of a normal creature of its kind (regardless of whether it's recognized as shadowy). It deals normal damage and has all normal abilities and weaknesses. Against a creature that recognizes it as a shadow creature, however, the shadow creature's damage is one-fifth (20%) normal, and all special abilities that do not deal lethal damage are only 20% likely to work. (Roll for each use and each affected character separately.) Furthermore, the shadow creature's AC bonuses are just one-fifth as large.

A creature that succeeds on its save sees the shadow conjurations as transparent images superimposed on vague, shadowy forms. Objects automatically succeed on their Will saves against this spell.

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**Level** Brd4, Sor4, Wiz4  
Caedwyr Publishing OGL 1.0a Illustration - Franz Marc
**Nightmare**

Illusion (phantasm) [mind-affecting, evil]

- **Casting Time:** 10 minutes
- **Components:** V, S
- **Range:** unlimited
- **Target:** one living creature
- **Duration:** instantaneous
- **Saving Throw:** Will negates; see text
- **Spell Resistance:** yes

You send a hideous and unsettling phantasmal vision to a specific creature that you name or otherwise specifically designate.

The nightmare prevents restful sleep and causes 1d10 points of damage. The nightmare leaves the subject fatigued and unable to regain arcane spells for the next 24 hours.

The difficulty of the save depends on your knowledge the subject and the physical connection (if any) you have to that creature.

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*You must have some sort of connection to a creature of which you have no knowledge.

Dispel evil cast on the subject while you are casting the spell dispels the nightmare and causes you to be stunned for 10 minutes per caster level of the dispel evil.

If the recipient is awake when the spell begins, you can choose to cease casting (ending the spell) or to enter a trance until the recipient goes to sleep, whereupon you become alert again and conclude the casting. If you are disturbed during the trance, you must succeed on a Concentration check as if you were in the midst of casting a spell or the spell ends.

If you choose to enter a trance, you are not aware of your surroundings or the activities around you while in the trance.

You are defenseless, both physically and mentally, while in the trance. (You always fail Ref and Will saving throws, for example.) Creatures who don’t sleep (such as elves, but not half-elves) or dream are immune to this spell.

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**Shadow Walk**

Illusion (shadow)

- **Casting Time:** 1 standard action
- **Components:** V, S
- **Range:** touch
- **Targets:** up to one touched creature/level
- **Duration:** 1 hour/level (D)
- **Saving Throw:** will negates
- **Spell Resistance:** yes

To use the shadow walk spell, you must be in an area of dim light. You and any creature you touch are then transported along a coiling path of shadowstuff into the Plane of Shadow at the border of the Plane of Shadow. There exists a largely illusory, but the path is quasi-real. You can take more than one creature along with you (subject to your level limit), but all must be touching each other.

In the region of shadow, you move at a rate of 50 miles per hour, moving normally on the borders of the Plane of Shadow but much more rapidly relative to the Material Plane. Thus, you can use this spell to travel rapidly by stepping into the Plane of Shadow, moving the desired distance, and then stepping back onto the Material Plane.

Because of the blurring of reality between the Plane of Shadow and the Material Plane, you can’t make out details of the terrain or areas you pass over during transit, nor can you predict perfectly where your travel will end. It’s impossible to judge distances accurately, making the spell virtually useless for scouting or spying. Furthermore, when the spell effect ends, you are shuttled 1d10 × 100 feet in a random horizontal direction from your desired endpoint. If you would place you within a solid object, you are shuttled 1d10 + 1,000 feet in the same direction. If this would still place you within a solid object, you (and any creatures with you) are shuttled to the nearest empty space available, but the strain of this activity renders each creature fatigued (no save).

Shadow walk can also be used to travel to other planes that border on the Plane of Shadow, but this usage requires the transit of the Plane of Shadow to arrive at a border with another plane of reality. The transit of the Plane of Shadow requires 1d4 hours.

Any creatures touched by you when shadow walk is cast also make the transition to the borders of the Plane of Shadow.

They may opt to follow you, wander off through the plane, or stumble back onto the Material Plane (50% chance for each of the latter results if they are lost or abandoned by you). Creatures unwilling to accompany you into the Plane of Shadow receive a Will saving throw, negating the effect if successful.

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Level Brd5, Sor5, Wiz5

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Level Brd5, Sor6, Wiz6
**Geas/Quest**

Enchantment (compulsion) [language-dependent, mind-affecting]

**Casting Time:** 10 minutes

**Components:** V

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

**Target:** one living creature

**Duration:** 1 day/level or until discharged (D); see text

**Saving Throw:** none

**Spell Resistance:** yes

A *geas/quest* spell places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by you. The creature must be able to understand you. While a *geas/quest* cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity.

The geased creature must follow the given instructions until the *geas/quest* is completed, no matter how long it takes.

If the instructions include an open-ended task that the recipient cannot complete through his own actions, the spell remains in effect for a maximum of 1 day per caster level. A clever recipient can subvert some instructions.

If the subject is prevented from obeying the *geas/quest* for 24 hours, it takes a –3 penalty to each of its ability scores. Each day, another –3 penalty accumulates, up to a total of –12. No ability score can be reduced to less than 1 by this effect. The ability score penalties are removed 24 hours after the subject resumes obeying the *geas/quest*.

A *remove curse* spell ends a *geas/quest* spell only if its caster level is at least two higher than your caster level. *Break enchantment* does not end a *geas/quest*, but *limited wish*, *miracle*, and *wish* do.

Bards, sorcerers, and wizards usually refer to this spell as *geas*, while clerics call the same spell *quest*.

---

**Greater Scrying**

Divination (scrying)

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** see text

**Effect:** magical sensor

**Duration:** 1 hour/level

**Saving Throw:** Will negates

**Spell Resistance:** yes

You can observe a creature at any distance. If the subject succeeds on a Will save, the spell fails. The difficulty of the save depends on how well your knowledge of the subject and what sort of physical connection (if any) you have to that creature. Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save.

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*You must have some sort of connection (see below) to a creature of which you have no knowledge.

If the save fails, you can see and hear the subject and its surroundings (approximately 10 feet in all directions of the subject). If the subject moves, the sensor follows at a speed of up to 150 feet.

As with all divination (scrying) spells, the sensor has your full visual acuity, including any magical effects. Additionally, all of the following spells function reliably through the sensor: detect thoughts, detect evil, detect good, detect law, detect magic, message, read magic, and compulsion.

If the save succeeds, you can’t attempt to scry on that subject again for at least 24 hours.
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<td>Horse</td>
<td>Crocodile</td>
<td>Elemental (Med.)</td>
<td>Elemental (Large)</td>
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<td>Riding dog</td>
<td>Constrictor snake</td>
<td>Dire wolf</td>
<td>Dolphin (orca)</td>
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</table>

*This creature is summoned with the celestial template if you are good, or the fiendish template if you are evil; you may choose either if you are neutral.
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Concept Art House – (Dispel Chaos, Flame Blade, Limited Wish)
Julie Dillon – (Creeping Doom)
Matt Dixon – (Delayed Blast Fireball, Make Whole, Owl's Wisdom)
Vincent Dutrait – (Chill Metal, Elemental Body III, Ironwood, Mage's Sword, Magic Fang, Slow)
Cole Eastburn – (Planar Binding-Greater)
Jason Engle – (Read Magic)
Jesper Ejsing – (Dispel Magic, Inflict Moderate Wounds-Mass)
Andres Espara – (Soften Earth and Stone, Summon Nature's Ally IX)
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Kevin Yan – (Command-Greater, Disrupting Weapon, Expeditious Retreat, Form of the Dragon I, Jump, Lightning Bolt, Phase Door, Produce Flame, Ray of Frost, Repel Vermin, Summon Monster VII, Telekinesis, Wish)
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John James Audubon (1785-1851) – (Owl’s Wisdom-Mass)
Wright Barker (1864-1941) – (Hold Monster-Mass)
William Blake (1757-1827) – (Cloak of Chaos, Gate, Gentle Repose, Globe of Invulnerability, Sanctuary, Sunburst, Symbol of Sleep)
Giotto di Bondone (1267-1337) – (Create Water)
Giorgio Bonola (1657-1700) – (Cure Disease)
Hieronymus Bosch (1450-1516) – (Inflict Serious Wounds)
Pieter Bruegel the Elder (1525-1569) – (Antilife Shell)
Ippitsusai Buncho (1485-1548) – (Fire Shield)
Edward Coley Burne-Jones (1833-1898) – (Ventriloquism, Wall of Thorns)
Toyohara Chikanobu (1838-1912) – (Fire Trap, Speak with Dead)
Steve Clabuesch – photolibrary.usap.gov (Wall of Ice)
Thomas Cole (1801-1848) – (Dimension Door, Magic Aura)
John Constable (1776–1837) – (Control Weather, Displacement, See Invisibility)
John Singleton Copley (1738-1815) – (Helping Hand)
José Villegas Cordero (1844-1921) – (Contingency)
Jean Désiré Gustave Courbet (1819-1877) – (Detect Animals or Plants)
Walter Crane (1845-1915) – (Mind Fog, Secret Chest)
Ferdinand Victor Eugène Delacroix (1798-1863) – (Waves of Fatigue)
Lucien Lévy-Dhurmer (1865-1953) – (Repel Wood)
Paul Gustave Doré (1832-1883) – (Hold Person, True Resurrection)
Dosso Dossi (1490-1542) – (Permenancy)
Herbert James Draper (1863-1920) – (Stabilize)
Edmund Dulac (1882-1953) – (Blink, Elemental Body II, Magic Jar, Minor Image, Shield Other, Sympathy)
Pavel Nikolayevich Filonov (1883-1941) – (Color Spray, Prismatic Wall)
Melozzo da Forlì (1438-1494) – (Summon Instrument)
Frater Francke (1380-1440) – (Wall of Stone)
Caspar David Friedrich (1774-1840) – (Blight, Hallow, Obscuring Mist, Prismatic Sphere)
Johann Heinrich Füssli (1741-1825) – (Align Weapon, Daze Monster, Scrying-Greater, Silence, Trap the Soul)
Eugène Henri Paul Gauguin (1848-1903) – (Detect Snares and Pits)
Jean Ignace Isidore Gérard (JJ Grandville) (1803-1847) – (Rainbow Pattern)
Jean-Léon Gérôme (1824-1904) – (Simulacrum, Stone to Flesh)
Giorgione (1477-1510) – (Clone)
Warwick Goble (1862-1943) – (Feather Fall, Fly, Water Walk)
Sigismund Christian Hubert Goetze (1866-1939) – (Cure Moderate Wounds-Mass)
Vincent Willem van Gogh (1853-1890) – (Disguise Self, Shadow Walk)
Francisco José de Goya y Lucientes (1746-1828) – (Detect Thoughts, Flare, Giant Form II, Misdirection, Planar Ally, Shades, Shillelagh)
El Greco (1541-1614) – (Consecrete, Remove Blindness/Deafness, Zone of Truth)
Mathis Gothart Grünewald (1470-1528) – (Guidance, Holy Word, Protection from Good)
Dudley Hardy (1866-1922) – (Elemental Body I)
Kawase Hasui (1883-1957) – (Ice Storm)
M. Hayes – (Animal Trance)
Martin Johnson Heade (1819-1904) – (Silent Image)
Bernard Higham (1817-1919) – (Web)
Robert Alexander Hillingford (1825-1904) – (Restoration-Greater)
André Hiroshige (1797-1858) – (Claravidence/Clairvoyance)
Ferdinand Hodler (1853-1918) – (Persistent Image, Tree Shape)
Katsushika Hokusai (1760-1849) – (Blasphemy, Cause Fear, Heroism, Scare)
Edward Robert Hughes (1851-1914) – (Antimagic Field, Bless Weapon)
Simon David Hutchinson – (Planar Binding-Lesser)
Louis Janmot (1814-1892) – (Ressurection)
Geertgen tot Sint Jans (1460-1488) – (Ray of Exhaustion)
Frans Francken der Jüngere (1581-1642) – (Summon Monster Summoning Chart (Table 10-1))
Wassily Kandinsky (1866-1944) – (Confusion, Nightmare, Weird)
Angelica Katharina Kauffmann (1741-1807) – (Dictum)
Ferdinand Keller (1842-1922) – (Antipathy)
Ferdinand van Kessel (1648-1696) – (Heroes’ Feast)
Max Klinger (1857-1920) – (Darkness, Inflict Moderate Wounds)
Johann Christoph Kolb (1680-1743) – (Eagle's Splendor)
Johann Peter Krafft (1780-1856) – (Halt Undead)
Toyohara Kunichika (1835-1900) – (Beast Shape III)
Utagawa Kuniisada (1786-1865) – (Gaseous Form)
Giovanni Lanfranco (1582-1647) – (Cure Light Wounds)
Lascaux Cave Paintings (15,000 BCE) – (Bull's Strength-Mass)
Henri Fantin-Latour (1836-1904) – (Blur)
Edmund Blair Leighton (1853-1922) – (Message)
Frederic Leighton (1830-1896) – (Virtue)
Hans Leu the Elder (1460-1510) – (Lullaby)
Lorenzo Lotto (1480-1556) – (Cure Critical Wounds-Mass)
Daniel Maclise (1806-1870) – (Protection from Chaos)
Jacek Malczewski (1854-1929) – (Slay Living, Status)
Jan Mandyn (1500-1559) – (Legend Lore)
Andrea Mantegna (1431-1506) – (Mnemonic Enhancer)
John Martin (1789-1854) – (Destruction)
Giorlamo Francesco Maria Mazzola (Parmigianino) (1503-1540) – (Polymorph)
Adolph Friedrich Erdmann von Menzel (1815-1905) – (Veil)
Michelangelo (1475-1564) – (Inflict Light Wounds, Mass, Reverse Gravity)
Claude Monet (1840-1926) – (Obscure Object)
Gustave Moreau (1826-1898) – (Bestow Curse, Calm Emotions, Daze, Discern Lies, Heroism-Greater, Hypnotism, Invisibility Purge, Pass Without Trace, Speak with Animals, Suggestion-Mass, Unseen Servant, Waves of Exhaustion)
Alphonse Maria Mucha (1860-1939) – (Dimensional Lock, Mage's Lucubration)
Edward Munch (1863-1944) – (Fear)
Caspar Netscher (1639-1684) – (Poison)
Kay Nielsen (1886-1957) – (Illusory Wall, Protection from Spells)
Ida Rentoul Outhwaite (1888-1960) – (Resilient Sphere, Summon Nature's Ally III)
Maxfield Parrish (1870-1966) – (Dream, Enlarge Person-Mass, Stoneskin)
Edward John Poynter (1836-1919) – (Power Word Stun)
Gaetano Previati (1852-1920) – (Detect Good, Temporal Stasis)
Pierre-Paul Prud'hon (1758-1823) – (Mark of Justice)
Witold Pruszkowski (1846-1896) – (Dimensional Anchor)
Raffaello Sanzio da Urbino (Raphael) (1483-1520) – (Passwall, Protection from Arrows, Spell Immunity, True Strike)
José de Ribera (1591-1652) – (False Life, Inflict Light Wounds)
Rembrandt Harmenszoon van Rijn (1606-1669) – (Atonement, Blindness/Deafness, Erase, Raise Dead, Secret Page, Sending, Teleport-Greater)
Salvator Rosa (1615-1673) – (Detect Evil)
Dante Gabriel Rossetti (1828-1882) – (Acid Arrow, Bless Water)
Henri Rousseau (1844-1910) – (Calm Animals)
Peter Paul Rubens (1577-1640) – (Create Food and Water, Magic Stone, Magic Vestment, Magic Weapon-Greater, Touch of Idiocy)
John Singer Sargent (1856-1925) – (Spike Stones)
Friedrich Wilhelm Schadow (1789-1862) – (Charms Monster-Mass)
Egon Schiele (1890-1918) – (Enervation)
Carl Friedrich Schinkel (1781-1841) – (Deeper Darkness, Order's Wrath)
Charles Spencelayh (1829-1908) – (Cure Light Wounds-Mass)
Spettro84 – (Mage's Faithful Hound)
John Roddam Spencer Stanhope (1829-1908) – (Cure Light Wounds-Mass)
William I Steuerwaldt (1791-1863) – (Hold Portal)
Sebastian Stoskopff (1597-1657) – (Goodberry)
Friedrich von Stuck (1863-1928) – (Blade Barrier)
William Holmes Sullivan (1870-1908) – (Reduce Person-Mass)
Arthur Fitzwilliam Tait (1819-1905) – (Snare)
Henry Herbert La Thangue (1859 - 1929) – (Plant Growth)
Tintoretto (1518-1594) – (Cure Serious Wounds-Mass)
James Jacques Joseph Tissot (1836-1902) – (Astral Projection, Death Ward)
Jan Toorop (1858-1928) – (Transmute Metal to Wood)
Joseph Mallord William Turner (1775-1851) – (Daylight, Death Knell, Solid Fog, Tiny Hut)

Felix Vallotton (1865-1925) – (Air Walk, Undeath to Death)


Jan Vermeer (1632-1675) – (Discern Location, Fabricate, Suggestion)

Leonardo da Vinci (1452-1519) – (Charm Animal)

John Cimon Warburg (1867-1931) – (Transport via Plants)

John William Waterhouse (1849-1917) – (Alter Self, Charm Person, Curse Water, Mage's Disjunction, Magic Circle Against Evil)

John Reinhard Weguelin (1849-1927) – (Commune)

Albert Welti (1862-1912) – (Wind Walk)

James Abbott McNeill Whistler (1834-1903) – (Pyrotechnics)

Hugh William Williams (1773-1829) – (Protection from Law)

Philips Wouwerman (1619-1668) – (Mount)

Francisco de Zurbarán (1598-1664) – (Holy Aura)