

The Complete Book of Spells

1.3.1

- The core spells -

For use with AD&D 2nd Edition

English version
Compiled by Talivar

INHALTSANGABE / CONTENT

Vorwort	16
Foreword	17
1. General Informations	18
1.1. Notes on Spells	18
1.2. Adjudicating Illusions	19
1.3. The Schools of Magic	20
Table 4: Intelligence	21
Table 5: Wisdom	21
Table 21: Wizard Spell Progression	22
Table 24: Priest Spell Progression	22
Table 17: Paladin Spell Progression	22
Table 18* (modified): Ranger Spell Progression	22
Table 32: Bard Spell Progression	22
2. Wizard Spells	27
First-Level Spells (Wiz 1)	27
Affect Normal Fires	27
Alarm	27
Alter Instrument	27
Armor	28
Audible Glamer	28
Burning Hands	28
Cantrip	29
Change Self	29
Charm Person	29
Chill Touch	30
Chromatic Orb	30
Color Spray	31
Comprehend Languages	32
Conjure Spell Component	32
Copy	32
Corpse Visage	33
Dancing Lights	33
Detect Disease	33
Detect Magic	33
Detect Phase	34
Detect Secret Passages and Portals	34
Detect Undead	34
Dictation	34
Divining Rod	35
Enlarge	35
Erase	36
Expeditious Retreat	36
Feather Fall	36
Find Familiar	37
Fire Burst	38
Fist of Stone	38
Friends	39
Gaze Reflection	39
Grease	39
Hold Portal	39
Hornung's Guess*	40
Hypnotism	40
Identify	40
Jump	41
Lasting Breath	41
Light	41
Magic Missile	42
Mending	42
Message	42
Metamorphose Liquids	43
Mount	43
Murdock's Feathery Flyer	43
Nahal's Reckless Dweomer*	44
Nystul's Magical Aura	44

Patternweave*	44
Phantasmal Force	45
Protection From Evil	45
Protection from Hunger and Thirst	46
Protection from Vermin	46
Ray of Fatigue	46
Read Magic	46
Shield	47
Shocking Grasp	47
Sleep	47
Sound Bubble	47
Spider Climb	48
Spook	48
Taunt	48
Tenser's Floating Disc	49
Unseen Servant	49
Ventriloquism	49
Wall of Fog	50
Wizard Mark	50

Second-Level Spells (Wiz 2) 51

Alter Self	51
Bind	51
Blindness	51
Blur	51
Camouflage	52
Cat's Grace	52
Chaos Shield*	52
Choke	53
Continual Light	53
Darkness, 15' Radius	53
Deafness	53
Death Recall	54
Deeppockets	54
Detect Evil	54
Detect Invisibility	54
Detect Life	55
Displace Self	55
ESP	55
Filter	56
Flaming Sphere	56
Fog Cloud	57
Fools' Gold	57
Forget	57
Ghoul Touch	58
Glitterdust	58
Hornung's Baneful Deflector*	58
Hypnotic Pattern	58
Ice Knife	59
Improved Phantasmal Force	59
Insatiable Thirst	59
Invisibility	60
Irritation	60
Knock	61
Know Alignment	61
Leomund's Trap	61
Levitate	62
Locate Object	62
Magic Mouth	62
Maximilian's Earthen Grasp	63
Melf's Acid Arrow	63
Mirror Image	64
Misdirection	64
Moon Rune	64
Nahal's Nonsensical Nullifier*	64
Past Life	65
Protection From Cantrips	65
Protection From Paralysis	65
Protection from Poison	65
Pyrotechnics	66
Ray of Enfeeblement	66
Ride the Wind	67
Rope Trick	67
Scare	67
Seeking	68
Sense Shifting	68

Shatter	68
Silence 15' Radius	68
Spectral Hand	69
Stinking Cloud	69
Strength	69
Summon Swarm	70
Tasha's Uncontrollable Hideous Laughter	70
Vocalize	71
Wall of Gloom	71
Web	71
Whispering Wind	72
Wizard Lock	72

Third-Level Spells (Wiz 3) 73

Alacrity	73
Alamir's Fundamental Breakdown	73
Alternate Reality*	73
Augmentation I	74
Bands of Sirellyn	74
Blink	74
Bone Club	75
Clairaudience	75
Clairvoyance	75
Delay Death	76
Delude	76
Dispel Magic	76
Explosive Runes	77
Far Reaching I	78
Feign Death	78
Fireflow*	78
Fireball	79
Flame Arrow	79
Fly	79
Fool's Speech*	80
Gust of Wind	80
Haste	81
Hold Person	81
Hold Undead	81
Hovering Skull	82
Illusionary Script	82
Improved Magic Mouth	82
Infravision	83
Instant Audience	83
Invisible Mail	83
Invisibility, 10' Radius	84
Iron Mind	84
Item	84
Lance of Disruption	85
Leomund's Tiny Hut	85
Lesser Sign of Sealing	85
Lightning Bolt	86
Lorloveim's Creeping Shadow	86
Maximilian's Stony Grasp	87
Melf's Minute Meteors	87
Minor Malison	88
Monster Summoning I	88
Nondetection	88
Pain Touch	89
Phantom Steed	89
Protection from Amorphs	90
Protection From Evil, 10' Radius	90
Protection From Normal Missiles	90
Secret Page	90
Sepia Snake Sigil	91
Slow	91
Snapping Teeth	91
Solvent of Corrosion	92
Spectral Force	92
Spirit Armor	92
Squaring the Circle	92
Suggestion	93
Tongues	93
Vampiric Touch	94
Wall of Sound	94
Wall of Water	94
Water Breathing	95

Watery Double	95
Wind Wall	96
Wizard Sight	96
Wraithform	96

Fourth-Level Spells (Wiz 4) 98

Charm Monster	98
Confusion	98
Conjure Cabinet	98
Conjure Elemental-Kin	99
Contagion	99
Detect Scrying	100
Dig	100
Dilation I	100
Dimension Door	101
Divination Enhancement	101
Duplicate	101
Emotion	101
Enchanted Weapon	102
Enervation	102
Evard's Black Tentacles	102
Extension I	103
Far Reaching II	103
Fear	103
Fire Aura	104
Fire Charm	104
Fire Shield	104
Fire Trap	105
Fumble	106
Greater Malison	106
Hallucinatory Terrain	106
Halo of Eyes	106
Ice Storm	107
Illusionary Wall	107
Improved Invisibility	107
Improved Strength	107
Leomund's Secure Shelter	108
Lesser Geas	108
Locate Creature	109
Mask of Death	109
Magic Mirror	109
Massmorph	111
Minor Creation	111
Minor Globe of Invulnerability	111
Minor Spell Turning	111
Monster Summoning II	112
Mordenkainen's Celerity	113
Mordenkainen's Force Missiles	113
Otiluke's Dispelling Screen	113
Otiluke's Resilient Sphere	114
Phantasmal Killer	114
Plant Growth	114
Polymorph Other	115
Polymorph Self	116
Psychic Protection	117
Rainbow Pattern	117
Rary's Mnemonic Enhancer	117
Remove Curse	118
Shadow Monsters	118
Shout	119
Solid Fog	119
Stoneskin	119
Summon Lycanthrope	120
There/Not There*	120
Thunder Staff	121
Turn Pebble to Boulder	121
Ultravision	122
Unluck*	122
Vacancy	123
Vitriolic Sphere	123
Wall of Fire	123
Wall of Ice	124
Wind Breath	125
Wizard Eye	125

Fifth-Level Spells (Wiz 5)	126
Advanced Illusion	126
Airy Water	126
Animal Growth	126
Animate Dead	126
Avoidance	127
Bigby's Interposing Hand	127
Chaos	128
Cloudkill	128
Conduit	128
Cone of Cold	129
Conjure Elemental	129
Contact Other Plane	130
Demishadow Monsters	130
Dismissal	131
Distance Distortion	131
Domination	131
Dream	132
Extension II	132
Fabricate	132
False Vision	133
Far Reaching III	133
Feeblemind	133
Force Shapechange	133
Hold Monster	133
Improved Blink	134
Invulnerability to Normal Weapons	134
Khazid's Procurement	135
Know Value	135
Leomund's Hidden Lodge	135
Leomund's Lamentable Belaborment	136
Leomund's Secret Chest	136
Lower Resistance	137
Magic Jar	137
Magic Staff	138
Major Creation	139
Mind Fog	139
Monster Summoning III	139
Mordenkainen's Faithful Hound	140
Mordenkainen's Private Sanctum	140
Mummy Rot	140
Passwall	141
Proofing versus Combustion	141
Prying Eyes	141
Rary's Telepathic Bond	142
Rusting Grasp	142
Safeguarding	143
Seeming	143
Sending	143
Shadow Door	144
Shadow Magic	144
Stone Shape	144
Summon Shadow	144
Telekinesis	144
Teleport	145
Tenser's Destructive Resonance	146
Throbbing Bones	147
Transmute Rock to Mud	147
Vile Venom	147
Von Gasik's Refusal	148
Vortex*	148
Wall of Bones	149
Wall of Force	149
Wall of Iron	149
Wall of Stone	150
Waveform*	150

Sixth-Level Spells (Wiz 6)	151
Antimagic Shell	151
Arrow of Bone	151
Augmentation II	152
Bigby's Forceful Hand	152
Blackmantle	152
Bloodstone's Spectral Steed	153
Chain Lightning	153

Claws of the Umber Hulk	153
Conjure Animals	154
Contingency	155
Control Weather	155
Curse of Lycanthropy	156
Dead Man's Eyes	156
Death Fog	156
Death Spell	157
Demishadow Magic	157
Dilation II	158
Dimensional Blade	158
Disintegrate	158
Dragon Scales	159
Enchant an Item	159
Ensnarement	160
Etherealness	161
Extension III	161
Eyebite	161
Forest's Fiery Constrictor	162
Geas	162
Glassee	162
Globe of Invulnerability	162
Greater Sign of Sealing	163
Guards and Wards	163
Invisible Stalker	164
Invulnerability to Magical Weapons	164
Legend Lore	164
Lorloveim's Shadowy Transformation	165
Lower Water	165
Mass Suggestion	166
Mirage Arcana	166
Mislead	166
Monster Summoning IV	167
Mordenkainen's Lucubration	167
Move Earth	167
Otiluke's Freezing Sphere	168
Part Water	168
Permanent Illusion	169
Programmed Illusion	169
Project Image	169
Reincarnation	170
Repulsion	170
Shades	171
Stone to Flesh	171
Superior Magnetism	171
Tenser's Transformation	172
Tentacles	173
Transmute Water to Dust	173
Trollish Fortitude	174
True Seeing	174
Veil	174
Wildshield*	175
Wildstrike*	175

Seventh-Level Spells (Wiz 7)

	177
Acid Storm	177
Banishment	177
Bigby's Grasping Hand	177
Bloodstone's Frightful Joining	177
Charm Plants	178
Control Undead	178
Create Crypt Thing	179
Delayed Blast Fireball	179
Descent into Madness	179
Drawmij's Instant Summons	180
Duo-Dimension	180
Finger of Death	181
Forcecage	181
Hatch the Stone from the Egg	182
Hornung's Surge Selector*	182
Intensify Summoning	182
Limited Wish	182
Malec-Keth's Flame Fist	183
Mass Invisibility	184
Monster Summoning V	184
Mordenkainen's Magnificent Mansion	185

Mordenkainen's Sword	185
Neutralize Gas	186
Persistence	186
Phase Door	187
Power Word, Stun	187
Prismatic Spray	187
Reverse Gravity	188
Sequester	188
Seven-Eyes	188
Shadowcat	189
Shadow Walk	189
Simulacrum	190
Spell Shape*	190
Spell Turning	190
Statue	191
Steal Enchantment	191
Suffocate	192
Teleport Without Error	192
Vanish	192
Vision	193
Zombie Double	193

Eighth-Level Spells (Wiz 8) 194

Abi-Dalzim's Horrid Wilting	194
Airboat	194
Analyze Dweomer	194
Antipathy-Sympathy	195
Bigby's Clenched Fist	195
Binding	195
Clone	196
Defoliate	197
Demand	197
Fear Ward	197
Glassteel	197
Gunther's Kaleidoscopic Strike	198
Heart of Stone	198
Homunculus Shield	199
Hornung's Random Dispatcher*	199
Incendiary Cloud	200
Iron Body	200
Mass Charm	201
Maze	201
Mind Blank	201
Monster Summoning VI	201
Otiluke's Telekinetic Sphere	202
Otto's Irresistible Dance	202
Permanency	203
Polymorph Any Object	204
Power Word, Blind	205
Prismatic Wall	205
Screen	205
Serten's Spell Immunity	206
Shadow Form	206
Sink	206
Symbol	207
Trap the Soul	208
Wildzone*	208

Ninth-Level Spells (Wiz 9) 210

Astral Spell	210
Bigby's Crushing Hand	211
Chain Contingency	211
Crystalbrittle	212
Elemental Aura	212
Energy Drain	213
Estate Transference	213
Foresight	213
Gate	214
Glorious Transmutation	214
Imprisonment	215
Meteor Swarm	215
Monster Summoning VII	216
Mordenkainen's Disjunction	216
Power Word, Kill	217
Prismatic Sphere	217

Programmed Amnesia	218
Shape Change	219
Sphere of Ultimate Destruction	219
Succor	220
Temporal Stasis	220
Time Stop	221
Wail of the Banshee	221
Weird	221
Wildfire*	222
Wildwind*	222
Wish	223

True Dweomers (Wiz) 227

Hurd's Obligation	227
Kolin's Undead Legion	227
Kreb's Flaming Dragon	228
Kreb's Stately Veil	228
Nazzer's Nullification	228
Neja's Irresistible Plea	229
Neja's Toadstool	229
Neja's Unfailing Contempt	229
Ratecliffe's Deadly Finger	230
Tenser's Telling Blow	230
Wulf's Erasure	230
Wulf's Rectification	231
Yunni's Herald	231

3. Priest Spells 234

First-Level Spells (Pri 1) 234

Allergy Field	234
Analyze Balance	234
Animal Friendship	234
Anti-Vermin Barrier	235
Astral Celerity	235
Battlefate	235
Beastmask	236
Bless	236
Blessed Watchfulness	237
Calculate	237
Call Upon Faith	237
Calm Animals	238
Combine	238
Command	238
Courage	238
Create Water	239
Cure Light Wounds	239
Detect Evil	239
Detect Magic	240
Detect Poison	240
Detect Snares & Pits	240
Dispel Fatigue	241
Emotion Read	241
Endure Cold/Endure Heat	241
Entangle	241
Faerie Fire	242
Firelight	242
Invisibility to Animals	242
Invisibility to Undead	243
Know Age	243
Know Direction	243
Know Time	243
Light	243
Locate Animals or Plants	244
Log of Everburning	244
Magical Stone	244
Mistaken Missive	245
Morale	245
Orison	246
Personal Reading	246
Pass Without Trace	247
Protection from Chaos	247
Protection From Evil	248
Puffball	248

Purify Food & Drink	249
Recover Trail	249
Remove Fear	249
Revitalize Animal	250
Ring of Hands	250
Sacred Guardian	250
Sanctuary	251
Shillelagh	251
Speak With Astral Traveler	251
Strength of Stone	251
Sunscorch	252
Thought Capture	252
Weighty Chest	252
Whisperward	253
Wind Column	253

Second-Level Spells (Pri 2) 254

Aid	254
Animal Eyes	254
Animal Spy	254
Astral Awareness	255
Augury	255
Aura of Comfort	255
Barkskin	255
Beastspite	256
Calm Chaos	256
Camouflage	257
Chant	257
Chaos Ward	257
Charm Person or Mammal	258
Create Holy Symbol	258
Cure Moderate Wounds	259
Detect Charm	259
Dissension's Feast	259
Draw Upon Holy Might	259
Dust Devil	260
Emotion Perception	260
Enthrall	260
Ethereal Barrier	261
Find Traps	261
Fire Trap	262
Flame Blade	262
Fortifying Stew	262
Frisky Chest	263
Gift of Speech	263
Goodberry	263
Heat Metal	264
Hesitation	264
Hold Person	264
Idea	265
Iron Vigil	265
Know Alignment	265
Lighten Load	266
Locate Animal Follower	266
Messenger	266
Mind Read	267
Moment	267
Music of the Spheres	267
Mystic Transfer	268
Nap	268
Obscurement	269
Produce Flame	269
Rally	270
Resist Acid and Corrosion	270
Resist Fire/Resist Cold	270
Restore Strength	270
Sanctify	271
Seeking	271
Silence, 15' Radius	272
Slow Poison	272
Snake Charm	272
Soften Earth and Stone	272
Speak With Animals	273
Spiritual Hammer	273
Trip	274
Warp Wood	274

Watery Fist	274
Withdraw	275
Wyvern Watch	275
Zone of Truth	275

Third-Level Spells (Pri 3)

277

Accelerate Healing	277
Adaptation	277
Animate Dead	277
Astral Window	277
Call Follower	278
Call Lightning	278
Caltrops	278
Chatterbark	279
Choose Future	279
Continual Light	279
Control Animal	280
Create Campsite	280
Create Food & Water	281
Cure Blindness or Deafness	281
Cure Disease	281
Detect Spirits	282
Dictate	282
Dispel Magic	282
Efficacious Monster Ward	283
Emotion Control	284
Etherealness	285
Extradimensional Detection	285
Feign Death	285
Flame Walk	286
Fortify	286
Glyph of Warding	286
Helping Hand	287
Hold Animal	287
Hold Poison	288
Invisibility Purge	288
Know Customs	288
Line of Protection	289
Locate Object	289
Magical Vestment	290
Meld Into Stone	290
Memory Read	290
Miscast Magic	291
Moment Reading	291
Negative Plane Protection	292
Pass Without Trace, 10' Radius	292
Plant Growth	292
Prayer	293
Protection From Fire	293
Pyrotechnics	293
Random Causality	294
Remove Curse	294
Remove Paralysis	294
Repair Injury	295
Rigid Thinking	295
Shape Wood	295
Slow Rot	296
Snare	296
Speak With Dead	296
Spike Growth	297
Squeaking Floors	297
Starshine	298
Stone Shape	298
Strength of One	298
Summon Animal Spirit	298
Summon Insects	299
Telepathy	299
Telethaumaturgy	300
Thief's Lament	300
Tree	301
Unearthly Choir	301
Unfailing Premonition	302
Water Breathing	302
Water Walk	302
Weather Prediction	302
Wind Servant	303

Zone of Sweet Air	303
-------------------	-----

Fourth-Level Spells (Pri 4) 304

Abjure	304
Adamantite Mace	304
Addition	304
Age Plant	305
Animal Summoning I	305
Animal Trick	306
Blessed Warmth	306
Body Clock	307
Call Woodland Beings	307
Chaotic Combat	308
Chaotic Sleep	308
Circle of Privacy	308
Cloak of Bravery	309
Compulsive Order	309
Control Temperature, 10' Radius	309
Cure Serious Wounds	310
Defensive Harmony	310
Detect Animal Attacker	310
Detect Lie	311
Dimensional Anchor	311
Dimensional Folding	311
Divination	312
Earthmaw	313
Entrench	313
Fire Purge	314
Focus	314
Fortify	315
Free Action	316
Genius	316
Giant Insect	316
Hallucinatory Forest	317
Hold Plant	317
Hunger	317
Imbue With Spell Ability	318
Inverted Ethics	318
Join With Astral Traveler	319
Knurl	319
Leadership	319
Lower Water	320
Mental Domination	320
Modify Memory	320
Needlestorm	321
Neutralize Poison	321
Omniscient Eye	321
Plant Door	322
Polymorph Plant	322
Produce Fire	322
Probability Control	323
Protection From Evil, 10' Radius	323
Protection From Lightning	323
Rapport	324
Recitation	324
Reflecting Pool	324
Repel Insects	325
Solipsism	326
Speak With Plants	326
Spell Immunity	326
Sticks to Snakes	327
Suspended Animation	327
Tanglefoot	328
Thought Broadcast	328
Tongues	329
Tree Steed	329
Unfailing Endurance	329
Uplift	330
Weather Stasis	330
Windborne	331

Fifth Level Spells (Pri 5) 332

Age Object	332
Air Walk	332
Animal Growth	332

Animal Summoning II	333
Animate Flame	333
Anti-Plant Shell	334
Atonement	334
Barrier of Retention	334
Blessed Abundance	335
Champion's Strength	335
Chaotic Commands	335
Clear Path	336
Cloud of Purification	336
Cloudscape	337
Commune	337
Commune With Nature	337
Consequence	338
Control Winds	338
Cure Critical Wounds	339
Dimensional Translocation	339
Disguise	339
Dispel Evil	340
Easy March	340
Elemental Forbiddance	340
Extradimensional Manipulation	341
Extradimensional Pocket	341
Flame Strike	342
Grounding	342
Illusory Artillery	342
Impeding Permission	342
Impregnable Mind	343
Insect Plague	343
Magic Font	343
Meld	344
Memory Wrack	344
Mindshatter	345
Moonbeam	346
Nature's Charm	346
Othertime	347
Pass Plant	347
Plane Shift	348
Produce Ice	349
Quest	349
Rainbow	350
Raise Dead	350
Repeat Action	351
Righteous Wrath of the Faithful	351
Shrieking Walls	351
Spike Stones	352
Strengthen Stone	352
Thornwrack	352
Thoughtwave	353
Time Pool	353
Transmute Rock to Mud	353
True Seeing	354
Unceasing Vigilance of the Holy Sentinel	354
Undead Ward	355
Wall of Fire	355

Sixth-Level Spells (Pri 6) 356

Age Creature	356
Aerial Servant	356
Animal Summoning III	357
Animate Object	358
Anti-Animal Shell	358
Blade Barrier	358
Call Phoenix	359
Command Monster	359
Conjure Animals	359
Conjure Fire Elemental	360
Crushing Walls	360
Disbelief	361
Dragonbane	361
Earthwrack	361
Entropy Shield	362
Find the Path	362
Fire Seeds	363
Forbiddance	363
Gravity Variation	363

Group Mind	364
Heal	364
Heroes' Feast	365
Ivy Siege	365
Land of Stability	365
Legal Thoughts	366
Liveoak	366
Monster Mount	366
Part Water	367
Physical Mirror	367
Reverse Time	368
Seclusion	368
Skip Day	369
Sol's Searing Orb	369
Speak With Monsters	369
Stone Tell	370
Spiritual Wrath	370
The Great Circle	370
Transmute Water to Dust	371
Transport Via Plants	371
Turn Wood	371
Wall of Thorns	372
Weather Summoning	372
Whirlwind	372
Word of Recall	373

Seventh-Level Spells (Pri 7)

374

Age Dragon	374
Animate Rock	374
Antimineral Shell	374
Astral Spell	375
Breath of Life	376
Changestaff	376
Chariot of Sustarre	377
Confusion	377
Conjure Air or Water Elemental	378
Conjure Earth Elemental	378
Control Weather	378
Create Crypt Thing	379
Creeping Doom	379
Divine Inspiration	379
Earthquake	379
Exaction	380
Fire Storm	381
Gate	381
Holy Word	381
Hovering Road	382
Illusory Fortification	382
Impervious Sanctity of Mind	383
Mind Tracker	383
Regenerate	384
Reincarnate	384
Restoration	385
Resurrection	385
Shadow Engines	385
Spacewarp	386
Spirit of Power	386
Succor	387
Sunray	388
Symbol	388
Tentacle Walls	388
Timelessness	389
Transmute Metal to Wood	389
Tree Spirit	389
Tsunami	390
Uncontrolled Weather	391
Unwilling Wood	391
Wind Walk	391

Quest Spells (Pri)

393

Abundance	393
Animal Horde	393
Circle of Sunmotes	394
Conformance	394
Elemental Swarm	394

Etherwalk	395
Fear Contagion	395
Health Blessing	395
Highway	395
Imago Interrogation	396
Implosion/Inversion	396
Interdiction	396
Mindnet	397
Planar Quest	397
Preservation	398
Revelation	398
Reversion	398
Robe of Healing	399
Siege Wall	399
Shooting Stars	399
Sphere of Security	400
Spiral of Degeneration	400
Stalker	400
Storm of Vengeance	401
Transformation	401
Undead Plague	401
Warband Quest	402
Ward Matrix	402
Wolf Spirits	402
4*: Appendix	403
4.1. New Spells	403
Farewell Familiar	403
Find Major Familiar	403
4.2 Gnomish Spells	405
Ber-gat	405
Enhance Illusions	407
Stone Trick	407
4.3 Starting Mage Characters	408
4.4 Magic Item – Scroll determination	409
<i>Druid Spell List</i>	423
<i>Paladin Spell List</i>	425
<i>Ranger Spell List</i>	425
<i>Cleric Spell List</i>	426
4.5 Table 2: WILD SURGE RESULTS	428
5. Wizard Spells by School	429
6. Priest Spells By Sphere	433
INDEX	437

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Vorwort

(in deutsch, 02.11.2012)

Herzlich willkommen,

zur vorerst letzten Ausgabe *des Complete Book of Spells V. 1.3.1*. Es ist nicht nur das umfangreichste, sondern meiner Ansicht nach auch das wichtigste Werk der Compilationen, denn Magie und Fantasy sind natürlich die treibenden Kräfte des Spiels. Ohne mich wiederholen zu wollen, handelt es sich hier ebenfalls um eine rein private, nicht-kommerzielle Spielhilfe, die mir als SL hilft, Spielabende schneller zu gestalten und alle nötigen Spruchbeschreibungen und Kommentare auf einen Blick zu haben. Natürlich kann das für Spieler ebenso nützlich sein, um sich zu informieren oder Spruchlisten zusammenzustellen. AD&D ist meiner Ansicht nach durchaus als endloses Spiel zu verstehen und besitzt auch entsprechende Strukturen. Einige Dinge könnte man zwar vielleicht noch einmal überdenken und neu ausbalancieren, aber das allgemeine Gerüst ist prinzipiell sehr gut und das Spiel fasziniert uns immer wieder mit seiner Farbenpracht wie die Bücher oder Filme „*Herr der Ringe*“ von Tolkien. Daher hoffe ich, dass mit dem vorliegenden und umfangreichen Werk ähnliche Kampagnen auf Dauer möglich sein können.

Das nächste Projekt nach diesem Werk steht noch nicht ganz fest, es gibt aber bereits mehrere Optionen, die alle sehr interessant sind. Manche davon führen wieder zu einem Werk wie diesem, manche aber in andere Bereiche des Rollenspiels. Natürlich alle mit Bezug zu AD&D 2nd Edition. Wie sich aber letztlich alles weiterentwickelt, wird man auf der Webseite oder in Foren lesen. Es kann aber durchaus sein, dass bei den nächsten Projekten nicht nur ich, sondern auch andere Spielleiter und Spieler mitwirken. Aber all dies wird man noch sehen.

Das vorliegende Complete Book hat vor allem Erata und Editing gesehen, des weiteren eine Überarbeitung der neuen, optionalen Zauber im Anhang. Wie in den anderen *Complete Book of Spells* auch, wurde auf Zauber aus dem *Nekromanten Handbuch* verzichtet, das ähnlich wie das *Psioniker Handbuch* von seinem eigenen Mystizismus lebt und dem Spielleiter als überraschendes Supplement vorbehalten bleiben soll. Neu hinzugekommen sind aber Intelligenz-, Weisheit- und Spruchzaubertabellen der Charakterklassen, um das Entwerfen von Charakteren und NPCs zu erleichtern.

Das Licht mit Euch,

Talivar, Darmstadt, den 2.11.2012

„Auch Träume können irgendwann einmal wahr werden.“

Vorwort (3.4.2011)

Willkommen beim Complete Book of Spells.

Ähnlich wie die offiziellen Complete Handbooks, versucht das „Complete Book of Spells“ einen Überblick über einen bestimmten Teilbereich des Spieles und seiner Regeln zu bieten.

Das „*Complete Book of Spells*“ hat die gleiche Aufgabe wie das „*Complete Nonweapon Proficiencies Handbook*“. Es listet alle Zauber der zweiten Edition übersichtlich in einem Werk auf. Damit kann ein Spieler oder Spielleiter sehr schnell auf einen Blick sehen, welche Sprüche überhaupt existieren und in welchem Buch sie sich befinden. Außerdem kann es Inspiration für neue Abenteuer und Plotaufhänger liefern und hilft, die eigene Welt besser auszufüllen. Auch beim Erforschen neuer Zaubersprüche kann es hilfreich sein, um „ähnliche Zauber und Duplikate“ zu vermeiden und eine bessere Einschätzung bei der Einstufung eines neuen Zaubers zu erhalten.

Sind wirklich alle Zauber der zweiten Edition enthalten? Nein. Das Compendium ist mit Absicht settingunabhängig zusammengestellt worden.

D.h. es befinden sich keine Zauber im Werk, die zu einer bestimmten Welt gehören – von der *World of Greyhawk*, den *Forgotten Realms*, *Krynn* und *Dark Sun*. Auch spezielle Zauber aus den Modulen sind nicht enthalten. Damit liegen hier den Spielleitern und Spielern reine „CORE“-Book-Zauber vor, die in den Grundregelwerken der 2nd Edition von AD&D enthalten waren. *Sie sind also offiziell für alle Welten erlaubt!* Damit kann man sie problemlos in jede Kampagnenwelt übernehmen. Der Inhalt dieses Werkes umfasst:

- *The Players Handbook 2nd Edition*, - *The Tome of Magic*, - *The DMs Guide, 2nd Edition*, - *MM I - Monster Manual I*
- *TcBaH - The complete Bard Handbook*, - *TcDrH - The complete Druid Handbook*, - *TcFiH - The complete Fighters Handbook*, - *TcPaH - The complete Paladins Handbook*, - *TcPsiH - The complete Psionics Handbook*, - *TcPrH - The complete Priest Handbook*, - *TcRaH - The complete Ranger Handbook*, - *TcThiH - The complete Thieves Handbook*, - *TcWizH - The complete Wizard Handbook*
- *DwH - The complete Dwarves Handbook*, - *EH - The complete Elves Handbook*, - *Gn&HH - The complete Gnomes and Halflings Handbook*, - *HH - The complete Humanoids Handbook*
- *DMO:HLC - DMs Option - High Level Campaign*, - *DMO:C&T - DMs Option - Combat & Tactics*, - *PIO:S&P - Players Option - Skills & Powers*, - *PIO:S&M - Players Option - Spells & Magic*

Die Zauber sind vollständig im Originaltext enthalten und wurden mit allen Errata, Kommentaren und Ergänzungen (z.B: Unter-Wasser-Zaubern) aus dem „*The Complete Wizards Handbook*“ und dem „*DMs Option: High Level Campaign*“ ergänzt. Die Spruchkommentare aus dem „*The Complete Psionics Handbook*“ sind mit Absicht nicht enthalten, um dem Spiel das Mysterium um die Psioniker Klasse und die Psikraft zu erhalten. Weiterhin befindet sich im Anhang eine Zufallstabelle für Spielleiter, die magische Schriftrollen bei gefundenen Schätzen betreffen.

Eine Auflistung umfasst den Inhalt „aller Sprüche“ der Core-Books und eine andere Tabelle die Zauber in einer getrennten Auflistung nach ihrem Regelwerk, um die Seltenheit mancher Zauber zu betonen. Außerdem befindet sich im Anhang eine Tabelle zum Auswürfeln von Zaubersprüchen für Startcharaktere mit *Angriffszaubern*, *Verteidigungszaubern* und *Allgemeinzaubern*. Auch ein paar neue Zauber wurden als Anregung ergänzt, darunter ein paar rassenbezogene Sprüche, da diese leider sehr selten sind (hier von Gnomen) - alle optional. Zuletzt befindet sich hinten ein Index aller Sprüche, einerseits sortiert nach Spellsphären und andererseits nach Position im Buch mit Seitenangabe. Damit können Priester, Druiden, Paladine und Ranger ihre Spruchlisten sauber zusammenstellen und mit dem Index alles andere Nötige finden. Ergänzt wurden diesmal übersichtlich ihre offiziellen Spruchlisten (in Original „*Players Handbook 2nd Edition*“ Version und „*Players Option: Spells & Magic*“ Version), sowie zum ersten Mal die vom Kleriker (Cleric), die man jetzt direkt ausdrucken kann (p.421-425). **Neu in dieser Version ist ein engl. Vorwort, ein verlorener Spruch, Errata, Editing und Spellsphärenüberarbeitung. Daher sollte man die Spruchlisten von Priestern, Druiden, Paladinen, Ranger, Klerikern usw. noch einmal einsehen.** V.1.22 beinhaltet weiteres Errata, Layout und zwei zusätzliche Sprüche („Create Crypt Thing“ und „Call Phoenix“). Außerdem wurden die Tabellen für die Beschreibung von Wasserkreaturen mit Monster Summoning I-VIII Zauber hinzugefügt und die Durchnummerierungen von Listen und Tabellen geprüft. Auch eine ausdrückbare Tabelle der „Wild Magic“ Effekte ist auf S.426 hinzugekommen. Die Spruchlisten der Ranger, Druiden, Kleriker und Paladine wurden ebenfalls geupdated (4.12.2011).

Alles Gute und das Licht mit Euch, **Talivar** (bei Anregungen und Verbesserungsvorschlägen einfach Email an: Schaafalexander@yahoo.de)

AD&D 2nd Edition

The Complete Book of Spells – The core spells V. 1.3.1

Foreword

(in english, 11/02/2012)

Welcome,

to possibly the final version of the *Complete Book of spells, V.1.3.1*. It is not only the largest compilation of all works, but also, in my opinion, the most important, because magic and fantasy are, of course, the driving forces of the game. Without wanting to repeat myself, this is also a pure privately done, non-commercial game tool, which shall help me handle the game evenings in a quicker way and to have all spell descriptions and comments all together at a glance. Of course, this can also be helpful for players as a source of information and to create spell lists. AD&D can be understood, at least in my opinion, as a neverending game und has fitting structures. Perhaps some of the aspects could be rethought and rebalanced again, but in general, the structure is well chosen and the game fascinates us again and again with it's colours similar to the books or films of Tolkien "*Lord of the rings*". Because of this, I hope, that it is possible to use this submitted and extensive work to create similar longliving campaigns.

The next project following this complete book is not confirmed already, but there are already a lot of different options which all are very interesting. Some of them lead to the creation of another work like this one, but others lead to different aspects of the roleplaying game. Of course, all of them connected to AD&D 2nd Edition. How the future projects progress will be readable on the website or in forums. But it is possible that with the next projects not only me but also some other gamers or DMs will take part. But time will show.

The submitted *Complete Book of Spells V.1.3.1* has seen mostly errata and editing and the new optional spells in the appendix have been revisited. As with all other complete manuals, content from the *Complete Book of Necromancers* like the *Complete Book of Psionics* has been left aside to hold up their mysticism, so that they can be used by the DM with an element of surprise. New in this manual are tables concerning intelligence, wisdom and spell progression of character classes, to help both gamers and DMs create new characters and npcs.

Light be with you,

Talivar, Darmstadt, 11/2/2012

„Even dreams can become true one day.“

Foreword

(in english, 13.8.2011)

Welcome to the Complete Book of Spells.

Similar to the other official Complete Books, the "Complete Book of Spells" tries to offer an overview to a special part of the game and it's rules. The "*Complete Book of Spells*" has the same purpose as the "*Complete Nonweapon Proficiencies Book*". It lists all spells of the second edition comfortably. In that way a player or game master can see at once, which spells exist and in which supplements he can find them. Also, it can give inspiration for new adventures or plots and can help, to flesh out the own campaign world. Further it can be helpful in the research of new spells, to avoid similar spells and duplicates and to gain a better feeling when balancing a new spell.

Are really all spells of the second edition included ? No. The Compendium is thoughtfully compiled in a way to exclude all official campaign settings. This means, that no spells are part of this book, which belong to a specific world – e.g. *World of Greyhawk*, *Forgotten Realms*, *Krynn* and *Dark Sun*. Also, special spells from modules are not included. So, game masters and players will both find herein only "core"-spells from the basic rulebooks of the 2nd edition of AD&D. *Which are all allowed officially for all campaign worlds!* And therefore can be used for ALL worlds, independent if they are official or private. The content of the book consists of spells from:

- **The Players Handbook 2nd Edition, The Tome of Magic, The DMs Guide, 2nd Edition, MM - Monster Manual**
- **TcBaH - The complete Bard Handbook, TcDrH - The complete Druid Handbook, TcFiH - The complete Fighters Handbook**
- **TcPaH - The complete Paladins Handbook, TcPsiH - The complete Psionics Handbook, TcPrH - The complete Priest Handbook**
- **TcRaH - The complete Ranger Handbook, TcThiH - The complete Thieves Handbook, TcWizH - The complete Wizard Handbook**
- **DwH - The complete Dwarves Handbook, EH - The complete Elves Handbook, Gn&HH - The complete Gnomes and Halflings Handbook, HH - The complete Humanoids Handbook**
- **DMO:HLC - DMs Option - High Level Campaign, DMO:C&T - DMs Option - Combat & Tactics, PIO:S&P - Players Option - Skills & Powers, PIO:S&M - Players Option - Spells & Magic**

The spells are given in their original text and some additions were made with all errata, comments and updates (e.g. under water casting) from the "*The Complete Wizards Handbook*" and the "*DMs Option: High Level Campaign*". Comments from "*The Complete Psionics Handbook*" were left away with purpose to support the mysticism of the psionist class and it's psi powers.

Additionally a random table for magical scrolls as part of treasury was included in the appendix. Another listing offers an overview over "all spells" from the core books and another table lists the spells sorted by their supplement to emphasize how rare some of them are.

Further, in the appendix, another table is given for the determination of spells for starting magic user characters with tables for *attack spells*, *defense spells* and *miscellaneous spells*. Also, some new spells were added for inspiration, among them some racial spells which can be found only seldom in products (in this case spells from gnomes) – all optional. Finally at the end of the book an index of all spells is included, sorted by spell schools, spheres and position in the Complete book. With this, priests, druids, paladins and rangers can create their individual spell lists and find everything necessary else using the index. Added were also the official spell lists for druids, paladins and rangers (in two versions, one according to the official "*Players Handbook*", the other using the "*Players Option: Spells & Magic*") and, for the first time, the spell list of the cleric class (the old priest class) - all presented in a way to be printed out (p. 421-425). *New in this version are an engl. Foreword, a lost spell, errata, editing, some new info and a spell sphere reorganisation. Therefor the spell sheets of priests, druids, rangers, paladins and clerics should be looked at again.* V.1.22 has some new editing, errata, layout and two additional spells ('Create Crypt Thing' and 'Call Phoenix'). Further, the tables for summoning aquatic creatures for the monster summoning I-VIII spells were added and the numbers in listings and tables corrected. Also a printable table with the results of "Wild Magic" has been provided on page 426. The spell lists of rangers, druids, clerics and paladins also were updated. (4.12.2011). Greetings and the light be with you,

Talivar (for suggestions and proposals please email to: Schaafalexander@yahoo.de)

1. General Informations

1.1. Notes on Spells

The spells are organized according to their group (priest or wizard) and level. Within each level, the spells are arranged alphabetically. At the start of each spell description are the following important game statistics:

Name: Each spell is identified by name. In parentheses after the name is the school (for wizard spells) to which that spell belongs. When more than one is listed, that spell is common to all schools given.

Some spells are reversible (they can be cast for an effect opposite to that of the standard spell). This is noted after the spell name. Priests with reversible spells must memorize the desired version. For example, a priest who desires a cause light wounds spell must petition for this form of the spell when meditating and praying. Note that severe penalties can result if the spell choice is at variance with the priest's alignment (possible penalties include denial of specific spells, entire spell levels, or even all spells for a certain period). The exact result (if any) depends on the reaction of the priest's patron deity, as determined by the DM.

Reversible wizard spells operate similarly. When the spell is learned, both forms are recorded in the wizard's spell books. However, the wizard must decide which version of the spell he desires to cast when memorizing the spell, unless the spell description specifically states otherwise. For example, a wizard who has memorized stone to flesh and desires to cast flesh to stone must wait until the latter form of the spell can be memorized (i.e., rest eight hours and study). If he can memorize two 6th-level spells, he could memorize each version once or one version twice.

School: In parentheses after the spell name is the name of the school of magic to which the spell belongs. For wizard spells, this defines which spells a wizard specialist can learn, depending on the wizard's school of specialization. For priest spells, the school notation is used only for reference purposes, to indicate which school the spell is considered to belong to, in case the DM needs to know for spell resistance (for example, elves' resistance to charm spells).

Sphere: This entry appears only for priest spells and identifies the sphere or spheres into which each spell falls.

Range: This lists the distance from the caster at which the spell effect occurs or begins. A "0" indicates the spell can be used on the caster only, with the effect embodied within or emanating from him. "Touch" means the caster can use the spell on

others if he can physically touch them. Unless otherwise specified, all other spells are centered on a point visible to the caster and within the range of the spell. The point can be a creature or object if desired. In general, a spell that affects a limited number of creatures within an area affects those closest to the center first, unless there are other parameters operating (such as level or Hit Dice). Spells can be cast through narrow openings only if both the caster's vision and the spell energy can be directed simultaneously through the opening.

A wizard standing behind an arrow slit can cast through it; sending a fireball through a small peephole he is peering through is another matter.

Components: This lists the category of components needed, V for verbal, S for somatic, and M for material. When material components are required, these are listed in the spell description. Spell components are expended as the spell is cast, unless otherwise noted. Clerical holy symbols are not lost when a spell is cast. For cases in which material components are expended at the end of the spell (free action, shapechange, etc.), premature destruction of the components ends the spell.

Duration: This lists how long the magical energy of the spell lasts. Spells of instantaneous duration come and go the moment they are cast, although the results of these spells may be permanent and unchangeable by normal means. Spells of permanent duration last until the effects are negated by some means, usually by a dispel magic.

Some spells have a variable duration. The caster cannot choose the duration of spells, in most cases. Spells with set durations (for example, 3 rounds per level of the wizard) must be kept track of by the player. Spells of variable duration (for example, 3+1d4 rounds) are secretly recorded by the DM. Your DM may warn you when spell durations are approaching expiration, but there is usually no sign that a spell is going to expire; check with your DM to determine exactly how he handles this issue.

Certain spells can be ended at will by the caster. In order to dismiss these spells, the original caster must be within range of the spell's center of effect--within the same range at which the spell can be cast. The caster also must be able to speak words of dismissal.

Note that only the original caster can dismiss his spells in this way.

Casting Time: This entry is important, if the optional casting time modifier to initiative is used. If only a number is given, the casting time is added to the caster's initiative die rolls. If the spell requires a round or number of rounds to cast, it goes into effect at the end of the last round of casting time. If Delsenora casts a spell that takes one round, it goes into effect at the end of the round in which she begins casting. If the spell requires three rounds to cast, it goes into effect at the end of the third round. Spells requiring a turn or more go into effect at the end of the stated turn.

Area of Effect: This lists the creatures, volume, dimensions, weight, etc., that can be affected by the spell. Spells with an area or volume that can be shaped by the caster will, unless the spell description specifically states otherwise, have a minimum dimension of 10 feet in any direction. Thus, a cloud that has a 10-foot cube per caster level might, when cast by a 12th-level caster, be 10-foot x 10-foot x 120-foot, 20-foot x 20-foot x 30-foot, or any similar combination that totals 12 10-foot cubes. Combinations such as 5-foot x 10-foot x 240-foot are not possible unless specifically stated.

Some spells (such as *bless*) affect the friends or enemies of the caster. In all cases, this refers to the perception of the caster at the time the spell is cast. For example, a chaotic good character allied with a lawful neutral cleric would receive the benefits of the latter's *bless* spell.

Saving Throw: This lists whether the spell allows the target a saving throw and explains the effect of a successful save: "Neg." results in the spell having no effect; "½" means the character suffers half the normal amount of damage; "none" means no saving throw is allowed. Wisdom adjustments to saving throws apply only to enchantment/charm spells.

Solid physical barriers provide saving throw bonuses and damage reduction. Cover and concealment may affect saving throws and damage (the DM has additional information about this).

A creature that successfully saves against a spell with no apparent physical effect (such as a charm, hold, or magic jar) may feel a definite force or tingle that is characteristic of a magical attack, if the DM desires. But the exact hostile spell effect or creature ability used cannot be deduced from this tingle.

A being's carried equipment and possessions are assumed to make their saving throws against special attacks if the creature makes its saving throw, unless the spell specifically states otherwise. If the creature fails its saving throw, or if the attack form is particularly potent, saving throws may have to be rolled to see if any possessions survive, using either item saving throws (see Chapter 6 of the DMG) or the being's saving throw. The DM will inform you when this happens.

Any character can voluntarily forgo a saving throw. This allows a spell or similar attack that normally grants a saving throw to have full effect on the character. Likewise, any creature can voluntarily lower its magic resistance, allowing a spell to automatically function when cast on it. Foregoing a saving throw or magic resistance roll need not always be voluntary. If a creature or character can be tricked into lowering its resistance, the spell will have full effect, even if it is not the spell the victim believed he was going to receive. The victim must consciously choose to lower his resistance; it is not sufficient that he is caught off guard.

For example, a character would receive a saving throw if a wizard in the party suddenly attacked him with a fireball, even if the wizard had been friendly to that point.

However, the same character would not receive a saving throw if the wizard convinced him that he was about to receive a levitation spell but cast a fireball instead. Your DM will decide when NPCs have lowered their resistances. You must tell your DM when your character is lowering his resistance.

Spell Description: The text provides a complete description of how the spell functions and its game effects. It covers most typical uses of the spell, if there are more than one, but cannot deal with every possible application players might find. In these cases, the spell information in the text should provide guidance on how to adjudicate the situation.

Spells with multiple functions enable the caster to select which function he wants to use at the time of casting. Usually a single function of a multiple-function spell is weaker than a single-function spell of the same level.

Spell effects that give bonuses or penalties to abilities, attack rolls, damage rolls, saving throws, etc., are not usually cumulative with each other or with other magic: The strongest single effect applies. For example, a fighter drinks a potion of giant strength and then receives the 2nd-level wizard spell strength. Only the strongest magic (the potion) is effective. When the potion's duration ends, however, the strength spell is still in effect, until its duration also expires.

1.2 Adjudicating Illusions

All illusions are cases of DM adjudication; each depends upon the exact situational factors deemed significant by the DM. All of the following points are only subsidiary guidelines to help the DM maintain consistency.

Intrinsically Deadly Illusions: "Instant kill" illusions that are automatically fatal regardless of level, Hit Dice, or saving throws: collapsing ceilings, inescapable lava pits, etc. The absolute maximum effect of these is to force a system shock check. Surviving characters are not further affected by that illusion.

Spell Effects: Illusions that duplicate spell effects are keyed to the caster's level (for example, a 10th-level illusionist casting a fireball can create a convincing 10-die fireball). Exceeding this limit creates a fatal flaw in the illusion that negates its effect.

Monster Special Attacks: Before the caster can effectively duplicate a monster's special attack, the wizard must have undergone it (a wizard cannot conjure up the twinkle in a medusa's eye correctly without actually experiencing it--i.e., having been turned to stone by one).

Option 1: Illusionary monsters attack using the wizard's attack values. This would be a subtle clue that the monsters are fake.

Option 2: Extend the spell level control to monsters--the caster can create monsters only if the total monster Hit Dice are equal to or less than the caster's level (an 8th-level caster could convincingly do one hill giant, two ogres, or four 2nd-level fighters).

Illusion spells require a higher degree of DM-player interaction than other wizard spells. The timing and staging of such spells by the caster are extremely important. Effects that appear out of nowhere are not believed unless the caster takes this into account. On the other hand, an illusionary fireball cast after a wizard has cast a real one could have devastating effects. The caster must maintain a show of realism at all times when conducting an illusion (if a squad of low-level fighters is created, the caster dictates their hits, misses, damage inflicted, apparent wounds, and so forth; the DM decides whether the bounds of believability have been exceeded).

NPC illusions require careful preparation by the DM, including clues to their nature. Intelligence is the best defense against illusions. Low and nonintelligent creatures are more vulnerable to illusions, unless the illusion is completely outside their experience or the illusion touches on an area of the creatures' particular competence. Undead are generally immune to illusions, but they are vulnerable to quasi-real effects, most of which start to appear in the 4th-level spell list.

Illusions usually cease to affect a character if they are actively disbelieved. Disbelief must be stated by the player, based on clues provided by the DM. Players stating disbelief must give a reason for disbelief based on sensory information available to the character.

Failure to give such a reason results in failure to disbelieve. The DM can impose additional requirements or delays in recognizing illusions (such as Intelligence checks) as needed, such as when one player is obviously parroting a discovery made by another. Disbelief automatically forfeits a saving throw if the effect is real.

For NPCs, a saving throw, Intelligence check, or DM adjudication can be used to determine disbelief (whichever the DM deems appropriate).

1.3 The Schools of Magic

Spells are divided into nine different categories, or schools, according to the types of magical energy they utilize. Each school has its own special methods and practices.

Although they are called schools, schools of magic are not organized places where a person goes to study. The word "school" identifies a magical discipline. A school is an approach to magic and

spellcasting that emphasizes a particular sort of spell. Practitioners of a school of magic may set up a magical university to teach their methods to beginners, but this is not necessary. Many powerful wizards learned their craft studying under reclusive masters in distant lands.

The nine basic schools of “**philosophical magic**” are **Abjuration, Alteration, Conjuration/Summoning, Enchantment/Charm, Greater Divination, Illusion, Invocation/Evocation, Necromancy, and Lesser Divination.**

In the *Players Option Spells & Magic* ten new schools are presented. The five schools of “**effect magic**” are: **Elemental, Dimensional Magic, Force, Mentalism, Shadow**

And the five schools of “**thaumaturgical magic**” are: **Alchemy, Artifice, Geometry, Song, Wild Magic**

Wizard Specialist Requirements

Specialist	School	Race	Minimum Ability Score	Opp.School
Abjurer	Abjuration	H	15 Wis	Alteration & Illusion
Conjurer	Conj./Summ.	H, ½ E	15 Con	Gr. Divin. & Invocation
Diviner	Gr. Divin.	H, ½ E, E	16 Wis	Conj./ Summ.
Enchanter	Ench./Charm	H, ½ E, E	16 Cha	Invoc./ Evoc Necromancy
Illusionist	Illusion	H, G	16 Dex	Necro., Invoc./ Evoc., Abjur.
Invoker	Invoc./Evoc.	H	16 Con	Ench./Charm, Conj./Summ.
Necromancer	Necromancy	H	16 Wis	Illusion & Ench./Charm
Transmuter	Alteration	H, ½ E	15 Dex	Abjuration & Necromancy
Effect Specialists (PO S&M)				
Elementalist	Elemental	H	Standard	Special
Dimensionalist	Dimen- sional Magic	H, 1/2E	Int 16	Ench./Charm, Necro.
Force Mage	Force	H, 1/2E	Int 12, Con 15	Alteration, Divination
Mentalist	Mentalism	H	Int 15, Wis 16	Invoc./Evoc., Abjuration
Shadow Mage	Shadow	H	Int 15, Wis 16	Invoc./Evoc., Abjuration
Thaumaturgical Specialists (PO S&M)				
Alchemist	Alchemy	H	Int 15, Dex 14	Illusion, Necromancy
Artificer	Artifice	H, G	Int 12, Con 15	Necromancy, Ench./Charm
Geometer	Geometry	H, E, 1/2E	Int 15, Wis 14	Ench./Charm, Illusion
Song Mage	Song	H, E, 1/2E	Int 14, Cha 15	Necro., Div., Invoc./Evoc.
Wild Mage*	Wild Magic	H, E, ½ E	Int 16	none

* Wild Mages don't count as true specialists in the “Tome of Magic”, but are listed and described as specialists in the “Players Option Spells & Magic”. **Remember:** ONLY Wild Mages may use spells of the wild magic spell school.

For convenience, some tables from the Player's Handbook which are relevant to spell casting characters, have been provided. Among them are the

table4: Intelligence, table 5: Wisdom and the **spell progression tables** of mages, priests, bards, rangers and paladins.

Table 4: Intelligence

Ability Score	# of Lang.	Spell Level	Chance to Learn Spell	Max. # of Spells/Level	Illusion Immunity
1	0*	--	--	--	--
2	1	--	--	--	--
3	1	--	--	--	--
4	1	--	--	--	--
5	1	--	--	--	--
6	1	--	--	--	--
7	1	--	--	--	--
8	1	--	--	--	--
9	2	4th	35%	6	--
10	2	5th	40%	7	--
11	2	5th	45%	7	--
12	3	6th	50%	7	--
13	3	6th	55%	9	--
14	4	7th	60%	9	--
15	4	7th	65%	11	--
16	5	8th	70%	11	--
17	6	8th	75%	14	--
18	7	9th	85%	18	--
19	8	9th	95%	All	1st-level
20	9	9th	96%	All	2nd-level
21	10	9th	97%	All	3rd-level
22	11	9th	98%	All	4th-level
23	12	9th	99%	All	5th-level
24	15	9th	100%	All	6th-level
25	20	9th	100%	All	7th-level

* While unable to speak a language, the character can still communicate by grunts and gestures. If the DM allows characters to have proficiencies, this column also indicates the number of extra proficiency slots the character gains due to his Intelligence. These extra proficiency slots can be used however the player desires. The character never needs to spend any proficiency slots to speak his native language.

Table 5: Wisdom

Ability Score	Magical Defense Adjustment	Bonus Spells	Chance of Spell Failure	Spell Immunity
1	-6	--	80% --	
2	-4	--	60% --	
3	-3	--	50% --	
4	-2	--	45%	--
5	-1	--	40% --	
6	-1	--	35%	--
7	-1	--	30%	--
8	0	--	25%	--
9	0	0	20%	--
10	0	0	15%	--
11	0	0	10%	--
12	0	0	5%	--
13	0	1st	0%	--
14	0	1st	0%	--
15	+1	2nd	0%	--
16	+2	2nd	0%	--
17	+3	3rd	0%	--
18	+4	4th	0%	--
19	+4	1st, 3rd	0%	cause fear, charm person, command, friends, hypnotism
20	+4	2nd, 4th	0%	forget, hold person, ray of enfeeblement, scare
21	+4	3rd, 5th	0%	fear
22	+4	4th, 5th	0%	charm monster, confusion, emotion, fumble, suggestion
23	+4	1st, 6th	0%	chaos, feeblemind, hold monster, magic jar, quest
24	+4	5th, 6th	0%	geas, mass suggestion, rod of rulership
25	+4	6th, 7th	0%	antipathy/sympathy, death spell, mass charm

Table 21: Wizard Spell Progression

Wizard Level	Spell Level								
	1	2	3	4	5	6	7	8	9
1	1	--	--	--	--	--	--	--	--
2	2	--	--	--	--	--	--	--	--
3	2	1	--	--	--	--	--	--	--
4	3	2	--	--	--	--	--	--	--
5	4	2	1	--	--	--	--	--	--
6	4	2	2	--	--	--	--	--	--
7	4	3	2	1	--	--	--	--	--
8	4	3	3	2	--	--	--	--	--
9	4	3	3	2	1	--	--	--	--
10	4	4	3	2	2	--	--	--	--
11	4	4	4	3	3	--	--	--	--
12	4	4	4	4	4	1	--	--	--
13	5	5	5	4	4	2	--	--	--
14	5	5	5	4	4	2	1	--	--
15	5	5	5	5	5	2	1	--	--
16	5	5	5	5	5	3	2	1	--
17	5	5	5	5	5	3	3	2	--
18	5	5	5	5	5	3	3	2	1
19	5	5	5	5	5	3	3	3	1
20	5	5	5	5	5	4	3	3	2

Table 24: Priest Spell Progression

Priest Level	Spell Level						
	1	2	3	4	5	6*	7**
1	1	--	--	--	--	--	--
2	2	--	--	--	--	--	--
3	2	1	--	--	--	--	--
4	3	2	--	--	--	--	--
5	3	3	1	--	--	--	--
6	3	3	2	--	--	--	--
7	3	2	1	--	--	--	--
8	3	3	3	2	--	--	--
9	4	4	3	2	1	--	--
10	4	4	3	3	2	--	--
11	5	4	4	3	2	1	--
12	6	5	5	3	2	2	--
13	6	6	6	4	2	2	--
14	6	6	6	5	3	2	1
15	6	6	6	6	4	2	1
16	7	7	7	6	4	3	1
17	7	7	7	7	5	3	2
18	8	8	8	8	6	4	2
19	9	9	8	8	6	4	2
20	9	9	9	8	7	5	2

* Only usable by priests with 17 or greater Wisdom.

** Usable only by priests with 18 or greater Wisdom.

Table 17: Paladin Spell Progression

Paladin Level	Casting Level	Priest Spell Level			
		1	2	3	4
9	1	1	--	--	--
10	2	2	--	--	--
11	3	2	1	--	--
12	4	2	2	--	--
13	5	2	2	1	--
14	6	3	2	1	--
15	7	3	2	1	1
16	8	3	3	2	1
17	9*	3	3	3	1
18	9*	3	3	3	1
19	9*	3	3	3	2
20*	9*	3	3	3	3

* Maximum spell ability

Table 18* (modified): Ranger Spell Progression

Ranger Level	Casting Level	Priest Spell Levels		
		1	2	3
8	1	1	--	--
9	2	2	--	--
10	3	2	1	--
11	4	2	2	--
12	5	2	2	1
13	6	3	2	1
14	7	3	2	2
15	8	3	3	2
16	9	3	3**	3

* Maximum percentile score

** Maximum spell ability

Table 32: Bard Spell Progression

Bard Level	Spell Level					
	1	2	3	4	5	6
1	--	--	--	--	--	--
2	1	--	--	--	--	--
3	2	--	--	--	--	--
4	2	1	--	--	--	--
5	3	1	--	--	--	--
6	3	2	--	--	--	--
7	3	2	1	--	--	--
8	3	3	1	--	--	--
9	3	3	2	--	--	--
10	3	3	2	1	--	--
11	3	3	3	1	--	--
12	3	3	3	2	--	--
13	3	3	3	2	1	--
14	3	3	3	3	1	--
15	3	3	3	3	2	--
16	4	3	3	3	2	1
17	4	4	3	3	3	1
18	4	4	4	3	3	2
19	4	4	4	4	3	2
20	4	4	4	4	4	3

Wizard Spell List

1st Level

- 1 Affect Normal Fires
- Alarm
- Alter Instrument
- Armor
- 5 Audible Glamer
- Burning Hands
- Cantrip
- Change Self
- Charm Person
- 10 Chill Touch
- Chromatic Orb
- Color Spray
- Comprehend Languages
- Conjure Spell Component
- 15 Copy
- Corpse Visage
- Dancing Lights
- Detect Disease
- Detect Magic
- 20 Detect Phase
- Detect Secr. Passag.& Portals
- Detect Undead
- Dictation
- Divining Rod
- 25 Enlarge
- Erase
- Expeditious Retreat
- Feather Fall
- Find Familiar
- 30 Fire Burst
- Fist of Stone
- Friends
- Gaze Reflection
- Grease
- 35 Hold Portal
- Hornung's Guess*
- Hypnotism
- Identify
- Jump
- 40 Lasting Breath
- Light
- Magic Missile
- Mending
- Message
- 45 Metamorphose Liquids
- Mount
- Murdock's Feath. Flyer
- Nahal's Reckl. Dweomer
- Nystul's Magical Aura
- 50 Patternweave*
- Phantasmal Force
- Protection From Evil
- Prot. from Hunger & Thirst
- Protection from Vermin
- 55 Ray of Fatigue
- Read Magic
- Shield
- Shocking Grasp
- Sleep
- 60 Sound Bubble
- Spider Climb
- Spook
- Taunt
- Tenser's Floating Disc
- 65 Unseen Servant
- Ventriloquism
- Wall of Fog
- Wizard Mark

2nd Level

- Alter Self
- Bind
- Blindness
- Blur
- Camouflage
- Cat's Grace
- Chaos Shield*
- Choke
- Continual Light
- Darkness, 15' Radius
- Deafness
- Death Recall
- Deeppockets
- Detect Evil
- Detect Invisibility
- Detect Life
- Displace Self
- ESP
- Filter
- Flaming Sphere
- Fog Cloud
- Fool's Gld
- Forget
- Ghoul Touch
- Glitterdust
- Hornung's Baneful Deflection*
- Hypnotic Pattern
- Ice Knife
- Improved Phant. Force
- Insatiable Thirst
- Invisibility
- Irritation
- Knock
- Know Alignment
- Leomund's Trap
- Levitate
- Locate Object
- Magic Mouth
- Maximilian's Earthen Grasp
- elf's Acid Arrow
- Mirror Image
- Misdirection
- Moon Rune
- Nahal's Nonsense Nullifier*
- Past Life
- Protection From Cantrips
- Protection From Paralysis
- Protection from Poison
- Pyrotechnics
- Ray of Enfeeblement
- Ride the Wind
- Rope Trick
- Scare
- Seeking
- Sense Shifting
- Shatter
- Silence 15' Radius
- Spectral Hand
- Stinking Cloud
- Strength
- Summon Swarm
- Tasha's Unc. Hideous Laughter
- Vocalize
- Wall of Gloom
- Web
- Whispering Wind
- Wizard Lock

3rd Level

- Alacrity
- Alamir's Fundament. Breakdown
- Alternate Reality*
- Augmentation I
- Bands of Sirellyn
- Blink
- Bone Club
- Clairaudience
- Clairvoyance
- Delay Death
- Delude
- Dispel Magic
- Explosive Runes
- Far Reaching I
- Feign Death
- Fireball
- Fireflow*
- Flame Arrow
- Fly
- Fool's Speech*
- Gust of Wind
- Haste
- Hold Person
- Hold Undead
- Hovering Skull
- Illusionary Script
- Improved Magic Mouth
- Infravision
- Instant Audience
- Invisible Mail
- Invisibility, 10' Radius
- Iron Mind
- Item
- Lance of Disruption
- Leomund's Tiny Hut
- Lesser Sign of Sealing
- Lightning Bolt
- Lorloveim's Creeping Shadow
- Maximilian's Stony Grasp
- Melf's Minute Meteors
- Minor Malison
- Monster Summoning I
- Nondetection
- Pain Touch
- Phantom Steed
- Protection from Amorphs
- Protection From Evil, 10' R
- Protect. Fr. Norm. Missiles
- Secret Page
- Sepia Snake Sigil
- Slow
- Snapping Teeth
- Solvent of Corrosion
- Spectral Force
- Spirit Armor
- Squaring the Circle
- Suggestion
- Tongues
- Vampiric Touch
- Wall of Sound
- Wall of Water
- Water Breathing
- Watery Double
- Wind Wall
- Wizard Sight
- Wraithform

4th Level

- Charm Monster
- Confusion
- Conjure Cabinet
- Conjure Elemental-Kin
- Contagion
- Detect Scrying
- Dig
- Dilation I
- Dimension Door
- Divination Enhancement
- Duplicate
- Emotion
- Enchanted Weapon
- Enervation
- Evard's Black Tentacles
- Extension I
- Far Reaching II
- Fear
- Fire Aura
- Fire Charm
- Fire Shield
- Fire Trap
- Fumble
- Greater Malison
- Hallucinatory Terrain
- Halo of Eyes
- Ice Storm
- Illusionary Wall
- Improved Invisibility
- Improved Strength
- Leomund's Secure Shelter
- Lesser Geas
- Locate Creature
- Magic Mirror
- Mask of Death
- Massmorph
- Minor Creation
- Minor Globe of Invulnerability
- Minor Spell Turning
- Monster Summoning II
- Mordenkainen's Celerity
- Mordenkainen's Force Missiles
- Otiluke's Dispelling Screen
- Otiluke's Resilient Sphere
- Phantasmal Killer
- Plant Growth
- Polymorph Other
- Polymorph Self
- Psychic Protection
- Rainbow Pattern
- Rary's Mnemonic Enhancer
- Remove Curse
- Shadow Monsters
- Shout
- Solid Fog
- Stoneskin
- Summon Lycanthrope
- There/ Not There*
- Thunder Staff
- Turn Pebble to Boulder
- Ultravision
- Unluck*
- Vacancy
- Vitriolic Sphere
- Wall of Fire
- Wall of Ice
- Wind Breath
- Wizard Eye

5th Level

- 1 Advanced Illusion
- Airy Water
- Animal Growth
- Animate Dead
- 5 Avoidance
- Bigby's Interposing Hand
- Chaos
- Cloudkill
- Conduit
- 10 Cone of Cold
- Conjure Elemental
- Contact Other Plane
- Demishadow Monsters
- Dismissal
- 15 Distance Distortion
- Domination
- Dream
- Extension II
- Fabricate
- 20 False Vision
- Far Reaching III
- Feeblemind
- Force Shapechange
- Hold Monster
- 25 Improved Blink
- Invuln. to Norm. Weapons
- Khazid's Procurement
- Know Value
- Leomund's Hidden Lodge
- 30 Leomund's Lament. Belab.
- Leomund's Secret Chest
- Lower Resistance
- Magic Jar
- Magic Staff
- 35 Major Creation
- Mind Fog
- Monster Summoning III
- Mordenk.'s Faithful Hound
- Mordenk. Private Sanctum
- 40 Mummy Rot
- Passwall
- Proofing versus Combustion
- Prying Eyes
- Rary's Telepathic Bond
- 45 Rusting Grasp
- Safeguarding
- Seeming
- Sending
- Shadow Door
- 50 Shadow Magic
- Stone Shape
- Summon Shadow
- Telekinesis
- Teleport
- 55 Tenser's Destruct. Resonance
- Throbbing Bones
- Transmute Rock to Mud
- Vile Venom
- Von Gasik's Refusal
- 60 Vortex*
- Wall of Bones
- Wall of Force
- Wall of Iron
- Wall of Stone
- 65 Waveform*

* these spells are wild magics from
the Tome of Magic

6th Level

- Antimagic Shell
- Arrow of Bone
- Augmentation II
- Bigby's Forceful Hand
- Blackmantle
- Bloodstone's Spectral Steed
- Chain Lightning
- Claws of the Umber Hulk
- Conjure Animals
- Contingency
- Control Weather
- Curse of Lycanthropy
- Dead Man's Eyes
- Death Fog
- Death Spell
- Demishadow Magic
- Dilation II
- Dimensional Blade
- Disintegrate
- Dragon Scales
- Enchant an Item
- Ensnalement
- Etherealness
- Extension III
- Eyebite
- Forest's Fiery Constrictor
- Geas
- Glasse
- Globe of Invulnerability
- Greater Sign of Sealing
- Guards and Wards
- Invisible Stalker
- Invulner. to Magical Weapons
- Legend Lore
- Lorloveim's Shadowy Transf.
- Lower Water
- Mass Suggestion
- Mirage Arcana
- Mislead
- Monster Summoning IV
- Mordenkainen's Lucubration
- Move Earth
- Otiluke's Freezing Sphere
- Part Water
- Permanent Illusion
- Programmed Illusion
- Project Image
- Reincarnation
- Repulsion
- Shades
- Stone to Flesh
- Superior Magnetism
- Tenser's Transformation
- Tentacles
- Transmute Water to Dust
- Trollish Fortitude
- True Seeing
- Veil
- Wildshield*
- Wildstrike*

7th Level

- Acid Storm
- Banishment
- Bigby's Grasping Hand
- Bloodstone's Frightful Joining
- Charm Plants
- Control Undead
- Create Crypt Thing
- Delayed Blast Fireball
- Descent into Madness
- Drawmij's Instant Summons
- Duo-Dimension
- Finger of Death
- Forcecage
- Hatch the Stone From the Egg
- Hornung's Surge Selector*
- Intensify Summoning
- Limited Wish
- Malec-Keth's Flame Fist
- Mass Invisibility
- Monster Summoning V
- Mordenkain.'s Magnif. Mansion
- Mordenkainen's Sword
- Neutralize Gas
- Persistence
- Phase Door
- Power Word, Stun
- Prismatic Spray
- Reverse Gravity
- Sequester
- Seven-Eyes
- Shadowcat
- Shadow Walk
- Simulacrum
- Spell Shape*
- Spell Turning
- Statue
- Steal Enchantment
- Suffocate
- Teleport Without Error
- Vanish
- Vision
- Zombie Double

9th Level

- 1 Astral Spell
- Bigby's Crushing Hand
- Chain Contingency
- Crystalbrittle
- 5 Elemental Aura
- Energy Drain
- Estate Transference
- Foresight
- Gate
- 10 Glorious Transmutation
- Imprisonment
- Meteor Swarm
- Monster Summoning VII
- Mordenkainen's Disjunction
- 15 Power Word, Kill
- Prismatic Sphere
- Programmed Amnesia
- Shape Change
- Sphere of Ultimate Destruction
- 20 Stabilize*
- Succor
- Temporal Stasis
- Time Stop
- Wail of the Banshee
- 25 Weird
- Wildfire*
- Wildwind*
- Wish

8th Level

- Abi-Dalzim's Horrid Wilting
- Airboat
- Analyze Dweomer
- Antipathy-Sympathy
- Bigby's Clenched Fist
- Binding
- Clone
- Demand
- Defoliate
- Fear Ward
- Glassteel
- Gunther's Kaleidosc. Strike
- Heart of Stone
- Homunculus Shield
- Hornung's Rand.Dispatcher*
- Incendiary Cloud
- Iron Body
- Mass Charm
- Maze
- Mind Blank
- Monster Summoning VI
- Otiluke's Telekinetic Sphere
- Otto's Irresistible Dance
- Permanency
- Polymorph Any Object
- Power Word, Blind
- Prismatic Wall
- Screen
- Serten's Spell Immunity
- Shadow Form
- Sink
- Symbol
- Trap the Soul
- Wildzone*

True Dweomer

- 1 Hurd's Obligation
- Kolin's Undead Legion
- Kreb's Flaming Dragon
- Kreb's Stately Veil
- 5 Nazzer's Nullification
- Neja's Irresistible Plea
- Neja's Toadstool
- Neja's Unfailing Contempt
- Ratecliffe's Deadly Finger
- 10 Tenser's Telling Blow
- Wulf's Erasure
- Wulf's Rectification
- Yunni's Herald

Priest Spell List

1st Level

- 1 Allergy Field
Analyze Balance
Animal Friendship
Anti-Vermin Barrier
- 5 Astral Celerity
Battlefate
Beastmask
Bless
Blessed Watchfulness
- 10 Calculate
Call Upon Faith
Calm Animals
Combine
Command
- 15 Courage
Create Water
Cure Light Wounds
Detect Evil
Detect Magic
- 20 Detect Poison
Detect Snares & Pits
Dispel Fatigue
Emotion Read
Endure Heat/End. Cold
- 25 Entangle
Faerie Fire
Firelight
Invisibility to Animals
Invisibility to Undead
- 30 Know Age
Know Direction
Know Time
Light
Locate Anim. or Plants
- 35 Log of Everburning
Magical Stone
Mistaken Missive
Morale
Orison
- 40 Pass Without Trace
Personal Reading
Protection from Chaos
Protection From Evil
Puffball
- 45 Purify Food & Drink
Recover Trail
Remove Fear
Revitalize Animal
Ring of Hands*
- 50 Sacred Guardian
Sanctuary
Shillelagh
Speak with Astral Traveler
Strength of Stone
- 55 Sunscorch
Thought Capture
Weighty Chest
Whisperward
Wind Column
- 60
- 65
- 70

2nd Level

- Aid
Animal Eyes
Animal Spy
Astral Awareness
Augury
Aura of Comfort
Barkskin
Beastspite
Calm Chaos
Camouflage
Chant
Chaos Ward
Charm Person or Mammal
Create Holy Symbol
Cure Moderate Wounds
Detect Charm
Dissension's Feast
Draw Upon Holy Might
Dust Devil
Emotion Perception
Enthrall
Ethereal Barrier
Find Traps
Fire Trap
Flame Blade
Fortifying Stew
Frisky Chest
Gift of Speech
Goodberry
Heat Metal
Hesitation
Hold Person
Idea
Iron Vigil
Know Alignment
Lighten Load
Locate Animal Follower
Messenger
Mind Read
Moment
Music of the Spheres
Mystic Transfer*
Nap
Obscurement
Produce Flame
Protection from Poison
Rally
Resist Acid and Corrosion
Resist Fire/Resist Cold
Restore Strength
Sanctify*
Seeking
Silence, 15' Radius
Slow Poison
Snake Charm
Soften Earth and Stone
Speak With Animals
Spiritual Hammer
Trip
Wall of Gloom
Warp Wood
Watery Fist
Withdraw
Wyvern Watch
Zone of Truth

3rd Level

- Accelerate Healing
Adaptation
Animate Dead
Astral Window
Call Follower
Call Lightning
Caltrops
Chatterbark
Choose Future
Continual Light
Control Animal
Create Campsite
Create Food & Water
Cure Blindness or Deafness
Cure Disease
Detect Spirits
Dictate
Dispel Magic
Efficacious Monster Ward
Emotion Control
Extradimensional Detection
Etherealness
Feign Death
Flame Walk
Fortify
Glyph of Warding
Helping Hand
Hold Animal
Hold Poison
Invisibility Purge
Know Customs
Line of Protection*
Locate Object
Magical Vestment
Meld Into Stone
Memory Read
Miscast Magic
Moment Reading
Negative Plane Protection
Pass Without Trace, 10' R
Plant Growth
Prayer
Protection From Fire
Pyrotechnics
Random Causality
Remove Curse
Remove Paralysis
Repair Injury
Rigid Thinking
Shape Wood
Slow Rot
Snare
Speak With Dead
Spike Growth
Squeaking Floors
Starshine
Stone Shape
Strength of One
Summon Animal Spirit
Summon Insects
Telepathy
Telethaumaturgy
Thief's Lament
Tree
Unearthly Choir*
Unfailing Premonition
Water Breathing
Water Walk
Weather Prediction
Wind Servant
Zone of Sweet Air

4th Level

- Abjure
Detect Lie
Dimensional Anchor
Dimensional Folding
Divination
Earthmaw
Entrench
Fire Purge
Focus
Fortify
Free Action
Genius
Giant Insect
Hallucinatory Forest
Hold Plant
Hunger
Imbue With Spell Ability
Inverted Ethics
Join With Astral Traveler
Knurl
Leadership
Lower Water
Mental Domination
Modify Memory
Needlestorm
Neutralize Poison
Omniscient Eye
Plant Door
Polymorph Plant
Probability Control
Produce Fire
Protection From Evil, 10' R
Protection From Lightning
Rapport
Recitation
Reflecting Pool
Repel Insects
Solipsism
Speak With Plants
Spell Immunity
Sticks to Snakes
Suspended Animation
Tanglefoot
Thought Broadcast
Tongues
Tree Steed
Unfailing Endurance
Uplift
Weather Stasis
Windborne

5th Level

- 1 Age Object
- Air Walk
- Animal Growth
- Animal Summoning II
- 5 Animate Flame
- Anti-plant Shell
- Atonement
- Barrier of Retention
- Blessed Abundance
- 10 Champion's Strength
- Chaotic Commands
- Clear Path
- Cloud of Purification
- Cloudscape
- 15 Commune
- Commune With Nature
- Consequence
- Control Winds
- Cure Critical Wounds
- 20 Dimensional Translocation
- Disguise
- Dispel Evil
- Easy March
- Elemental Forbiddance
- 25 Extradim. Manipulation
- Extradimension. Pocket
- Flame Strike
- Grounding
- Illusory Artillery
- 30 Impeding Permission
- Impregnable Mind
- Insect Plague
- Magic Font
- Meld*
- 35 Memory Wrack
- Mindshatter
- Moonbeam
- Nature's Charm
- Othertime
- 40 Pass Plant
- Plane Shift
- Produce Ice
- Quest
- Rainbow
- 45 Raise Dead
- Repeat Action
- Righteous Wrath o.t. Faithful
- Shrieking Walls
- Spike Stones
- 50 Strengthen Stone
- Thornwrack
- Thoughtwave*
- Time Pool
- Transmute Rock to Mud
- 55 True Seeing
- Unceas. Vig. o.t.H.Sent.
- Undead Ward
- Wall of Fire

6th Level

- Aerial Servant
- Age Creature
- Animal Summoning III
- Animate Object
- Anti-animal Shell
- Blade Barrier
- Call Phoenix
- Command Monster
- Conjure Animals
- Conjure Fire Elemental
- Crushing Walls
- Disbelief
- Dragonbane
- Earthwrack
- Entropy Shield
- Find the Path
- Fire Seeds
- Forbiddance
- Gravity Variation
- Group Mind
- Heal
- Heroes' Feast
- Ivy Siege
- Land of Stability
- Legal Thoughts
- Liveoak
- Monster Mount
- Part Water
- Physical Mirror
- Reverse Time
- Seclusion
- Skip Day
- Sol's Searing Orb
- Speak With Monsters
- Spiritual Wrath*
- Stone Tell
- The Great Circle *
- Transmute Water to Dust
- Transport Via Plants
- Turn Wood
- Wall of Thorns
- Weather Summoning
- Word of Recall
- Whirlwind

7th Level

- Age Dragon
- Animate Rock
- Antimineral Shell
- Astral Spell
- Breath of Life
- Changestaff
- Chariot of Sustarre
- Confusion
- Conjure Air or Water Elemental
- Conjure Earth Elemental
- Control Weather
- Create Crypt Thing
- Creeping Doom
- Divine Inspiration
- Earthquake
- Exaction
- Fire Storm
- Gate
- Holy Word
- Hovering Road
- Illusory Fortifications
- Impervious Sanctity of Mind
- Mind Tracker
- Regenerate
- Reincarnate
- Restoration
- Resurrection
- Shadow Engines
- Spacewarp
- Spirit of Power*
- Succor
- Sunray
- Symbol
- Tentacle Walls
- Timelessness
- Transmute Metal to Wood
- Tree Spirit
- Tsunami
- Uncontrolled Weather
- Unwilling Wood
- Wind Walk

Quest Spells

- Abundance
- Animal Horde
- Circle of Sunmotes
- Conformance
- Elemental Swarm
- Etherwalk
- Fear Contagion
- Health Blessing
- Highway
- Imago Interrogation
- Implosion / Inversion
- Interdiction
- Mindnet
- Planar Quest
- Preservation
- Revelation
- Reversion
- Robe of Healing
- Siege Wall
- Shooting Stars
- Sphere of Security
- Spiral of Degeneration
- Stalker
- Storm of Vengeance
- Transformation
- Undead Plague
- Warband Quest
- Ward Matrix
- Wolf Spirits

2. Wizard Spells

First-Level Spells (Wiz 1)

Affect Normal Fires

(Alteration)

(Source: Players Handbook)

Range: 5 yds./level

Components: V, S, M (existing fire (burning torch, lantern))

Duration: 2 rds./level

Casting Time: 1

Area of Effect: 10-ft. radius

Saving Throw: None

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

(please also read the following paragraph from the Wizard's Handbook)

Under water casting (The Complete Wizard's Handbook, Addition & Comments)

According to the Complete Wizard's Handbook, "Affect normal fire" can't be casted under water and will not function. But it will function within the boundaries of an "Aerie water spell" (s. Wiz5).

Alarm

(Abjuration, Evocation)

(Source: Players Handbook)

Range: 10 yds.

Components: V, S, M (a tiny bell and a piece of very fine silver wire)

Duration: 4 hrs. + ½ hr./level

Casting Time: 1 rd.

Area of Effect: Up to 20-ft. cube

Saving Throw: None

When an alarm spell is cast, the wizard causes a selected area to react to the presence of any creature

larger than a normal rat--anything larger than about ½ cubic foot in volume or more than about three pounds in weight.

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

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

Alter Instrument

(Alteration)

(Source: The Complete Bards Handbook)

Bards

Range: Touch

Components: V, S

Duration: 1 turn/level

Casting Time: 1

Area of Effect: 1 instrument

Saving Throw: None

[Editors Note: This spell comes from the Bards Handbook but could also be available for other spellcasters, if the DM allows it.]

By using this spell, the caster can transform one musical instrument into another of similar size and equal value. Any hand-held instrument can be altered into any other hand-held instrument. However, in order to obtain a large instrument, such as a base harp, organ, or any other instrument that is too large or heavy to be easily carried, the spellcaster must start with an equally large instrument.

In any event, the value of the new instrument is identical to the original. A golden recorder will generate a silver plated lute, a child's drum will generate a nonfunctional lyre, etc.

Bards use this spell to save both money and equipment carried. It is a lot cheaper to buy a single instrument and alter it when another is needed than to buy every instrument that might be required. This also saves a lot of space in one's backpack.

If the instrument the bard wishes to alter is being carried or played by another character, a

AD&D 2nd Edition

The Complete Book of Spells – The core spells V. 1.3.1

successful attack roll against the opponent's Armor Class must be made in order to touch the instrument.

Armor (Conjuration)

(Source: Players Handbook)

Range: Touch

Components: V, S, M (a piece of finely cured leather blessed by a priest)

Duration: Special

Casting Time: 1 rd.

Area of Effect: 1 creature

Saving Throw: None

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

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

Audible Glamer (Illusion/Phantasm)

(Source: Players Handbook)

Range: 60 yds. + 10 yds./level

Components: V, S, M (a bit of wool or a small lump of wax)

Duration: 3 rds./level

Casting Time: 1

Area of Effect: Hearing range

Saving Throw: Special

When the audible glamer spell is cast, the wizard causes a volume of sound to arise, at whatever distance he desires (within range), and seem to recede, approach, or remain at a fixed place as desired. The volume of sound created, however, is directly related to the level of the spellcaster. The

volume is based upon the lowest level at which the spell can be cast, 1st level. The noise of the audible glamer at this level is that of four men, maximum. Each additional experience level of the wizard adds a like volume, so that at 2nd level the wizard can have the spell cause sound equal to that of eight men. Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The auditory illusion created by an audible glamer spell can be virtually any type of sound, but the relative volume must be commensurate with the level of the wizard casting the spell. A horde of rats running and squeaking is about the same volume as eight men running and shouting. A roaring lion is equal to the noise volume of 16 men, while a roaring dragon is equal to the noise volume of no fewer than 24 men.

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

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

Burning Hands (Alteration)

(Source: Players Handbook)

Range: 0

Components: V, S

Duration: Instantaneous

Casting Time: 1

Area of Effect: The caster

Saving Throw: ½

When the wizard casts this spell, a jet of searing flame shoots from his fingertips. His hands must be held so as to send forth a fanlike sheet of flames: The wizard's thumbs must touch each other and the fingers must be spread. The burning hands send out flame jets 5 feet long in a horizontal arc of about 120 degrees in front of the wizard. Any creature in the area of the flames suffers 1d3 points of damage, plus 2 points for each level of experience of the spellcaster, to a maximum of 1d3+20 points of fire damage.

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

(please also read the following paragraph from the Wizard's Handbook)

Under water casting
(The Complete Wizard's Handbook,
Addition & Comments)

According to the Complete Wizard's Handbook, "*Burning Handse*" can't be casted under water and will not function. But it will function within the boundaries of an "Aerie water spell" (s. Wiz5).

Cantrip (All Schools)

(Source: Players Handbook)

Range: 10 ft.

Components: V, S

Duration: 1 hr./level

Casting Time: 1

Area of Effect: Special

Saving Throw: None

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

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

(please also read the following paragraph from the Wizard's Handbook)

Cantrip

(The Complete Wizard's Handbook, Addition & Comments)

The simple effects created by cantrips have unlimited potential in the hands of a clever caster. Some examples:

- * A wizard is resting in an inn when he is awakened by the sound of a burglar entering through the window. The wizard casts cantrip to create wracking moans and cries emanating from inside a closet. Believing the room to be haunted, the terrified burglar may flee.

* ☐ ☐ A wizard is searching a dark castle when he discovers a dusty book lying on a desk. He remembers that similar books were trapped to explode in a ball of fire when touched; such books were marked with a skull on the front cover. The wizard casts cantrip, creating a small breeze to blow the dust away from the book, revealing the skull on the cover.

* A wizard traveling through a jungle is accosted by a band of cannibals. The wizard casts cantrip to create a puff of colored smoke. The intimidated cannibals, suspecting that the wizard wields powerful magic, decide to leave him alone.

* The companion of a wizard is about to engage a dangerous opponent in a duel. The wizard casts cantrip to cause a slight itch on the opponent's face. The opponent is distracted, giving the wizard's companion a momentary advantage.

* A menacing warrior stands before the party. The wizard casts cantrip to create a banana peel in front of the warrior. The warrior takes one step and falls on his face.

Change Self (Illusion/Phantasm)

(Source: Players Handbook)

Range: 0

Components: V, S

Duration: 2d6 rds. + 2 rds./level

Casting Time: 1

Area of Effect: The caster

Saving Throw: None

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

Charm Person (Enchantment/Charm)

(Source: Players Handbook)

Range: 120 yds.

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

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

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

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

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

If two or more charm effects simultaneously affect a creature, the result is decided by the DM. This could range from one effect being clearly dominant, to the subject being torn by conflicting desires, to new saving throws that could negate both spells. Note that the subject has full memory of the events that took place while he was charmed.

Intelligence Score	Time between Checks
3 or less	3 months
4-6	2 months
7-9	1 month

10-12	3 weeks
13-14	2 weeks
15-16	1 week
17	3 days
18	2 days
19 or more	1 day

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

Chill Touch

(Necromancy)

(Source: Players Handbook)

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

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

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

Chromatic Orb

(Alteration, Evocation)

(Source: The Complete Wizard's Handbook)

Range: 30 yards
Components: V, S, M (a gem worth at least 50gp of the appropriate hue or any diamond)
Duration: Special
Casting Time: 1
Area of Effect: One creature
Saving Throw: Neg.

This spell causes a 4-inch-diameter sphere to appear in the caster's hand. Within the limits described below, the sphere can appear in a variety of colors; each color indicates a different special power. The caster can hurl the sphere at an opponent up to 30 yards away, providing there are no barriers between

the caster and the target. If the target is no more than 10 yards away, the caster's to hit roll is made with a +3 bonus. If the target is 10-20 yards away, the caster's roll is made with a +2 bonus. If the target is 20-30 yards away, the caster's roll is made with a +1 bonus.

If the *chromatic orb* misses its target, it dissipates without effect. If the target creature makes a successful saving throw, the chromatic orb is also ineffective. Otherwise, the color of the *orb* determines the amount of damage inflicted and its special power, as summarized on Table 16 below ; details about the special powers are listed below. The caster can create a single *orb* of any color listed for his level or lower; for instance, a 3rd-level wizard can create an orange, red, or white *orb*. The material component for this spell is a gem of the appropriate hue or any diamond. The gem must have a value of at least 50 gp.

Light from the *orb* causes the victim to become surrounded by light to a radius of 20 feet, as if affected by a light spell. The effect lasts for 1 round, during which time the victim makes his attack rolls and saving throws at a -4 penalty, and his AC is penalized by 4.

Heat from the *orb* is intense enough to melt 1 cubic yard of ice. The victim suffers a loss of 1 point of Strength and 1 point of Dexterity (or for victims without these attributes, -1 to hit and a penalty of 1 to AC) for 1 round.

Fire from the *orb* ignites all combustible materials within 3 feet of the victim.

Blindness from the *orb* causes the victim to become blind as per the spell. The effect lasts for 1 round/level of the caster.

Stinking cloud from the *orb* surrounds the victim in a 5-foot-radius noxious cloud. The victim must save vs. poison or will be reeling and unable to attack until he leaves the area of the vapors.

Magnetism from the *orb* has an effect only if the victim is wearing armor made from iron. The iron armor becomes magically magnetized for 3-12 (3d4) rounds. Other iron objects within 3 feet of the caster will stick tight to the magnetized armor; only *dispel magic* or a similar spell can release the stuck items. At the end of the spell's duration, the stuck items are released.

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

Petrification from the *orb* turns the victim to stone. If the victim successfully saves vs. petrification, he

avoids turning to stone and instead is slowed (as per the spell) for 2-8 (2d4) rounds.

Death from the *orb* causes the victim to die. If the victim successfully saves vs. death magic, he avoids death and instead is paralyzed for 2-5 (1d4 +1) rounds.

Table 16: Chromatic Orb Effects

Level of Caster	Color of Orb Generated	Hit Points of Damage	Special Power
1st	White	1-4	Light
2nd	Red	1-6	Heat
3rd	Orange	1-8	Fire
4th	Yellow	1-10	Blindness
5th	Green	1-12	Stinking Cloud
6th	Turquoise	2-8	Magnetism
7th	Blue	2-16	Paralysis
8th	Violet	slow	Petrification
9th	Black	paralysis	Death

(please also read the following paragraph from the Wizard's Handbook)

Under water casting

(The Complete Wizard's Handbook, Addition & Comments)

The heat, fire, and stinking cloud effects are unavailable underwater.

Color Spray (Alteration)

(Source: Players Handbook)

Range: 0

Components: V, S, M (pinch each of red, yellow, and blue powder or sand)

Duration: Instantaneous

Casting Time: 1

Area of Effect: 5 x 20 x 20 ft. wedge

Saving Throw: Special

Upon casting this spell, the wizard causes a vivid, fan-shaped spray of clashing colors to spring forth from his hand. From one to six creatures (1d6) within the area are affected in order of increasing distance from the wizard. All creatures above the level of the spellcaster and all those of 6th level or 6 Hit Dice or more are entitled to a saving throw vs. spell. Blind or unseeing creatures are not affected by the spell. Creatures not allowed or failing saving throws, and whose Hit Dice or levels are less than or equal to the spellcaster's level, are struck unconscious for 2d4 rounds; those with Hit Dice or levels 1 or 2 greater than the wizard's level are blinded for 1d4 rounds; those with Hit Dice or levels 3 or more greater than that of the spellcaster are stunned (reeling and unable to think or act coherently) for one round.

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

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Color Spray:

The area of effect for this spell is a plane five feet wide at the caster's hand, 20 feet long, and 20 feet wide at the far end.

Comprehend Languages

(Alteration) *Reversible*

(Source: Players Handbook)

Range: Touch

Components: V, S, M (a pinch of soot and a few grains of salt)

Duration: 5 rds./level

Casting Time: 1 rd.

Area of Effect: 1 speaking creature or written text

Saving Throw: None

When this spell is cast, the wizard is able to understand the spoken words of a creature or read an otherwise incomprehensible written message (such as writing in another language). In either case, the wizard must touch the creature or the writing. Note that the ability to read does not necessarily impart understanding of the material, nor does the spell enable the caster to speak or write an unknown language. Written material can be read at the rate of one page or equivalent per round. Magical writing cannot be read, other than to know it is magical, but the spell is often useful when deciphering treasure maps.

This spell can be foiled by certain warding magic (the 3rd-level *secret page* and *illusionary script* spells), and it does not reveal messages concealed in otherwise normal text. The material components of this spell are a pinch of soot and a few grains of salt.

Reverse: Confuse Language

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

Conjure Spell Component

(Conjuration/Summoning)

(Source: Tome of Magic)

Range: 1 mile/level

Components: V, S

Duration: 1 round

Casting Time: 1

Area of Effect: 3 components/level

AD&D 2nd Edition

Saving Throw: None

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

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

The spell will not cause the appearance of components whose value exceeds 1 gp.

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

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

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

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

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

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

Copy

(Evocation)

(Source: The Complete Wizard's Handbook)

Range: Special

Components: V, S, M (a piece of blank parchment and a drop of black ink)

Duration: Instantaneous

Casting Time: 1 round

Area of Effect: One object

Saving Throw: Special

Copy enables the caster to make a perfect copy of a map, letter, or any other written or drawn document. The caster must have a blank parchment or a book with blank pages of sufficient size to hold the *copy*. The caster holds the blank object over the

object to be copied, then casts the spell; the *copy* immediately appears on the formerly blank object. The *copy* is permanent and is a perfect duplicate of the original.

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

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

Corpse Visage (Illusion, Necromancy)

(Source: The Complete Wizard's Handbook)

Range: Touch

Components: V, S, M (a piece of finely cured leather painted with dots)

Duration: 1 round/level

Casting Time: 1 round

Area of Effect: Creature touched

Saving Throw: Neg

This spell transforms the caster's face or the face of any creature touched by the caster into the horrifying visage of a rotting corpse. The effect of this illusion is so startling that when it is viewed by opponents, the wizard's party adds a modifier of +2 to their surprise roll. Creatures with low Intelligence or higher (Intelligence of 5 or greater) and with 1 Hit Die or less (or who are 1st level or lower) must make a successful saving throw when first viewing *corpse visage* or flee in terror for 1-4 rounds.

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

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

Dancing Lights (Alteration)

(Source: Players Handbook)

Range: 40 yds. + 10 yds./level

Components: V, S, M (a bit of phosphorus or wychwood, or a glowworm)

Duration: 2 rds./level

Casting Time: 1

Area of Effect: Special

Saving Throw: None

When a dancing lights spell is cast, the wizard creates, at his option, from one to four lights that resemble either torches or lanterns (and cast that amount of light), glowing spheres of light (such as evidenced by will-o-wisps), or one faintly glowing, vaguely manlike shape, somewhat similar to that of a creature from the Elemental Plane of Fire.

The dancing lights move as the spellcaster desires, forward or back, straight or turning corners, without concentration upon such movement by the wizard. The spell cannot be used to cause blindness (see the 1st-level light spell), and it winks out if the range or duration is exceeded. The material component of this spell is either a bit of phosphorus or wychwood, or a glowworm.

Detect Disease (Divination)

(Source: The Complete Wizard's Handbook)

Range: 10 yards

Components: V, S, M (a twig or small branch from any tree)

Duration: 1 round/level

Casting Time: 1

Area of Effect: 1 creature or object

Saving Throw: None

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

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

Detect Magic (Divination)

(Source: Players Handbook)

Range: 0

Components: V, S

Duration: 2 rds./level

Casting Time: 1

Area of Effect: 10 x 60 ft.

Saving Throw: None

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

magical emanations may confuse or conceal weaker radiations. Note that this spell does not reveal the presence of good or evil, or reveal alignment. Otherplanar creatures are not necessarily magical.

Detect Phase

(Divination, Dimension)

(Source: Players Option: Spells & Magic)

Range: 0

Components: V, S

Duration: 2 rds./level

Casting Time: 1

Area of Effect: 10 x 60 ft.

Saving Throw: None

[Subtlety: +2; Knockdown: None; Sensory: Moderate visual; Critical: None]

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

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

Detect Secret Passages and Portals

(Divination)

(Source: Players Option: Spells & Magic)

Range: 0

Components: V, S

Duration: 1 turn

Casting Time: 1

Area of Effect: 10 x 10 ft. area/level

Saving Throw: None

[Subtlety: +2; Knockdown: None; Sensory: None; Critical: None]

This spell enables a wizard to detect secret doors, compartments, caches, and similar devices. Only passages, doors, or openings that have been deliberately constructed so as to escape detection are detected by this spell—a trap door buried beneath crates in a cellar, an illusionary wall, or an

amulet left in a cluttered room would not be detected. The wizard affects an area of 10 feet square per level, so a 4th-level wizard could search four sections of wall, floor, or ceiling. Any doorways or openings detected by this spell glow softly for one full turn. It's possible that a wizard might not find a secret compartment in the area of effect if the compartment is behind or under another object that covers it completely. This spell only detects the doorway or opening; the wizard may have to search for a mechanism or catch that opens the door.

Detect Undead

(Divination, Necromancy)

(Source: Players Handbook)

Range: 0

Components: V, S, M (a bit of earth from a grave)

Duration: 3 turns

Casting Time: 1 rd.

Area of Effect: 60 ft. + 10 ft./level

Saving Throw: None

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

The spell does not indicate the type of undead detected, only that undead are present. The material component for this spell is a bit of earth from a grave.

Dictation

(Invocation/Evocation, Geometry)

(Source: Players Option: Spells & Magic)

Range: 10-ft. radius

Components: V, M (the blank page, scroll, or paper that the dictation will appear on. This must be prepared with a special wash of vinegar, which brings the cost to 10 gold pieces per page so readied)

Duration: 1 turn/level

Casting Time: 1

Area of Effect: Special

Saving Throw: None

[Subtlety: +2; Knockdown: None; Sensory: Small audio; Critical: None]

This spell causes any words spoken by the wizard or anyone within 10 feet of him to appear on a piece of paper or the blank page of a book. It is

useful for recording conversations, verbal agreements, interrogations, or even notes or observations if the wizard doesn't want to take the time to write them down himself. Generally, a person reading aloud takes about one to five minutes to read a page, depending on how many words are on a page.

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

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

Divining Rod

(Divination, Enchantment)

(Source: The Complete Wizard's Handbook)

Range: 60 yards

Components: V, S, M (a branch from a ginkgo tree or a fruit tree (peach, apple, lemon))

Duration: 1 round/level

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

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

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

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

Enlarge

(Alteration) **Reversible**

(Source: Players Handbook)

Range: 5 yds./level

Components: V, S, M (a pinch of powdered iron)

Duration: 5 rds./level

Casting Time: 1

Area of Effect: 1 creature or object

Saving Throw: Neg.

This spell causes instant growth of a creature or object, increasing both size and weight. It can be cast only upon a single creature (or a symbiotic or community entity) or upon a single object that does not exceed 10 cubic feet in volume per caster level. The object or creature must be seen to be affected. It grows by up to 10% per level of experience of the wizard, increasing this amount in height, width, and weight. All equipment worn or carried by a creature is enlarged by the spell. Unwilling victims are entitled to a saving throw vs. spell. A successful saving throw means the spell fails. If insufficient room is available for the desired growth, the creature or object attains the maximum possible size, bursting weak enclosures in the process, but it is constrained without harm by stronger materials--the spell cannot be used to crush a creature by growth.

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

A creature's hit points, Armor Class, and attack rolls do not change, but damage rolls increase proportionately with size.

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

Reverse: Reduce

The reverse spell, *reduce*, negates the *enlarge* spell or makes creatures or objects smaller. The creature or object loses 10% of its original size for every level of the caster, to a minimum of 10% of the

original size. Thereafter, the size shrinks by 1-foot increments to less than 1 foot, by 1-inch increments to 1 inch, and by 1/10-inch increments to a minimum of 1/10 of an inch--the recipient cannot dwindle away to nothingness.

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

(please also read the following paragraph from the Wizard's Handbook)

Enlarge

(The Complete Wizard's Handbook, Addition & Comments)

Much is made in the spell description in the *Player's Handbook* of changing the size of creatures, but wizards often overlook the usefulness of enlarge to change the size of objects.

For instance, if the party is being pursued through a narrow passage or hallway, casting *enlarge* on a stone or other object behind the party can effectively block the passage and prevent the enemy's advancement. Similarly, if the party is faced with a locked or stuck door, the reverse spell, *reduce*, might be able to shrink the door just enough to allow the party to get through.

Erase

(Alteration)

(Source: Players Handbook)

Range: 30 yds.

Components: V, S

Duration: Permanent

Casting Time: 1

Area of Effect: 1 scroll or 2 pages

Saving Throw: Special

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

Expeditious Retreat

(Alteration)

(Source: Players Option: Spells & Magic)

Range: 0

Components: V, S

Duration: 3 rds. + 1 rd./level

Casting Time: 1

Area of Effect: The caster

Saving Throw: None

[Subtlety: +2; Knockdown: None; Sensory: None
Critical: None]

The wizard Kerith was noted for his astounding lack of courage in the face of even the most insignificant dangers. He developed this spell early in his career to assist him in his frequent and precipitous withdrawals from combat. When cast, *expeditious retreat* provides the wizard with an amazing fleetness of foot, enabling him to run in great leaps and bounds. The caster's movement rate is tripled for the duration of the spell, so a wizard with a movement of 12 would be able to run at a rate of 36 while the spell was in effect. In addition, the wizard can jump up to 5 feet in the air or make a 15-foot horizontal leap with ease. The wizard does not have to move while the spell is in effect, but if he moves at all, his unnatural speed and bounds prevent him from taking any other actions except for running—in other words, he can't take a half-move and throw a missile, or charge, cast a spell, or do anything else except move.

The wizard cannot increase his movement further by any means, including additional movement-affecting magical spells or items. Kerith was also noted for his cynical observation to a companion: "I don't have to outrun the troll. I just have to outrun you."

Feather Fall

(Alteration)

(Source: Players Handbook)

Range: 10 yds./level

Components: V

Duration: 1 rd./level

Casting Time: 1

Area of Effect: Special

Saving Throw: None

When this spell is cast, the creature(s) or object(s) affected immediately assumes the mass of a piece of down. The rate of falling is instantly changed to a mere 2 feet per second (120 feet per round), and no damage is incurred upon landing while the spell is in effect. However, when the spell duration ceases, a normal rate of fall occurs. The spell can be cast upon the wizard or some other creature or

object up to the maximum range and lasts for one round for each level of the wizard. The feather fall affects one or more objects or creatures in a 10-foot cube, as long as the maximum weight of the creatures or objects does not exceed a combined total of 200 pounds plus 200 pounds per level of the spellcaster.

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

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Feather Fall:

This spell can be cast in reaction to a fall or a missile attack, provided the caster has not already made an attack or cast a spell in the current round. In the case of an attack, the caster must win initiative to complete the spell before the missile arrives; use the normal initiative procedure from the *Player's Handbook*. In the case of a fall, the caster can be assumed to automatically cast this spell at the beginning of any fall of 10 feet or more provided he is not prevented from casting spells (silenced, gagged, etc.).

If the caster is falling an extreme distance (in excess of 120 feet/level), the caster can opt to delay the *feather fall* spell so that its duration does not expire before the caster lands. When in doubt about the caster's ability to complete the spell before impact, roll initiative. The caster makes a normal roll, adding +1 for the spell's casting time, and the DM rolls for the fall, adding +1 for each 120 feet of free fall. If the caster loses the initiative roll, impact occurs before the spell is completed.

This spell does not provide any method by which the spellcaster can determine the length of a fall. Thus, a wizard falling into a lightless pit has no way to determine if the fall is going to be 10 feet or 1,000 feet.

Find Familiar

(Conjuration/Summoning)

(Source: Players Handbook)

Range: 1 mile/level

Components: V, S, M (1,000 gp worth of incense and herbs)

Duration: Special

Casting Time: 2d12 hours

Area of Effect: 1 familiar

AD&D 2nd Edition

The Complete Book of Spells – The core spells V. 1.3.1

Saving Throw: Special

This spell enables the caster to attempt to summon a familiar to act as his aide and companion. Familiars are typically small creatures, such as cats, frogs, ferrets, crows, hawks, snakes, owls, ravens, toads, weasels, or even mice. A creature acting as a familiar can benefit a wizard, conveying its sensory powers to its master, conversing with him, and serving as a guard/scout/spy as well. A wizard can have only one familiar at a time, however, and he has no control over what sort of creature answers the summoning, if any at all come. The creature is always more intelligent than others of its type (typically by 2 or 3 Intelligence points), and its bond with the wizard confers upon it an exceptionally long life. The wizard receives the heightened senses of his familiar, which grants the wizard a +1 bonus to all surprise die rolls. Normal familiars have 2-4 hit points plus 1 hit point per caster level, and an Armor Class of 7 (due to size, speed, etc.).

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

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

The power of the conjuration is such that it can be attempted but once per year. When the wizard decides to find a familiar, he must load a brass brazier with charcoal. When this is burning well, he adds 1,000 gp worth of incense and herbs. The spell incantation is then begun and must be continued until the familiar comes or the casting time is finished.

The DM secretly determines all results. Note that most familiars are not inherently magical, nor does a dispel magic spell send them away.

Deliberate mistreatment, failure to feed and care for the familiar, or continuous unreasonable demands have adverse effects on the familiar's relationship with its master.

Purposely arranging the death of one's own familiar incurs great disfavor from certain powerful entities, with dire results.

D20Roll	Familiar*	Sensory Powers
1-5	Cat, black	Excellent night vision & superior hearing
6-7	Crow /raven	Excellent vision
8-9	Hawk	Very superior distance vision
10-11	Owl	Night vision equals human daylight vision, superior hearing
12-13	Toad	Wide-angle vision
14-15	Weasel	Superior hearing & very superior olfactory power
16-20	No familiar available within spell range	

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

(please also read the following from the complete wizards handbook regarding find familiar)

Twenty-five Helpful Familiars

(The Complete Wizard's Handbook, Addition & Comments)

As explained in the 1st-level *find familiar* spell, summoned familiars are not restricted to the choices listed in the spell description. To expand the number of possibilities, substitute Table 17 below for the list on page 134 of the *PH*. If the *find familiar* spell is successful, the DM rolls percentile dice and consults this table to determine the results.

All details of the spell still apply as stated; if the roll indicates a creature not commonly found in the immediate area, the DM can roll again or simply choose a more appropriate creature from the list. The DM can also substitute different small animals suitable to the area; for instance, the DM might substitute a duck for a crow, a mink for a raccoon, or a bluebird for a raven. (In general, summoned creatures should have 1-4 hit points and, if able to make attacks, should be able to inflict no more than 1 or 2 hit points of damage per round. Armor Classes for creatures of this size range from 6-8.)

Table 17: Summoned Familiars

d100 Roll	Familiar
1-3	Bat
4-10	Cat
11-14	Chipmunk
15-18	Crow
19-22	Dog
23-24	Fox
25-26	Gull
27-30	Hawk
31-33	Hare
34-37	Lizard
38-40	Monkey

AD&D 2nd Edition

41-42	Mouse
43-44	Otter
45-46	Owl
47-48	Parrot
49-50	Raccoon
51-52	Rat
53-54	Rooster
55-57	Raven
58-59	Skunk
60-61	Snake
62-63	Squirrel
64-66	Toad
67-70	Weasel
71-74	Wolverine
75-00	No familiar available within spell range

[**Editor's Note:** Also see chapter New spells with the spells "*Farewell familiar*" and "*Find major familiar*".]

Fire Burst

(Alteration, Evocation)

(Source: Tome of Magic)

Range: 5 yards/level

Components: V, S

Duration: Instantaneous

Casting Time: 1

Area of Effect: One 10'-radius circle

Saving Throw: Neg.

When this spell is cast upon a nonmagical fire (such as a campfire, lantern, or candle), it causes the fire to flash and shoot arrows of flame. All creatures within 10 feet of the fire source suffer 1 point of damage per level of the caster (maximum of 10 points).

Victims who roll a saving throw successfully suffer no damage.

Fist of Stone

(Alteration)

(Source: Tome of Magic)

Range: 0

Components: V, S

Duration: 1 round/level

Casting Time: 1

Area of Effect: The caster's hand

Saving Throw: None

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

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

Friends

(Enchantment/Charm)

(Source: Players Handbook)

Range: 0

Components: V, S, M (chalk (or white flour), lampblack (or soot), and vermilion)

Duration: 1d4 rds. + 1 rd./level

Casting Time: 1

Area of Effect: 60-ft. radius

Saving Throw: Special

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

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

Gaze Reflection

(Alteration)

(Source: Players Handbook)

Range: 0

Components: V, S

Duration: 2 rds. + 1 rd./level

Casting Time: 1

Area of Effect: Special

Saving Throw: None

The gaze reflection spell creates a shimmering, mirrorlike area of air before the wizard that moves with the caster. Any gaze attack, such as that of a basilisk, eyes of charming, a vampire's gaze, the 6th-level eyebite spell, and so on, is reflected back upon the gazer if the gazer tries to make eye contact with the spellcaster (the spellcaster suffers no effects from the gaze attack). Such creatures receive a saving throw vs. their own gaze effect.

The spell does not affect vision or lighting and is not effective against creatures whose effect comes from being gazed upon (such as a medusa). Only active gaze attacks are blocked by this spell.

Grease

(Conjuration)

(Source: Players Handbook)

Range: 10 yds.

Components: V, S, M (a bit of pork rind or butter)

Duration: 3 rds. + 1 rd./level

Casting Time: 1

Area of Effect: 10 x 10 ft.

Saving Throw: Special

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

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

Hold Portal

(Alteration)

(Source: Players Handbook)

Range: 20 yds./level

Component: V

Duration: 1 rd./level

Casting Time: 1

Area of Effect: 20 sq. ft./level

Saving Throw: None

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

Hornung's Guess* (Divination)

(Source: Tome of Magic)
WILDMAGIC

Range: 300 yards

Component: V

Duration: Instantaneous

Casting Time: 2

Area of Effect: Special

Saving Throw: None

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

The spell's area of effect is one group of a general class of objects. All objects of the group must be within spell range and the group as a whole must be visible to the caster.

The wizard need not see every individual in the group, merely the general limits of the group's size and area. For example, a wizard on a hill could look down on a forest and estimate the number of trees in all or part of it. He could not get an estimate of the number of goblins within the forest, however, since the group as a whole (the goblins) is concealed from sight.

The estimate generated is accurate to the largest factor of ten (rounded up). For example, if *Hornung's guess* were cast on a group of 439 horsemen, the estimate would be 400. If there were 2,670 horsemen, the spell would estimate 3,000. If there were 37 horsemen, the answer would be 40. Clearly, using the spell on small groups (especially those with fewer than 10 members) is pointless.

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

Hypnotism (Enchantment/Charm)

(Source: Players Handbook)

Range: 5 yds.

Components: V, S

Duration: 1 rd. + 1 rd./level

Casting Time: 1

Area of Effect: 30 ft. cube

Saving Throw: Neg.

The gestures of the wizard, along with his droning incantation, cause 1d6 creatures within the area to become susceptible to a suggestion--a brief and reasonable-sounding request (see the 3rd-level

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

Identify (Divination)

(Source: Players Handbook)

Range: 0

Components: V, S, M (a pearl (min. 100 gp) and an owl feather steeped in wine)

Duration: 1 rd./level

Casting Time: Special

Area of Effect: 1 item/level

Saving Throw: None

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

The chance of learning a piece of information about an item is equal to 10% per level of the caster, to a maximum of 90%, rolled by the DM. Any roll of 96-00 indicates a false reading (91-95 reveals nothing). Only one function of a multifunction item is discovered per handling (i.e., a 5th-level wizard could attempt to determine the nature of five different items, five different functions of a single item, or any combination of the two).

If any attempt at reading fails, the caster cannot learn any more about that item until he advances a level. Note that some items, such as special magical tomes, cannot be identified with this spell.

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

precedence, so a fully charged ring of three wishes always appears to be only faintly charged.

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

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

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Identify:

Characters seeking to purchase magical items might employ this spell to get some idea what they are buying. Remember that the spellcaster must spend the eight hours preceding the casting of this spell purifying the items to be identified. Most NPCs do not allow anyone to keep an item for that long; at least not without a substantial advance payment. Dishonest sellers might pocket the advance and disappear, leaving the PCs with a cursed or bogus item.

The spell also requires the caster to handle the item, and a good way to keep magic under control in a campaign is to require the caster to actually wear or wield the item as it was intended. This requirement means some cursed items are going to affect the caster.

Be sure to impose the eight-point temporary Constitution loss the spell inflicts (which provides enemies with an excellent opportunity to attack the weakened spellcaster). Note that there is a limit to the number different magical properties this spell can reveal during a single casting and that the exact number of charges and magical pluses are never revealed.

Jump

(Alteration)

(Source: Players Handbook)

Range: Touch

Components: V, S, M (a grasshopper's hind leg, to be broken)

Duration: 1d3 rds. + 1 rd./level

Casting Time: 1

Area of Effect: Creature touched

Saving Throw: None

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

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

(please also read the following paragraph from the Wizard's Handbook)

Under water casting

(The Complete Wizard's Handbook, Addition & Comments)

According to the Complete Wizard's Handbook, "**Jump**" can't be casted under water and will not function. But it will function within the boundaries of an "Aerie water spell" (s. Wiz5).

Lasting Breath

(Alteration)

(Source: Tome of Magic)

Range: 5 yards/level

Components: V, S

Duration: 1d4 rounds +1 round/level

Casting Time: 1

Area of Effect: One creature/level

Saving Throw: None

This spell increases the amount of time a character can hold his breath. As described in the *Player's Handbook*, a character can hold his breath for a number of rounds equal to one-third his Constitution score. The effect of this spell is added to that figure.

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

Light

(Alteration)

(Source: Players Handbook)

Range: 60 yds.

Components: V, M (a firefly or a piece of phosphorescent moss)

Duration: 1 turn/level

Casting Time: 1

Area of Effect: 20-ft. radius

Saving Throw: Special

This spell creates a luminous glow, equal to torchlight, within a fixed radius of the spell's center. Objects in darkness beyond this sphere can be seen, at best, as vague and shadowy shapes. The spell is centered on a point selected by the caster, and he must have a line of sight and unobstructed path for the spell when it is cast. Light can spring from air, rock, metal, wood, or almost any similar substance. The effect is immobile unless it is specifically centered on a moveable object or mobile creature. If this spell is cast upon a creature, the applicable magic resistance and saving throw rolls must be made. Successful resistance negates the spell, while a successful saving throw indicates that the spell is centered immediately behind the creature, rather than upon the creature itself. Light taken into an area of magical darkness does not function, but if cast directly against magical darkness negates it (but only for the duration of the light spell, if the darkness effect is continual).

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

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Light:

The wizard's version of this spell is not reversible.

Magic Missile

(Evocation)

(Source: Players Handbook)

Range: 60 yds. + 10 yds./level

Components: V, S

Duration: Instantaneous

Casting Time: 1

Area of Effect: 1-5 targets

Saving Throw: None

Use of the magic missile spell creates up to five missiles of magical energy that dart forth from the wizard's fingertip and unerringly strike their target. This includes enemy creatures in a melee. The target creature must be seen or otherwise detected to be hit, however, so near-total concealment, such as that offered by arrow slits, can render the spell ineffective. Likewise, the caster must be able to

identify the target. He cannot direct a magic missile to "Strike the commander of the legion," unless he can single out the commander from the rest of the soldiers. Specific parts of a creature cannot be singled out. Inanimate objects (locks, etc.) cannot be damaged by the spell, and any attempt to do so wastes the missiles to no effect. Against creatures, each missile inflicts 1d4+1 points of damage. For every two extra levels of experience, the wizard gains an additional missile--he has two at 3rd level, three at 5th level, four at 7th level, etc., up to a total of five missiles at 9th level. If the wizard has multiple missile capability, he can have them strike a single target creature or several creatures, as desired.

Mending

(Alteration)

(Source: Players Handbook)

Range: 30 yds.

Components: V, S, M (two small magnets of any type (lodestones or two burrs))

Duration: Permanent

Casting Time: 1

Area of Effect: 1 object

Saving Throw: None

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

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

(please also read the following paragraph from the Wizard's Handbook)

Mending

(The Complete Wizard's Handbook, Addition & Comments)

In addition to the uses for mending listed in the spell description, this spell can also be used to repair a leaky boat, a torn document, a broken wagon axle, or a cut rope (but it won't link the ends of two different ropes to make a single rope).

Message

(Alteration)

(Source: Players Handbook)

AD&D 2nd Edition

The Complete Book of Spells – The core spells V. 1.3.1

Range: 0

Components: V, S, M (a short piece of copper wire)

Duration: 5 rds./level

Casting Time: 1

Area of Effect: Special

Saving Throw: None

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

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

Metamorphose Liquids

(Alteration)

(Source: Tome of Magic)

Range: Touch

Components: V, S, M (a drop of the liquid that the caster intends to create)

Duration: Permanent

Casting Time: 1 round

Area of Effect: 1'-cube/level

Saving Throw: Special

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

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

Living creatures are unaffected by the spell, excluding those from the elemental plane of water. Such creatures are allowed a saving throw vs. spell. Failure results in 1d4 points of damage per level of the caster, while success indicates half damage.

Only one creature can be affected by a single casting of this spell, regardless of the creature's size.

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

Mount

(Conjuration/Summoning)

(Source: Players Handbook)

Range: 10 yds.

Components: V, S, M (a bit of hair from the type of animal to be conjured)

Duration: 2 hrs. + 1 hr./level

Casting Time: 1 turn

Area of Effect: 1 mount

Saving Throw: None

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

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

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

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

(please also read the following paragraph from the Wizard's Handbook)

Under water casting

(The Complete Wizard's Handbook, Addition & Comments)

According to the Complete Wizard's Handbook, "**Mount**" can't be casted under water and will **not** function at all, even within an "Aerie water spell" (s.Wiz5).

Murdock's Feathery Flyer

(Alteration)

(Source: Tome of Magic)

Range: 0

Components: V, S, M (an eagle's feather)

Duration: 1 round/level

Casting Time: 1

Area of Effect: The caster

Saving Throw: None

Upon casting this spell, a feathery membrane grows under the wizard's arms, extending along his sides all the way to his feet. The membrane appears to merge with the caster's skin and clothing.

If the caster spreads his arms and jumps from a height, he may glide through the air.

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

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

The material component is an eagle's feather.

Nahal's Reckless Dweomer*

(Invocation/Evocation)

(Source: Tome of Magic)

WILDMAGIC

Range: Special

Components: V, S

Duration: Special

Casting Time: 5

Area of Effect: Special

Saving Throw: Special

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

Before casting the spell, the mage announces the spell effect he is trying to create.

The mage must be able to cast the spell (i.e., have it in his spell books), but need not have it memorized. After announcing the spell (along with the target and any other conditions required by the spell), the wild mage casts *Nahal's reckless dveomer*. A burst of magical energy is released, which the wild mage tries to manipulate into the desired form. The actual effect of the spell is rolled randomly on *Table 2: Wild Surge Results*. (see p.427 for table 2)

Because the release of energy is planned by the mage, his level is added to the dice roll. If the result indicates success, the mage has shaped the magical energy into the desired effect. More often than not, the effect is completely unexpected. The result may be beneficial to the mage or it may be completely

disastrous; this is the risk the mage takes in casting *Nahal's reckless dveomer*.

Nystul's Magical Aura

(Illusion/Phantasm)

(Source: Players Handbook)

Range: Touch

Components: V, S, M (a small square of silk)

Duration: 1 day/level

Casting Time: 1 rd.

Area of Effect: Special

Saving Throw: Special

By means of this spell, any one item of no more than five pounds weight per level of the spellcaster can be given an aura that is noticed by someone using magic detection.

Furthermore, the caster can specify the type of magical aura that is detected (alteration, conjuration, etc.) and this effectively masks the item's actual aura, if any, unless the item's own aura is exceptionally powerful (if it is an artifact, for instance). If the object bearing Nystul's magical aura has an identify spell cast on it or is similarly examined, the examiner has a 50% chance of recognizing that the aura has been placed to mislead the unwary. Otherwise, the aura is believed and no amount of testing reveals what the true magic is.

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

Patternweave*

(Divination)

WILDMAGIC

Range: 10 yards

Components: V, S, M (a small hand lens)

Duration: 1 round

Casting Time: 3

Area of Effect: 10-foot square

Saving Throw: Special

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

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

The wizard must study the random elements for one round, after which the DM secretly makes a saving throw vs. spell for the wizard. If the saving throw is failed, the spell fails. However, if the saving throw

is successful, the caster sees in his mind the pattern these objects form. If the items studied are truly random, no information is gained.

After the caster has visualized the pattern, he can attempt to reassemble the parts into their original form. This requires another saving throw vs. spell to determine whether the mage remembers sufficient details to accomplish the task. The amount of time required and the quality of restoration vary according to the complexity of the pattern.

Reassembling a shredded map may be easy; reassembling a broken clock is significantly more difficult; rebuilding a shattered mosaic is extremely difficult. In any case, the wizard can make only a reasonable copy of the item. He can use this spell to restore works of art, but they will be worth only a small percentage of their original value.

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

Phantasmal Force (Illusion/Phantasm)

(Source: Players Handbook)

Range: 60 yds. + 10 yds./level

Components: V, S, M (a bit of fleece)

Duration: Special

Casting Time: 1

Area of Effect: 400 sq. ft. + 100 sq. ft./level

Saving Throw: Special

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

The DM has to rule on the effectiveness of this spell; detailed guidelines are outlined in Chapter 7: Magic and under "Adjudicating Illusions" at the beginning of Appendix 2 in the Players Handbook.

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

Protection From Evil (Abjuration) *Reversible*

(Source: Players Handbook)

Range: Touch

Components: V, S, M (powdered silver)

Duration: 2 rds./level

Casting Time: 1

Area of Effect: Creature touched

Saving Throw: None

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

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

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

Third, the spell prevents bodily contact by creatures of an extraplanar or conjured nature (such as aerial servants, elementals, imps, invisible stalkers, salamanders, water weeds, xorn, and others). This causes the natural (body) weapon attacks of such creatures to fail and the creatures to recoil, if such attacks require touching the protected being.

Animals or monsters summoned or conjured by spells or similar magic are likewise hedged from the character.

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

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

Reverse: Protection from good

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

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Protection from Evil:

Contrary to popular belief, this spell does not hedge out undead creatures (except ghouls, see the *Monstrous Manual* accessory) unless they have been brought to the scene by a conjuration/summoning spell (such as *monster summoning III*) or have come from another plane.

Protection from Hunger and Thirst (Abjuration)

(Source: The Complete Wizard's Handbook)

Range: Touch

Components: S, M (a small piece of dried meat and a cup of water)

Duration: 1 day/level

Casting Time: 1

Area of Effect: One creature

Saving Throw: None

When *protection from hunger and thirst* is cast, the recipient requires no food, water, or nourishment of any kind for the duration of the spell. The recipient can be the caster or anyone he touches. Each day the caster (or the subject of the caster's choice) is under the effect of the spell, he is fully nourished as if he had eaten and drunk normally. At the end of the spell's duration, the subject is no more hungry or thirsty than he was when the spell was originally cast. The material components for this spell are a small piece of dried meat and a cup of water.

Protection from Vermin (Abjuration)

(Source: Players Option: Spells & Magic)

Range: Touch

Components: V, S, M (a cone of pungent incense burned in a tiny bronze censer containing osquip ashes)

Duration: 2 rds./level

Casting Time: 1

Area of Effect: Creature touched

Saving Throw: None

[Subtlety: +3; Knockdown: None; Sensory: Small visual/olfactory; Critical: None]

This spell creates a magical barrier around the recipient, preventing the attacks of nonintelligent monsters of less than 1 Hit Die. Creatures in this category include normal centipedes, spiders, bats, and rats, but any monster with an Intelligence of low or better can ignore the spell's effects.

The barrier extends about one foot from the protected character's body and moves with him; vermin cannot tolerate the aura's touch and recoil

from the character. Any attacks that require physical contact (bites, stings, claws, etc.) automatically fail, but a creature with a ranged attack can still attack the spell's recipient.

The spell ends if the recipient attacks a creature he has been protected against, or tries to pin or trap the vermin by forcing the repelling barrier against them. The material component for this spell is a cone of pungent incense burned in a tiny bronze censer containing osquip ashes.

Ray of Fatigue (Necromancy)

(Source: Players Option: Spells & Magic)

Range: 10 yds. + 5 yds./level

Components: V, S

Duration: 1 rd./level

Casting Time: 1

Area of Effect: 1 creature

Saving Throw: Neg.

[Subtlety: +2; Knockdown: None; Sensory: Small visual; Critical: None]

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

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

Read Magic (Divination)

(Source: Players Handbook)

Range: 0

Components: V, S, M (a clear crystal or mineral prism)

Duration: 2 rds./level

Casting Time: 1rd.

AD&D 2nd Edition

The Complete Book of Spells – The core spells V. 1.3.1

Area of Effect: Special
Saving Throw: None

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

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

Shield (Evocation)

(Source: Players Handbook)

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

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

Shocking Grasp (Alteration)

(Source: Players Handbook)

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

When the wizard casts this spell, he develops a powerful electrical charge that gives a jolt to the

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

Sleep (Enchantment/Charm)

(Source: Players Handbook)

Range: 30 yds.
Components: V, S, M (a pinch of fine sand, rose petals, or a live cricket)
Duration: 5 rds./level
Casting Time: 1
Area of Effect: Special
Saving Throw: None

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

For example, a wizard casts sleep at three kobolds, two gnolls, and an ogre. The roll (2d4) result is 4. All the kobolds and one gnoll are affected ($\frac{1}{2} + \frac{1}{2} + \frac{1}{2} + 2 = 3\frac{1}{2}$ Hit Dice). Note that the remainder is not enough to affect the last gnoll or the ogre. Slapping or wounding awakens affected creatures but normal noise does not. Awakening requires one entire round. Magically sleeping opponents can be attacked with substantial bonuses (see "Modifiers to the Attack Roll" in Chapter 9: Combat). The material component for this spell is a pinch of fine sand, rose petals, or a live cricket.

Sound Bubble (Abjuration, Evocation)

(Source: The Complete Bards Handbook)

Bards

Range: 0
Components: V, S, M (a blown egg shell or a soap bubble)

Duration: 10 rounds + 1 round/level
Casting Time: 1
Area of Effect: Special
Saving Throw: None

[Editors Note: This spell comes from the Bards Handbook but could also be available for other spellcasters, if the DM allows it.]

When this spell is cast, an invisible bubble springs into existence. It can either be centered on and mobile with the caster or cast on an area. The mobile bubble has a radius of 10 feet, while the area bubble has a radius of 5 feet per caster level. The bubble has only one effect: sound can't pass through it. Thus sound generated within the bubble can't be heard by those on the outside and vice versa.

Bards often use this spell to enhance the quality and effect of their performances. It also functions nicely when a bard wishes to use one of his talents in a dungeon or other limited setting in which noise is sure to draw unwanted attention.

Besides its entertainment functions, *sound bubble* is also useful in many of the same situations in which *silence* is used.

The material component of the spell is a blown egg shell or a soap bubble.

Spider Climb (Alteration)

(Source: Players Handbook)

Range: Touch
Components: V, S, M (a drop of bitumen and a live spider)
Duration: 3 rds. + 1 rd./level
Casting Time: 1
Area of Effect: Creature touched
Saving Throw: Neg.

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

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

Spook (Illusion/Phantasm)

(Source: Players Handbook)

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

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

Taunt (Enchantment)

(Source: Players Handbook)

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

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

so, seeking to use body or hand-held weapons rather than missile weapons or spells.

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

Tenser's Floating Disc (Evocation)

(Source: Players Handbook)

Range: 20 yds.

Components: V, S, M (a drop of mercury)

Duration: 3 turns + 1 turn/level

Casting Time: 1

Area of Effect: Special

Saving Throw: None

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

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

Unseen Servant (Conjuration/Summoning)

(Source: Players Handbook)

Range: 0

Components: V, S, M (a piece of string and a bit of wood)

Duration: 1 hr. + 1 turn/level

Casting Time: 1

AD&D 2nd Edition

Area of Effect: 30-ft. radius

Saving Throw: None

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

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

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Unseen Servant:

The force this spell creates does not possess any senses or powers of reason. It is incapable of any action except following its instructions to the letter. For example, an unseen servant can be sent to the bottom of a pool to grab whatever objects it encounters, but it cannot be directed to grab any coins or gems that it finds.

The permanent version of this spell creates an invisible servant that always hovers within 30 feet of the caster. If destroyed, it reforms in 2d10 rounds.

A permanent *unseen servant* can be cast on an area and instructed to endlessly perform a single task, such as forever cleaning a room. Once a task is set, it cannot be changed.

Ventriloquism (Illusion/Phantasm)

(Source: Players Handbook)

Range: 10 yds./level, max. 90 yds.

Components: V, M (a parchment rolled up into a small cone)

Duration: 4 rds. + 1 rd./level

Casting Time: 1

Area of Effect: 1 creature or object

Saving Throw: Neg.

This spell enables the wizard to make his voice--or someone else's voice--or a similar sound seem to

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

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

Wall of Fog

(Evocation)

(Source: Players Handbook)

Range: 30 yds.

Components: V, S, M (a pinch of split dried peas)

Duration: 2d4 rds. + 1 rd./level

Casting Time: 1

Area of Effect: 20 ft. cube + 10 ft. cube/level

Saving Throw: None

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

(please also read the following paragraph from the Wizard's Handbook)

Under water casting (The Complete Wizard's Handbook, Addition & Comments)

According to the Complete Wizard's Handbook, "*Wall of Fog*" can't be casted under water and will not function. But it will function within the boundaries of an "Aerie water spell" (s. Wiz5).

Saving Throw: None

When this spell is cast, the wizard is able to inscribe, visibly or invisibly, his personal rune or mark, as well as up to six additional characters of smaller size. A wizard mark spell enables the caster to etch the rune upon stone, metal, or any softer substance without harm to the material upon which the mark is placed. If an invisible mark is made, a detect magic spell will cause it to glow and be visible (though not necessarily understandable).

Detect invisibility, true seeing, a gem of seeing, or a robe of eyes will likewise expose an invisible wizard mark. A read magic spell will reveal the maker's words, if any. The mark cannot be dispelled, but it can be removed by the caster or by an erase spell. If cast on a living being, normal wear gradually causes the mark to fade.

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

Wizard Mark

(Alteration)

(Source: Players Handbook)

Range: Touch

Components: V, S, M (a pinch of diamond dust (100 gp worth) and pigments)

Duration: Permanent

Casting Time: 1

Area of Effect: Up to 1 sq. ft.

AD&D 2nd Edition

The Complete Book of Spells – The core spells V. 1.3.1

Second-Level Spells (Wiz 2)

Alter Self

(Alteration)

(Source: Players Handbook)

Range: 0

Components: V, S

Duration: 3d4 rds. + 2 rds./level

Casting Time: 2

Area of Effect: The caster

Saving Throw: None

When this spell is cast, the wizard can alter his appearance and form—including clothing and equipment—to appear taller or shorter; thin, fat, or in between; human, humanoid, or any other generally man-shaped bipedal creature. The caster's body can undergo a limited physical alteration and his size can be changed up to 50%. If the form selected has wings, the wizard can actually fly, but at only one-third the speed of a true creature of that type, and with a loss of two maneuverability classes (to a minimum of E).

If the form has gills, the caster can breathe under water as long as the spell lasts. However, the caster does not gain any multiple attack routines or additional damage allowed to an assumed form.

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

Bind

(Enchantment)

(Source: Players Handbook)

Range: 30 yds.

Components: V, S, M (nonliving ropelike object)

Duration: 1 rd./level

Casting Time: 2

Area of Effect: 50 ft. + 5 ft./level

Saving Throw: None

When this spell is employed, the wizard can command any nonliving ropelike object, including string, yarn, cord, line, rope, or even a cable. The spell affects 50 feet of normal rope (with a 1 inch diameter), plus 5 feet per caster level. This length is reduced by 50% for every additional inch of thickness and increased by 50% for each half-inch

less. The possible commands are Coil (form a neat, coiled stack), Coil & Knot, Loop, Loop & Knot, Tie & Knot, and the reverses of all of the above (Uncoil, etc.). One command can be given each round.

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

Blindness

(Illusion/Phantasm)

(Source: Players Handbook)

Range: 30 yds. + 10 yds./level

Component: V

Duration: Special

Casting Time: 2

Area of Effect: 1 creature

Saving Throw: Neg.

The blindness spell causes the victim to become blind, able to see only a grayness before its eyes. Various cure spells will not remove this effect, and only a dispel magic or the spellcaster can do away with the blindness if the creature fails its initial saving throw vs. spell. A blinded creature suffers a -4 penalty to its attack rolls, and its opponents gain a +4 bonus to their attack rolls.

Blur

(Illusion/Phantasm)

(Source: Players Handbook)

Range: 0

Components: V, S

Duration: 3 rds. + 1 rd./level

Casting Time: 2

Area of Effect: The caster

Saving Throw: None

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

Camouflage

(Alteration)

(Source: The Complete Book of Elves)

Elves

Range: 20' radius

Components: S, M (a mistletoe berry)

Duration: 1 turn/level

Casting Time: 2

Area of Effect: One person/level

Saving Throw: Neg.

[Editors Note: This spell comes from the "Complete Book of Elves" and should be taken only by elven spellcasters. They zealously guard this magic, and will not trade the secrets of these spells to other races under any circumstances. This magic is meant for elves alone.

It may be chosen by other race onllys, if the DM allows it. This spell exists both as a wizard spell and a 2nd level priest spell.]

The elves jealously guard this spell. It allows the mage to instantly and completely hide the number of people allowed by the spell, concealing them against even thorough searches. This spell functions only in the wilderness, however, for it changes the appearance of the affected characters into a facsimile of natural surroundings. It is effective even against infravision and is therefore perfect for use by spies and infiltrators. Characters in this form still have all their faculties and abilities, and they can emerge from this cover at any time they desire.

It is even possible for characters to move while within this form. Those affected may move up to 10 feet in a single round, creeping more closely to their targets. If they travel faster than this, the spell dissipates. As long as the movement is surreptitious and stealthy ("Look, Thrag! That bush *moving!*"), they should be safe. As with the *invisibility* spell, if the enspelled characters attack they gain the initiative and a +4 bonus to attack rolls because of total surprise, yet lose the benefits of the spell.

The characters cannot be detected except by magic or by moving stupidly. Until the spell wears off, the characters can enjoy near-total invisibility and gain much-needed information. The material component for the spell is a mistletoe berry.

Cat's Grace

(Alteration)

(Source: Players Option: Spells & Magic)

Range: Touch

Components: V, S, M (a few whiskers from an elven cat)

Duration: 1 hr./level

Casting Time: 2

Area of Effect: Creature touched

Saving Throw: None

[Subtlety: +3; Knockdown: None; Sensory: Small tactile; Critical: None]

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

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

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

Chaos Shield*

(Abjuration)

(Source: Tome of Magic)

WILDMAGIC

Range: 0

Components: V, S

Duration: 1d10 rounds+2 rounds/level

Casting Time: 2

Area of Effect: The caster

Saving Throw: Special

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

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

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

The *chaos shield* protects only the caster and does not negate the effects of a wild surge for other characters who might be in the area of effect. The caster cannot voluntarily cancel the protection once

he has learned the nature of a wild surge; the *chaos shield* protects from both good and harmful effects. Thus, if a wild surge resulted in a *heal* spell for all characters within 10 feet of the caster, the protected caster might not benefit, while all others in the radius would be *healed*.

The spell remains in effect until it negates a wild surge or the spell duration expires.

Choke

(Necromancy, Conjuraction/Summoning)

(Source: The Complete Wizard's Handbook)

Range: 30 yards

Components: V, S, M (a handkerchief or similarly-sized piece of cloth tied in a knot)

Duration: 1 round/level

Casting Time: 2

Area of Effect: One creature

Saving Throw: 1/2

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

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

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

Continual Light

(Alteration) *Reversible*

(Source: Players Handbook)

Range: 60 yds.

Components: V, S

Duration: Permanent

Casting Time: 2

Area of Effect: 60-ft. radius

Saving Throw: Special

This spell is similar to a light spell, except that it is as bright as full daylight and lasts until negated by magical darkness or by a *dispel magic* spell. Creatures who suffer penalties in bright light suffer them in this spell's area of effect. As with the light spell, it can be cast into the air, onto an object, or at a creature. When cast at a creature, the target gets a saving throw vs. spell; success indicates that the spell affects the space about 1 foot behind the

creature instead. Note that this spell can also blind a creature if it is successfully cast upon the creature's visual organs, reducing its attack rolls, saving throws, and Armor Class by 4. If the spell is cast on a small object that is then placed in a light-proof covering, the spell's effects are blocked until the covering is removed.

A continual light brought into an area of magical darkness (or vice versa) is temporarily negated so that the otherwise prevailing light conditions exist in the overlapping areas of effect. A direct casting of continual light against a similar or weaker magical darkness cancels both.

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

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Continual Light:

This wizard spell is not reversible, though the priest's version is.

Darkness, 15' Radius

(Alteration)

(Source: Players Handbook)

Range: 10 yds./level

Components: V, S, M (either a drop of pitch or a piece of coal)

Duration: 1 turn + 1 rd./level

Casting Time: 2

Area of Effect: 15-ft. radius

Saving Throw: None

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

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

Deafness

(Illusion/Phantasm)

(Source: Players Handbook)

Range: 60 yds.

Components: V, S, M (beeswax)

Duration: Special

Casting Time: 2

Area of Effect: 1 creature

Saving Throw: Neg.

The deafness spell causes the recipient to become totally deaf and unable to hear any sounds. The

victim is allowed a saving throw vs. spell. An affected creature has a –1 penalty to its surprise rolls unless its other senses are unusually keen. Deafened spellcasters have a 20% chance to miscast any spell with a verbal component. This deafness can be done away with only by means of a dispel magic spell or by the spellcaster. The material component of this spell is beeswax.

Death Recall

(Necromancy, Divination)

(Source: The Complete Wizard's Handbook)

Range: Touch

Components: V, S, M (a fragment from a shattered mirror)

Duration: Special

Casting Time: 1 round

Area of Effect: One corpse

Saving Throw: None

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

Deeppockets

(Alteration, Enchantment)

(Source: Players Handbook)

Range: Touch

Components: V, S, M (a tiny golden needle and a strip of fine cloth)

Duration: 12 hrs. + 1 hr./level

Casting Time: 1 turn

Area of Effect: 1 garment

Saving Throw: None

This spell enables the wizard to specially prepare a garment so as to hold far more than it normally could. A finely sewn gown or robe of high-quality material (at least 50 gp value) is fashioned so as to contain numerous hand-sized pockets. One dozen is the minimum number. The deeppockets spell then enables these pockets to hold a total of 100 pounds (5 cubic feet in volume) as if it were only 10 pounds of weight. Furthermore, there are no discernible bulges where the special pockets are. At the time of casting, the caster can instead choose to have 10 pockets each holding 10 pounds (½ cubic foot volume each). If the robe or like garment is sewn with 100 or more pockets (200 gp minimum

cost), 100 pockets can be created to contain one pound of weight and 1/6 cubic foot volume each. Each special pocket is actually an extradimensional holding space.

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

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

Detect Evil

(Divination) *Reversible*

(Source: Players Handbook)

Range: 0

Components: V, S

Duration: 5 rds./level

Casting Time: 2

Area of Effect: 10 x 180 ft.

Saving Throw: None

This spell discovers emanations of evil (or of good in the case of the reverse spell) from any creature, object, or area. Character alignment is not revealed under most circumstances: Characters who are strongly aligned, do not stray from their faith, and who are at least 9th level might radiate good or evil if they are intent upon appropriate actions. Powerful monsters, such as ki-rin, send forth emanations of evil or good, even if polymorphed. Aligned undead radiate evil, for it is this power and negative force that enables them to continue existing. An evilly cursed object or unholy water radiates evil, but a hidden trap or an unintelligent viper does not. The degree of evil (faint, moderate, strong, overwhelming) can be noted. Note that priests have a more powerful version of this spell. The spell has a path of detection 10 feet wide and 60 yards long in the direction in which the wizard is facing. The wizard must concentrate--stop, have quiet, and intently seek to detect the aura--for at least one round to receive a reading.

Reverse: Detect Good

S. description above

Detect Invisibility

(Divination)

(Source: Players Handbook)

Range: 0

Components: V, S, M (a pinch of talc and a small sprinkling of powdered silver)

AD&D 2nd Edition

Duration: 5 rds./level
Casting Time: 2
Area of Effect: 10 yds./level
Saving Throw: None

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

Detect Life (Divination)

(Source: The Complete Wizard's Handbook)

Range: 10 feet/level
Components: V, S, M (a holy symbol and a hair from the head of a newborn animal)
Duration: 5 rounds
Casting Time: 2
Area of Effect: One creature
Saving Throw: None

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

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

Displace Self (Alteration, Dimension)

(Source: Players Option: Spells & Magic)

Range: 0
Components: V, M (a small strip of leather made from displacer beast hide that is twisted into a loop)
Duration: 1 rd./level
Casting Time: 2
Area of Effect: The caster
Saving Throw: None

[Subtlety: +2; Knockdown: None; Sensory: None; Critical: None]

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

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

ESP (Divination)

(Source: Players Handbook)

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

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

The wizard employing the spell is able to probe the surface thoughts of one creature per round, getting simple instinctual thoughts from lower order creatures. Probes can continue on the same creature from round to round or can move on to other creatures.

The caster can use the spell to help determine if a creature lurks behind a door, for example, but the ESP does not always reveal what sort of creature it is. If used as part of a program of interrogation, an intelligent and wary subject receives an initial saving throw. If successful, the creature successfully resists and the spell reveals no additional information. If the saving throw is failed, the caster may learn additional information, according to the DM's ruling. The creature's Wisdom adjustment applies, as may additional bonuses up to +4, based on the sensitivity of the information sought.

The material component of this spell is a copper piece.

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

ESP:

The caster perceives the subject's surface thoughts—that is, whatever the subject happens to be thinking about at the time. Note that close interrogation might bring buried thoughts to the surface, but wary individuals can fight off the probe and gain a saving throw against the spell. The subject's Wisdom bonus (or penalty) always applies to the saving throw, along with an additional bonus of up to +4, at the DM's option.

The bonus depends on how closely the subject wants to guard the sought-after information. In addition, even seemingly innocuous questions could reveal information that the target of the spell desires to keep secret. In cases where there is a conflict between the bonuses listed, always grant the higher bonus.

Trivial matters merit no bonus. These include questions related to general knowledge (What flag flies over the keep?) and personal questions whose answers are obvious (What color is your hair?).

A **+1 bonus** to the saving throw is warranted when the subject dislikes the interrogator or if the questioner is asking non-threatening but potentially embarrassing requests. For example, the subject is being prompted to reveal a minor transgression, such as overcharging a customer, or admit a minor shortcoming, such as fear of a spouse or military commander.

A **bonus of +2** is warranted if the interrogator is hostile to the subject or is asking damaging questions. For example, the subject is prompted to reveal indirectly harmful information, such as where personal treasure is hidden, or is asked to betray a trust.

A **+3 bonus** is granted if the interrogator has attacked the subject or is asking seriously damaging questions. For example, the subject is being prompted to reveal a secret vital to his future, such as military plans or trade secrets.

A **+4 bonus** to the save is warranted if the interrogator has killed one of the subject's companions or is asking deeply personal or damaging questions. For example, the subject is being prompted to reveal information vital to himself or to someone important to him, such as the location of a family heirloom, an employer's daily routine, or a carefully guarded password.

Filter (Abjuration)

(Source: The Complete Wizard's Handbook)

Range: Touch

Components: V, M (a strand of spider web and a 1 inch square scrap of cotton cloth)

Duration: 1 turn/level

Casting Time: 2

Area of Effect: 10-foot radius sphere around creature touched

Saving throw: None

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

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

(please also read the following paragraph from the Wizard's Handbook)

Under water casting (The Complete Wizard's Handbook, Addition & Comments)

Instead of filtering vapors, *filter* eliminates poisons in the water.

Flaming Sphere (Evocation)

(Source: Players Handbook)

Range: 10 yds.

Components: V, S, M (a bit of tallow, a pinch of sulphur, and a dusting of powdered iron)

Duration: 1 rd./level

Casting Time: 2

Area of Effect: 3-ft. radius

Saving Throw: Neg.

A flaming sphere spell creates a burning globe of fire within 10 yards of the caster. This sphere rolls in whichever direction the wizard points, at a rate of 30 feet per round.

It rolls over barriers less than 4 feet tall, such as furniture, low walls, etc. Flammable substances are set afire by contact with the sphere. Creatures in contact with the globe must successfully save vs. spell or suffer 2d4 points of fire damage. Those within 5 feet of the sphere's surface must also save or suffer 1d4 points of heat damage. A successful saving throw means no damage is suffered. The

DM may adjust the saving throws if there is little or no room to dodge the sphere.

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

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

(please also read the following paragraph from the Wizard's Handbook)

Under water casting
(The Complete Wizard's Handbook, Addition & Comments)

According to the Complete Wizard's Handbook, "*Flaming Sphere*" can't be casted under water and will not function. But it will function within the boundaries of an "Aerie water spell" (s. Wiz5).

Fog Cloud (Alteration)

(Source: Players Handbook)

Range: 10 yds.

Components: V, S

Duration: 4 rds. + 1 rd./level

Casting Time: 2

Area of Effect: Special

Saving Throw: None

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

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

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

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

(please also read the following paragraph from the Wizard's Handbook)

Under water casting

AD&D 2nd Edition

The Complete Book of Spells – The core spells V. 1.3.1

(The Complete Wizard's Handbook, Addition & Comments)

According to the Complete Wizard's Handbook, "*Fog Cloud*" can't be casted under water and will not function. But it will only function within the boundaries of an "Aerie water spell" (s. Wiz5).

Fools' Gold (Alteration, Illusion)

(Source: Players Handbook)

Range: 10 yds.

Components: V, S, M (gems worth min. 25gp, s.b.)

Duration: 1 hr./level

Casting Time: 1 rd.

Area of Effect: 10 cu. in./level

Saving Throw: Special

Copper coins can temporarily be changed to gold pieces, or brass items turned to solid gold, for the spell duration by means of this magic. The area of effect is 10 cubic inches per level--i.e., a 1-inch x 1-inch x 10-inch volume or equivalent, equal to about 150 gold coins. Any creature viewing the "gold" is entitled to a saving throw vs. spell, which can be modified by the creature's Wisdom; for every level of the wizard, the creature must subtract 1 from his dice roll. Thus, it is unlikely that fools' gold will be detected if created by a high-level caster. If the "gold" is struck hard by an object of cold-wrought iron, there is a slight chance it will revert to its natural state, depending on the material component used to create the "gold."

If a 25-gp citrine is powdered and sprinkled over the metal as this spell is cast, the chance that cold iron will return it to its true nature is 30%; if a 50-gp amber stone is powdered and used, the chance drops to 25%; if a 250-gp topaz is powdered and used, the chance drops to 10%; and if a 500-gp oriental (corundum) topaz is powdered and used, there is only a 1% chance that the cold iron will reveal that it is fools' gold.

Forget (Enchantment/Charm)

(Source: Players Handbook)

Range: 30 yds.

Components: V, S

Duration: Permanent

Casting Time: 2

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

Saving Throw: Neg.

By means of this spell, the spellcaster causes creatures within the area of effect to forget the events of the previous round (the one minute of time previous to the utterance of the spell). For

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

Ghoul Touch

(Necromancy)

(Source: The Complete Wizard's Handbook)

Range: 0

Components: V, S, M (a small scrap of cloth taken from the clothing of a ghoule or a pinch of earth from a ghoule's lair)

Duration: 1 round/level

Casting Time: 2

Area of Effect: One person

Saving Throw: Special

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

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

Glitterdust

(Conjuration/Summoning)

(Source: Players Handbook)

Range: 10 yds./level

Components: V, S, M (ground mica)

Duration: Special

Casting Time: 2

Area of Effect: 20 ft. cube

Saving Throw: Special

This spell creates a cloud of glittering golden particles within the area of effect. Those in the area must roll a successful saving throw vs. spell or be blinded (-4 penalties to attack rolls, saving throws, and Armor Class) for 1d4+1 rounds. In addition, all

within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Note that this reveals invisible creatures. The dust fades in 1d4 rounds plus one round per caster level. Thus, glitterdust cast by a 3rd-level wizard lasts for four to seven rounds.

The material component is ground mica.

Hornung's Baneful Deflector*

(Evocation)

(Source: Tome of Magic)

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Range: Touch

Components: V, S, M (a small prism)

Duration: 2 rounds/level

Casting Time: 2

Area of Effect: One creature

Saving Throw: None

This spell partially surrounds the recipient in a shimmering, hemispherical field of force. The field is transparent and moves with the subject, forming a shell about one foot away from his body. The shell serves as a shield against all forms of individually targeted missile attacks (including magic missiles and other spells). The caster designates the position of the shell (protecting the front, rear, side, or top of the recipient). The spell does not protect against area effect spells or other attacks that strike several creatures at once.

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

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

Hypnotic Pattern

(Illusion/Phantasm)

(Source: Players Handbook)

Range: 30 yds.

Components: S, M (a glowing stick of incense or a crystal rod filled with phosphorescent material)

Duration: Special

Casting Time: 2

Area of Effect: 30-ft. cube

Saving Throw: Neg.

When this spell is cast, the wizard creates a weaving, twisting pattern of subtle colors in the air. This pattern causes any creature looking at it to become fascinated and stand gazing at it as long as the spellcaster maintains the display, plus two rounds thereafter.

The spell can captivate a maximum of 24 levels, or Hit Dice, of creatures (for example, 24 creatures with 1 Hit Die each, 12 with 2 Hit Dice, etc.). All creatures affected must be within the area of effect, and each is entitled to a saving throw vs. spell. A damageinflicting attack on an affected creature frees it from the spell immediately.

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

Ice Knife (Evocation)

(Source: The Complete Wizard's Handbook)

Range: Special

Components: V, S, M (a drop of water from melted snow and a tiny silver dagger)

Duration: Instantaneous

Casting Time: 1 round

Area of Effect: Special

Saving Throw: Neg

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

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

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

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

(please also read the following paragraph from the Wizard's Handbook)

Under water casting (The Complete Wizard's Handbook, Addition & Comments)

Because of water resistance, an ice knife cast underwater can strike targets only within 10 yards. It causes a maximum of 1-4 hit points of damage.

Improved Phantasmal Force (Illusion/Phantasm)

(Source: Players Handbook)

Range: 60 yds. + 10 yds./level

Components: V, S, M (a bit of fleece)

Duration: Special

Casting Time: 2

Area of Effect: 200 sq. ft. + 50 sq. ft./level

Saving Throw: Special

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

The material component is a bit of fleece.

Insatiable Thirst (Enchantment/Charm)

(Source: Tome of Magic)

Range: 5 yards/level

Components: V, S

Duration: 1 round/level

Casting Time: 2

Area of Effect: One creature

Saving Throw: Neg.

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

No matter how much the creature drinks, its magical thirst is not quenched until the spell ends. During this time, the creature can do nothing but drink or look for liquids to drink. Victims of this

spell believe they are dying of thirst and (depending upon their nature) may be willing to kill for drinkable fluids.

Invisibility (Illusion/Phantasm)

(Source: Players Handbook)

Range: Touch

Components: V, S, M (an eyelash and a bit of gum Arabic)

Duration: Special

Casting Time: 2

Area of Effect: Creature touched

Saving Throw: None

This spell causes the creature touched to vanish from sight and be undetectable by normal vision or even infravision. Of course, the invisible creature is not magically silenced, and certain other conditions can render the creature detectable. Even allies cannot see the invisible creature or his gear, unless these allies can normally see invisible things or employ magic to do so. Items dropped or put down by the invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Note, however, that light never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source).

The spell remains in effect until it is magically broken or dispelled, until the wizard or recipient cancels it, until the recipient attacks any creature, or until 24 hours have passed.

Thus, the invisible being can open doors, talk, eat, climb stairs, etc., but if he attacks, he immediately becomes visible, although the invisibility enables him to attack first. Note that the priest spells bless, chant, and prayer are not attacks for this purpose. All highly Intelligent (Intelligence 13 or more) creatures with 10 or more Hit Dice or levels of experience have a chance to detect invisible objects (they roll saving throws vs. spell; success means they noticed the invisible object).

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

(please also read the following paragraph from the Wizard's Handbook)

Invisibility

(The Complete Wizard's Handbook, Addition & Comments)

Wizards should keep in mind that *invisibility* is an illusion, a condition of artificial reality-- it's not an enchantment that causes the caster (or creature of the caster's choice) to literally disappear. As such, *invisibility* is subject to all of the advantages and limitations of illusionary magic. Following are the most pertinent points:

- The *invisible* character can always see himself; in effect, he automatically disbelieves the illusion.

- □□ The caster cannot tell with certainty which observers have successfully disbelieved his illusion of *invisibility*; he can only be sure by observing their reactions.

- All objects on the *invisible* subject's person are also invisible. However, the DM might wish to impose limitations, since it might not make sense for a 30-foot pole carried by an *invisible* character to also be entirely *invisible*. The DM might assume, for instance, that the illusion extends to a 1-foot or 2-foot radius around the affected subject; hence, all objects in contact with the subject that are within this area are also *invisible*. If such a limitation is imposed, then an object extending beyond this range (such as the 30-foot pole) is entirely visible; partially invisible objects aren't allowed.

- Not every creature with fewer than 10 Hit Dice is excluded from noticing an *invisible* character. Creatures with excellent hearing or those with a sensitive sense of smell have a chance of detecting an *invisible* character. The DM should take such heightened senses into account when determining which creatures are allowed saving throws.

- Opponents do not automatically get a chance to detect the presence of an *invisible* creature. They must first have reason to believe an *invisible* creature is among them. For instance, a creature might have abruptly disappeared, or the opponents might hear a mysterious sound or notice footprints in soft ground. If one opponent successfully sees an *invisible* creature, he can alert his companions to the creature's presence, at which time they are allowed saving throws to detect the creatures if they haven't made such throws already. (For more about the limits of illusions, see the "More About Adjudicating Illusions" section that follows.)

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Invisibility:

If this spell is made permanent, the recipient gains the ability to become invisible and remain so indefinitely. Any attack breaks the invisibility, but the recipient can become invisible again during the next round. The return to invisibility has an initiative modifier of +3, and the recipient can take no action other than normal movement during a round in which he becomes invisible.

Irritation (Alteration)

(Source: Players Handbook)

Range: 10 yds./level

Components: V, S, M (a leaf from poison ivy, oak, or sumac)

Duration: Special

Casting Time: 2

Area of Effect: 1-4 creatures in a 15-ft. radius

Saving Throw: Neg.

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

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

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

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

Knock

(Alteration) **Reversible**

(Source: Players Handbook)

Range: 60 yds.

Components: V

Duration: Special

Casting Time: 1

Area of Effect: 10 sq. ft./level

Saving Throw: None

The knock spell opens stuck, barred, locked, held, or wizard-locked doors. It opens secret doors, as

AD&D 2nd Edition

well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains. If used to open a wizard-locked door, the spell does not remove the former spell, but simply suspends its functioning for one turn. In all other cases, it permanently opens locks or welds--although the former could be closed and locked again later. It does not raise barred gates or similar impediments (such as a portcullis), nor does it affect ropes, vines, and the like. Note that the effect is limited by the area; a 3rd-level wizard can cast a knock spell on a door of 30 square feet or less (for example, a standard 4-ft. x 7-ft. door). Each spell can undo up to two means of preventing egress through a portal. Thus if a door is locked, barred, and held, or triple locked, opening it requires two knock spells. In all cases, the location of the door or item must be known--the spell cannot be used against a wall in hopes of discovering a secret door.

Reverse: Lock

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

Know Alignment

(Divination) **Reversible**

(Source: Players Handbook)

Range: 10 yds.

Components: V, S

Duration: 1 rd./level

Casting Time: 1 rd.

Area of Effect: 1 creature or object per 2 rds.

Saving Throw: Neg.

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

Reverse: Undetectable Alignment

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

Leomund's Trap

(Illusion/Phantasm)

(Source: Players Handbook)

Range: Touch
Components: V, S, M (a piece of iron pyrite)
Duration: Permanent
Casting Time: 3 rds.
Area of Effect: Object touched
Saving Throw: None

This false trap is designed to fool a thief or other character attempting to pilfer the spellcaster's goods. The wizard places the spell upon any small mechanism or device, such as a lock, hinge, hasp, screw-on cap, ratchet, etc. Any character able to detect traps, or who uses any spell or device enabling trap detection, is 100% certain a real trap exists.

Of course, the spell is illusory and nothing happens if the trap is sprung; its primary purpose is to frighten away thieves or make them waste precious time.

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

Levitate (Alteration)

(Source: Players Handbook)

Range: 20 yds./level
Components: V, S, M (either a small leather loop or a piece of golden wire bent into a cup shape with a long shank on one end)
Duration: 1 turn/level
Casting Time: 2
Area of Effect: 1 creature or object
Saving Throw: Neg.

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

Once cast, the spell requires no concentration, except when changing height. A levitating creature attempting to use a missile weapon finds himself

increasingly unstable; the first attack has an attack roll penalty of -1, the second -2, the third -3, etc., up to a maximum of -5. A full round spent stabilizing allows the creature to begin again at -1. Lack of leverage makes it impossible to cock a medium or heavy crossbow.

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

Locate Object (Divination) *Reversible*

(Source: Players Handbook)

Range: 0
Components: V, S, M (a forked twig / Rev: a chameleon skin)
Duration: 1 rd./level
Casting Time: 2
Area of Effect: 20 yds./level
Saving Throw: None

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

Reverse: *Obscure Object*

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

Magic Mouth (Alteration)

(Source: Players Handbook)

Range: 10 yds.
Components: V, S, M (a small bit of honeycomb)
Duration: Special
Casting Time: 2
Area of Effect: 1 object
Saving Throw: None

When this spell is cast, the wizard imbues the chosen object with an enchanted mouth that suddenly appears and speaks its message when a

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

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

Maximilian's Earthen Grasp (Evocation)

(Source: Tome of Magic)

Range: 10 yards+10 yards/level

Components: V, S, M (a miniature hand sculpted from clay)

Duration: 3 rounds+1 round/level

Casting Time: 2

Area of Effect: One creature

Saving Throw: Special

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

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

targeted creature, at which time another saving throw is required.

If a saving throw is missed, the earthen limb firmly grasps and holds the creature in place. An individual held by the hand suffers a movement rate of 0, Armor Class penalty of -2, and attack penalty of -2. All Dexterity combat bonuses are negated. The hand causes no physical damage to the victim. The arm may be attacked by any creature, including the arm's victim. The arm has AC 5 and hit points equal to double the caster's maximum hit points. For example, a caster who normally has 15 hit points can create an earthen hand with 30 hit points. The maximum number of hit points that an earthen hand may have is 40. When the arm's hit points are reduced to zero or when the spell duration ends, the hand crumbles.

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

Melf's Acid Arrow (Conjuration)

(Source: Players Handbook)

Range: 180 yds.

Components: V, S, M (a dart, powdered rhubarb leaf, and an adder's stomach)

Duration: Special

Casting Time: 2

Area of Effect: 1 target

Saving Throw: Special

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

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

(please also read the following paragraph from the Wizard's Handbook)

Under water casting (The Complete Wizard's Handbook, Addition & Comments)

The acid from this arrow lasts only a single round before it is washed away by surrounding water.

Mirror Image (Illusion/Phantasm)

(Source: Players Handbook)

Range: 0

Components: V, S

Duration: 3 rds./level

Casting Time: 2

Area of Effect: 6-ft. radius

Saving Throw: None

When a mirror image spell is invoked, the spellcaster causes from two to eight exact duplicates of himself to come into being around him. These images do exactly what the wizard does. Since the spell causes a blurring and slight distortion when it is cast, it is impossible for opponents to be certain which are the illusions and which is the actual wizard. When an image is struck by a melee or missile attack, magical or otherwise, it disappears, but any other existing images remain intact until struck. The images seem to shift from round to round, so that if the actual wizard is struck during one round, he cannot be picked out from among his images the next. To determine the number of images that appear, roll 1d4 and add 1 for every three levels of experience the wizard has achieved, to a maximum of eight images. At the end of the spell duration, all surviving images wink out.

Misdirection (Illusion/Phantasm)

(Source: Players Handbook)

Range: 30 yds.

Components: V, S

Duration: 8 hrs.

Casting Time: 2

Area of Effect: 1 creature or object

Saving Throw: Neg.

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

(please also read the following paragraph from the Wizard's Handbook)

Misdirection

(The Complete Wizard's Handbook, Addition & Comments)

This spell can be used to misdirect the results of non-weapon proficiencies that impart knowledge. Examples of non-weapon proficiencies affected by *misdirection* include Ancient History, Animal Lore, Appraising, Astrology, Direction Sense, and Herbalism. If the subject of misdirection fails his saving throw, he receives incorrect information from the use of his proficiency. For instance, *misdirected* Animal Lore will convince the subject that a vicious creature is harmless, while *misdirected* Appraising will convince him that a valuable gem is worthless.

Moon Rune (Alteration, Geometry, Artifice)

(Source: Players Option: Spells & Magic)

Range: 0

Components: V, S, M (a special mixture of pigment including mithral filings or powder worth at least 100 gp)

Duration: Permanent

Casting Time: 2

Area of Effect: Up to 1 sq. ft.

Saving Throw: None

[Subtlety: +3; Knockdown: None; Sensory: Small visual; Critical: None]

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

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

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

Nahal's Nonsensical Nullifier* (Abjuration)

(Source: Tome of Magic)

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AD&D 2nd Edition

The Complete Book of Spells – The core spells V. 1.3.1

Range: Touch
Components: V, S, M (a small amount of egg yolk)
Duration: 1d6 rounds+1 round/level
Casting Time: 2
Area of Effect: Creature touched
Saving Throw: None

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

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

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

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

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

Past Life (Divination)

(Source: Tome of Magic)

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

By touching the remains of a dead creature, this spell allows a caster to gain a mental image of the deceased's former appearance. The remains can be of any age and only a tiny fragment is required, such as a bone splinter or a strand of hair.

When cast by a wizard of at least 7th level, he is able to view the final minute of the subject's life from the subject's point of view.

AD&D 2nd Edition

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

Protection From Cantrips (Abjuration)

(Source: Players Handbook)

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

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

Protection From Paralysis (Abjuration)

(Source: Tome of Magic)

Range: Touch
Components: V, S, M (a bit of cloth taken from a priest's robes)
Duration: 1 turn/level
Casting Time: 2
Area of Effect: One creature
Saving Throw: None

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

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

Protection from Poison (Abjuration)

(Source: Players Option: Spells & Magic)

Range: Touch
Components: V, S

Duration: 1 rd./level
Casting Time: 2
Area of Effect: Creature touched
Saving Throw: None

[Subtlety: +2; Knockdown: None; Sensory: None; Critical: None]

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

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

Pyrotechnics (Alteration)

(Source: Players Handbook)

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

A pyrotechnics spell draws on an existing fire source to produce one of two effects, at the option of the caster. First, it can produce a flashing and fiery burst of glowing, colored aerial fireworks that lasts one round. This effect temporarily blinds those creatures in, under, or within 120 feet of the area and that have an unobstructed line of sight to the burst. Creatures viewing this are blinded for 1d4+1 rounds unless they successfully save vs. spell. The fireworks fill a volume 10 times greater than that of the original fire source.

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

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

(please also read the following paragraph from the Wizard's Handbook)

Under water casting (The Complete Wizard's Handbook, Addition & Comments)

According to the Complete Wizard's Handbook, "*Pyrotechnics*" can't be casted under water and will not function. But it will function within the boundaries of an "*Aerie water spell*" (s. Wiz5).

Ray of Enfeeblement (Enchantment/Charm)

(Source: Players Handbook)

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

By means of a ray of enfeeblement, a wizard weakens an opponent, reducing its Strength and thereby the attacks that rely upon it. Humans, demihumans, and humanoids of man-size or less are reduced to an effective Strength of 5, losing all Strength bonuses and suffering an attack roll penalty of -2 and a -1 penalty to damage. Other creatures suffer a penalty of -2 on attack rolls. Furthermore, they have a -1 penalty for each die of damage they inflict. (But no damage roll can inflict less than 1 point per die of damage.)

Your DM will determine any other effects appropriate to the affected creature. If the target creature makes its saving throw, the spell has no effect. This spell does not affect combat bonuses due to magical items, and those conferring increased Strength function normally.

Ride the Wind

(Alteration)

(Source: Tome of Magic)

Range: 5 yards/level

Components: V, S, M (a small handful of straw and a dry leaf)

Duration: 1 turn/level

Casting Time: 2

Area of Effect: One creature/level

Saving Throw: Neg.

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

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

This spell may be cast only on living creatures.

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

Rope Trick

(Alteration)

(Source: Players Handbook)

Range: Touch

Components: V, S, M (powdered corn extract and a twisted loop of parchment)

Duration: 2 turns/level

Casting Time: 2

Area of Effect: Special

Saving Throw: None

When this spell is cast upon a piece of rope from 5 to 30 feet long, one end of the rope rises into the air until the whole rope hangs perpendicular, as if affixed at the upper end.

The upper end is, in fact, fastened to an extradimensional space. The spellcaster and up to seven others can climb up the rope and disappear into this place of safety where no creature can find them. The rope can be taken into the extradimensional space if fewer than eight persons have climbed it; otherwise, it simply stays hanging in the air (extremely strong creatures might be able to remove it, at the DM's option). Spells cannot be cast across the interdimensional interface, nor can area effects cross it. Those in the extradimensional space can see out of it as if there were a 3-foot x 5-foot window centered on the rope. The persons in the extradimensional space must climb down prior

to the end of the spell, or they are dropped from the height at which they entered the extradimensional space. The rope can be climbed by only one person at a time. Note that the rope trick spell enables climbers to reach a normal place if they do not climb all the way to the extradimensional space. Also note that creating or taking extradimensional spaces into an existing extradimensional space is hazardous.

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

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Rope Trick:

A *rope trick* can support about 1,000 pounds, but the DM is free to assign a higher or lower limit. A frayed or rotten rope might break before the spell's limit is exceeded.

Placing another extradimensional space inside the area created by a *rope trick* spell has catastrophic effects, see the note at extradimensional spaces in the magical items section (page 80).

This spell is ineffective in the Astral Plane and in any locale where extradimensional spaces are inaccessible or nonexistent (see page 56). Creatures within the space created by a *rope trick* can breathe normally for the duration of the spell.

Scare

(Enchantment/Charm)

(Source: Players Handbook)

Range: 30 yds. + 10 yds./level

Components: V, S, M

Duration: 1d4 rds. + 1 rd./level

Casting Time: 2

Area of Effect: 15-foot radius

Saving Throw: Special

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

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

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

Seeking

(Enchantment, Invocation)

(Source: The Complete Book of Elves)

Elves

Range: 100 yards

Components: V, S

Duration: 1 turn

Casting Time: 2

Area of Effect: 1 missile/3 levels of the caster, up to a maximum of five

Saving Throw: None

[Editors Note: This spell comes from the "Complete Book of Elves" and should be taken only by elven spellcasters. They zealously guard this magic, and will not trade the secrets of these spells to other races under any circumstances. This magic is meant for elves alone.

It may be chosen by other race onlys, if the DM allows it. This spell exists both as a wizard spell and a 2nd level priest spell.]

The *seeking* spell takes the normal laws of momentum and gravity, and then twists them slightly in a way that is favorable to the caster of the spell.

The caster can ensorcel a number of normal, nonenchanted missiles no larger than a javelin, equal to one-third his level, to a maximum of five missiles. When they have been enchanted, the caster may either use them or distribute them to his or her companions.

When shot or hurled at a target, the missiles unerringly seek the target. They will hit nothing else but that target. The missiles can go around objects of corners if the target was visible when the spell was cast, but the missiles cannot pass through solid obstructions. For example, if the target closes a door, the missiles slam into the door and cannot be removed until the spell wears off.

The normal range can be extended to the distance of the target creature as long as the opponent uses only ordinary methods of escape. If the target *plane shifts*, *teleports*, *blinks*, or uses some other means of instantaneous transport, the missile can no longer home in on its target. It falls to the ground, useless.

This spell is not an automatic guarantee of success. Rather, it ensures that archers and slingers, when firing into melee, will not accidentally hit those who are on their side. This spell is especially useful for battles or shots in narrow corridors. If the person firing the arrow or bullet can see the target, he can fire for normal damage without fear of damaging comrades.

Sense Shifting

(Alteration)

(Source: Tome of Magic)

Range: 0

AD&D 2nd Edition

Components: V, S, M (a twist of multi-colored ribbon with a small silver bell fastened to its end)

Duration: 3 turns

Casting Time: 2

Area of Effect: The caster

Saving Throw: None

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

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

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

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

Shatter

(Alteration)

(Source: Players Handbook)

Range: 30 yds. + 10 yds./level

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

Duration: Instantaneous

Casting Time: 2

Area of Effect: 3-ft. radius

Saving Throw: Neg.

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

Silence 15' Radius

(Alteration)

(Source: The Complete Bards Handbook)

Range: 60 yards
Components: V, S
Duration: 2 rounds/level
Casting Time: 5
Area of Effect: 15-foot-radius sphere
Saving Throw: Special

[Editors Note: This spell comes from the Bards Handbook but could also be available for other spellcasters, if the DM allows it.]

Upon casting this spell, complete silence prevails in the affected area. All sound is stopped: conversation is impossible, spells with verbal components cannot be cast, and no noise issues from or enters the area.

The spell can be cast into the air or upon an object, but the effect is stationary unless cast on a mobile object or creature. The spell lasts two rounds for each level of the experience of the caster. If the spell is centered on a creature, the effect then radiates from the creature and moves as it moves.

An unwilling creature receives a saving throw vs. spell. If successful, the spell effect is centered about one foot behind the position of the creature at the instant of casting (the effect does not move with the creature in this case). This spell provides a defense against sound-based attacks, such as harpy singing, a horn of blasting, etc.

Spectral Hand (Necromancy)

(Source: Players Handbook)

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

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

AD&D 2nd Edition

Stinking Cloud (Evocation)

(Source: Players Handbook)

Range: 30 yds.
Components: V, S, M (a rotten egg or several skunk cabbage leaves.)
Duration: 1 rd./level
Casting Time: 2
Area of Effect: 20-ft. cube
Saving Throw: Special

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

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

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Stinking Cloud:

A permanent *stinking cloud* remains where it is created and generally is not disturbed by minor effects. If dispersed by a strong breeze or a *gust of wind* spell, the vapors return one round after the breeze or wind ceases. Even hurricane force winds cannot destroy the cloud, though the vapors are dispersed and ineffective while the winds last.

Strength (Alteration)

(Source: Players Handbook)

Range: Touch
Components: V, S, M (a few hairs, or a pinch of dung, from a particularly strong animal--ape, bear, ox, etc.)
Duration: 1 hr./level
Casting Time: 1 turn
Area of Effect: Person touched
Saving Throw: None

Application of this spell increases the Strength of the character by a number of points--or tenths of

points after 18 Strength is attained (only if the character is a warrior).

Benefits of the strength spell last for the duration of the magic. The amount of added Strength depends upon the spell recipient's group and is subject to all restrictions on Strength due to race and class. Multiclass characters use the best die.

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

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

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

Summon Swarm (Conjuration/Summoning)

(Source: Players Handbook)

Range: 60 yds.

Components: V, S, M (a square of red cloth)

Duration: Special

Casting Time: 2

Area of Effect: 10-ft. cube

Saving Throw: Neg.

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

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

The swarm cannot be fought effectively with weapons, but fire and area effects can force it to disperse by inflicting damage. The swarm disperses when it has taken a total of 2 hit points per caster

level from these attacks. A protection from evil spell keeps the swarm at bay, and certain area-effect spells, such as gust of wind and stinking cloud, disperse a swarm immediately, if appropriate to the swarm summoned (for example, only flyers are affected by a gust of wind). The caster must remain stationary and undisturbed to control the swarm; if his concentration lapses or is broken, the swarm disperses in two rounds. The swarm is stationary once conjured.

The material component is a square of red cloth.

(please also read the following paragraph from the Wizard's Handbook)

Under water casting (The Complete Wizard's Handbook, Addition & Comments)

According to the Complete Wizard's Handbook, "Summon Swarm" can't be casted under water and will **not** function, even within the boundaries of an "Aerie water spell" (s. Wiz5).

Tasha's Uncontrollable Hideous Laughter

(Enchantment/Charm)

(Source: Players Handbook)

Range: 60 yds.

Components: V, S, M (a small feather and minute tarts)

Duration: 1 rd./level

Casting Time: 2

Area of Effect: 1 or more creatures in a 30-ft. cube

Saving Throw: Neg.

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

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

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

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

Vocalize (Alteration)

(Source: The Complete Wizard's Handbook)

Range: Touch

Components: S, M (a small golden bell without a clapper)

Duration: 5 rounds

Casting Time: 1 round

Area of Effect: One spell-casting creature

Saving Throw: None

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

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

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

Wall of Gloom (Conjuration/Summoning, Shadow)

(Source: Players Option: Spells & Magic)

Range: 30 yards

Components: V, S, M (a bit of fleece from a black sheep and the eyelash of a revenant)

Duration: 2d4 rds. + 1 rd./level

Casting Time: 2

Area of Effect: Two 10-ft. cubes, + one 10-ft. cube/level (max. is 8 cubes)

Saving Throw: Special

[Subtlety: +3; Knockdown: None; Sensory: Huge visual, small tactile; Critical: None]

This spell creates a wall or barrier of ominous shadow in any area within the spell range. The *wall of gloom* does not obscure sight completely, but objects or creatures within the wall, or on its other side, are dim shadows that can barely be seen. Creatures attempting missile fire through the wall suffer a -2 penalty to their attack rolls. In

addition, the supernatural cold and darkness of the *wall of gloom* may cause creatures moving through the wall to recoil in fear. Creatures of 4 Hit Dice or less who enter the wall must make a saving throw vs. spell or retreat for 1d3 rounds; creatures of 4+1 to 7 Hit Dice must save or hesitate for 1 round before entering the wall; and undead and creatures of 7+1 Hit Dice or more ignore the wall's fear effects.

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

Web (Evocation)

(Source: Players Handbook)

Range: 5 yds./level

Components: V, S, M (a bit of spider web)

Duration: 2 turns/level

Casting Time: 2

Area of Effect: 8,000 cubic ft.

Saving Throw: Neg. or ½

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

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

Anyone in the area when the spell is cast must roll a saving throw vs. spell with a -2 penalty. If the saving throw is successful, two things may have occurred. If the creature has room to escape the area, then it is assumed to have jumped free. If there is no room to escape, then the webs are only half strength.

Creatures with less than 13 Strength (7 if the webs are half strength) are stuck until freed by another or until the spell wears off. Missile fire is generally ineffective against creatures trapped in webs.

Creatures with Strengths between 13 and 17 can break through 1 foot of webs per round. Creatures with 18 or greater Strength can break through 2 feet of webs per round.

If the webs are at half strength, these rates are doubled. (Great mass equates to great strength in this case, and creatures of large mass hardly notice webs.) Strong and huge creatures can break through 10 feet of webs per round.

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

(please also read the following paragraph from the Wizard's Handbook)

Web

(The Complete Wizard's Handbook, Addition & Comments)

This spell can be used as a makeshift net to prevent damage to falling characters, assuming there are suitable projections or surfaces available to anchor the web. A *web* of at least 5 feet of thickness protects a falling character from damage regardless of the height from which he falls.

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Web:

Webs must be properly supported if they are to be made permanent. Permanent webbing remains where it is created, if torn away, new webs spring into existence to take its place. Chunks of webbing carried out of the area of effect dissolve in seconds. Creatures can break through the webbing at the rates given in the spell description, but the webs immediately fill in behind them. Creatures who blunder into permanent webbing (or who are thrown in) can be trapped and suffocated if they fail to save vs. spell just as they can if caught in normal webbing.

Permanent *webs* can be burned away with fire, but they spring back into being one round after the flames die away.

Whispering Wind

(Alteration, Phantasm)

(Source: Players Handbook)

Range: 1 mi./level

Components: V, S

Duration: Special

Casting Time: 2

Area of Effect: 2-ft. radius

Saving Throw: None

By means of this spell, the wizard is able to either send a message or cause some desired sound effect. The whispering wind can travel as many miles above ground as the spellcaster has levels of

experience, to a specific location within range that is familiar to the wizard. The whispering wind is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers its whisper-quiet message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it. The wind then dissipates. The wizard can prepare the spell to bear a message of up to 25 words, cause the spell to deliver other sounds for one round, or merely have the whispering wind seem to be a faint stirring of the air that has a susurrant sound. He can likewise cause the whispering wind to move as slowly as a mile per hour or as quickly as a mile per turn.

When the spell reaches its objective, it swirls and remains until the message is delivered. As with the magic mouth spell, no spells may be cast via the whispering wind.

(please also read the following paragraph from the Wizard's Handbook)

Under water casting

(The Complete Wizard's Handbook, Addition & Comments)

According to the Complete Wizard's Handbook, "*Whisoering Wind*" can't be casted under water and will not funcion. But it will function within the boundaries of an "*Aerie water spell*" (s. Wiz5).

Wizard Lock

(Alteration)

(Source: Players Handbook)

Range: Touch

Components: V, S

Duration: Permanent

Casting Time: 2

Area of Effect: 30 sq. ft./level

Saving Throw: None

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

Third-Level Spells (Wiz 3)

Alacrity

(Alteration)

(Source: Tome of Magic)

Range: 0

Components: V, S, M (a miniature hourglass)

Duration: 1 turn +1 round/level

Casting Time: 1

Area of Effect: The caster

Saving Throw: None

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

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

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

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Alacrity:

This spell can be very useful for reducing spell casting times on low-magic worlds. Apply the local multiplier to a spell's casting time before calculating the *alacrity* spell's effect.

Alamir's Fundamental Breakdown

(Divination)

(Source: Tome of Magic)

Range: Touch

Components: V, S, M (a wand cut from a 100-year-old oak tree)

Duration: Special

Casting Time: 1 round

Area of Effect: One item

Saving Throw: Special

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

The information instantly appears in the caster's mind but may be lost if the wizard cannot comprehend it. The caster must roll an Intelligence check; if successful, the wizard understands the

formula and retains it in his memory. If the roll is missed, the caster cannot comprehend what he has learned and the information is immediately forgotten. If the spell is cast a second time on the same substance, the spell automatically fails unless the wizard has advanced to the next experience level.

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

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

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

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

In all cases, simply knowing the proper formula does not mean the wizard can successfully create the item or material. The construction of alchemical mixtures and magical items is a time-consuming and expensive undertaking.

This spell has detrimental effects on the magical item analyzed. Single-use items (potions, oils, etc.) are automatically destroyed; the spell consumes the item in the process of analyzing it. Reusable magical items must make a saving throw vs. disintegration. If the saving throw is failed, *Alamir's fundamental breakdown* releases the magic of the item in an explosive blast, rendering it permanently nonmagical. The caster suffers 4d8 points of damage from the explosion.

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

Alternate Reality*

(Alteration)

(Source: Tome of Magic)

WILDMAGIC

Range: 0

Components: V, S, M (a small, unmarked die)

Duration: Instantaneous

Casting Time: 3

Area of Effect: Creature touched

Saving Throw: None

With this spell, the caster creates a small variation in probabilities. This variation lasts only a moment, but creates alternate results for one recent event. When the spell is cast, any one event attempted by

the recipient during the previous round is recalculated, essentially allowing (or forcing) the creature to make new die rolls.

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

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

The material component is a small, unmarked die.

Augmentation I (Invocation/Evocation)

(Source: Tome of Magic)

Range: 0

Components: V, S, M (a pair of concentric circles of bronze or silver)

Duration: Special

Casting Time: 2

Area of Effect: Special

Saving Throw: None

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

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

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

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

Bands of Sirellyn (Conjuration/Summoning)

(Source: Players Option: Spells & Magic)

Range: 40 yards

Components: V, S, M (three miniature bands of silver that are interlocked so that all three are connected)

Duration: 1 turn + 1 rd./level

Casting Time: 3

Area of Effect: 1 creature

Saving Throw: Neg.

[Subtlety: +3; Knockdown: None; Sensory: Medium visual; Critical: None]

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

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

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

Blink (Alteration)

(Source: Players Handbook)

Range: 0

Components: V, S

Duration: 1 rd./level

Casting Time: 1

Area of Effect: The caster

Saving Throw: None

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

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

object, the caster is then trapped on the Ethereal Plane.

During each round that he blinks, the spellcaster can be attacked only by opponents who win initiative or by those who are able to strike both locations at once (for example, with a breath weapon, fireball, or similar wide-area attack forms). Opponents with multiple attacks, or those operating under haste or similar effects, can often strike early enough to have at least one attack against the caster. If the spellcaster holds off his attack (if any) until after the blink, the 2d8 delay until the blink is added to his normal 1d10 initiative roll (thus, he probably attacks last in the round). The spellcaster can also try to get his attack in before he blinks (he must announce his intent before rolling the 2d8 for blink timing and the 1d10 for initiative). In this case, the caster compares the two dice rolls, hoping that his initiative roll is lower than his blink roll (the two rolls are not added if he is trying to attack before he blinks). If so, he attacks according to his initiative roll, then blinks according to the blink roll. If his blink roll is lower than his initiative roll, however, he blinks first and then attacks in whatever direction he's facing (he must go through with his attack, even if he is facing in the wrong direction to affect anyone).

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Blink:

Spellcasting is not possible while blinking.

Bone Club

(Enchantment, Necromancy)

(Source: The Complete Wizard's Handbook)

Range: 0

Components: V, M (an appropriately-sized bone and a pinch of dirt from a grave)

Duration: 1 round/level

Casting Time: 1 round

Area of Effect: One bone

Saving Throw: None

A wizard can use this spell to enchant a bone, causing it to become a magical club.

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

If the proficiency rules are being used, characters with a weapon proficiency with a club also have a

proficiency with a *bone club*. Those wielding a *bone club* without the club proficiency suffer the penalties described on page 52 of the *Player's Handbook*.

The material components for this spell are an appropriately-sized bone and a pinch of dirt from a grave.

Clairaudience

(Divination)

(Source: Players Handbook)

Range: Unlimited

Components: V, S, M (a small horn of at least 100 gp value)

Duration: 1 rd./level

Casting Time: 3

Area of Effect: 60-ft. radius

Saving Throw: None

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

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

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Clairaudience:

The caster must describe where the sensor this spell creates is to appear, see the clairvoyance spell for details.

Clairvoyance

(Divination)

(Source: Players Handbook)

Range: Unlimited

Components: V, S, M (a pinch of powdered pineal gland)

Duration: 1 rd./level

Casting Time: 3

Area of Effect: Line of sight

Saving Throw: None

Similar to the clairaudience spell, the clairvoyance spell empowers the wizard to see in his mind

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

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Clairvoyance:

The spellcaster must describe where the sensor this spell creates is to appear. Once created, the sensor cannot be moved.

When placing the sensor, the caster must be precise and state the location in terms he knows or are fairly obvious. For example, the caster cannot place the sensor six inches from Ren the wizard's left ear if he has no idea where Ren is at the moment. He can place the sensor in the exact center of Ren's laboratory if he has a reasonable idea where the laboratory is located. A general location for the sensor is permissible if the location is based on something known or obvious to the caster. For example, the caster could specify the exact center of the chamber beyond a closed door nearby.

Delay Death

(Enchantment, Necromancy)

(Source: The Complete Wizard's Handbook)

Range: 30 yards

Components: V, S, M (is a chip from a tombstone or a sliver of wood from a coffin)

Duration: 1 turn/level

Casting Time: 1 round

Area of Effect: One creature

Saving Throw: None

This spell enables one person or creature to postpone death. If *delay death* is cast before the indicated creature or person reaches 0 hit points, he is able to fight, cast spells, communicate, and take all other normal actions until he reaches -10 hit points. However, from the time he reaches 0 hit points until he is reduced to -10 hit points, the

affected person or creature makes all attack rolls and saving throws at a -2 penalty, and his movement rate is reduced by half.

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

Delude

(Alteration)

(Source: Players Handbook)

Range: 0

Components: V, S

Duration: 1 turn/level

Casting Time: 3

Area of Effect: 30-ft. radius

Saving Throw: Neg.

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

Dispel Magic

(Abjuration)

(Source: Players Handbook)

Range: 120 yds.

Components: V, S

Duration: Instantaneous

Casting Time: 3

Area of Effect: 30-ft. cube

Saving Throw: None

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

First, it removes spells and spell-like effects (including device effects and innate abilities) from creatures or objects. Second, it disrupts the casting or use of these in the area of effect at the instant the dispel is cast. Third, it destroys magical potions (which are treated as 12th level for purposes of this spell).

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

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

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

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

Summary of Dispel Magic Effects

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

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

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

AD&D 2nd Edition

The Complete Book of Spells – The core spells V. 1.3.1

Dispel Magic:

A *dispel magic* spell cast directly upon an unattended magical item automatically renders the item inoperable for 1d4 rounds. If *dispel magic* is cast upon an item that is in the possession of another creature, the item is unaffected by the dispelling attempt if the creature makes a successful saving throw versus spell. If the creature fails its saving throw, the item is rendered inert for 1d4 rounds.

Temporary effects from potions can be dispelled, see the section on potions for details.

Permanent spells must be individually targeted to be dispelled, requiring a separate *dispel magic* for each permanent effect. Unlike a magical item, a permanent spell is destroyed, not temporarily rendered nonoperational, by a successful *dispel magic*. A creature or item never gains a saving throw to avoid a dispelling attempt against its permanent effects, but the *dispel magic* is not automatically successful either. The caster of the *dispel magic* must still be of higher level than the caster of the *permanency* spell, and he must still make a successful dispelling roll. More detailed information is found at the *permanency* spell description.

Casting *dispel magic* on a creature or object does not radiate an area of effect. Thus, spells such as *stoneskin*, *minor globe of invulnerability*, and *barkskin* could not be dispelled as the result of trying to negate the magic of a *wand of lightning*.

Spells and potions whose basic durations are permanent cannot be dispelled. A *cure light wounds* spell or *potion of extra-healing*, cannot be dispelled after their healing properties have occurred. A *potion of heroism* could be negated while its effects were in operation, however.

A successful *dispel magic* versus a 10th-level spell temporarily negates the spell's effect for 1d4 rounds. It has no effect against a permanent 10th-level spell cast on a creature.

Explosive Runes (Alteration)

(Source: Players Handbook)

Range: Touch

Components: V, S

Duration: Special

Casting Time: 3

Area of Effect: 10-ft. radius

Saving Throw: None or ½

By tracing these mystic runes upon a book, map, scroll, or similar object bearing written information, the wizard prevents unauthorized persons from reading his material.

The explosive runes are difficult to detect--5% chance per level of magic use experience of the reader; thieves have only a 5% chance. But trap detection by spell or magical device always finds these runes.

When read, the explosive runes detonate, delivering 6d4+6 points of damage to the reader, who gets no saving throw. A like amount, or half that if saving throws are made, is suffered by each creature within the blast radius. The wizard who cast the spell, as well as any he instructs, can read the protected writing without triggering the runes. Likewise, the wizard can remove the runes whenever desired. Others can remove them only with a successful dispel magic or erase spell. Explosive runes otherwise last until the spell is triggered. The item upon which the runes are placed is destroyed when the explosion takes place, unless it is not normally subject to destruction by magical fire (see the item saving throws in Chapter 6 of the *Dungeon Master Guide*).

Far Reaching I (Alteration)

(Source: Tome of Magic)

Range: 0

Component: V

Duration: Special

Casting Time: 2

Area of Effect: Special

Saving Throw: None

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

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

Feign Death (Necromancy)

(Source: Players Handbook)

Range: Touch

Components: V, S

Duration: 1 hr. + 1 turn/level

Casting Time: 1

Area of Effect: Creature touched

Saving Throw: None

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

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

Fireflow* (Alteration)

(Source: Tome of Magic)

WILDMAGIC

Range: 30 yards

Components: V, S, M (a small paintbrush and a pot of pitch)

Duration: 1 round/level

Casting Time: 3

Area of Effect: One fire source

Saving Throw: None

This spell allows a wizard to control natural fires by manipulating randomness and adjusting probabilities to cause them to spread and take shape in any direction he desires.

Once cast, the wizard points at any fire within range. He can then cause that fire to move in any direction desired within spell range, as long as the flames contact a solid surface (the fire may not be raised in the air).

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

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

caught in a blaze that originated from a huge bonfire will be severely burned.
The material components are a small paintbrush and a pot of pitch.

Fireball (Evocation)

(Source: Players Handbook)

Range: 10 yds. + 10 yds./level

Components: V, S, M (a tiny ball of bat guano and sulphur)

Duration: Instantaneous

Casting Time: 3

Area of Effect: 20-ft. radius

Saving Throw: ½

A fireball is an explosive burst of flame, which detonates with a low roar and delivers damage proportional to the level of the wizard who cast it--1d6 points of damage for each level of experience of the spellcaster (up to a maximum of 10d6). The burst of the fireball creates little pressure and generally conforms to the shape of the area in which it occurs.

The fireball fills an area equal to its normal spherical volume (roughly 33,000 cubic feet--thirty-three 10-foot x 10-foot x 10-foot cubes). Besides causing damage to creatures, the fireball ignites all combustible materials within its burst radius, and the heat of the fireball melts soft metals such as gold, copper, silver, etc. Exposed items require saving throws vs. magical fire to determine if they are affected, but items in the possession of a creature that rolls a successful saving throw are unaffected by the fireball.

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

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

(please also read the following paragraph from the Wizard's Handbook)

Under water casting (The Complete Wizard's Handbook, Addition & Comments)

According to the Complete Wizard's Handbook, "**Fireball**" can't be casted under

water and will **not** function, even within the boundaries of an "*Aerie water spell*" (s. Wiz5).

Flame Arrow (Conjuration/Summoning)

(Source: Players Handbook)

Range: 30 yds. + 10 yds./level

Components: V, S, M (a drop of oil and a small piece of flint)

Duration: 1 rd

Casting Time: 3

Area of Effect: Special

Saving Throw: None

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

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

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

(please also read the following paragraph from the Wizard's Handbook)

Under water casting (The Complete Wizard's Handbook, Addition & Comments)

According to the Complete Wizard's Handbook, "**Fireball**" can't be casted under water and will **not** function. But it will function within the boundaries of an "*Aerie water spell*" (s. Wiz5).

Fly (Alteration)

(Source: Players Handbook)

Range: Touch

Components: V, S, M (a wing feather of any bird)

Duration: 1 turn/level + 1d6 turns

Casting Time: 3

Area of Effect: Creature touched

Saving Throw: None

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

(please also read the following paragraph from the Wizard's Handbook)

Under water casting
(The Complete Wizard's Handbook, Addition & Comments)

This spell enables the subject to swim effortlessly at any depth and in any direction, even if the subject is encumbered or is normally too heavy to float. The maximum speed is 9.

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Fly:

It is important to remember that this spell bestows Maneuverability Class B upon the recipient, which limits the user to turns totaling 180 degrees or less per round. This might make it difficult for the user to negotiate a twisting corridor at full speed. Once the flying character has completed his allowable turns, he must either finish the round flying in a straight line or stop.

Fool's Speech*

(Alteration)

(Source: Tome of Magic)

WILDMAGIC

Range: Touch

Components: V, S, M (a small whistle made of bone)

Duration: 1 hour/level

Casting Time: 1 turn

Area of Effect: Caster + 1 creature/level

Saving Throw: None

With this spell, the wizard empowers himself and others of his choosing with the ability to speak a secret language incomprehensible to others.

AD&D 2nd Edition

Creatures designated to speak the language must be touching each other when the spell is cast.

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

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

The material component is a small whistle made of bone.

Gust of Wind

(Alteration)

(Source: Players Handbook)

Range: 0

Components: V, S, M (a legume seed)

Duration: 1 rd

Casting Time: 3

Area of Effect: 10 ft. x 10 yds./level

Saving Throw: None

When this spell is cast, a strong puff of air originates from the wizard and moves in the direction he is facing. The force of this gust of wind (about 30 m.p.h.) is sufficient to extinguish candles, torches, and similar unprotected flames. It causes protected flames-- such as those of lanterns--to dance wildly and has a 5% chance per level of experience of the spellcaster to extinguish even such lights. It also fans large fires outward 1d6 feet in the direction of the wind's movement. It forces back small flying creatures 1d6 x 10 yards and causes man-sized beings to be held motionless if attempting to move against its force. It slows larger-than-man-sized flying creatures by 50% for one round. It blows over light objects, disperses most vapors, and forces away gaseous or unsecured levitating creatures. Its path is a constant 10 feet wide, by 10 yards long per level of experience of the caster (for example, an 8th-level wizard causes a gust of wind that travels 80 yards).

The material component of the spell is a legume seed.

(please also read the following paragraph from the Wizard's Handbook)

Under water casting
(The Complete Wizard's Handbook, Addition & Comments)

According to the Complete Wizard's Handbook, "*Gust of Wind*" can't be casted under water and will **not** function, even within the boundaries of an "*Aerie water spell*" (s. Wiz5).

Haste (Alteration)

(Source: Players Handbook)

Range: 60 yds.

Components: V, S, M (a shaving of licorice root)

Duration: 3 rds. + 1 rd./level

Casting Time: 3

Area of Effect: 40-ft. cube, 1 creature/level

Saving Throw: None

When this spell is cast, each affected creature functions at double its normal movement and attack rates. A hasted creature gains a -2 initiative bonus. Thus, a creature moving at 6 and attacking once per round would move at 12 and attack twice per round.

Spellcasting and spell effects are not sped up. The number of creatures that can be affected is equal to the caster's experience level; those creatures closest to the center of effect are affected first. All affected by haste must be in the designated area of effect.

Note that this spell negates the effects of a slow spell. Additionally, this spell ages the recipient by one year, because of sped-up metabolic processes. This spell is not cumulative with itself or with other similar magic.

Its material component is a shaving of licorice root.

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Haste:

A creature who has been subjected to two or more *haste*-type effects gains the benefit of only the best of the group. A *haste* spell never magnifies the effects of magical items, such as *boots of speed* or a *potion of speed*.

The one year of magical aging inflicted upon the recipients of this spell requires the recipient to make a system shock roll (see *Player's Handbook*, Chapter 1); failure results in death. This magical aging only occurs during the first round of the spell's effect, and multiple *haste* spells do not cause additional aging unless their effects overlap. For example, casting an additional *haste* spell one round before an existing *haste* spell ends would cause another year of magical aging once the new spell took effect.

Hold Person (Enchantment/Charm)

(Source: Players Handbook)

Range: 120 yds.

Components: V, S, M (a small, straight piece of iron)

Duration: 2 rds./level

Casting Time: 3

Area of Effect: 1-4 persons, 20-ft.cube

Saving Throw: Neg.

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

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

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

Held beings cannot move or speak, but they remain aware of events around them and can use abilities not requiring motion or speech. Being held does not prevent the

worsening of the subjects' condition due to wounds, disease, or poison. The caster can end the spell with a single utterance at any time; otherwise, the duration is 10 rounds at 5th level, 12 rounds at 6th level, 14 rounds at 7th level, etc.

The spellcaster needs a small, straight piece of iron as the material component of this spell. *(please also read the following paragraph from the Wizard's Handbook)*

Hold Person

(The Complete Wizard's Handbook, Addition & Comments)

The name of this spell should not be taken literally. *Hold person* makes its victims rigid-- if they're falling, for instance, it cannot "freeze" them in mid-fall and suspend them in the air. (However, see the hold monster entry below.)

Hold Undead (Necromancy)

(Source: Players Handbook)

Range: 60 ft.

Components: V, S, M (a pinch of sulphur and powdered garlic)

Duration: 1d4 rds. + 1 rd./level

Casting Time: 5

Area of Effect: 1d3 undead

Saving Throw: Neg.

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

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

Hovering Skull

(Necromancy)

(Source: The Complete Wizard's Handbook)

Range: Special

Components: V, S

Duration: 2 rounds/level

Casting Time: 4

Area of Effect: Special

Saving Throw: None

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

The caster can see through the skull's eyes as if they were his own; for instance, the *hovering skull* could be ordered to investigate a dark cave or peek over a high wall.

Additionally, the caster can order the *hovering skull* to attack victims with its razor-sharp teeth. If the caster's concentration is interrupted while controlling the skull, the skull immediately drops to the ground (but it takes no damage). If the caster resumes concentration, he can continue to command the skull. The *hovering skull* has the same statistics as the caster, except the skull has 3 hit points and inflicts 1-6 hit points of damage with its bite. Attacks directed at the skull do not harm the caster, nor does damage directed at the caster affect the skull.

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

Illusionary Script

(Illusion/Phantasm)

(Source: Players Handbook)

Range: Touch

Components: V, S, M (a lead-based ink that requires special manufacture)

Duration: 1 day/level

Casting Time: Special

Area of Effect: Script reader

Saving Throw: Special

This spell enables the wizard to write instructions or other information on parchment, paper, etc. The illusionary script appears to be some form of foreign or magical writing.

Only the person (or people) who the wizard desires to read the writing can do so. An illusionist recognizes it for illusionary script.

Unauthorized creatures glancing at the script must roll saving throws vs. spell. A successful save means the creature can look away with only a mild sense of disorientation. Failure means the creature is subject to a suggestion implanted in the script by the caster at the time the illusionary script spell was cast. The suggestion cannot require more than three turns to carry out. The suggestion could be to close the book and leave, or to forget the existence of the book, for example. A successful dispel magic spell will remove the illusionary script, but an unsuccessful attempt erases all of the writing.

The hidden writings can be read by a combination of the true seeing spell and either the read magic or comprehend languages spell, as applicable.

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

(please also read the following paragraph from the Wizard's Handbook)

Under water casting

(The Complete Wizard's Handbook, Addition & Comments)

According to the Complete Wizard's Handbook, "*Illusionary Script*" can't be casted under water and will not function. But it will function within the boundaries of an "*Aerie water spell*" (s. Wiz5).

Improved Magic Mouth

(Alteration)

(Source: The Complete Bards Handbook)

Bards

Level: 3

Range: 10 yards

Components: V, S, M (none given / Editor's note: a small bit of honeycomb, see below)

Duration: Special

Casting Time: 3

Area of Effect: 1 object

Saving Throw: None

[**Editors Note:** This spell comes from the Bards Handbook but could also be available for other spellcasters, if the DM allows it.]

This spell works in all ways like the 2nd-level wizard spell *magic mouth*, except as follows.

When this spell is cast, the mouth is endowed with the bard's current knowledge, Intelligence, and personality. When the predetermined event occurs that activates the mouth, it converses as if the bard were actually there. For example, the mouth might say, "Who goes there?" and wait for a reply. If the visitors announce their names, it could go on to say, "Tarnak, please proceed to the music room, while the rest wait in the sitting room."

The mouth lasts until the conversation is over. Although the mouth can be set to activate due to a visual stimulus (*i.e.*, activate if anyone wearing a green feather approaches the castle gate), once triggered, it reacts only to sounds and speech. Also note that the mouth and the bard are not linked in any way. Once cast, the mouth's knowledge is set and will never change. Thus, if a bard is extremely angry at Tarnak when he casts an *improved magic mouth*, the mouth will remain in a state of anger, even if the bard and Tarnak have reconciled.

[Editors Note: Since the material component is missing in the description, the one given in the "Magic Mouth" spell (Wiz 2) should be taken: (a small bit of honeycomb)]

Infravision

(Alteration)

(Source: Players Handbook)

Range: Touch

Components: V, S, M (a pinch of dried carrot or an agate)

Duration: 2 hrs. + 1 hr./level

Casting Time: 1 rd.

Area of Effect: Creature touched

Saving Throw: None

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

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

Instant Audience

(Conjuration)

(Source: The Complete Bards Handbook)

Bards

Range: 30 yards

Components: V, S, M (a collection of items carried by the appropriate audience (a gold coin, a piece of fine fabric, a snuff box, etc.), tossed into a bag containing at least one live mouse)

AD&D 2nd Edition

Duration: Up to 4 hours

Casting Time: 2

Area of Effect: 1 room or area within range

Saving Throw: None

[Editors Note: This spell comes from the *Bards Handbook* but could also be available for other spellcasters, if the DM allows it.]

When this spell is cast, audience members are magically conjured.

Each round 1d4 people enter the room or area in a normal manner. (They actually appear just outside the room when no one is looking.) This continues for a number of rounds equal to the caster's level. The audience contains a combination of races, gender, and social class appropriate to the occasion.

Instant audience members act in every way like any other members of the audience. They walk around during intermission, talk, eat snacks, and so on. However, they always evade questions about their past, their history, or current events, as they have no past, no history, and have no idea as to what is going on in the world outside of the room.

Instant audience members are strictly noncombative and never attack or cast spells (although they can be bullies or braggarts if that is appropriate). If one suffers even a single point of damage, he instantly vanishes along with all of his items (including items no longer on his body, such as clothes that he hung in the linen closet).

Once the performance ends, instant audience members leave in an appropriate manner and vanish as soon as they are out of view.

If the audience is treated in an inappropriate way (as determined by the DM), the spell instantly ends. For example, an audience could be summoned to watch a combat, but if the audience is used as a human shield, it vanishes.

The material components are a small collection of the items carried by the appropriate audience (a gold coin, a piece of fine fabric, a snuff box, etc.). These are tossed into a bag that contains at least one live mouse. The mouse is not destroyed, but vanishes during the spell to reappear somewhere in the room after the spell ends.

Invisible Mail

(Evocation, Abjuration)

(Source: The Complete Wizard's Handbook)

Range: 0

Components: V, S, M (a small fragment of plate mail)

Duration: Special

Casting Time: 2

Area of Effect: The caster

Saving Throw: None

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

For each level of the caster, the *invisible mail* absorbs 1 hit point of damage that would normally hit AC 3; however, the *invisible mail* offers no protection against magical weapons or attacks. When the *invisible mail* has absorbed as many hit points of damage as the wizard has levels of experience, the invisible mail disappears. The *invisible mail* does not hinder movement, nor does it add weight or encumbrance. It does not interfere with spell casting.

Example: A wizard with a normal AC of 10 has shielded himself with *invisible mail*.

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

The material component is a small fragment of plate mail.

Invisibility, 10' Radius (Illusion/Phantasm)

(Source: Players Handbook)

Range: Touch

Components: V, S, M (an eyelash and a bit of gum Arabic)

Duration: Special

Casting Time: 3

Area of Effect: 10-ft. radius

Saving Throw: None

This spell confers invisibility upon all creatures within 10 feet of the recipient. Gear carried and light sources are included, but any light emitted is still visible. The center of the effect is mobile with the recipient. Those affected by this spell cannot see each other.

Any affected creature moving out of the area becomes visible, but creatures moving into the area after the spell is cast do not become invisible. Affected creatures (other than the recipient) that attack negate the invisibility only for themselves. If the spell recipient attacks, the invisibility, 10' radius spell is broken for all.

The material components are the same as for the invisibility spell (an eyelash and a bit of gum Arabic).

Iron Mind (Abjuration)

(Source: The Complete Wizard's Handbook)

Range: Touch

Components: S, M (a small chunk of iron ore or any small item made of solid iron)

Duration: 1 hour

Casting Time: 3

Area of Effect: One creature

Saving Throw: None

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

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

Item (Alteration)

(Source: Players Handbook)

Range: Touch

Components: V, S, M (?)

Duration: 4 hrs./level

Casting Time: 3

Area of Effect: 2 cu. ft./level

Saving Throw: Special

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

Item

(The Complete Wizard's Handbook, Addition & Comments)

Use this spell on a weapon if the party is on the verge of being captured. In its clothlike state, the shrunken weapon can be concealed up the caster's sleeve or it can be tucked underneath his belt or in his trousers. The wizard can later use the enlarged weapon to surprise his captors or, if the wizard's hands are bound, he may be able to use

the weapon to cut himself free. Similarly, the spell can be used to conceal a grappling hook or a thief's pick. (The wizard should be careful where he hides a shrunken weapon; if a shrunken long sword is tucked inside his pants and is enlarged before it is removed, the result could be extremely painful.)

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

(Source: Players Option: Spells & Magic)

Range: 0

Components: V, S

Duration: Instantaneous

Casting Time: 3

Area of Effect: 5 ft. x 60 ft.

Saving Throw: ½

[Subtlety: +2; Knockdown: d10; Sensory: Huge audio vibration; Critical: Medium (1 hit)]

This spell creates a beam of concussive, disrupting force that lashes out from the wizard's hand in a path 5 feet wide and 60 feet long. Any creatures caught in the beam's path suffer 5d4 points of damage, plus 2 points of damage per caster level (maximum damage is 5d4+30); for example, a 6th-level wizard would inflict 5d4+12 damage with the *lance of disruption*. Victims are allowed a saving throw vs. spell for half damage. The lance's energy delivers a powerful blow against inanimate objects and can easily blast light furniture, thin wooden walls, or fragile stonework to flinders. Barred wooden doors can be blasted of their hinges and even sturdy iron-bound doors or heavy stonework can be seriously damaged by the *lance of disruption*.

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

Leomund's Tiny Hut (Alteration)

(Source: Players Handbook)

Range: 0

Components: V, S, M (a small crystal bead)

Duration: 4 hrs. + 1 hr./level

Casting Time: 3

Area of Effect: 15-ft.-diameter sphere

Saving Throw: None

When this spell is cast, the wizard creates an unmoving, opaque sphere of force of any desired color around his person. Half of the sphere projects

above the ground, and the lower hemisphere passes through the ground. Up to seven other man-sized creatures can fit into the field with its creator; they can freely pass into and out of the hut without harming it. However, if the spellcaster removes himself from the hut, the spell dissipates.

The temperature inside the hut is 70 F., if the exterior temperature is between 0 and 100 F. An exterior temperature below 0 or above 100 lowers or raises, respectively, the interior temperature on a 1 -for-1 basis. The tiny hut also provides protection against the elements, such as rain, dust, sandstorms, and the like. The hut can withstand any wind of less than hurricane force without being harmed, but wind force greater than that destroys it.

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

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

Lesser Sign of Sealing (Abjuration, Geometry)

(Source: Players Option: Spells & Magic)

Range: 0

Components: S, M (a pinch of either powdered diamond (cold), ruby (fire), emerald (acid), pearl (sonic disruption, or sapphire (electricity), worth at least 100gp)

Duration: Special

Casting Time: 1 turn

Area of Effect: One portal

Saving Throw: 1/2

[Subtlety: +2; Knockdown: d8; Sensory: Medium visual; Critical: Medium, type varies]

By using this spell, the caster creates a magical ward that has two major effects; first of all, it affects a doorway or item that opens (a chest, for instance) as if it were a *hold portal* spell, keeping it securely locked and closed. Secondly, if the protected doorway is forced open by any means, magical or physical, the sign is not only destroyed, but also strikes the offending creature for 1d8 points of damage +1 point of damage per level of the caster. The duration of this spell is either one day per level of the caster or until discharged, whichever happens first. The exact form of energy is chosen by the caster when he creates the lesser sign; acid, cold, fire, electricity, or sonic disruption are popular choices.

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

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

Lightning Bolt (Evocation)

(Source: Players Handbook)

Range: 40 yds. + 10 yds./level

Components: V, S, M (a bit of fur and an amber, crystal, or glass rod)

Duration: Instantaneous

Casting Time: 3

Area of Effect: Special

Saving Throw: ½

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

The lightning bolt's area of effect is chosen by the spellcaster: either a forked bolt 10 feet wide and 40 feet long or a single bolt 5 feet wide and 80 feet

long. If a bolt cannot reach its full length, because of an unyielding barrier (such as a stone wall), the lightning bolt rebounds from the barrier toward its caster, ending only when it reaches its full length.

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

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

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

(please also read the following paragraph from the Wizard's Handbook)

Under water casting

(The Complete Wizard's Handbook, Addition & Comments)

Instead of a stroke, the electrical discharge takes the form of a sphere with a 20-yard radius, centering on the point where a stroke would have occurred if the spell had been cast above water. All those within the sphere suffer 1d6 hit points of damage per level of the caster; the maximum damage is 10-60 (10d6) hit points. A successful saving throw reduces this damage to half (round fractions down).

Lorloveim's Creeping Shadow (Illusion)

(Source: Tome of Magic)

Range: 0

Components: V, S, M (a small statuette of the caster sculpted from a piece of obsidian worth at least 1,000 gp)

Duration: 1 round/level

Casting Time: 7

Area of Effect: The caster's shadow

Saving Throw: None

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

The shadow moves as an ordinary shadow, along floors and up walls. The caster may maneuver in any manner feasible to place the shadow where he desires. A caster might position his shadow over a high window in a tower in order to spy on the

tower's occupants. The shadow makes no sound and is 90% undetectable in all but the brightest surroundings.

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

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

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

Maximilian's Stony Grasp

(Evocation)

(Source: Tome of Magic)

Range: 20 yards+10 yards/level

Components: V, S, M (a miniature hand sculpted from stone)

Duration: 5 rounds+1 round/level

Casting Time: 3

Area of Effect: One creature

Saving Throw: Special

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

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

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

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

Melf's Minute Meteors

(Evocation, Alteration)

(Source: Players Handbook)

Range: 70 yds. + 10 yds./level

Components: V, S, M (a small hollow tube of minute proportion, fashioned from gold costing 1000gp)

Duration: Special

Casting Time: 3

Area of Effect: 1 target/meteor

Saving Throw: None

This spell enables the wizard to cast small globes of fire (one for each experience level he has attained), each of which bursts into a 1-foot-diameter sphere upon impact, inflicting 1d4 points of damage to the creature struck. It can also ignite combustible materials (even solid planks). The meteors are treated as missiles hurled by the wizard with a **+2 bonus to the attack rolls** and with **no penalty for range**. Misses are treated as grenadelike missiles that inflict 1 point of damage to creatures within 3 feet.

The spell can be cast in either of two ways:

- A) The wizard discharges five meteors every round (see the "Multiple Attacks and Initiative" section in Chapter 9: Combat). Note that this carries over into at least the following round.
- B) The wizard discharges only one meteor per round. In addition to releasing the missile, the caster can perform other actions in the round, including spellcasting, melee, or device use. Spells requiring concentration force the wizard to forgo the rest of the missiles to maintain concentration. Also, if the wizard fails to maintain an exact mental count of the number of missiles he has remaining, he has involuntarily lost the remaining portion of the spell.

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

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

(please also read the following paragraph from the Wizard's Handbook)

Melf's Minute Meteors

(The Complete Wizard's Handbook, Addition & Comments)

One of the most frequently overlooked functions of *Melf's minute meteors* (or any flame-producing spell, such as *fireball*) is its ability to ignite combustible materials. In the right situations, this ability is capable of producing a startling amount of damage,

rivaling and often exceeding the damage caused by spells of much higher levels.

Under water casting
(The Complete Wizard's Handbook, Addition & Comments)

According to the Complete Wizard's Handbook, "*Melf's Minute meteors*" can't be casted under water and will **not** function, even within the boundaries of an "*Aerie water*"-spell (s. Wiz 5).

Minor Malison (Enchantment/Charm)

(Source: Tome of Magic)

Range: 60 feet

Component: V

Duration: 2 rounds/level

Casting Time: 2

Area of Effect: 30-foot-radius sphere

Saving Throw: None

This spell allows a wizard to adversely affect all the saving throws of his enemies. Opponents under the influence of this spell make all saving throws at a penalty of -1. Alternatively, the wizard may select any one school of magic and cause his enemies to make all saving throws against magic from that school at -2. This penalty is not cumulative with a saving throw penalty derived from the wizard being a specialist; the penalty is not increased to -3.

Monster Summoning I (Conjuration/Summoning)

(Source: Players Handbook)

Range: Special

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

Duration: 2 rds. + 1 rd./level

Casting Time: 3

Area of Effect: 30-yd. radius

Saving Throw: None

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

In rare cases, adventurers have been known to disappear, summoned by powerful spellcasters using this spell. Those summoned recall all the details of their trip. The material components of this spell are a tiny bag and a small (not necessarily lit) candle.

Monster Summoning I (roll 1d12) # of app. 2d4	
1	Ant, giant
1	Bat, huge
2	Beetle, fire
3	Bullywug
4	Goblin
5	Hobgoblin
6	Jermlaine (3d4 appear)
7	Kobold (3d4 appear)
8	Leech, giant (1 HD)
9	Muckdweller
10	Orc
11	Rat, giant (3d4 appear)

(please also read the following paragraph from the Wizard's Handbook)

Under water casting
(The Complete Wizard's Handbook, Addition & Comments)

Only creatures that can breathe and function underwater can be summoned. (If available, the DM should use the appropriate Aquatic Monster Summoning table in the *Monstrous Compendium*.)

(please also notice the following tables from the Monster Manual I regarding the summoning of monsters in salt and fresh water)

Monster Summoning I, Aquatic Monster Summoning, Salt Water, roll 1d6, # of app. 2d4	
1	Barracuda (1 HD)
2	Lamprey, common
3	Merman
4	Otter, sea
5	Piranha (3d4 appear)
6	Urchin, black

Monster Summoning I, Aquatic Monster Summoning, Fresh Water, roll 1d6, # of app. 2d4	
1	Frog, giant (1 HD)
2	Koalanth (hobgoblin)
3	Lamprey, common
4	Nixie (3d4 appear)
5	Otter, common
6	Piranha (3d4 appear)

Nondetection (Abjuration)

(Source: Players Handbook)

Range: Touch

Components: V, S, M (diamond dust worth 300 gp)

Duration: 1 hr./level

Casting Time: 3

Area of Effect: 1 creature or item

Saving Throw: None

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

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

Pain Touch

(Divination)*

(Source: The Complete Wizard's Handbook)

Range: Touch

Components: V, M (a needle and the finger from a scorched glove)

Duration: 1 round/level

Casting Time: 3

Area of Effect: One creature

Saving Throw: None

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

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

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

[Editor's Note: Since the spell induces pain to a victim, it is surely a misprint, that the spell was put into the Divination spell school. There is no errata about it, but it is suggested to place it into the Alteration spell school instead, similar to the spell Irritation (Wiz 2).

Finally, because of it's power in relation to the spell "Ghoul Touch" (Wiz 2), it is also possible that both spells were exchanged in their spell level.]

Phantom Steed

(Conjuration, Phantasm)

(Source: Players Handbook)

Range: Touch

Components: V, S

Duration: 1 hr./level

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

When this spell is cast, the wizard creates a quasi-real, horselike creature. The steed can be ridden only by the wizard who created it, or by any person for whom the wizard specifically creates such a mount. A phantom steed has a black head and body, gray mane and tail, and smoke-colored, insubstantial hooves that make no sound. Its eyes are milkycolored.

It does not fight, but all normal animals shun it and only monstrous ones will attack. The mount has an Armor Class of 2 and 7 hit points, plus 1 per level of the caster.

If it loses all of its hit points, the phantom steed disappears. A phantom steed moves at a movement rate of 4 per level of the spellcaster, to a maximum movement rate of 48. It has what seems to be a saddle and a bit and bridle. It can bear its rider's weight, plus up to 10 pounds per caster level.

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

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

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

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

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

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

(please also read the following paragraph from the Wizard's Handbook)

Under water casting

(The Complete Wizard's Handbook, Addition & Comments)

A phantom steed created underwater is a hippocampi with a black forebody and silver-gray scales. These steeds do not gain the special traveling or flying abilities of the regular *phantom steeds*, but they do gain the movement rate of 4 per level of the spell caster

(to a maximum movement rate of 48). Otherwise, they are similar to the steed created by the spell.

Protection from Amorphs (Abjuration)

(Source: Players Option: Spells & Magic)

Range: 0

Components: V, S, M (a mixture of rare salts)

Duration: 2 rds./level

Casting Time: 3

Area of Effect: The caster

Saving Throw: None

[Subtlety: +3; Knockdown: None; Sensory: Medium tactile; Critical: None]

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

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

Protection From Evil, 10' Radius (Abjuration) *Reversible*

(Source: Players Handbook)

Range: Touch

Components: V, S, M (powdered silver / Rev.: powdered iron)

Duration: 2 rds./level

Casting Time: 3

Area of Effect: 10-ft. radius around creature touched

Saving Throw: None

The globe of protection of this spell is identical in all respects to a protection from evil spell, except that it encompasses a much larger area and its duration is greater. The effect is centered on and moves with the creature touched. Any protected creature within the circle can break the warding

against enchanted or summoned monsters by meleeing them.

If a creature too large to fit into the area of effect is the recipient of the spell, the spell acts as a normal protection from evil spell for that creature only.

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

Reverse: Protection from Good, 10' Radius

s. description above

Protection From Normal Missiles (Abjuration)

(Source: Players Handbook)

Range: Touch

Components: V, S, M (a piece of tortoise or turtle shell)

Duration: 1 turn/level

Casting Time: 3

Area of Effect: Creature touched

Saving Throw: None

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

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

Secret Page (Alteration)

(Source: Players Handbook)

Range: Touch

Components: V, S, M (powdered herring scales and either will o' wisp or boggart essence)

Duration: Until dispelled

Casting Time: 1 turn

Area of Effect: 1 page, up to 2 ft. square

Saving Throw: None

When cast, a secret page spell alters the actual contents of a page so that they appear to be something entirely different. Thus, a map can be changed to become a treatise on burnishing ebony walking sticks. The text of a spell can be altered to show a ledger page or even another form of spell. Confuse languages and explosive runes spells may be cast upon the secret page, but a comprehend

languages spell cannot reveal the secret page's contents. The caster is able to reveal the original contents by speaking a command word, perusing the actual page, and then returning it to its secret page form. The caster can also remove the spell by double repetition of the command word. Others noting the dim magic of a page within this spell cloaking its true contents can attempt to dispel magic, but if it fails, the page is destroyed. A true seeing spell does not reveal the contents unless cast in combination with a comprehend languages spell. An erase spell can destroy the writing. The material components are powdered herring scales and either will o' wisp or boggart essence.

Sepia Snake Sigil (Conjuration/Summoning)

(Source: Players Handbook)

Range: 5 yds.

Components: V, S, M (100 gp worth of powdered amber, a scale from any snake, and a pinch of mushroom spores)

Duration: Special

Casting Time: 3

Area of Effect: 1 sigil

Saving Throw: None

When this spell is cast, a small written symbol appears in the text of any written work. When read, the so-called sepia snake springs into being and strikes at the nearest living creature (but does not attack the wizard who cast the spell). Its attack is made as if it were a monster with Hit Dice equal to the level of the wizard who cast the spell. If it strikes successfully, the victim is engulfed in a shimmering amber field of force, frozen and immobilized until released, either at the caster's command, by a successful dispel magic spell, or until a time equal to 1d4 days + 1 day per caster level has elapsed. Until then, nothing can get at the victim, move the shimmering force surrounding him, or otherwise affect him. The victim does not age, grow hungry, sleep, or regain spells while in this state. He is not aware of his surroundings. If the sepia snake misses its target, it dissipates in a flash of brown light, with a loud noise and a puff of dun-colored smoke that is 10 feet in diameter and lasts for one round.

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

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

Slow (Alteration)

(Source: Players Handbook)

Range: 90 yds. + 10 yds./level

Components: V, S, M (a drop of molasses)

Duration: 3 rds. + 1 rd./level

Casting Time: 3

Area of Effect: 40-ft. cube, 1 creature/level

Saving Throw: Neg.

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

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

Snapping Teeth (Conjuration, Alteration)

(Source: The Complete Wizard's Handbook)

Range: Touch

Components: V, S, M (a tooth from any carnivorous animal)

Duration: 1 turn/level

Casting Time: 3

Area of Effect: 1 creature or object

Saving Throw: None

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

Snapping teeth can also be placed on a non-living object, such as a tree or a door. In such cases, the *snapping teeth* are invisible until they make an attack. The *snapping teeth* will attack any victim that comes within 1 foot; they attack as a 4 HD

monster, and each successful hit causes 1-4 hit points of damage. These attacks are automatic and are not controlled by the caster. Attacks cannot be directed against the *snapping teeth*, but *dispel magic* causes them to vanish.

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

Solvent of Corrosion (Conjuration/Summoning, Alchemy)

(Source: Players Option: Spells & Magic)

Range: 10 yards

Components: V, S, M (a mixture of vinegar, water, and a drop of black dragon acid)

Duration: 3 rounds

Casting Time: 3

Area of Effect: 1 sq. ft./level

Saving Throw: ½

[Subtlety: +4; Knockdown: None; Sensory: Medium visual large olfactory; Critical: Medium (1 hit) acid]

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

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

The great alchemist Vandarien developed his solvent to dissolve iron grates, stone and woodwork traps, and other such hazards. The solvent's effectiveness against mineral or wood-based creatures was a mere side effect of his

research. The material component of this spell is a mixture of vinegar, water, and a drop of black dragon acid.

Spectral Force (Illusion/Phantasm)

(Source: Players Handbook)

Range: 60 yds. + 1 yd./level

Components: V, S

Duration: Special

Casting Time: 3

Area of Effect: 40-ft. cube + 10-ft. cube/level

Saving Throw: Special

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

Spirit Armor (Necromancy)

(Source: Tome of Magic)

Range: 0

Components: V, S

Duration: 2 rounds/level

Casting Time: 3

Area of Effect: The caster

Saving Throw: Special

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

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

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

Squaring the Circle (Alteration)

(Source: Tome of Magic)

Range: 0

Components: V, S, M (a small pendant of any precious metal with a circle fashioned inside a square)

Duration: 1 round/level

Casting Time: 2

Area of Effect: Special

Saving Throw: None

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

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

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

Similarly, a circular or spherical area can be transformed into an oval or egg shape.

The area covered by the oval or egg shape cannot cover more or less square footage than the original area of the spell.

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

Suggestion

(Enchantment/Charm)

(Source: Players Handbook)

Range: 30 yds.

Components: V, M (a snake's tongue and either a bit of honeycomb or a drop of sweet oil)

Duration: 1 hr. + 1 hr./level

Casting Time: 3

Area of Effect: 1 creature

Saving Throw: Neg.

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

The suggestion must be worded in such a manner as to make the action sound reasonable; asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act automatically negates the effect of the spell.

However, a suggestion that a pool of acid was actually pure water and that a quick dip would be

refreshing is another matter. Urging a red dragon to stop attacking the wizard's party so that the dragon and party could jointly loot a rich treasure elsewhere is likewise a reasonable use of the spell's power.

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

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

Tongues

(Alteration) *Reversible*

(Source: Players Handbook)

Range: 0

Components: V, M (a ziggurat)

Duration: 1 rd./level

Casting Time: 3

Area of Effect: 30-ft. radius

Saving Throw: None

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

The wizard can speak one additional tongue for every three levels of experience.

Reverse: Tongues (Reverse)

The reverse of the spell cancels the effect of the tongues spell or confuses verbal communication of any sort within the area of effect.

The material component is a small clay model of a ziggurat, which shatters when the spell is pronounced. *(please also read the following paragraph from the Wizard's Handbook)*

Tongues

(The Complete Wizard's Handbook, Addition & Comments)

This spell can be quite useful to the wizard for discreetly communicating with other characters, but only if he understands exactly how it works. *Tongues* acts as a selective translator, not as a universal translator-- that is,

not everyone in the spell's area of effect understands the translated language.

For instance, imagine that a wizard can speak only common. All other members of his party also speak only common. The party encounters a group of two dwarves and one gnome; the dwarves speak only dwarvish, the gnome speaks only gnomish. The wizard casts *tongues* and speaks to the gnome; the gnome automatically understands what the wizard says, but the dwarves and the other party members do not--as far as they can tell, the wizard is speaking gnomish. Assuming the wizard is of sufficiently high level (he can speak one additional tongue for every three levels of experience) and the spell's duration has not yet expired, he can also address the dwarves. Both dwarves will understand the wizard, but the gnome and the rest of the party will not.

If a dwarf and a gnome begin chattering at the wizard at the same time, and the wizard is of sufficiently high level and the spell's duration hasn't expired, the wizard can understand them both. The other party members, however, will hear nothing but babble.

Vampiric Touch (Necromancy)

(Source: Players Handbook)

Range: 0

Components: V, S

Duration: One touch

Casting Time: 3

Area of Effect: The caster

Saving Throw: None

When the caster touches an opponent in melee with a successful attack roll, the opponent loses 1d6 hit points for every two caster levels, to a maximum drain of 6d6 points for a 12th-level caster. The spell is expended when a successful touch is made or one turn passes. The hit points are added to the caster's total, with any hit points over the caster's normal total treated as temporary additional hit points. Any damage to the caster is subtracted from the temporary hit points first. After one hour, any extra hit points above the caster's normal total are lost. The creature originally losing hit points through this spell can regain them by magical or normal healing. Undead creatures are unaffected by this spell.

Wall of Sound (Evocation)

(Source: Players Handbook)

Range: 60 yards

Components: V, S, M (a piece of slate and a finger

AD&D 2nd Edition

nail clipping)

Duration: Concentration + 1 round/level

Casting Time: 3

Area of Effect: Special

Saving Throw: None

[Editors Note: This spell comes from the Bards Handbook but could also be available for other spellcasters, if the DM allows it.]

The *wall of sound* spell brings forth an immobile, shimmering curtain of violently disturbed air. The wall is made up of a number of 10'x10' sections equal to the caster's level. These sections can be arranged as desired as long as the resulting wall all lies in one plane (i.e., it must be flat) that stands up vertically.

One side of the wall, selected by the caster, produces a voluminous roar that completely disrupts all communication, command words, verbal spell components, and any other form of organized sound within 30 feet. In addition, those within 10 feet are deafened for 1d4 turns if they fail a saving throw vs. spell.

On the other side of the wall, a loud roar can be heard, but communication is possible by shouting, and verbal components and command words function normally.

Anyone passing through the wall suffers 1d8 points of damage and is permanently deafened unless he rolls a successful saving throw vs. spell. Deafened creatures suffer a -1 penalty to surprise rolls, a +1 penalty to their initiative rolls, and they are 20% likely to miscast spells with a verbal component.

A *silence 15' radius* spell cast by a higher level caster specifically for this purpose will dispel the wall; the wall otherwise destroys all *silence* spells that come into contact with it.

The material component is a piece of slate and a finger nail clipping.

Wall of Water (Invocation/Evocation, Elemental Water)

(Source: Players Option: Spells & Magic)

Range: 30 yards

Components: V, S, M (a vial full of blessed spring water)

Duration: Special

Casting Time: 3

Area of Effect: Special

Saving Throw: None

[Subtlety: +3; Knockdown: None; Sensory: Large visual; Critical: None]

This spell calls into being a curtain or field of water that remains intact and upright in defiance

of gravity. The wall lasts as long as the wizard chooses to concentrate on maintaining it or one round per level if the wizard chooses not to concentrate on holding it together. The caster may shape the *wall of water* in one of three ways:

A. Water Curtain. In this form, the wizard conjures one plane of water, 5 feet square and 1 foot thick, per experience level; for example, a 5th-level caster can create five 5-foot x 5-foot x 1-foot wall sections that would be enough to block an arched passageway 15 feet wide and 10 feet high with a curtain of water 1 foot thick. The curtain's lower edge must rest upon the ground, but it need not be anchored on either side, and it remains cohesive and upright for the duration of the spell. Once raised, the wall cannot be moved.

B. Hemisphere. In this manifestation, the *wall of water* forms a dome 1 foot thick over the caster, with an inner radius equal to 3 feet plus 1 foot per caster level; a 7th-level caster could create a dome with a 10-foot radius. The wall must rest upon the ground. The dome is immobile.

C. Sphere. If cast underwater, the caster may shape the *wall of water* into a sphere 1 foot thick, with an inner radius equal to 3 feet plus 1 foot per caster level (no air is in the sphere). The sphere is centered on the caster and moves with him.

In any form, the wall of water has two primary effects. First of all, missile fire through the wall is next to impossible, suffering a -4 attack penalty for each foot of thickness as well as a -1 damage penalty for every two feet of thickness. Creatures gain a +1 bonus to saving throws against attack spells that must pass through the wall. If the spell allows no saving throw, none is granted by the *wall of water*. Secondly, physical passage through the wall is hindered; any creature trying to pass through must take one full round to do so and becomes soaked to the skin in the process.

The *wall of water* can be defeated or bypassed by a number of spells or effects. At the end of the spell's duration, the water loses its cohesiveness and collapses, which may surprise those sheltering under the hemisphere or standing next to the curtain. Note that the water itself may be fresh water (25% chance), salt water (50% chance), or brackish (25% chance), although the sphere will always be composed of the water type that surrounds it.

The material component is a vial full of blessed spring water.

Water Breathing

(Alteration) **Reversible**

(Source: Players Handbook)

Range: Touch

AD&D 2nd Edition

Components: V, S, M (a short reed or piece of straw)

Duration: 1 hr./level + 1d4 hrs.

Casting Time: 3

Area of Effect: Creature touched

Saving Throw: None

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

Reverse: Air breathing

The reverse, air breathing enables water-breathing creatures to comfortably survive in the atmosphere for an equal duration.

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

Watery Double

(Conjuration/Summoning, Enchantment)

(Source: Tome of Magic)

Range: Touch

Components: V, S

Duration: Special; max. 10 rounds

Casting Time: 3

Area of Effect: One body of liquid

Saving Throw: Neg.

This spell may be cast on any body of liquid as large as an ocean or as small as a glass of wine. The first creature whose reflection is cast on the surface of the liquid releases the spell. When the spell is triggered, the liquid immediately forms an exact three-dimensional image of the reflected creature. If more than one creature casts a reflection simultaneously, only one watery double forms. Each creature has an equal chance of being the victim of the spell (roll randomly).

The size of the *watery double* is restricted by the volume of fluid available. If the spell were cast on a full mug of ale, the double would form from the ale, becoming a mug-sized duplicate of the victim. The *watery double* will never exceed the actual size of the victim regardless of the size of the body of liquid.

When the spell is cast on the liquid, its duration is considered permanent until the power is released by a creature's reflection. The liquid will not evaporate until the spell is triggered. When the *watery double* forms, it remains animated for 1 round per experience level of the caster, to a maximum of 10 rounds.

The *watery double* attempts to touch the creature it has duplicated. It can affect only the creature that it resembles. It has the same THAC0 and current hit points as the creature it duplicates, but cannot cast spells or use any of the creature's magical items or special abilities. The *watery double* is AC 6 and its

movement rate is double that of the victim. It may seep under doors and through cracks.

If the *watery double* succeeds in touching the creature, it merges with the individual, covering his entire body in a skin of liquid. The victim must attempt a saving throw. If successful, the creature has resisted the spell's effect and the *watery double* "dies," becoming normal fluid (and soaking the creature in the process). If the saving throw is failed, the *watery double* begins forcing its way into the victim's body, inflicting 1d8 points of damage per round until it is destroyed.

The *watery double* dissipates if reduced to zero hit points or when the spell's duration expires. Striking the watery double while it is wrapped around its victim causes an equal amount of damage to the victim. *Part water*, *lower water*, and *transmute water to dust* spells instantly destroy a *watery double*.

Wind Wall

(Alteration)

(Source: Players Handbook)

Range: 10 yds./level

Components: V, S, M (a tiny fan and a feather of exotic origin)

Duration: 1 rd./level

Casting Time: 3

Area of Effect: wall, 10 x 5 ft./level, 2 ft. wide

Saving Throw: Special

This spell brings forth an invisible vertical curtain of wind 2 feet thick and of considerable strength--a strong breeze sufficient to blow away any bird smaller than an eagle or tear papers and like materials from unsuspecting hands. (If in doubt, a saving throw vs. spell determines whether the subject maintains its grasp.) Normal insects cannot pass such a barrier. Loose materials, even cloth garments, fly upward when caught in a wind wall. Arrows and bolts are deflected upward and miss, while sling stones and other missiles under two pounds in weight receive a -4 penalty to a first shot and -2 penalties thereafter. Gases, most breath weapons, and creatures in gaseous form cannot pass this wall, although it is no barrier to noncorporeal creatures.

The material components are a tiny fan and a feather of exotic origin.

(please also read the following paragraph from the *Wizard's Handbook*)

Under water casting
(The Complete Wizard's Handbook,
Addition & Comments)

According to the Complete Wizard's Handbook, "*Wind Wall*" can't be casted under water and will not function. It will only function

within the boundaries of an "*Aerie water spell*" (s. Wiz5).

Wizard Sight

(Divination)

(Source: Tome of Magic)

Range: 0

Components: V, S

Duration: 1 round/level

Casting Time: 3

Area of Effect: The caster

Saving Throw: None

Upon completion of this spell, the caster's eyes glow blue and he is able to see the magical auras of spellcasters and enchanted objects. Only the auras of those things normally visible to the caster are seen; this spell does not grant the wizard the ability to see invisible objects, nor does it give him X-ray vision. This spell does not reveal the presence of good or evil or reveal alignment.

While *wizard sight* is in effect, a wizard is able to see whether someone is a spellcaster and whether that person is a priest or a wizard (and what type of specialist, if any). He can sense if a nonspellcaster has the potential to learn and cast wizard spells (e.g., whether a fighter will someday gain the ability to cast a spell).

Although a spellcaster's level cannot be discerned, the wizard can see the intensity of a spellcaster's aura and guess at the individual's magical power (dim, faint, moderate, strong, overwhelming). This can be extremely ambiguous even when a wizard has some method of comparison; the DM might announce that a subject's intensity is roughly equivalent to that of a companion, or he might announce that a subject's aura is the strongest the wizard has ever encountered.

An object's magical abilities cannot be discerned. The fact that it is magical and the type of magic (abjuration, alteration, etc.) are obvious. The wizard can see the intensity of an item's magical aura and guess at its power, but cannot tell whether a magical item is cursed.

Wraithform

(Alteration, Illusion)

(Source: Players Handbook)

Range: 0

Components: S, M (a bit of gauze and a wisp of smoke)

Duration: 2 rds./level

Casting Time: 1

Area of Effect: The caster

Saving Throw: None

When this spell is cast, the wizard and all of his gear become insubstantial. The caster is subject only to magical or special attacks, including those by weapons of +1 or better, or by creatures otherwise able to affect those struck only by magical weapons. Undead of most sorts will ignore an individual in wraithform, believing him to be a wraith or spectre, though a lich or special undead may save vs. spell with a -4 penalty to recognize the spell.

The wizard can pass through small holes or narrow openings, even mere cracks, with all he wears or holds in his hands, as long as the spell persists. Note, however, that the caster cannot fly without additional magic. No form of attack is possible when in wraithform, except against creatures that exist on the Ethereal Plane, where all attacks (both ways) are normal. A successful dispel magic spell forces the wizard in wraithform back to normal form. The spellcaster can end the spell with a single word.

The material components for the spell are a bit of gauze and a wisp of smoke.

Fourth-Level Spells (Wiz 4)

Charm Monster (Enchantment/Charm)

(Source: Players Handbook)

Range: 60 yds.

Components: V, S

Duration: Special

Casting Time: 4

Area of Effect: 1 or more creatures in 20-ft. radius

Saving Throw: Neg.

This spell is similar to a charm person spell, but it can affect any living creature—or several low-level creatures. The spell affects 2d4 Hit Dice or levels of creatures, although it only affects one creature of 4 or more Hit Dice or levels, regardless of the number rolled.

All possible subjects receive saving throws vs. spell, adjusted for Wisdom. Any damage inflicted by the caster or his allies in the round of casting grants the wounded creature another saving throw at a bonus of +1 per point of damage received. Any affected creature regards the spellcaster as friendly, an ally or companion to be treated well or guarded from harm. If communication is possible, the charmed creature follows reasonable requests, instructions, or orders most faithfully (see the suggestion spell). If communication is not possible, the creature does not harm the caster, but others in the vicinity may be subject to its intentions, hostile or otherwise. Any overtly hostile act by the caster breaks the spell, or at the very least allows a new saving throw against the charm. Affected creatures eventually come out from under the influence of the spell. This is a function of the creature's level (i.e., its Hit Dice).

Monster Level or Hit Dice	% Chance Per Week of Breaking Spell
1st or up to 2	5%
2nd or up to 3+2	10%
3rd or up to 4+4	15%
4th or up to 6	25%
5th or up to 7+2	35%
6th or up to 8+4	45%
7th or up to 10	60%
8th or up to 12	75%
9th or over 12	90%

The exact day of the week and time of day is secretly determined by the DM.

Confusion (Enchantment/Charm)

(Source: Players Handbook)

AD&D 2nd Edition

Range: 120 yds.

Components: V, S, M (a set of three nut shells)

Duration: 2 rds. + 1 rd./level

Casting Time: 4

Area of Effect: Up to 60-ft. cube

Saving Throw: Special

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

Confused creatures react as follows:

D10	Roll Action
1	Wander away (unless prevented) for duration of spell
2-6	Stand confused for one round (then roll again)
7-9	Attack nearest creature for one round (then roll again)
10	Act normally for one round (then roll again)

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

Wandering creatures move as far from the caster as possible, according to their most typical mode of movement (characters walk, fish swim, bats fly, etc.). Saving throws and actions are checked at the beginning of each round. Any confused creature that is attacked perceives the attacker as an enemy and acts according to its basic nature.

If there are many creatures involved, the DM may decide to assume average results. For example, if there are 16 orcs affected and 25% could be expected to make the saving throw, then four are assumed to have succeeded. Out of the other 12, one wanders away, four attack the nearest creature, six stand confused, and the last acts normally but must check next round. Since the orcs are not near the party, the DM decides that two attacking the nearest creature attack each other, one attacks an orc that saved, and one attacks a confused orc, which strikes back. The next round, the base is 11 orcs, since four originally saved and one wandered off. Another one wanders off, five stand confused, four attack, and one acts normally.

The material component is a set of three nut shells.

Conjure Cabinet (Conjuration)

(Source: Players Handbook)

Bards

Range: 10 feet

Components: V, S
Duration: 1 round/level
Casting Time: 4
Area of Effect: Special
Saving Throw: None

[Editors Note: This spell comes from the Bards Handbook but could also be available for other spellcasters, if the DM allows it.]

This is a very special spell created specifically for the bard class. Before this spell can be used, the bard must have a special cabinet made. It must be of the highest quality, worth at least 1,000 gold pieces. It can be any size up to 4 feet wide by 4 feet deep by 8 feet high.

Once the cabinet is made, this spell must be cast upon it and the cabinet must be named. At any later date, the bard can cast this spell and the cabinet temporarily teleports to the bard's current location. The cabinet carries with it any contents that are of a performing nature usable by the bard. (For example, it might contain musical instruments, cleaning tools, a playing stool, *etc.*, for a True Bard. It might be lined with throwing daggers, rapiers {for sword swallowing}, and blindfolds for a Blade).

When the cabinet teleports to the bard, a percentile die must be rolled.

01-04	The cabinet appears 2d20 feet in the air and falls, destroying itself (but its contents are recoverable).
05-98	The cabinet and it's content arrive save.
99-100	The cabinet teleports into the ground and is destroyed.

The cabinet remains for the duration of the spell or until the bard speaks the cabinet's name. It then teleports safely back to its previous location, along with any carried items of a performing nature usable by the bard.

A bard may have only one such cabinet at a time. The teleport will not carry the cabinet to another plane. If items of a nonperforming nature are left in the cabinet, then the cabinet will not teleport.

Conjure Elemental-Kin

(Conjuration/Summoning, all Elemental, Geometry)
(Source: Players Option: Spells & Magic)

Range: 60 yards
Components: V, S, M (Air Elemental-kin: Burning incense, Earth Elemental-kin: Soft clay, Fire Elemental-kin: Sulphur and phosphorus, Water Elemental-kin: Water and sand)
Duration: 1 turn/level
Casting Time: 1 turn
Area of Effect: Special

AD&D 2nd Edition

Saving Throw: None

[Subtlety: +6; Knockdown: None; Sensory: Medium tactile; Critical: None]

Like the *conjure elemental* spell, this summoning can be used to summon a creature from one of the four elemental planes—a sylph from the plane of Air, a pech or sandling from the plane of Earth, a fire snake from the plane of Fire, or a nereid or water weird from the plane of Water. The wizard must decide which elemental-kin he will conjure when he memorizes the spell since the components and procedures are different for each. An elemental specialist can conjure only from his own element.

Elemental-kin can only be conjured if there is a good amount of their native element at hand; a good-sized fire or a body of water is required for those elemental-kin. In addition to this and either an aquamarine, amber, ruby or emerald gem worth 1,500 gold pieces, the wizard must also provide the spell's material component, which varies by element:

Air Elemental-kin: Burning incense
Earth Elemental-kin: Soft clay
Fire Elemental-kin: Sulphur and phosphorus
Water Elemental-kin: Water and sand

The elemental-kin is bound to obey the wizard's commands and will not turn against him, but it is generally annoyed by its summoning and cooperates only as instructed. Given the chance, the creature will disappear and return to its home in the elemental planes; in order to prevent this, the wizard must concentrate on keeping the creature from leaving. (If the wizard is wounded or grappled, or casts another spell, his concentration is broken.) The elemental-kin can be controlled or maintained at a distance of 30 yards per caster level.

The various elemental-kin creatures are described in detail in the Monstrous Manual tome, under the heading **Elemental**. At the DM's option, other elemental creatures of 4 Hit Dice or less may be summoned with this spell.

Contagion

(Necromancy)
(Source: Players Handbook)

Range: 30 yds.
Components: V, S
Duration: Permanent
Casting Time: 4
Area of Effect: 1 creature
Saving Throw: Neg.

This spell causes a major disease and weakness in a creature. The afflicted individual is immediately

stricken with painful and distracting symptoms: boils, blotches, lesions, seeping abscesses, and so on. Strength, Dexterity, and Charisma are reduced by 2. Attack rolls are decreased by 2. The effect persists until the character receives a cure disease spell or spends 1d3 weeks taking a complete rest to recover. Characters ignoring the contagion for more than a day or so may be susceptible to worse diseases at the discretion of the DM.

Detect Scrying (Divination)

(Source: Players Handbook)

Range: 0

Components: V, S, M (a small piece of mirror and a miniature brass hearing trumpet)

Duration: 1d6 turns + 1 turn/level

Casting Time: 3

Area of Effect: 120-ft. radius

Saving Throw: Special

By means of this spell, the wizard immediately becomes aware of any attempt to observe him by means of clairvoyance, clairaudience, or magic mirror. This also reveals the use of crystal balls or other magical scrying devices, provided the attempt is within the area of effect of the spell. Since the spell is centered on the spellcaster, it moves with him, enabling him to "sweep" areas for the duration of the spell.

When a scrying attempt is detected, the scryer must immediately roll a saving throw. If this is failed, the identity and general location of the scryer immediately become known to the wizard who cast this spell. The general location is a direction and significant landmark close to the scryer. Thus, the caster might learn, "The wizard Sniggel spies on us from east, under the stairs," or, "You are watched by Asquill in the city of Samarquol."

The material components for this spell are a small piece of mirror and a miniature brass hearing trumpet.

Dig (Evocation)

(Source: Players Handbook)

Range: 30 yds.

Components: V, S, M (a miniature shovel and tiny bucket)

Duration: 1 rd./level

Casting Time: 4

Area of Effect: 5-ft. cube/level

Saving Throw: Special

A dig spell enables the caster to excavate 125 cubic feet of earth, sand, or mud per round (i.e., a cubic hole 5 feet on a side). In later rounds the caster can

expand an existing hole or start a new one. The material thrown from the excavation scatters evenly around the pit. If the wizard continues downward past 20 feet in earth, there is a 15% chance that the pit collapses. This check is made for every 5 feet dug beyond 20 feet. Sand tends to collapse after 10 feet, mud fills in and collapses after 5 feet, and quicksand fills in as rapidly as it is dug.

Any creature at the edge (within 1 foot) of a pit must roll a successful Dexterity check or fall into the hole. Creatures moving rapidly toward a pit dug immediately before them must roll a saving throw vs. spell to avoid falling in. Any creature in a pit being excavated can climb out at a rate decided by the DM. A creature caught in a collapsing pit must roll a saving throw vs. death to avoid being buried; it escapes the pit if successful. Tunneling is possible with this spell as long as there is space available for the material removed. Chances for collapse are doubled and the safe tunneling distance is half of the safe excavation depth, unless such construction is most carefully braced and supported.

The spell is also effective against creatures of earth and rock, particularly clay golems and those from the Elemental Plane of Earth. When cast upon such a creature, it suffers 4d6 points of damage. A successful saving throw vs. spell reduces this damage to half.

To activate the spell, the spellcaster needs a miniature shovel and tiny bucket and must continue to hold them while each pit is excavated. These items disappear at the conclusion of the spell. *(please also read the following paragraph from the Wizard's Handbook)*

Dig (The Complete Wizard's Handbook, Addition & Comments)

This is a very helpful spell when dealing with large, uncontrollable fires that are spreading in a field or other open area. To stop the advance of a spreading fire, *dig* can be used to create a firebreak--a ditch of broken soil devoid of combustible material. A fire reaching a firebreak will stop advancing, eventually burning itself out. If the fire is too large to stop, the wizard can protect himself and his companions by using *dig* to surround themselves with a firebreak and remain inside it while the fire rages around them. The wizard must take care to make the firebreak large enough to protect himself and his companions from heat damage, which typically affects those within 5 feet of the flames.

Dilation I (Alteration)

(Source: Tome of Magic)

Range: 0

Component: V

Duration: Special

AD&D 2nd Edition

The Complete Book of Spells – The core spells V. 1.3.1

Casting Time: 4
Area of Effect: Special
Saving Throw: None

Dilation I allows a wizard to increase the area of effect of any one spell of levels 1-3.

The area of effect is increased by 25%; thus, a *stinking cloud* would fill a 25-foot cube, while a slow spell would affect creatures in a 50-foot cube. Fractions of feet or yards (as appropriate to the spell) are dropped.

Dilation I must be cast immediately prior to the spell to be dilated; if a complete round or more elapses, the dilation is wasted. The dilation spell affects only spells which have areas of effect defined in feet or yards (numbers of creatures cannot be increased).

The dilation affects only spells cast by the same wizard.

Dimension Door (Alteration)

(Source: Players Handbook)

Range: 0
Components: V
Duration: Instantaneous
Casting Time: 1
Area of Effect: The caster
Saving Throw: None

By means of a dimension door spell, the wizard instantly transfers himself up to 30 yards distance per level of experience. This special form of teleportation allows for no error, and the wizard always arrives at exactly the spot desired--whether by simply visualizing the area (within spell transfer distance, of course) or by stating direction such as, "300 yards straight downward," or, "upward to the northwest, 45 degree angle, 420 yards." If the wizard arrives in a place that is already occupied by a solid body, he remains trapped in the Astral Plane. If distances are stated and the spellcaster arrives with no support below his feet (i.e., in mid-air), falling and damage result unless further magical means are employed. All that the wizard wears or carries, subject to a maximum weight equal to 500 pounds of nonliving matter, or half that amount of living matter, is transferred with the spellcaster. Recovery from use of a dimension door spell requires one round.

Divination Enhancement (Evocation)

(Source: Tome of Magic)

Range: 0
Component: V
Duration: 2 turns+2 rounds/level

AD&D 2nd Edition

Casting Time: 4
Area of Effect: The caster
Saving Throw: None

This spell allows a wizard to extend both the duration and range of the *wizard eye* spell and any divination spells of levels 1-4. Duration and range are both increased by 50% for the length of the *divination enhancement*.

All divination spells cast within the duration of the enhancement are increased. The expiration of the enhancement cancels all divination spells in effect.

Duplicate (Conjuration)

(Source: The Complete Wizard's Handbook)

Range: Touch
Components: S, M (a pinch of coal dust)
Duration: 1 hour/level
Casting Time: 1 round
Area of Effect: One object
Saving Throw: None

This spell creates an exact copy of any single item the caster touches. The item to be copied must fit inside a 20-foot cube. The spell has no effect on living creatures, including undead, nor will it copy magical items. The *duplicated* item is identical to the original in every way--for instance, a duplicated sword can be wielded to inflict damage as a normal sword--but detect magic can reveal its true nature and *dispel magic* can cause it to disappear. The *duplicated* object exists for 1 hour/level of the caster, at which time it vanishes; *permanency* does not affect duplicated items.

The material component for this spell is a pinch of coal dust.

Emotion (Enchantment/Charm)

(Source: Players Handbook)

Range: 10 yds./level
Components: V,S
Duration: Special
Casting Time: 4
Area of Effect: 20-ft. cube
Saving Throw: Neg.

When this spell is cast, the wizard can create a single emotional reaction in the subject creatures. The following are typical:

1. Courage: This emotion causes the creatures affected to become berserk, fighting with a +1 bonus to the attack dice, causing +3 points of damage, and temporarily gaining 5 hit points. The recipients fight without shield and regardless of life,

never checking morale. This spell counters (and is countered by) fear.

2. Fear: The affected creatures flee in panic for 2d4 rounds. It counters (and is countered by) courage.

3. Friendship: The affected creatures react more positively (for example, tolerance becomes goodwill). It counters (and is countered by) hate.

4. Happiness: This effect creates joy and a feeling of complacent well-being, adding +4 to all reaction rolls and making attack unlikely unless the creatures are subject to extreme provocation. It counters (and is countered by) sadness.

5. Hate: The affected creatures react more negatively (for example, tolerance becomes negative neutrality). It counters (and is countered by) friendship.

6. Hope: The effect of hope is to raise morale, saving throw rolls, attack rolls, and damage caused by +2. It counters (and is countered by) hopelessness.

7. Hopelessness: The affected creatures submit to the demands of any opponent: surrender, get out, etc. Otherwise, the creatures are 25% likely to do nothing in a round, and 25% likely to turn back or retreat. It counters (and is countered by) hope.

8. Sadness: This creates unhappiness and a tendency toward maudlin introspection. This emotion penalizes surprise rolls by -1 and adds +1 to initiative rolls. It counters (and is countered by) happiness.

All creatures in the area at the instant the spell is cast are affected unless successful saving throws vs. spell are made, adjusted for Wisdom. The spell lasts as long as the wizard continues to concentrate on projecting the chosen emotion. Those who fail the saving throw against fear must roll a new saving throw if they return to the affected area.

Enchanted Weapon (Enchantment)

(Source: Players Handbook)

Range: Touch

Components: V, S, M (powdered lime and carbon)

Duration: 5 rds./level

Casting Time: 1 turn

Area of Effect: Weapon(s) touched

Saving Throw: None

This spell turns an ordinary weapon into a magical one. The weapon is the equivalent of a +1 weapon, with +1 to attack and damage rolls. Thus, arrows, axes, bolts, bows, daggers, hammers, maces, spears, swords, etc., can be made into temporarily enchanted weapons. Two small weapons (arrows, bolts, daggers, etc.) or one large weapon (axe, bow, hammer, mace, etc.) weapon can be affected by the spell. The spell functions on existing magical

weapons as long as the total combined bonus is +3 or less.

Missile weapons enchanted in this way lose their enchantment when they successfully hit a target, but otherwise the spell lasts its full duration. This spell is often used in combination with the enchant an item and permanency spells to create magical weapons, with this spell being cast once per desired plus of the bonus.

The material components of this spell are powdered lime and carbon.

Enervation (Necromancy)

(Source: Players Handbook)

Range: 10 yds./level

Components: V, S

Duration: 1d4 hrs. + 1 hr./level

Casting Time: 4

Area of Effect: 1 creature

Saving Throw: Neg.

This spell temporarily suppresses the subject's life force. The necromancer points his finger and utters the incantation, releasing a black bolt of crackling energy. The subject must roll a saving throw vs. spell, adjusted for Dexterity, to avoid the bolt. Success means the spell has no effect. Failure means the subject is treated exactly as if he had been drained of energy levels by a wight, one level for every four levels of the caster. Hit Dice, spells, and other character details dependent on level are lost or reduced. Those drained to 0th level must make a system shock check to survive and are helpless until the spell expires. The spell effect eventually wears off, either after 1d4 hours plus one hour per caster level, or after six hours of complete and undisturbed rest. Level abilities are regained, but lost spells must be memorized. Undead are immune to this spell.

Evard's Black Tentacles (Conjuration/Summoning)

(Source: Players Handbook)

Range: 30 yds.

Components: V, S, M (a piece of tentacle from a giant octopus)

Duration: 1 hr./level

Casting Time: 1 rd.

Area of Effect: 30 sq. ft./level

Saving Throw: None

This spell creates many rubbery, black tentacles in the area of effect. These waving members seem to spring forth from the earth, floor, or whatever surface is underfoot-- including water. Each tentacle is 10 feet long, AC 4, and requires as many

points of damage to destroy as the level of the wizard who cast the spell. There are 1d4 such tentacles, plus one per experience level of the spellcaster.

Any creature within range of the writhing tentacles is subject to attack as determined by the DM. The target of a tentacle attack must roll a saving throw vs. spell. If this succeeds, the subject suffers 1d4 points of damage from contact with the tentacle; the tentacle is then destroyed. Failure to save indicates that the damage inflicted is 2d4 points, the ebon member is wrapped around its subject, and damage will be 3d4 points on the second and all succeeding rounds. Since these tentacles have no intelligence to guide them, there is the possibility that they entwine any object--a tree, post, pillar, even the wizard himself--or continue to squeeze a dead opponent. A grasping hold established by a tentacle remains until the tentacle is destroyed by some form of attack or until it disappears at the end of the spell's duration.

The component for this spell is a piece of tentacle from a giant octopus or giant squid.

Extension I (Alteration)

(Source: Players Handbook)

Range: 0

Components: V

Duration: Special

Casting Time: 2

Area of Effect: Special

Saving Throw: None

By use of an extension I spell, the wizard prolongs the duration of a previously cast 1st-, 2nd-, or 3rd-level spell by 50%. Thus, a levitation spell can be made to function 15 minutes/level, a hold person spell made to work for three rounds/level, etc. Naturally, the spell affects only spells that have durations. This spell must be cast immediately after the spell to be extended, either by the original caster or another wizard. If a complete round or more elapses, the extension fails and is wasted.

Far Reaching II (Alteration)

(Source: Tome of Magic)

Range: 0

Component: V

Duration: Special

Casting Time: 4

Area of Effect: Special

Saving Throw: None

This spell's function is identical to the 3rd-level *far reaching I* spell, except that a spell of 1st or 2nd

level has its range doubled and a spell of 3rd level has its range increased by 50%. In addition, any spell of 4th level has its range extended by 25%.

Fear

(Illusion/Phantasm)

(Source: Players Handbook)

Range: 0

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

Duration: Special

Casting Time: 4

Area of Effect: 60-ft. cone, 30-ft. diameter at end, 5-ft. at base

Saving Throw: Neg.

When a fear spell is cast, the wizard sends forth an invisible cone of terror that causes creatures within its area of effect to turn away from the caster and flee in panic. Affected creatures are likely to drop whatever they are holding when struck by the spell; the base chance of this is 60% at 1st level (or at 1 Hit Die), and each level (or Hit Die) above this reduces the probability by 5%. Thus, at 10th level there is only a 15% chance, and at 13th level no chance, of dropping items. Creatures affected by fear flee at their fastest rate for a number of melee rounds equal to the level of experience of the spellcaster. Undead and creatures that successfully roll their saving throws vs. spell are not affected. The material component of this spell is either the heart of a hen or a white feather.

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Fear:

If made permanent, a fear spell causes the recipient to continually radiate a fear aura.

When cast on an area, a permanent fear effect creates a cone as described in the spell description. The caster can orient the cone in any direction, but the direction cannot be changed thereafter. Creatures entering the cone must save vs. spells or flee for one round per level of the caster at the time the spell was cast.

When cast on an object or creature, the recipient radiates a cone of fear that can be pointed in any direction the recipient desires once per round as though wielding a *wand of fear*. Even though this attack requires no casting time or command word, it still counts as an action for that round and has an initiative modifier of +3.

In the permanent version, the caster is granted a limited ability to shape the

spell's parameters to suit his needs. For example, a creature with a permanent fear aura might be granted a gaze attack with a range of 10–60 feet, a touch, or a continuous globe of fear with a radius of 5 to 20 feet.

An object with a fear aura might cause fear when handled, shed continuous fear in a 5- to 20-foot radius, or inspire fear when viewed clearly.

Permanent fear on an area might affect creatures passing through a portal or opening up to 60 by 60 feet, a cube of up to 30 feet per side, a sphere with a radius of up to 20 feet, or a hemisphere with a radius of up to 25 feet. The shape and dimensions of this spell cannot be changed once set.

Fire Aura (Abjuration)

(Source: The Complete Wizard's Handbook)

Range: 0

Components: V, S, M (a scrap of singed paper and a piece of flint)

Duration: 2 rounds/level

Casting Time: 4

Area of Effect: Caster

Saving Throw: Special

By means of this spell, the caster surrounds his body with an aura of magical green fire. The *fire aura* extends 1 foot from the caster's body and provides illumination in a 10-foot radius. The *fire aura* provides complete immunity to all forms of fire, both natural and magical; the flames can be extinguished only by *dispel magic* or a similar spell. Those touching the *fire aura* suffer 2-8 (2d4) hit points of damage; additionally, if the touched victim fails to make his saving throw, his body is set afire with green flames.

The flames persist for 2-8 (2d4) rounds and can be extinguished only by *dispel magic* or a similar spell. Each round the victim is engulfed in these flames, he suffers an additional 1-6 hit points of damage; the victim's attack rolls are made with a -2 penalty during this time.

The material components for this spell are a scrap of singed paper and a piece of flint.

(please also read the following paragraph from the Wizard's Handbook)

Under water casting (The Complete Wizard's Handbook, Addition & Comments)

According to the Complete Wizard's Handbook, "*Fire Aura*" can't be casted under water and will not function. But it will function

within the boundaries of an "*Aerie water spell*" (s. Wiz5).

Fire Charm (Enchantment/Charm)

(Source: Players Handbook)

Range: 10 yds.

Components: V, S, M (a small piece of multicolored silk)

Duration: 2 rds./level

Casting Time: 4

Area of Effect: 15-ft. radius

Saving Throw: Neg.

By means of this spell the wizard causes a normal fire source, such as a brazier, flambeau, or bonfire, to serve as a magical agent, for from this source he causes a gossamer veil of multihued flame to encircle the fire at a distance of 5 feet. Any creatures observing the fire or the dancing circle of flame around it must successfully roll a saving throw vs. spell or be charmed into remaining motionless and gazing, transfixed, at the flames. While so charmed, creatures are subject to suggestions of 12 or fewer words, saving vs. spell with a -3 penalty, adjusted for Wisdom. The caster can give one such suggestion to each creature, and the suggestions need not be the same. The maximum duration for such a suggestion is one hour, regardless of the caster's level.

The fire charm is broken if the charmed creature is physically attacked, if a solid object comes between the creature and the veil of flames so as to obstruct vision, or when the duration of the spell expires. Those exposed to the fire charm again may be affected at the DM's option, although bonuses may also be allowed to the saving throws. Note that the veil of flame is not a magical fire, and passing through it incurs the same damage as would be sustained from passing through its original fire source.

The material component for this spell is a small piece of multicolored silk of exceptional thinness that the spellcaster must throw into the fire source.

(please also read the following paragraph from the Wizard's Handbook)

Under water casting (The Complete Wizard's Handbook, Addition & Comments)

According to the Complete Wizard's Handbook, "*Fire Charm*" can't be casted under water and will not function. But it will function within the boundaries of an "*Aerie water spell*" (s. Wiz5).

Fire Shield (Evocation, Alteration)

(Source: Players Handbook)

Range: 0

Components: V, S, M (a bit of phosphorous or a live firefly or glow worm or the tail portions of four dead ones)

Duration: 2 rds. + 1 rd./level

Casting Time: 4

Area of Effect: The caster

Saving Throw: None

This spell can be cast in one of two forms: a warm shield that protects against cold-based attacks, or a chill shield that protects against fire-based attacks. Both return damage to creatures making physical attacks against the wizard. The wizard must choose which variation he memorizes when the spell is selected.

When casting this spell, the wizard appears to immolate himself, but the flames are thin and wispy, shedding no heat, and giving light equal to only half the illumination of a normal torch. The color of the flames is determined randomly (50% chance of either color)--blue or green if the chill shield is cast, violet or blue if the warm shield is employed. The special powers of each shield are as follows:

A) Warm shield. The flames are warm to the touch. Any cold-based attacks are saved against with a +2 bonus; either half normal damage or no damage is sustained. There is no bonus against fire-based attacks, but if the wizard fails to make the required saving throw (if any) against them, he sustains double normal damage. The material component for this variation is a bit of phosphorous.

B) Chill shield. The flames are cool to the touch. Any fire-based attacks are saved against with a +2 bonus; either half normal damage or no damage is sustained. There is no bonus against cold-based attacks, but if the wizard fails to make the required saving throw (if any) against them, he sustains double normal damage. The material component for this variation is a live firefly or glow worm or the tail portions of four dead ones.

Any creature striking the spellcaster with its body or hand-held weapons inflicts normal damage upon the wizard, but the attacker suffers the same amount of damage. An attacker's magical resistance, if any, is tested when the creature actually strikes the wizard. Successful resistance shatters the spell. Failure means the creature's magic resistance does not affect that casting of the spell.

(please also read the following paragraph from the Wizard's Handbook)

Under water casting

(The Complete Wizard's Handbook, Addition & Comments)

According to the Complete Wizard's Handbook, only the chill version of the "**Fire Shield**" can be casted under water. The fire version will not function, even within the boundaries of an "*Aerie water spell*" (s. Wiz5).

Fire Trap

(Abjuration, Evocation)

(Source: Players Handbook)

Range: Touch

Components: V, S, M (a bit of sulphur or saltpetre)

Duration: Until discharged

Casting Time: 1 turn

Area of Effect: Object touched

Saving Throw: ½

Any closeable item (book, box, bottle, chest, coffer, coffin, door, drawer, and so forth) can be warded by a fire trap spell. The spell is centered on a point selected by the spellcaster. The item so trapped cannot have a second closure or warding spell placed upon it (if such is attempted, the chance is 25% that the first spell fails, 25% that the second spell fails, or 50% that both spells fail). A knock spell does not affect a fire trap in any way--as soon as the offending party enters or touches the item, the trap discharges.

Thieves and others have only half their normal chance to detect a fire trap (by noticing the characteristic markings required to cast the spell). They have only half their normal chance to remove the trap (failure detonates the trap immediately). An unsuccessful dispel does not detonate the spell. The caster can use the trapped object without discharging it, as can any individual to whom the spell was specifically attuned when cast (the exact method usually involves a keyword). When the trap is discharged, there is an explosion of 5-foot radius from the spell's center; all creatures within this area must roll saving throws vs. spell. Damage is 1d4 points plus 1 point per level of the caster, or half this (round up) for creatures successfully saving. (Under water, this ward inflicts half damage and creates a large cloud of steam.) The item trapped is not harmed by this explosion.

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

(please also read the following paragraph from the Wizard's Handbook)

Under water casting

(The Complete Wizard's Handbook, Addition & Comments)

According to the Complete Wizard's Handbook, "*Fire Trap*" can't be casted under water and will not function, even within the boundaries of an "*Aerie water spell*" (s. Wiz5).

Fumble

(Enchantment/Charm)

(Source: Players Handbook)

Range: 10 yds./level

Components: V, S, M (a dab of solidified milk fat)

Duration: 1 rd./level

Casting Time: 4

Area of Effect: 30-ft. cube

Saving Throw: Special

When a fumble spell is cast, the wizard creates an area in which all creatures suddenly become clumsy and awkward. Running creatures trip and fall, those reaching for an item drop it, those employing weapons likewise awkwardly drop them, etc. Recovery from a fall or picking up a fumbled object typically requires a successful saving throw and takes one round. Note that breakable items might suffer damage when dropped. A subject succeeding with his saving throw can act freely that round, but if he is in the area at the beginning of the next round, another saving throw is required. Alternatively, the spell can be cast at an individual creature. Failure to save means the creature is affected for the spell's entire duration; success means the creature is slowed (see the 3rd-level spell).

The material component of this spell is a dab of solidified milk fat. *(please also read the following paragraph from the Wizard's Handbook)*

Fumble

(The Complete Wizard's Handbook, Addition & Comments)

This spell can cause a lot of grief to opponents in precarious positions. *Fumble* cast on a character clinging to the side of a cliff might cause him to fall. If cast on a character moving hand over hand across a rope bridge, the character might lose his grip and fall. If such a character fails his saving throw, he plunges from the cliff or releases the rope. If he succeeds in his saving throw, he hesitates, but doesn't fall.

Greater Malison

(Enchantment/Charm)

(Source: Tome of Magic)

Range: 60 feet

Component: V

Duration: 2 rounds/level

Casting Time: 4

Area of Effect: 30-foot-radius sphere

Saving Throw: None

AD&D 2nd Edition

This spell operates exactly like the 3rd-level *minor malison* spell except that the wizard places a -2 penalty on all saving throws of all hostile creatures within the area of effect. Optionally, the wizard may create a -3 penalty to saving throws against spells from one school of magic. This penalty is not cumulative with a saving throw penalty which derived from the wizard being a specialist; the penalty is not increased to -4.

Hallucinatory Terrain

(Illusion/Phantasm)

(Source: Players Handbook)

Range: 20 yds./level

Components: V, S, M (are a stone, a twig, and a bit of green plant)

Duration: 1 hr./level

Casting Time: 1 turn

Area of Effect: 10 yds./level cube

Saving Throw: None

By means of this spell, the wizard causes an illusion that hides the actual terrain within the area of effect. Thus, open fields or a road can be made to look like a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to look like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road. The hallucinatory terrain persists until a dispel magic spell is cast upon the area or until the duration expires. Individual creatures may see through the illusion, but the illusion persists, affecting others who observe the scene.

If the illusion involves only a subtle change, such as causing an open wood to appear thick and dark, or increasing the slope of a hill, the effect may be unnoticed even by those in the midst of it. If the change is extreme (for example, a grassy plain covering a seething field of volcanic mudpots), the illusion will no doubt be noticed the instant one person falls prey to it. Each level of experience expands the dimensions of the cubic area affected by 10 yards; for example, a 12th-level caster affects an area 120 yds. x 120 yds. x 120 yds.

The material components of this spell are a stone, a twig, and a bit of green plant—a leaf or grass blade.

Halo of Eyes

(Abjuration, Conjuraction)

(Source: The Complete Wizard's Handbook)

Range: 0

Components: V, M (the feather of an eagle and an eyelash from the corpse of any creature)

Duration: 1 turn/level

Casting Time: 4

Area of Effect: Special

Saving Throw: None

Halo of eyes creates a halo of functional eyeballs that sits atop the caster's head, enabling the caster to see in all directions at the same time. Additionally, these magical eyes all have infravision to a distance of 60 yards. The caster can see opponents on all sides of him, providing they are not *invisible*, and therefore can never be struck from behind or suffer a penalty for a back attack. Under normal conditions, the caster cannot be surprised. Attacks cannot be directed against the magical eyeballs, but their vision is obscured by *blindness* and other magical and natural effects that would hinder the wizard's normal sight. The material components for this spell are the feather of an eagle and an eyelash from the corpse of any creature.

Ice Storm (Evocation)

(Source: Players Handbook)

Range: 10 yds./level

Components: V, S, M (a pinch of dust and a few drops of water)

Duration: Special

Casting Time: 4

Area of Effect: 20 or 40 ft. radius

Saving Throw: None

This spell can have one of two effects, at the caster's option: Either great hail stones pound down for one round in a 40-foot-diameter area and inflict 3d10 points of damage to any creatures within the area of effect, or driving sleet falls in an 80-foot-diameter area for one round per caster level. The sleet blinds creatures within its area for the duration of the spell and causes the ground in the area to be icy, slowing movement by 50% and making it 50% probable that a creature trying to move in the area slips and falls. The sleet also extinguishes torches and small fires.

Note that this spell will negate a *heat metal* spell.

The material components for this spell are a pinch of dust and a few drops of water.

(please also read the following paragraph from the Wizard's Handbook regarding under water casting)

Under water casting (The Complete Wizard's Handbook, Addition & Comments)

The hail stones created by this spell will be as large as normal, but their downward force is greatly reduced, inflicting only 1-10 hit points of damage before floating toward the surface. The sleet variation of this spell is useless underwater, since all of the sleet melts as soon as it is created.

Illusionary Wall (Illusion/Phantasm)

(Source: Players Handbook)

Range: 30 yds.

Components: V, S

Duration: Permanent

Casting Time: 4

Area of Effect: 1 x 10 x 10 ft.

Saving Throw: None

This spell creates the illusion of a wall, floor, ceiling, or similar surface, which is permanent until dispelled. It appears absolutely real when viewed (even magically, as with the priest spell *true seeing* or its equivalent), but physical objects can pass through it without difficulty. When the spell is used to hide pits, traps, or normal doors, normal demihuman and magical detection abilities work normally, and touch or probing searches reveal the true nature of the surface, though they do not cause the illusion to disappear.

The material component is a rare dust that costs at least 400 gp and requires four days to prepare.

Improved Invisibility (Illusion/Phantasm)

(Source: Players Handbook)

Range: Touch

Components: V, S

Duration: 4 rds. + 1 rd./level

Casting Time: 4

Area of Effect: Creature touched

Saving Throw: None

This spell is similar to the invisibility spell, but the recipient is able to attack, either by missile discharge, melee combat, or spellcasting, and remain unseen. Note, however, that telltale traces (such as a shimmering effect) sometimes allow an observant opponent to attack the invisible spell recipient. These traces are only noticeable when specifically looked for (after the invisible character has made his presence known). Attacks against the invisible character suffer -4 penalties to the attack rolls, and the invisible character's saving throws are made with a +4 bonus. Beings with high Hit Dice that might normally notice invisible opponents will notice a creature under this spell as if they had 2 fewer Hit Dice (they roll saving throws vs. spell; success indicates they spot the character).

Improved Strength (Alteration)

(Source: Players Option: Spells & Magic)

Range: Touch

Components: V, S, M (a strand of hair from a giant)

Duration: 1 rd./level

Casting Time: 4

Area of Effect: Creature touched

Saving Throw: None

[Subtlety: +4; Knockdown: None; Sensory: None; Critical: None]

By casting this spell, the wizard can empower a creature with superhuman strength. Unlike the 2nd-level strength spell, improved strength allows the recipient of the spell to ignore race or class restrictions on his maximum Strength score, possibly reaching scores as high as 25. The exact amount of strength gained varies by the recipient's class group:

Class	Strength Gain*
Warrior	1d8+4 (max 25)
Priest	1d6+4 (max 23)
Rogue	1d6+4 (max 23)
Wizard	1d4+4 (max 21)

* Count each percentile bracket of exceptional strength as one point; the strength gain proceeds as 18, 18/01, 18/51, 18/76, 18/91, 18/00, 19, and so on.

Even if the recipient is not a warrior, he gains all the benefits of an exceptional Strength category; for example, if a thief with a Strength of 14 gained 7 points, he would possess a Strength of 18/76 for the duration of the spell. In addition to the attack and damage bonus, increased chance to open doors or bend bars, and increased carrying capacity, the spell recipient may temporarily gain the ability to throw boulders as a giant of equivalent Strength, as shown below:

Strength Score	Equivalent Giant Type	Rock Hurling Range	Damage
19	Hill giant	80 yards	1d6
20	Stone giant	100 yards	1d8
21	Frost giant	100 yards	1d8
22	Fire giant	120 yards	1d8
23	Cloud giant	140 yards	1d10
24	Storm giant	160 yards	1d12
25	Titan	200 yards	1d20

When the spell ends, the recipient is struck by intense exhaustion; he can do nothing except rest for 1d3 full turns to recover his strength. The material component is a strand of hair from a giant.

Leomund's Secure Shelter (Alteration, Enchantment)

(Source: Players Handbook)

Range: 20 yds.

Components: V, S, M (a square chip of stone, crushed lime, a few grains of sand, a sprinkling of water, and several splinters of wood)

AD&D 2nd Edition

Duration: 1d4+1 hrs. + 1 hr./level

Casting Time: 4 turns

Area of Effect: 30 sq. ft./level

Saving Throw: None

This spell enables the wizard to magically call into being a sturdy cottage or lodge, made of material that is common in the area where the spell is cast--stone, timber, or (at worst) sod. The floor area of the lodging is 30 square feet per level of the spellcaster, and the surface is level, clean, and dry. In all respects the lodging resembles a normal cottage, with a sturdy door, two or more shuttered windows, and a small fireplace.

While the lodging is secure against winds of up to 70 miles per hour, it has no heating or cooling source (other than natural insulation qualities). Therefore, it must be heated as a normal dwelling, and extreme heat adversely affects it and its occupants. The dwelling does, however, provide considerable security otherwise, as it is as strong as a normal stone building, regardless of its material composition. The dwelling resists flames and fire as if it were stone, and is impervious to normal missiles (but not the sort cast by siege machinery or giants).

The door, shutters, and even chimney are secure against intrusion, the former two being wizard locked and the latter being secured by a top grate of iron and a narrow flue. In addition, these three areas are protected by an alarm spell. Lastly, an unseen servant is conjured to provide service to the spellcaster.

The inside of the shelter contains rude furnishings as desired by the spellcaster--up to eight bunks, a trestle table and benches, as many as four chairs or eight stools, and a writing desk.

The material components of this spell are a square chip of stone, crushed lime, a few grains of sand, a sprinkling of water, and several splinters of wood. These must be augmented by the components of the alarm and unseen servant spells if these benefits are to be included (string and silver wire and a small bell).

Lesser Geas (Enchantment/Charm, Song) (Source: Players Option: Spells & Magic)

Range: 10 yards

Components: V

Duration: Special

Casting Time: 2

Area of Effect: 1 creature

Saving Throw: Neg.

[Subtlety: +1; Knockdown: None; Sensory: Medium audio; Critical: None]

By means of this spell, the wizard places a magical command upon a creature of 7 Hit Dice or less to carry out some service, undertake a task, or refrain from some action or course of activity. The caster specifies the conditions of the *lesser geas* when he casts the spell; the victim must be intelligent, conscious, able to understand the caster, and not under the influence of any spells or effects that affect or control its mind. The *lesser geas* cannot compel a creature to kill itself or perform acts that will result in certain death, although the wizard can use the spell to coerce the subject into almost any other nondestructive course of action. The victim is entitled to a saving throw vs. spell to avoid the *lesser geas*, but suffers a –2 penalty on its save if the wizard is of higher level or Hit Dice, or a –4 penalty if the wizard is more than twice the victim's level or Hit Dice.

The wizard must be careful in the wording of his *lesser geas* since the casting and fulfillment are tricky. The subject should be given a tangible, achievable goal, with clear courses of action available to him. "Climb that mountain!" or "Tear that mountain down rock by rock!" are legitimate geases, but a geas such as "Become a mountain!" is just not specific enough to work.

Similar to the 6th-level spell *geas*, the *lesser geas* compels the subject to obey the wizard's command. If the *geased* creature fails to follow the wizard's instructions, it will grow sick—each week that passes, the creature loses one point from each ability score, 1 hit point per Hit Die, and suffers a cumulative –1 penalty to attack rolls and saving throws. These penalties cannot reduce an ability score to less than 3, reduce a creature to less than 1 hit point per Hit Die, or reduce its attacks and saves by more than 4 points. The *lesser geas* can be countermanded by a *remove curse* spell, or a *limited wish* or *wish*. However, if the subject entertains thoughts of removing the *lesser geas*, it will protect itself by giving the subject a warning headache. If the subject persists, then the sickness will begin.

Locate Creature (Divination)

(Source: Tome of Magic)

Range: 50 yards/level

Components: V, S, M (a bit of a bloodhound's fur)

Duration: 1 turn/level

Casting Time: 5

Area of Effect: One creature

Saving Throw: None

This spell is similar to the 2nd-level *locate object* spell. Instead of finding an inanimate object, however, it allows the wizard to find a creature. The wizard casts the spell, slowly turns, and is able to

sense the direction of the person or creature, provided the subject is within range. The wizard learns how far away the creature is and in what direction it is moving (if at all).

This spell can locate a general species of creature (a horse or umber hulk, for instance) or can be used to find a specific individual. The wizard must have physically seen the individual or the type of creature at least once from a distance of no more than 10 yards.

Unlike *locate object*, this spell is not blocked by lead. It is blocked, however, by running water (such as a river or stream). Objects cannot be found through use of this spell.

The material component is a bit of a bloodhound's fur.

Mask of Death (Necromancy)

(Source: Tome of Magic)

Range: Touch

Components: V, S, M (a drop of doppelganger's blood)

Duration: 1 hour/level

Casting Time: 1 round

Area of Effect: One creature

Saving Throw: None

By casting this spell, a wizard can change a corpse's features to make it appear to be someone else. The caster must possess an accurate portrait of the individual to be duplicated, or must have a clear mental image of the person based on personal experience.

If *animate dead* is cast on the body, it can be animated to become a zombie that looks exactly like the copied person. The double is a mindless automaton, however, having all the characteristics of a normal zombie. This spell may be cast on a creature that has already become a zombie. The wizard must successfully touch the zombie in combat, unless the zombie is controlled by the caster.

The material component of this spell is a drop of doppelganger's blood.

Magic Mirror (Enchantment, Divination)

(Source: Players Handbook)

Range: Touch

Components: V, S, M (a finely wrought mirror worth 1,000gp, the eye of a hawk, an eagle, or even a roc, and nitric acid, copper, and zinc)

Duration: 1 rd./level

Casting Time: 1 hr.

Area of Effect: Special

Saving Throw: None

By means of this spell, the wizard changes a normal mirror into a scrying device similar to a crystal ball. The details of the use of such a scrying device are found in the DMG (also see Magical Item Descriptions below for the crystal ball).

The mirror used must be of finely wrought and highly polished silver and cost not less than 1,000 gp. This mirror is not harmed by casting the spell, but the other material components--the eye of a hawk, an eagle, or even a roc, and nitric acid, copper, and zinc--are used up.

The following spells can be cast through a magic mirror: *comprehend languages*, *read magic*, *tongues*, and *infravision*. The following spells have a 5% chance per level of the caster of operating correctly: *detect magic*, *detect good or evil*, and *message*. The base chances for the subject to detect any crystal ball-like spell are listed in the DMG (again, see Magical Item Descriptions for the crystal ball.)

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Magic Mirror:

This spell creates an invisible sensor similar to the one created by a *clairvoyance* spell; the sensor has the same visual capabilities as a *clairvoyance* sensor, but the spellcaster can also employ other spells to enhance the effect (see spell description). As with the *clairvoyance* spell, the user must state where the sensor is to appear; however, the user is free to state the sensors location with respect to the subject without knowing the subject's exact location. No matter what the spell's actual duration, the user's knowledge of the subject limits how long this spell can be safely used; see the *crystal ball* description in the *Dungeon Master Guide* for details.

Crystal Ball (DMG)

This is the most common form of scrying device: a crystal sphere about 6 inches in diameter. A wizard can use the device to see over virtually any distance or into other planes of existence. The user of a crystal ball must know the subject to be viewed. Knowledge can be from personal acquaintance, possession of personal belongings, a likeness of the object, or accumulated information. Knowledge, rather than distance, is the key to how successful location will be:

Chance of Subject is Locating*

Personally well known	100%
Personally known slightly	85%
Pictured	50%
Part of in possession	50%

Garment in possession	25%
Well informed of	25%
Slightly informed of	20%
On another plane	-25%

* Unless masked by magic.

The chance of locating also dictates how long and how frequently a wizard will be able to view the subject.

Chances of Locating* Frequency	Viewing Period
100% or more	1 hour 3 times/day
99% to 90%	30 minutes 3 times/day
89% to 75%	30 minutes 2 times/day
74% to 50%	30 minutes 1 time/day
49% to 25%	15 minutes 1 time/day
24% or less	10 minutes 1 time/day

* Unless masked by magic. Viewing beyond the periods or frequencies noted will force the wizard to roll a saving throw vs. spell each round. A failed saving throw permanently lowers the character's Intelligence by one point and drives him insane until healed.

Certain spells cast upon the user of the crystal ball can improve his chances of using the device successfully. These are comprehend languages, read magic, infravision, and tongues. Two spells--detect magic and detect evil/good--can be cast through a crystal ball. The chance of success is 5% per level of experience of the wizard. Certain crystal balls have additional powers. These spell functions operate at 10th level. To determine whether a crystal ball has extra powers, roll percentile dice and consult the table below:

D100 Roll	Additional Power
01-50	crystal ball
51-75	crystal ball with clairauidence
76-90	crystal ball with ESP
91-00	crystal ball with telepathy*

*Communication only.

Only creatures with Intelligence of 12 or better have a chance of noticing that they are the subjects of scrying. The base chance is determined by class.

Fighter	2%
Paladin	6%
Ranger	4%
Bard	3%
Thief	6%
Spell-User	8%

For each point of Intelligence above 12, the creature has an additional arithmetically ascending cumulative chance beginning at 1% (i.e., 1% at Intelligence 13, 3% at 14, 6% at 15, 10% at 16, 15% at 17, 21% at 18 Intelligence, and so on). These creatures also have a cumulative chance of 1% per level of experience or Hit Dice of detecting scrying. Treat monsters as the group as which they make saving throws. Check each round of scrying, and if the

percentage or less is rolled, the subject becomes aware of being watched.

A dispel magic will cause a crystal ball to cease functioning for one day. The various protections against crystal ball viewing will simply leave the device hazy and nonfunctioning.

You may allow other scrying devices for clerics and druids—water basins and mirrors are suggested. Have them function as normal crystal balls.

Massmorph (Alteration)

(Source: Players Handbook)

Range: 10 yds./level

Components: V, S, M (a handful of bark chips from the type of tree the creatures are to become)

Duration: Special

Casting Time: 4

Area of Effect: 10 ft. cube/level

Saving Throw: None

When this spell is cast upon willing creatures of man-size or smaller, up to 10 such creatures per level of the caster can be magically altered to appear as trees of any sort.

Thus, a company of creatures can be made to appear as a copse, grove, or orchard.

Furthermore, these massmorphed creatures can be passed through and even touched by other creatures without revealing their true nature. Note, however, that blows to the creature-trees cause damage, and blood can be seen.

Creatures to be massmorphed must be within the spell's area of effect; unwilling creatures are not affected. Affected creatures remain unmoving but aware, subject to normal sleep requirements, and able to see, hear, and feel for as long as the spell is in effect. The spell persists until the caster commands it to cease or until a dispel magic spell is cast upon the creatures. Creatures left in this state for extended periods are subject to insects, weather, disease, fire, and other natural hazards.

The material component of this spell is a handful of bark chips from the type of tree the creatures are to become.

Minor Creation (Illusion/Phantasm)

(Source: Players Handbook)

Range: Touch

Components: V, S, M (a tiny piece of matter of the same type of item he plans to create)

Duration: 1 hr./level

Casting Time: 1 turn

Area of Effect: 1 cubic ft./level

Saving Throw: None

AD&D 2nd Edition

This spell enables the wizard to create an item of nonliving, vegetable nature—soft goods, rope, wood, etc. The caster actually pulls wisps of material of the plane of Shadow from the air and weaves them into the desired item. The volume of the item created cannot exceed 1 cubic foot per level of the spellcaster. The item remains in existence for only as long as the spell's duration.

The spellcaster must have at least a tiny piece of matter of the same type of item he plans to create by means of the minor creation spell—a bit of twisted hemp to create rope, a splinter of wood to create a door, and so forth.

Minor Globe of Invulnerability (Abjuration)

(Source: Players Handbook)

Range: 0

Components: V, S, M (a glass or crystal bead)

Duration: 1 rd./level

Casting Time: 4

Area of Effect: 5-ft. radius

Saving Throw: None

This spell creates an immobile, faintly shimmering magical sphere around the caster that prevents any 1st-, 2nd-, or 3rd-level spell effects from penetrating (i.e., the area of effect of any such spells does not include the area of the minor globe of invulnerability).

This includes innate abilities and effects from devices. However, any type of spell can be cast out of the magical globe, and these pass from the caster of the globe to their subject without affecting the globe. Fourth and higher level spells are not affected by the globe.

The globe can be brought down by a successful dispel magic spell. The caster can leave and return to the globe without penalty. Note that spell effects are not actually disrupted by the globe unless cast directly through or into it: The caster would still see a mirror image created by a wizard outside the globe. If that wizard then entered the globe, the images would wink out, to reappear when the wizard exited the globe. Likewise, a wizard standing in the area of a light spell would still receive sufficient light for vision, even though that part of the light spell volume in the globe would not be luminous.

The material component of the spell is a glass or crystal bead that shatters at the expiration of the spell.

Minor Spell Turning (Abjuration)

(Source: Tome of Magic)

Range: 0

Components: V, S, M (a smoothly polished silver coin)

Duration: 3 rounds/level

Casting Time: 4

Area of Effect: The caster

Saving Throw: None

This spell is similar to the 7th-level *spell turning*, which causes spells cast against the wizard to rebound on the original caster. This includes spells cast from scrolls and innate spell-like abilities, but excludes the following: area effects that are not centered directly upon the protected wizard, spell effects delivered by touch, and spell effects from devices such as wands, staves, and so forth. Thus, a *light* spell cast to blind the protected wizard could be turned back upon and possibly blind the caster, while the same spell would be unaffected if cast to light an area in which the protected wizard were standing.

One to four (1d4) spell levels may be turned. The exact number is secretly rolled by the DM; the player never knows how effective the spell is.

Unlike the 7th level version of this spell, *minor spell turning* is not capable of partially turning a spell. For example, if a wizard has three levels of spell turning, he can turn three 1st-level spells, one 1st and one 2nd, or one 3rd-level spell. He can in no way turn spells of 4th level or above. If the caster is the target of a spell of a higher level than he is capable of turning, the caster receives the full brunt of the spell.

If the protected wizard and a spellcasting attacker both have spell turning effects operating, a resonating field is created that has the following effects:

D100	
Roll	Effect
01-70	Spell drains away without effect
71-80	Spell affects both equally at full damage
81-97	Both turning effects are rendered non-functional for 1d4 turns
98-100	Both casters are sucked through a rift into the Positive Material plane

The material component of this spell is a smoothly polished silver coin.

Monster Summoning II (Conjuration/Summoning)

(Source: Players Handbook)

Range: Special

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

Duration: 3 rds. + 1 rd./level

Casting Time: 4

Area of Effect: 40 yd. radius

AD&D 2nd Edition

Saving Throw: None

This spell is much like the 3rd-level spell *monster summoning I*, except that this spell summons 1d6 2nd-level monsters. These appear anywhere within the spell's area of effect and attack the caster's opponents, until he commands them to cease, the spell duration expires, or the monsters are slain. These creatures do not check morale; they vanish when slain. If no opponent exists to fight and the wizard can communicate with them, the summoned monsters can perform other services for the summoning wizard.

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

Monster Summoning II (Roll 1d12) # of app. 1d6	
1	Beetle, bombardier
2	Centipede, giant
3	Frog, giant or killer
4	Gnoll or flind
5	Lamprey, land
6	Lizard man
7	Mongrelmen (2 HD)
8	Mudmen
9	Spider, large
10	Stirge
11	Toad, giant
12	Troglodyte

(please also read the following paragraph from the *Wizard's Handbook*)

Under water casting

(The Complete Wizard's Handbook, Addition & Comments)

Only creatures that can breathe and function underwater can be summoned. (If available, the DM should use the appropriate Aquatic Monster Summoning table in the *Monstrous Compendium*.)

(please also notice the following tables from the *Monster Manual I* regarding the summoning of monsters in salt and fresh water)

Monster Summoning II, Aquatic Monster Summoning, Salt Water, roll 1d8, # of app. 1d6	
1	Barracuda (2 HD)
2	Dolphin
3	Locathah
4	Ray, ixitxachitl
5	Ray, sting
6	Sea horse
7	Seawolf, lesser
8	Urchin, green

Monster Summoning II, Aquatic Monster Summoning, Fresh Water, roll 1d6, # of app. 1d6	
1	Eel, electric
2	Frog, giant (2 HD)
3	Kuo-toa
4	Leech, giant (2 HD)

5	Lizard man
6	Piranha, giant

Mordenkainen's Celerity (Alteration, Invocation)

(Source: Tome of Magic)

Range: 0

Components: V, S, M (a small pouch or vessel containing centipede or millipede legs)

Duration: 1 turn

Casting Time: 4

Area of Effect: Special

Saving Throw: None

Mordenkainen's celerity affects spells of levels 1-3 which alter the movement of the wizard such as *feather fall*, *jump*, *spider climb*, *levitate*, *fly*, and *haste*. Spells to be affected must be cast within 1 turn of the casting of the celerity. Spells do not expire when the celerity expires.

Spells cast following the celerity receive a 25% bonus to duration. This effect may not be gained in conjunction with other means of magically extending a spell's duration.

In addition, the caster's movement rate is increased by 25%. *Feather fall* is an exception; the rate of descent may be reduced by 25% at the caster's option. The area of effect is always the caster, except in the case of the *haste* spell, for which the effects of the celerity will operate on 1d4 creatures in addition to the wizard. The celerity will not affect the other creatures in any other manner.

The celerity gives the wizard a +2 bonus to his saving throws against spells of levels 1-3 which directly affect his movement. This includes *web*, *hold person*, and *slow*. The wizard also gains a +2 bonus on all saving throws against magical paralysis attacks.

The material component is a small pouch or vessel containing centipede or millipede legs.

Mordenkainen's Force Missiles (Invocation/Evocation, Force)

(Source: Players Option: Spells & Magic)

Range: 30 yds. + 10 yds./level

Components: V, S

Duration: Instantaneous

Casting Time: 4

Area of Effect: 1-7 targets

Saving Throw: Special

[Subtlety: +3; Knockdown: d10; Sensory: Medium visual, large audio impact; Critical: Medium (1 hit)]

This spell creates a brilliant globe of magical energy that streaks forth from the caster's hand to unerringly strike its target, much like a

magic missile spell. The subject must be seen or otherwise detected in order to be targeted by this spell. The wizard creates one missile at 7th level and an additional missile at every third level after 7th—in other words, two missiles at 10th level, three at 13th, four at 16th, and so on, to a maximum of seven missiles at 25th level. Each missile inflicts 2d4 points of damage to the target and then bursts in a 3-foot radius concussive blast that inflicts 1 point of damage per level of the caster—for example, a 12th-level wizard could conjure two *force missiles*, each of which strikes for 2d4+12 points of damage. The victim may attempt a saving throw vs. spell to negate the concussion damage, but the impact of the missile itself allows no saving throw.

Just like *magic missile*, the force spheres may be directed at as many or as few targets as the caster likes. The missiles can easily damage or destroy inanimate objects, especially fragile or delicate items.

Otiluke's Dispellying Screen (Evocation, Abjuration)

(Source: The Complete Wizard's Handbook)

Range: 5 yards/level

Components: V, S, M (a sheet of fine lead crystal and a chysolite gemstone worth 1,000 gp)

Duration: 1 round/level

Casting Time: 5

Area of Effect: 20-foot square

Saving Throw: None

This spell creates a shimmering screen of violet energy in any shape the caster desires.

Any creature passing through the screen is affected by *dispel magic* with the same level of effectiveness as that spell cast by the wizard.

The material components for this spells are a sheet of fine lead crystal and a chysolite gemstone worth 1,000 gp (both vanish after the spell is cast).

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Otiluke's Dispellying Screen:

This spell has no effect on permanent spells unless those effects are in operation at the time the individual walks through the screen. For example, a creature made permanently invisible would become visible when walking through the screen and then disappear again on the other side. The screen must still successfully *dispel magic* against the spell in order to even briefly negate it. Magical items are likewise unaffected by exposure to a dispelling screen.

Since this spell cannot focus its *dispel magic* effect, it cannot destroy permanent

AD&D 2nd Edition

spells or negate the powers of magical items.

Otiluke's Resilient Sphere (Alteration, Evocation)

(Source: Players Handbook)

Range: 20 yds.

Components: V, S, M (a hemispherical piece of diamond and a matching hemispherical piece of gum Arabic)

Duration: 1 rd./level

Casting Time: 4

Area of Effect: 1-ft. diameter/level

Saving Throw: Neg.

When this spell is cast, the result is a globe of shimmering force that encloses the subject creature--if it is small enough to fit within the diameter of the sphere and it fails to successfully save vs. spell. The resilient sphere contains its subject for the spell's duration, and it is not subject to damage of any sort except from a rod of cancellation, a wand of negation, or a disintegrate or dispel magic spell. These cause it to be destroyed without harm to the subject. Nothing can pass through the sphere, inside or out, though the subject can breathe normally. The subject may struggle, but all that occurs is a movement of the sphere. The globe can be physically moved either by people outside the globe or by the struggles of those within.

The material components of the spell are a hemispherical piece of diamond (or similar hard, clear gem material) and a matching hemispherical piece of gum arabic. *(please also read the following paragraph from the Wizard's Handbook)*

Otiluke's Resilient Sphere

(The Complete Wizard's Handbook, Addition & Comments)

The *sphere* is an intact bubble filled with air. Therefore, a creature or object enclosed in the sphere will bob like a cork on the surface of an ocean or other body of water. If the *sphere* contains more weight than air, the *sphere* will gradually sink, but it could be pushed or carried by water-breathing creatures with sufficient strength. If a waterbreathing character wants to explore a dark, underwater cavern, the *sphere* could be cast around a burning fire. The protected fire could then be carried underwater and would continue to burn until the air supply in the *sphere* was exhausted. (The carrier should take precautions to prevent being burned--in most cases, heavy gloves would probably do the trick).

Phantasmal Killer (Illusion/Phantasm)

(Source: Players Handbook)

Range: 5 yds./level

Components: V, S

Duration: 1 rd./level

Casting Time: 4

Area of Effect: 1 creature

Saving Throw: Special

When this spell is cast, the wizard creates the illusion of the most fearsome thing imaginable to the victim, simply by forming the fears of the victim's subconscious mind into something that its conscious mind can visualize--the most horrible beast. Only the spell recipient can see the phantasmal killer (the caster sees only a shadowy shape), but if it succeeds in scoring a hit, the subject dies from fright. The beast attacks as a 4 Hit Dice monster. It is invulnerable to all attacks and can pass through any barriers. Once cast, it inexorably pursues the subject, for it exists only in the subject's mind.

The only defenses against a phantasmal killer are an attempt to disbelieve (which can be tried but once), slaying or rendering unconscious the wizard who cast the spell, or rendering unconscious the target of the spell for its duration. To disbelieve the killer, the subject must specifically state the attempt and then roll an Intelligence check. This roll has a -1 penalty for every four levels of the caster.

Special modifiers apply to this attack:

Condition	Modifier
Surprise	-2
Subject previously attacked by this spell	+1
Subject is an illusionist	+2
Subject is wearing a helm of telepathy	+3

Magic resistance, bonuses against fear, and Wisdom adjustments also apply. The subject's magic resistance is checked first; if the spell overcomes the resistance, the subject's fear/Wisdom bonuses (if any) then apply as negative modifiers to his Intelligence check.

If the subject of a phantasmal killer attack succeeds in disbelieving, and he is wearing a helm of telepathy, the beast can be turned upon the wizard, who must then disbelieve it or be subject to its attack and possible effects.

If the subject ignores the killer to perform other actions, such as attacking the caster, the killer may, at the DM's option, gain bonuses to hit (for flank or rear attacks, etc.).

Spells such as remove fear and cloak of bravery, cast after the killer has attacked, grant another check to disbelieve the effect.

Plant Growth (Alteration)

(Source: Players Handbook)

Range: 10 yds./level
Components: V, S
Duration: Permanent
Casting Time: 4
Area of Effect: caster's level2 x 100 sq. ft.
Saving Throw: None

When a plant growth spell is cast, the wizard causes normal vegetation to grow, entwine, and entangle to form a thicket or jungle that creatures must hack or force a way through at a movement rate of 1 per round (or 2 if the creatures are larger than man size).

The area must contain brush and trees for this spell to work. Briars, bushes, creepers, lianas, roots, saplings, thistles, thorn, trees, vines, and weeds become thick and overgrown so as to form a barrier. The area of effect is the caster's level, squared, times 100 square feet. This area can be arranged in any square or rectangular shape that the caster desires. Thus, an 8th-level wizard can affect (8 x 8 =) 64 x 100 square feet, or 6,400 square feet. This could be an 80-foot x 80-foot square, a 160-foot x 40-foot rectangle, a 640-foot x 10-foot rectangle, etc. Individual plant girth and height is generally affected less than thickness of brush, branch, and undergrowth. The spell's effects persist in the area until it is cleared by labor, fire, or such magical means as a dispel magic spell.

Polymorph Other (Alteration)

(Source: Players Handbook)

Range: 5 yds./level
Components: V, S, M (a caterpillar cocoon)
Duration: Permanent
Casting Time: 4
Area of Effect: 1 creature
Saving Throw: Neg.

The polymorph other spell is a powerful magic that completely alters the form and ability, and possibly the personality and mentality, of the recipient. Of course, while a creature with a lower Intelligence can be polymorphed in form into something with a higher Intelligence, it will not gain that creature's mental ability. The reverse-- polymorphing a higher Intelligence creature into one of significantly lower Intelligence-- results in a creature much more intelligent than appearances would lead one to believe.

The polymorphed creature must succeed on a system shock (see Table 3) roll to see if it survives the change. After this, it must make a special Intelligence check to see if it retains its personality (see following).

The polymorphed creature acquires the form and physical abilities of the creature it has been polymorphed into, while retaining its own mind.

Form includes natural Armor Class (that due to skin toughness, but not due to quickness, magical nature, etc.), physical movement abilities (walking, swimming, and flight with wings, but not plane shifting, blinking, teleporting, etc.), and attack routines (claw/claw/bite, swoop, rake, and constriction, but not petrification, breath weapons, energy drain, etc.). Hit points and saving throws do not change from the original form. Noncorporeal forms cannot be assumed. Natural shapeshifters (lycanthropes, doppelgangers, higher level druids, etc.) are affected for but one round, and can then resume their normal form.

If slain, the polymorphed creature reverts to its original form, though it remains dead. (Note that most creatures generally prefer their own form and will not willingly stand the risk of being subjected to this spell!) As class and level are not attributes of form, abilities derived from either cannot be gained by this spell, nor can exact ability scores be specified.

When the polymorph occurs, the creature's equipment, if any, melds into the new form (in particularly challenging campaigns, the DM may allow protective devices, such as a ring of protection, to continue operating effectively). The creature retains its mental abilities, including spell use, assuming the new form allows completion of the proper verbal and somatic components and the material components are available. Creatures not used to a new form might be penalized at the DM's option (for example, -2 to attack rolls) until they practice sufficiently to master it.

When the physical change occurs, there is a base 100% chance that the subject's personality and mentality change into that of the new form (i.e., a roll of 20 or less on 1d20). For each 1 point of Intelligence of the subject, subtract 1 from the base chance on 1d20. Additionally, for every Hit Die of difference between the original form and the form it is assuming, add or subtract 1 (depending on whether polymorphed form has more Hit Dice [or levels] or fewer Hit Dice [or levels] than original, respectively). The chance for assumption of the personality and mentality of the new form is checked daily until the change takes place.

A subject acquiring the mentality of the new form has effectively become the creature whose form was assumed and comes under the control of the DM until recovered by a wish spell or similar magic. Once this final change takes place, the creature acquires the new form's full range of magical and special abilities.

For example: If a 1 Hit Die orc of 8 Intelligence is polymorphed into a white dragon with 6 Hit Dice, it is 85% (20 - 8 Intelligence + 5 level difference [6 - 1] = 17 out of 20 = 85%) likely to actually become one in all respects, but in any case it has the dragon's physical and mental capabilities. If it does

not assume the personality and mentality of a white dragon, it knows what it formerly knew as well.

The wizard can use a dispel magic spell to change the polymorphed creature back to its original form, and this requires a system shock roll. Those who have lost their individuality and are then converted back maintain the belief that they are actually the polymorphed creature and attempt to return to that form. Thus, the orc who comes to believe he is a white dragon, when converted back to his orc form, steadfastly maintains he is really a white dragon polymorphed into the shape of an orc. His companions will most likely consider him mad.

The material component of this spell is a caterpillar cocoon. *(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)*

Polymorph Other:

This spell causes the target to assume the form of another creature of the caster's choosing. The caster cannot turn a creature into a plant or object. If the recipient fails the saving throw against the spell, there is an immediate system shock check to see if the creature survives the change. If the recipient survives, the creature gains all the new form's purely physical abilities, but no abilities based on magic, agility, or intelligence. If the recipient's mentality changes to match the new form, the creature gains all the form's abilities.

If the caster chooses a form that cannot survive under the local conditions, the recipient suffers 1d4 to 1d8 points of damage each day, hour, turn, or round it is exposed to such conditions. For example, a goldfish in a desert might suffer 1d8 points of damage every round from heat and dryness. The same goldfish might suffer 1d6 points of damage every turn on a dungeon floor or 1d4 points of damage every day in a frigid mountain pool. Some creatures might be immune to environmental damage as long as their mentality remains intact. For example, a mummy turned into a goldfish does not suffer from the desert heat.

Polymorph Self (Alteration)

(Source: Players Handbook)

Range: 0

Components: V

Duration: 2 turns/level

Casting Time: 4

Area of Effect: The caster

AD&D 2nd Edition

Saving Throw: None

When this spell is cast, the wizard is able to assume the form of any creature, save those that are noncorporeal, from as small as a wren to as large as a hippopotamus.

Furthermore, the wizard gains its physical mode of locomotion and breathing as well. No system shock roll is required. The spell does not give the new form's other abilities (attack, magic, special movement, etc.), nor does it run the risk of the wizard changing personality and mentality.

When the polymorph occurs, the caster's equipment, if any, melds into the new form (in particularly challenging campaigns, the DM may allow protective devices, such as a ring of protection, to continue operating effectively). The caster retains all mental abilities, including spell use, assuming the new form allows completion of the proper verbal and somatic components and the material components are available. A caster not used to a new form might be penalized at the DM's option (for example, -2 penalty to attack rolls) until he practices sufficiently to master it.

Thus, a wizard changed into an owl could fly, but his vision would be human; a change to a black pudding would enable movement under doors or along halls and ceilings, but not the pudding's offensive (acid) or defensive capabilities. Naturally, the strength of the new form is sufficient to enable normal movement. The spellcaster can change his form as often as desired for the duration of the spell, each change requiring a round. The wizard retains his own hit points, attack rolls, and saving throws. The wizard can end the spell at any time; when voluntarily returning to his own form and ending the spell, he regains 1d12 hit points. The wizard also will return to his own form when slain or when the effect is dispelled, but no hit points are restored in these cases.

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Polymorph Self:

When the caster assumes a new form, the caster gains only the new form's normal mode of movement and breathing. The caster does not gain any special attacks or unusual abilities. The spell description uses the form of an owl as an example—the caster gains the ability to fly but not an owl's extraordinary night vision (which is a special ability).

When deciding what abilities are gained, the DM can immediately rule out any ability that does not arise from the form's physical characteristics. For example, a quickling's speed comes from its magically accelerated metabolism and

is not derived purely from its physical form.

In general, the DM should consider any non-flying movement rate of greater than 24 or flying movement rate of greater than 36 as a special ability.

The caster can assume the forms of creatures he has personally seen. For example, a caster who has never seen an ochre jelly cannot change into one.

Psychic Protection (Abjuration, Mentalism)

(Source: Players Option: Spells & Magic)

Range: 0

Components: V, S, M (a tiny figurine of the wizard, cast in iron)

Duration: 3 rds./level

Casting Time: 4

Area of Effect: The caster

Saving Throw: None

[Subtlety: +4; Knockdown: None; Sensory: None; Critical: None]

This spell provides the caster with a +6 bonus to saving throws (or allows a saving throw in the case that one is not normally allowed) against spells or effects that control or destroy his mind, including *command*, *domination*, *feeblemind*, *hold magic jar*, *insanity*, *possession*, and the psionic powers of domination, mass domination, and switch personality. Any attempt to subvert or destroy the wizard's mind automatically fails, but the wizard is still vulnerable to spells or effects that influence his actions without taking control of his psyche. In other words, attacks that simply encourage the victim to act in a certain way or influence his perceptions do not trigger the magical warding of the spell. A partial list of spells, powers, and effects that are not defended against includes *charm*, *suggestion*, *emotion*, *confusion*, *hypnotism*, *fear*, *antipathy*, *beguiling*, *Otto's irresistible dance*, a mind flayer's mental blast, and most psionic attacks.

The material component for this spell is a tiny figurine of the wizard, cast in iron.

Rainbow Pattern (Alteration, Illusion/Phantasm)

(Source: Players Handbook)

Range: 10 yds.

Components: S, M (a crystal prism, a piece of phosphor)

Duration: Special

Casting Time: 4

AD&D 2nd Edition

Area of Effect: 30-ft. cube

Saving Throw: Neg.

By means of this spell, the wizard creates a glowing, rainbow-hued band of interweaving patterns. Any creature caught in it may become fascinated and gaze at it as long as the effect lasts. The spell can captivate a maximum of 24 levels, or Hit Dice, of creatures--24 creatures with 1 Hit Die each, 12 with 2 Hit Dice, etc. All creatures affected must be within the area of effect, and each is entitled to a saving throw vs. spell. An attack on an affected creature that causes damage frees it from the spell immediately.

Creatures that are restrained and removed from the area still try to follow the pattern. Once the rainbow pattern is cast, the wizard need only gesture in the direction he desires, and the pattern of colors moves slowly off in that direction, at the rate of 30 feet per round. It persists without further attention from the spellcaster for 1d3 rounds. All affected creatures follow the moving rainbow of light. If the pattern leads its subjects into a dangerous area (through flame, off a cliff, etc.), allow a second saving throw. If the view of the lights is completely blocked (by an obscurement spell, for instance), the spell is negated.

The wizard need not utter a sound, but he must gesture appropriately while holding a crystal prism and the material component, a piece of phosphor.

Rary's Mnemonic Enhancer (Alteration)

(Source: Players Handbook)

Range: 0

Components: V, S, M (a piece of string, an ivory plaque of at least 100 gp value, and ink consisting of squid secretion with either black dragon's blood or giant slug digestive juice)

Duration: 1 day

Casting Time: 1 turn

Area of Effect: The caster

Saving Throw: None

By means of this spell, the wizard is able to memorize, or retain the memory of, three additional spell levels (three 1st-level spells, or one 1st and one 2nd, or one 3rd-level spell). The wizard has two options:

A) Memorize additional spells. This option is taken at the time the spell is cast. The additional spells must be memorized normally and any material components must be acquired.

B) Retain memory of any spell (within the level limits) cast the round prior to starting to cast this spell. The round after a spell is cast, the enhancer must be successfully cast.

This restores the previously cast spell to memory. However, the caster still must acquire any needed material components.

The material components of the spell are a piece of string, an ivory plaque of at least 100 gp value, and ink consisting of squid secretion with either black dragon's blood or giant slug digestive juice. These disappear when the spell is cast.

Remove Curse (Abjuration) *Reversible*

(Source: Players Handbook)

Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 4
Area of Effect: Special
Saving Throw: Special

Upon casting this spell, the wizard is usually able to remove a curse--whether it is on an object, on a person, or in the form of some undesired sending or evil presence. Note that the remove curse spell cannot affect a cursed shield, weapon, or suit of armor, for example, although it usually enables a person afflicted with a cursed item to be rid of it. Certain special curses may not be countered by this spell, or may be countered only by a caster of a certain level or higher. A caster of 12th level or higher can cure lycanthropy with this spell by casting it on the animal form. The were-creature receives a saving throw vs. spell and, if successful, the spell fails and the wizard must gain a level before attempting the remedy again.

Reverse: Bestow curse

The reverse of the spell is not permanent; the bestow curse lasts one turn for every experience level of the wizard casting the spell. It causes one of the following effects (roll percentile dice):

D100	Roll Result
1-50	Lowers one ability of the subject to 3 (the DM determines which by random selection)
51-75	Worsens the subject's attack rolls and saving throws by -4
76-100	Makes the subject 50% likely per turn to drop whatever it is holding (or simply do nothing, in the case of creatures not using tools)

It is possible for a wizard to devise his own curse, and it should be similar in power to those given (the DM has final say). The subject of a bestow curse spell must be touched.

If the subject is touched, a saving throw is still applicable; if it is successful, the effect is negated. The bestowed curse cannot be dispelled.

AD&D 2nd Edition

Shadow Monsters (Illusion/Phantasm)

(Source: Players Handbook)

Range: 30 yds.
Components: V, S
Duration: 1 rd./level
Casting Time: 4
Area of Effect: 20-ft. cube
Saving Throw: Special

A wizard casting the shadow monsters spell uses material from the Demiplane of Shadow to shape semireal illusions of one or more monsters. The total Hit Dice of the shadow monster or monsters thus created cannot exceed the level of experience of the wizard; thus, a 10th-level wizard can create one creature that has 10 Hit Dice, two that have 5 Hit Dice, etc. All shadow monsters created by one spell must be of the same sort.

The actual hit point total for each monster is 20% of the hit point total it would normally have. (To determine this, roll the appropriate Hit Dice and multiply the hit points by .2.

Any remainder less than .4 is dropped--in the case of monsters with 1 or fewer Hit Dice, this indicates the monster was not successfully created--and scores between .4 and 1 are rounded up to 1 hit point.)

Those viewing the shadow monsters are allowed to disbelieve as per normal illusions, although there is a -2 penalty to the attempt. The shadow monsters perform as the real monsters with respect to Armor Class and attack forms. Those who believe in the shadow monster suffer real damage from their attacks. Special attack forms such as petrification or level drain do not actually occur, but a subject who believes they are real will react appropriately.

Those who roll successful saving throws see the shadow monsters as transparent images superimposed on vague shadowy forms. These are Armor Class 10 and inflict only 20% of normal melee damage (biting, clawing, weapon, etc.), dropping fractional damage less than .4 as done with hit points.

For example: A shadow monster griffon attacks a person who knows it is only quasireal. The monster strikes with two claw attacks and one bite, hitting as a 7-Hit Die monster. All three attacks hit; the normal damage dice are rolled, multiplied by .2 separately, rounded up or down, and added together to get the total damage. Thus, if the attacks score 4, 2 and 11 points, a total of 4 points of damage is inflicted ($4 \times .2 = .8$ [rounded to 1], $2 \times .2 = .4$ [rounded to 1], $11 \times .2 = 2.2$ [rounded to 2]. The sum is $1 + 1 + 2 = 4$).

Shout (Evocation)

(Source: Players Handbook)

Range: 0

Components: V, M (a drop of honey, a drop of citric acid, and a small cone made from a bull or ram horn)

Duration: Instantaneous

Casting Time: 1

Area of Effect: 10 x 30 ft. cone

Saving Throw: Special

When a shout spell is cast, the wizard gives himself tremendous vocal powers. The caster can emit an ear-splitting noise that has a principal effect in a cone shape radiating from his mouth to a point 30 feet away. Any creature within this area is deafened for 2d6 rounds and suffers 2d6 points of damage. A successful saving throw vs. spell negates the deafness and reduces the damage by half. Any exposed brittle or crystal substance subject to sonic vibrations is shattered by a shout, while those brittle objects in the possession of a creature receive the creature's saving throw. Deafened creatures suffer a -1 penalty to surprise rolls, and those that cast spells with verbal components are 20% likely to miscast them.

The shout spell cannot penetrate the 2nd-level priest spell, silence, 10' radius. This spell can be employed only once per day; otherwise, the caster might permanently deafen himself.

The material components for this spell are a drop of honey, a drop of citric acid, and a small cone made from a bull or ram horn.

(please also read the following paragraph from the Wizard's Handbook)

Under water casting (The Complete Wizard's Handbook, Addition & Comments)

According to the Complete Wizard's Handbook, "Shout" can't be casted under water and will not function. But it will function within the boundaries of an "Aerie water spell" (s. Wiz 5).

Solid Fog (Alteration)

(Source: Players Handbook)

Range: 30 yds.

Components: V, S, M (a pinch of dried, powdered peas combined with powdered animal hoof)

Duration: 2d4 rds. + 1 rd./level

Casting Time: 4

Area of Effect: 20 x 10 x 10 ft. volume/level of caster

Saving Throw: None

When this spell is cast, the wizard creates a billowing mass of misty vapors similar to a wall of fog spell. The caster can create less vapor if desired, as long as a rectangular or cubic mass at least 10 feet on a side is formed. The fog obscures all sight, normal and infravision, beyond 2 feet. However, unlike normal fog, only a very strong wind can move these vapors, and any creature attempting to move through the solid fog progresses at a movement rate of 1 foot per round. A gust of wind spell cannot affect it. A fireball, flame strike, or wall of fire can burn it away in a single round.

The material components for the spell are a pinch of dried, powdered peas combined with powdered animal hoof.

(please also read the following paragraph from the Wizard's Handbook)

Under water casting (The Complete Wizard's Handbook, Addition & Comments)

According to the Complete Wizard's Handbook, "Solid Fog" can't be casted under water and will not function. But it will function within the boundaries of an "Aerie water spell" (s. Wiz5).

Stoneskin (Alteration)

(Source: Players Handbook)

Range: Touch

Components: V, S, M (granite and diamond dust)

Duration: Special

Casting Time: 1

Area of Effect: 1 creature

Saving Throw: None

When this spell is cast, the affected creature gains a virtual immunity to any attack by cut, blow, projectile, or the like. Even a sword of sharpness cannot affect a creature protected by stoneskin, nor can a rock hurled by a giant, a snake's strike, etc. However, magical attacks from such spells as fireball, magic missile, lightning bolt, and so forth have their normal effects. The spell's effects are not cumulative with multiple castings.

The spell blocks 1d4 attacks, plus one attack per two levels of experience the caster has achieved. This limit applies regardless of attack rolls and regardless of whether the attack was physical or magical. For example, a stoneskin spell cast by a 9th-level wizard would protect against from five to eight attacks. An attacking griffon would reduce the protection by three each round; four magic missiles would count as four attacks in addition to inflicting their normal damage.

The material components of the spell are granite and diamond dust sprinkled on the recipient's skin.

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Stoneskin:

This spell is subject to considerable abuse by player characters. Multiple *stoneskins* placed on a single creature are not cumulative. If two or more *stoneskin* spells are cast on the same creature, roll normally for the number of attacks each spell protects against. If a new spell protects against more attacks than the present spell does, the recipient gets the benefit of the increased protection; otherwise there is no effect. The caster does not necessarily know how many attacks the spell can shield him from.

Stoneskin protects only against blows, cuts, pokes, and slashes directed at the recipient. It does not protect against falls, magical attacks, touch-delivered special attacks (such as touch-delivered spells, energy draining, green slime, etc.), or nonmagical attacks that do not involve blows (such as flaming oil, ingested or inhaled poisons, acid, constriction, and suffocation). *Stoneskin* lasts for 24 hours or until the spell has absorbed its allotment of attacks.

Summon Lycanthrope (Conjuration/Summoning)

(Source: Tome of Magic)

Range: Special

Components: V, S, M (a drop of blood from any animal, a human hair, and a moonstone worth at least 150 gp)

Duration: Special

Casting Time: 1 turn

Area of Effect: One creature

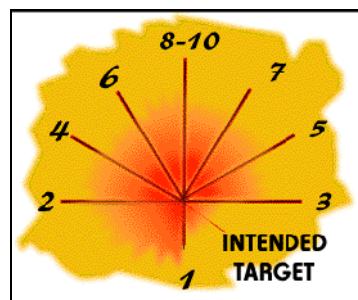
Saving Throw: Neg.

This spell is effective only on the night of a full moon and one night immediately preceding and following it.

For the spell to be effective, the caster and the lycanthrope must be on the same plane of existence; there is no other range limitation. When the spell is cast, the nearest lycanthrope (as determined by the DM) of the chosen species must attempt a saving throw. If successful, the creature is unaffected. If it fails, the lycanthrope instantly appears near the caster.

Upon arrival, the creature can freely attack the wizard unless the caster has created a warding circle. If a circle is present, the lycanthrope appears in the circle; otherwise, it appears 1d10 feet away from the caster in a random direction (the DM

should use the scatter diagram for grenade-like missiles found in the *DUNGEON MASTER*® Guide to determine direction).



A warding circle is a temporary prison drawn with specially prepared pigments laced with silver filings. These pigments cost 100 gp for each foot of diameter of the circle (thus, a circle 10 feet across costs 1,000 gp). A warding circle must be at least 5 feet in diameter; if smaller, the lycanthrope is automatically freed. Preparing the circle takes one turn per foot of diameter.

Even with such protection, the lycanthrope can break out of the circle and wreak vengeance upon the summoner. The creature's base chance of success is 20%, modified by the difference between its Hit Dice and the wizard's experience level. If the spellcaster is of a higher level, the difference is subtracted from the creature's chance of escaping the circle. If the lycanthrope is of higher Hit Dice than the wizard's level, the difference is added to its chance. Each creature is allowed only one attempt to escape.

Any break in the circle spoils the power of the spell and enables the lycanthrope to break free. Even a straw dropped across the line of a magic circle destroys its power.

Fortunately, the creature cannot take any action against any portion of the ward, for the magic of the barrier absolutely prevents this.

Once safely ensnared, the lycanthrope can be held for as long as the summoner dares.

The creature cannot leave the circle, nor can any of its attacks or powers penetrate the magical barrier. When the full moon sets, the lycanthrope reverts to its human form. At this time, it is free of the spell and may leave the circle.

The material components are a drop of blood from any animal, a human hair, and a moonstone worth at least 150 gp. If the caster elects to create the warding circle, the components described above are also required.

There/Not There* (Evocation)

(Source: Tome of Magic)

WILDMAGIC

Range: 30 yards

Components: V, S, M (a small piece of cat fur sealed inside a small box)

Duration: 1-6 turns

Casting Time: 1 round

Area of Effect: 10' cube

Saving Throw: None

This peculiar wild magic creates a random fluctuation in the probabilities of existence. The spell can be cast only upon nonliving objects and can affect only materials within a 10'x10'x10' cube. Objects in the area of effect either remain normal and visible or they disappear (50% chance). The state of existence for any object is determined randomly and changes with each viewing and viewer. Thus, a single object could appear and disappear several times during the course of the spell. Furthermore, it might be "there" for one onlooker, but "not there" for another.

For example, a wild mage casts this spell on a doorway. The DM rolls percentile dice and determines the door is "there" for the wizard. The wizard's companion also looks at the door. The DM rolls and determines that the door is "not there" for the companion.

The pair studies the door for several minutes, during which time the door does not change (this counts as a single viewing for each character).

The wizard and his companion then close their eyes. When they look at the door again, new checks for each character reveal the door is "not there" for both characters.

The pair steps through the open archway and turns around to look at the door once again.

This time it is "not there" for the wizard, but "there" for his companion. This random changing continues throughout the duration of the spell.

Objects that are "there" are normal in all respects. Doors can be opened, chests can be picked up and carried, and rocks can be used as barricades. Objects that are "not there" are gone, although their absence does not cause ceilings to collapse or other damage. A wizard could walk through a "not there" wall without difficulty.

When two parties perceive a *there/not there* object differently, the object functions for each party according to its own perceptions. For example, a wizard hides behind a rock that he sees as "there." Her enemy, a fighter, perceives the rock as "not there" and fires arrows at the wizard. The wizard would perceive the arrows as bouncing off the rock, while the fighter would perceive the arrows as missing their target or falling short.

The fighter would be subject to a check before firing each arrow to determine whether his perception changes (assume that the fighter must look away from the rock every time he nocks an arrow; each time he takes aim, this counts as a new viewing).

After the spell is cast, any objects removed from the area of effect retain their uncertain existence for the

duration of the spell. Thus, a pair of heroes could pick up a treasure chest, carry it down the hall, set it down, and discover it had vanished while their backs were turned. Worse still, one might see the chest and the other not!

The material component is a small piece of cat fur sealed inside a small box.

Thunder Staff

(Invocation/Evocation)

(Source: Tome of Magic)

Range: 0

Components: V, S, M (a vial of rain gathered during a thunderstorm and the wizard's staff, which must be made of oak)

Duration: Instantaneous

Casting Time: 4

Area of Effect: 20'x40' cone

Saving Throw: 1/2

Upon completion of this spell, the wizard raps his staff on the ground and produces a thundering cone of force 5' wide at the apex, 20' wide at the base, and 40' long. All creatures wholly or partially within this cone must roll a successful saving throw or be stunned for 1d3 rounds. Stunned creatures are unable to think coherently or act during this time and are deafened for 1d3+1 rounds. Additionally, those who fail the save are hurled 4d4+4 feet by the wave of force, suffering 1 point of damage per two feet thrown.

Intervening surfaces (walls, doors, etc.) may restrict this distance, but damage remains the same (4d4+4).

If the save is successful, the victim is not stunned, but is deafened for 1d3+1 rounds and is hurled only half the distance.

Giant-sized or larger creatures who succeed at their saving throws are deafened but are not thrown, suffer no loss of hit points, and are not stunned. If the saving throw is failed, such creatures are hurled 2d4+2 feet, suffer one point of damage per two feet thrown, and are deafened and stunned.

The cone of force is considered to have a Strength of 19 for purposes of opening locked, barred, or magically held doors. This spell can move objects weighing up to 640 pounds a maximum distance of 4d4+4 feet. Fragile items must make a saving throw vs. crushing blow or be destroyed.

The material components are a vial of rain gathered during a thunderstorm and the wizard's staff, which must be made of oak. The staff is not destroyed during casting.

Turn Pebble to Boulder

(Alteration) *Reversible*

(Source: Tome of Magic)

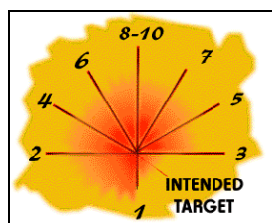
Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 4
Area of Effect: Special
Saving Throw: None

At the culmination of this spell, the caster hurls a pebble which grows and increases in speed, becoming a deadly boulder that inflicts 3d6+8 points of damage if it strikes the target. (The rules for boulders as missile weapons apply as described in the *DUNGEON MASTER* Guide.)

DMG, Boulders as Missile Weapons

Hurled boulders are handled using the grenade-like missiles rules, even though they do not burst. Boulders tend to bounce beyond their initial point of impact and can hit several characters in a single attack. They are particularly devastating against tightly packed groups.

When attacking with a boulder, determine the target, to-hit number, and scatter (in the case of a miss) according to the rules for grenade-like missiles.



Scatter in the case of a "miss"

The distance the boulder scatters should be doubled, however. If the boulder scatters to the left or right, it moves roughly 45 to 60 degrees off the original line of attack. A boulder moves along this line for 3d10 feet. If the targets are in a relatively open area (a group marching through a snow field, for example), there is only a slim chance that anyone will be hit by the bounding missile.

If the boulder moves through a space occupied by a character (or monster), roll again for a hit (recalculating THAC0 as necessary), applying a -2 penalty for each 10 feet, or fraction thereof, the boulder has bounced since it hit.

If the player characters are in an area where movement is restricted—a formation of pikemen, for example, or a large party in a 10' wide corridor—no additional boulder attack is made. The boulder strikes all targets in its path.

The damage caused by a boulder as a result of scatter is less than from a direct hit. Roll the damage normally, but subtract the distance in feet the boulder has bounced to that point. This is the damage inflicted on the target.

The caster's THAC0 is used to determine success, and the caster is considered to be proficient with the thrown pebble and receives no penalty for range. The maximum range of attack is equal to 50 feet plus 10 feet per level of the caster. Only the caster may throw the pebble.

The wizard can enchant one stone at 7th level and gains one stone per three levels of experience thereafter (two stones at 10th level, three at 13th level, etc.). Only one pebble may be thrown per round, and pebbles must be hurled in consecutive rounds. The spell has a duration in rounds equal to the number of pebbles enchanted. Each pebble

requires a separate attack roll. Pebbles may be thrown at different targets within range. The material components are pebbles, which revert to normal size when the spell expires.

Reverse: *Turn boulder to pebble* The reverse of this spell, *turn boulder to pebble*, shrinks a boulder to the size of a pebble. It affects only naturally occurring rocks and can not be used to shrink a statue or a cut gemstone.

The number of rocks that may be affected is equal to the number of experience levels of the caster. Boulders must not exceed one cubic foot per level of the caster. Thus, a 10th-level wizard could shrink 10 rocks, each of which is equal to or less than 10 cubic feet in size. All rocks are affected in the same round the spell is cast. Though they need not be touched, the boulders must be within 50 feet of the caster. Boulders that have been shrunk remain so until dispelled.

Ultravision (Alteration)

(Source: Players Option: Spells & Magic)

Range: Touch
Components: V, S, M (a black agate worth at least 50 gold pieces)
Duration: 2 hrs. + 1 hr./level
Casting Time: 1 round
Area of Effect: Creature touched
Saving Throw: None

[Subtlety: +6; Knockdown: None; Sensory: None; Critical: None]

An improved version of the *infravision* spell, *ultravision* allows the spell recipient to see perfectly in normal darkness, starlight, or moonlight to the full range of his unobscured daylight vision. (See Chapter 13 of the *Player's Handbook*; in most outdoor settings, this means that the character can spot movement at 1,500 yards.) In underground settings, the spell enables the recipient to see up to 90 feet in nonmagical darkness. Magical darkness, fog, or smoke is less effective than normal against a character using *ultravision*; the spell permits the recipient to see at least 30 feet in magical darkness, and at least 10 feet in any kind of vaporous, foggy, or smoky atmosphere. *Ultravision* does not permit the recipient to spot invisible creatures, and it does not function in the presence of strong light sources (lanterns, torches, and so on).

The material component for this spell is a black agate worth at least 50 gold pieces.

Unluck* (Evocation)

(Source: Tome of Magic)

WILDMAGIC

Range: 10 yards

Components: V, S, M (a piece of a broken mirror)

Duration: 2d10 rounds

Casting Time: 4

Area of Effect: One creature

Saving Throw: Neg.

With this spell, the wild mage creates a negative pattern in the random forces surrounding one creature. The creature is allowed a saving throw; if successful, the spell fails. If the saving throw is failed, random chance falls into an unlucky pattern. Any action involving random chance (i.e., any time a die roll affects the character) performed by the victim during the next 2-20 rounds requires two separate attempts; the worse result is always applied. (The victim rolls twice for attacks, damages, saving throws, etc., always using the worse die roll.) A *luckstone* or similar magical device will negate *unluck*. Doing so, however, prevents the magical item from functioning for 2d10 rounds.

The material component is a piece of a broken mirror.

Vacancy

(Alteration, Illusion/Phantasm)

(Source: Players Handbook)

Range: 10 yds./level

Components: V, S, M (a square of the finest black silk, worth at least 100gp)

Duration: 1 hr./level

Casting Time: 4

Area of Effect: 10-ft. radius/level

Saving Throw: None

When a vacancy spell is cast, the wizard causes an area to appear to be vacant, neglected, and unused. Those who behold the area see dust on the floor, cobwebs, dirt, and other conditions typical of a long-abandoned place. If they pass through the area of effect, they seem to leave tracks, tear away cobwebs, and so on. Unless they actually contact some object cloaked by the spell, the place appears empty. Merely brushing an invisible object does not cause the vacancy spell to be disturbed: Only forceful contact grants a chance to note that all is not as it seems.

If forceful contact with a cloaked object occurs, those creatures subject to the spell can penetrate the spell only if they discover several items that they cannot see; each being is then entitled to a saving throw vs. spell. Failure means they believe that the objects are invisible. A dispel magic spell cancels this spell so that the true area is seen. A true seeing spell, a gem of seeing, and similar effects can penetrate the deception, but a detect invisibility spell cannot.

This spell is a very powerful combination of invisibility and illusion, but it can cloak only nonliving things. Living things are not made invisible, but their presence does not otherwise disturb the spell.

The wizard must have a square of the finest black silk to cast this spell. This material component must be worth at least 100 gp and is used up during spellcasting.

Vitriolic Sphere

(Conjuration/Summoning, Elemental Water, Alchemy)

(Source: Players Option: Spells & Magic)

Range: 150 yards

Components: V, S, M (a drop of giant slug bile)

Duration: Special

Casting Time: 4

Area of Effect: 5-ft. radius

Saving Throw: 1/2

[Subtlety: +4; Knockdown: d8; Sensory: Medium visual, large olfactory acid; Critical: Large (1d3 hits)]

This spell conjures a one-foot sphere of glowing emerald acid that the caster can direct to strike any target within range.

When it reaches its target, the sphere explodes and drenches the victim in potent acid. The victim suffers 1d4 points of damage per caster level (to a maximum damage of 12d4) and may attempt a saving throw vs. spell for half damage. If the victim fails his saving throw, he continues to suffer acid damage in the following rounds, sustaining two less dice of damage each round. For example, an 8th-level wizard inflicts 8d4 damage with this spell on the first round, 6d4 on the second round, 4d4 on the third round, 2d4 on the fourth round, and the spell ends in the fifth round. Each round, the subject is entitled to a saving throw—the spell ends when he succeeds, or when the acid damage runs its course. The acid can also be neutralized with soda, ash, lye, charcoal, or removed with a large quantity of water.

The *vitriolic sphere* also splashes acid in a 5-foot radius around the primary target. Any creatures within the splash radius must save vs. paralyzation or suffer a splash hit that inflicts 1d4 points of damage per every five caster levels. Splash hits do not cause continuing damage.

The material component for this spell is a drop of giant slug bile.

Wall of Fire

(Evocation)

(Source: Players Handbook)

Range: 60 yds.
Components: V, S, M (phosphorus)
Duration: Special
Casting Time: 4
Area of Effect: Special
Saving Throw: None

The wall of fire spell brings forth an immobile, blazing curtain of magical fire of shimmering color-violet or reddish blue. The spell creates either an opaque sheet of flame up to one 20-foot square per level of the spellcaster, or a ring with a radius of up to 10 feet + 5 feet per two levels of experience of the wizard. In either form, the wall of fire is 20 feet high.

The wall of fire must be cast so that it is vertical with respect to the caster. One side of the wall, selected by the caster, sends forth waves of heat, inflicting 2d4 points of damage upon creatures within 10 feet and 1d4 points of damage upon those within 20 feet. In addition, the wall inflicts 2d6 points of damage, plus 1 point of damage per level of the spellcaster, upon any creature passing through it. Creatures especially subject to fire may take additional damage, and undead always take twice normal damage. Note that attempting to catch a moving creature with a newly-created wall of fire is difficult; a successful saving throw enables the creature to avoid the wall, while its rate and direction of movement determine which side of the created wall it is on. The wall of fire lasts as long as the wizard concentrates on maintaining it, or one round per level of experience of the wizard, in the event he does not wish to concentrate upon it.

The material component of the spell is phosphorus.
(please also read the following paragraph from the Wizard's Handbook)

Under water casting
(The Complete Wizard's Handbook, Addition & Comments)

According to the Complete Wizard's Handbook, "Wall of Fire" can't be casted under water and will **not** function, even within the boundaries of an "Aerie water spell" (s. Wiz5).

Wall of Ice (Evocation)

(Source: Players Handbook)

Range: 10 yds./level
Components: V, S, M (a small piece of quartz or similar rock crystal)
Duration: 1 turn/level
Casting Time: 4
Area of Effect: Special
Saving Throw: None

This spell can be cast in one of three ways: as an anchored plane of ice, as a hemisphere, or as a horizontal sheet to fall upon creatures with the effect of an ice storm.

A) Ice plane. When this spell is cast, a sheet of strong, hard ice is created. The wall is primarily defensive, stopping pursuers and the like. The wall is 1 inch thick per level of experience of the wizard. It covers a 10-foot-square area per level (a 10th-level wizard can create a wall of ice 100 feet long and 10 feet high, a wall 50 feet long and 20 feet high, etc.). Any creature breaking through the ice suffers 2 points of damage per inch of thickness of the wall. Fire-using creatures suffer 3 points of damage per inch, while cold-using creatures suffer only 1 point of damage per inch when breaking through. The plane can be oriented in any fashion as long as it is anchored along one or more sides.

B) Hemisphere. This casting of the spell creates a hemisphere whose maximum radius is equal to 3 feet plus 1 foot per caster level. Thus, a 7th-level caster can create a hemisphere 10 feet in radius. The hemisphere lasts until it is broken, dispelled, or melted.

Note that it is possible, but difficult, to trap mobile opponents under the hemisphere.

C) Ice sheet. This casting of the spell causes a horizontal sheet to fall upon opponents. The sheet covers a 10-foot-square area per caster level. The sheet has the same effect as an ice storm's hail stones--3d10 points of damage inflicted to creatures beneath it.

A wall of ice cannot form in an area occupied by physical objects or creatures; its surface must be smooth and unbroken when created. Magical fires such as fireballs and fiery dragon breath melt a wall of ice in one round, though this creates a great cloud of steamy fog that lasts one turn. Normal fires or lesser magical ones do not hasten the melting of a wall of ice.

The material component of this spell is a small piece of quartz or similar rock crystal. *(please also read the following paragraph from the Wizard's Handbook)*

Under water casting
(The Complete Wizard's Handbook, Addition & Comments)

The hail stones created by this spell will be as large as normal, but their downward force is greatly reduced, inflicting only 1-10 hit points of damage before floating toward the surface. The sleet variation of this spell is useless underwater, since all of the sleet melts as soon as it is created.

Wind Breath

(Evocation)

(Source: The Complete Wizard's Handbook)

Range: 0

Components: V, S, M (a handmade silk fan with a value of at least 1gp)

Duration: Instantaneous

Casting Time: 1 round

Area of Effect: Cone 60 yards long and 30 yards wide at the base

Saving Throw: 1/2

A variation of *gust of wind*, this spell allows the caster to fill his lungs with air and expel a powerful wind. The strength of this wind is about 5 miles per hour for every level of the caster. Those outside the area of effect do not notice the tremendous winds, though objects may be blown out of the spell's area into their path. The DM should determine the precise effects of the *wind breath* using the following parameters as guidelines.

If the *wind breath* is 30-50 miles per hour, there is a 10 percent chance that small boats capsize, a 1 percent chance that ships capsize, and a 10 percent chance that a man is knocked down. There is a 20 percent chance that branches snap, light articles are blown away, and tents and sails tear. Creatures caught in the cone of the *wind breath* suffer 1 hit points of damage from blown sand and grit.

If the *wind breath* is 50-70 miles per hour, there is a 70 percent chance that small boats capsize, a 20 percent chance that ships capsize, and a 50 percent chance that a man is knocked down. Trees bend and there is a 70 percent chance that branches snap, and a 20 percent chance that a trunk snaps. Medium-sized articles are blown away, and there is a 50 percent chance that tents and sails are torn, and a 40 percent chance that shacks are blown down. Creatures caught in the cone of the *wind breath* suffer 1-4 hit points of damage from sand and grit. Flying creatures are blown back 10-40 (10d4) feet.

If the *wind breath* is 70 miles per hour or more, there is a 100 percent chance that small boats capsize, a 70 percent chance that ships capsize, and a 70 percent chance that a man is knocked down and blown 10-40 (10d4) feet to suffer 1-6 hit points of damage per 10 feet blown. There is a 70 percent chance that tree trunks snap, and a 100 percent chance that branches are ripped from trees. Heavy articles are blown away, medium articles are ripped from fastenings, and tents and sails have a 70 percent chance of being destroyed. There is a 20 percent chance that common buildings are blown down and a 60 percent chance that shacks are flattened. Creatures caught in the cone of the *wind breath* suffer 1-8 hit points of damage from blown

objects. Flying creatures are blown back 50-100 (40+10d6) feet.

The material component for this spell is a handmade silk fan with a value of at least 1gp.

(please also read the following paragraph from the Wizard's Handbook)

Under water casting

(The Complete Wizard's Handbook, Addition & Comments)

According to the Complete Wizard's Handbook, "*Wind Breath*" can't be casted under water and will **not** function, even within the boundaries of an "*Aerie water spell*" (s. Wiz5).

Wizard Eye

(Alteration)

(Source: Players Handbook)

Range: 0

Components: V, S, M (a bit of bat fur)

Duration: 1 rd./level

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

When this spell is employed, the wizard creates an invisible sensory organ that sends him visual information. The wizard eye travels at 30 feet per round if viewing an area ahead as a human would (i.e., primarily looking at the floor), or 10 feet per round if examining the ceiling and walls as well as the floor ahead. The wizard eye can see with *infravision up to 10 feet*, and with *normal vision up to 60 feet* away in brightly lit areas.

The wizard eye can travel in any direction as long as the spell lasts. It has substance and a form that can be detected (by a detect invisibility spell, for instance). Solid barriers prevent the passage of a wizard eye, although it can pass through a space no smaller than a small mouse hole (1 inch in diameter).

Using the eye requires the wizard to concentrate. However, if his concentration is broken, the spell does not end -- the eye merely becomes inert until the wizard again concentrates, subject to the duration of the spell. The powers of the eye cannot be enhanced by other spells or items. The caster is subject to any gaze attack met by the eye.

A successful dispel cast on the wizard or eye ends the spell. With respect to blindness, magical darkness, and so on, the wizard eye is considered an independent sensory organ of the caster. The material component of the spell is a bit of bat fur.

Fifth-Level Spells (Wiz 5)

Advanced Illusion

(Illusion/Phantasm)

(Source: Players Handbook)

Range: 60 yds. + 10 yds./level

Components: V, S, M (a bit of fleece and several grains of sand)

Duration: 1 rd./level

Casting Time: 1 rd.

Area of Effect: One 40-ft. cube + one 10-ft. cube/level

Saving Throw: Special

This spell is essentially a spectral forces spell that operates through a program (similar to a programmed illusion spell) determined by the caster. It is thus unnecessary for the wizard to concentrate on the spell for longer than the round of casting it, as the program has then started and will continue without supervision. The illusion has visual, audio, olfactory, and thermal components. If any viewer actively attempts to disbelieve the spell, he gains a saving throw vs. spell. If any viewer successfully disbelieves and communicates this fact to other viewers, each such viewer gains a saving throw vs. spell with a +4 bonus.

The material components are a bit of fleece and several grains of sand.

Airy Water

(Alteration)

(Source: Players Handbook)

Range: 0

Components: V, S, M (a small handful of alkaline or bromine salts)

Duration: 1 turn/level

Casting Time: 5

Area of Effect: 10-ft. radius sphere or 15-ft. radius hemisphere

Saving Throw: None

The airy water spell turns normal liquid, such as water or water-based solutions, into a less dense, breathable substance. Thus, if the wizard wanted to enter an underwater place, he would step into the water, cast the spell, and sink downward in a globe of bubbling water. He and any companions in the spell's area of effect can move freely and breathe just as if the bubbling water were air. The globe is centered on and moves with the caster.

Water-breathing creatures avoid a sphere (or hemisphere) of airy water, although intelligent ones can enter it if they are able to move by means other than swimming. No water-breathers can breathe in an area affected by this spell. There is only one

word that needs to be spoken to actuate the magic; thus, it can be cast under water. The spell does not filter or remove solid particles of matter.

The material component of the spell is a small handful of alkaline or bromine salts.

Under water casting

(The Complete Wizard's Handbook, Addition & Comments)

According to the Complete Wizard's Handbook, many (fire based) spells can't be casted under water and will **not** function. But some of them will within the boundaries of an "Aerie water spell" and only in it (see different spell descriptions).

Animal Growth

(Alteration) *Reversible*

(Source: Players Handbook)

Range: 60 yds.

Components: V, S, M (a pinch of powdered bone)

Duration: 1 rd./level

Casting Time: 5

Area of Effect: Up to 8 animals

Saving Throw: None
in a 20-ft. cube

When this spell is cast, the wizard causes all designated animals, up to a maximum of eight, within a 20-foot-square area to grow to twice their normal size. The effects of this growth are doubled Hit Dice (with improvement in attack rolls) and doubled damage in combat. The spell lasts for one round for each level of experience of the wizard casting the spell. Only natural animals, including giant forms, can be affected by this spell.

Reverse: Shrink Animal

The reverse, shrink animal, reduces animal size by half and likewise reduces Hit Dice, attack damage, etc.

The component of both versions of the spell is a pinch of powdered bone.

Animate Dead

(Necromancy)

(Source: Players Handbook)

Range: 10 yds.

Components: V, S, M (a pinch of bone powder or a bone shard)

Duration: Permanent

Casting Time: 5 rds.

Area of Effect: Special

Saving Throw: None

This spell creates the lowest of the undead monsters--skeletons or zombies—usually from the

bones or bodies of dead humans, demihumans, or humanoids. The spell causes existing remains to become animated and obey the simple verbal commands of the caster.

The skeletons or zombies can follow the caster, remain in an area and attack any creature (or just a specific type of creature) entering the place, etc. The undead remain animated until they are destroyed in combat or are turned; the magic cannot be dispelled. The following types of dead creatures can be animated:

A) Humans, demihumans, and humanoids with 1 Hit Die. The wizard can animate one skeleton for each experience level he has attained, or one zombie for every two levels.

The experience levels, if any, of the slain are ignored; the body of a newly dead 9th-level fighter is animated as a zombie with 2 Hit Dice, without special class or racial abilities.

B) Creatures with more than 1 Hit Die. The number of undead animated is determined by the monster Hit Dice (the total Hit Dice cannot exceed the wizard's level). Skeletal forms have the Hit Dice of the original creature, while zombie forms have one more Hit Die. Thus, a 12th-level wizard could animate four zombie gnolls (4 x [2+1 Hit Dice] = 12), or a single fire giant skeleton. Such undead have none of the special abilities they had in life.

C) Creatures with less than 1 Hit Die. The caster can animate two skeletons per level or one zombie per level. The creatures have their normal Hit Dice as skeletons and an additional Hit Die as zombies. Clerics receive a +1 bonus when trying to turn these.

This spell assumes that the bodies or bones are available and are reasonably intact (those of skeletons or zombies destroyed in combat won't be!).

It requires a drop of blood and a pinch of bone powder or a bone shard to complete the spell. The casting of this spell is not a good act, and only evil wizards use it frequently.

Avoidance (Abjuration, Alteration) *Reversible*

(Source: Players Handbook)

Range: 10 yds.

Components: V, S, M (a magnetized needle)

Duration: Permanent until dispelled

Casting Time: 5

Area of Effect: Up to 3-ft. cube

Saving Throw: Special

By means of this spell, the caster sets up a natural repulsion between the affected object and all other living things except himself. Thus, any living creature attempting to touch the affected object is repulsed (unable to come closer than 1 foot), or repulses the affected object, depending on the relative mass of the two (a halfling attempting to touch an iron chest with an avoidance spell upon it will be thrown back, while the chest will skitter away from a giant-sized creature as the creature approaches).

The material component for the spell is a magnetized needle. The spell cannot be cast upon living things; any attempt to cast avoidance upon the apparel or possessions of a living creature entitles the subject creature to a saving throw vs. spell.

Reverse: Attraction

The reverse of this spell, attraction, uses the same material components and sets up a natural attraction between the affected object and all living things. A creature is drawn to the object if the creature is smaller, or the object slides toward the creature if the creature is larger. It takes a successful bend bars/lift gates roll to remove the enchanted object once it has adhered to an object or creature.

Bigby's Interposing Hand (Evocation)

(Source: Players Handbook)

Range: 10 yds./level

Components: V, S, M (a soft glove)

Duration: 1 rd./level

Casting Time: 5

Area of Effect: Special

Saving Throw: None

The Bigby's interposing hand spell creates a man-sized to gargantuan-sized magical hand that appears between the spellcaster and his chosen opponent. This disembodied hand then moves to remain between the two, regardless of what the spellcaster does or how the opponent tries to get around it. Neither invisibility nor polymorph fools the hand once a creature has been chosen. The hand does not pursue an opponent.

The size of the hand is determined by the wizard, and it can be from human size (5 feet) all the way up to titan size (25 feet). It provides cover for the caster against the selected opponent, with all the attendant combat adjustments. It has as many hit points as the caster in full health and has an Armor Class of 0.

Any creature weighing less than 2,000 pounds trying to push past the hand is slowed to half its normal movement. If the original opponent is slain, the caster can designate a new opponent for the

hand. The caster can command the hand out of existence at any time.
The material component of the spell is a soft glove.

Chaos (Enchantment/Charm)

(Source: Players Handbook)

Range: 5 yds./level

Components: V, S, M (a small disc of bronze and a small rod of iron)

Duration: 1 rd./level

Casting Time: 5

Area of Effect: Up to 40-ft. cube

Saving Throw: Special

This spell is similar to the 4th-level confusion spell, but only the following beings receive a saving throw: fighters, wizards specialized in enchantments, monsters that use no magic and have an Intelligence of 4 or less, creatures of 21 Intelligence or higher, and creatures with more levels or Hit Dice than the caster's level.

The spell causes disorientation and severe perceptual distortion, creating indecision and the inability to take effective action. The spell affects 1d4 creatures, plus one creature per caster level. Those allowed saving throws roll them vs. spell with -2 penalties, adjusted for Wisdom. Those who successfully save are unaffected by the spell. Affected creatures react as follows:

D10 Roll Action	
1	Wander away (unless prevented) for duration of spell
2-6	Stand confused for one round (then roll again)
7-9	Attack nearest creature for one round (then roll again)
10	Act normally for one round (then roll again)

The spell lasts one round for each level of the caster. Those affected are checked by the DM for actions each round for the duration of the spell, or until the "wander away for the duration of the spell" result occurs.

Wandering creatures move as far from the caster as possible using their most typical mode of movement (characters walk, fish swim, bats fly, etc.). Saving throws and actions are checked at the beginning of each round. Any confused creature that is attacked perceives the attacker as an enemy and acts according to its basic nature.

The material component for this spell is a small disc of bronze and a small rod of iron.

Cloudkill (Evocation)

(Source: Players Handbook)

AD&D 2nd Edition

Range: 10 yds.

Components: V, S

Duration: 1 rd./level

Casting Time: 5

Area of Effect: 40 x 20 x 20 ft. cloud

Saving Throw: None

This spell generates a billowing cloud of ghastly yellowish green vapors that is so toxic as to slay any creature with fewer than 4+1 Hit Dice, cause creatures with 4+1 to 5+1 Hit Dice to roll saving throws vs. poison with -4 penalties or be slain, and creatures with up to 6 Hit Dice (inclusive) to roll unmodified saving throws vs. poison or be slain. Holding one's breath has no effect on the lethality of the spell. Those above 6th level (or 6 Hit Dice) must leave the cloud immediately or suffer 1d10 points of poison damage each round while in the area of effect.

The cloudkill moves away from the spellcaster at 10 feet per round, rolling along the surface of the ground. A moderate breeze causes it to alter course (roll for direction), but it does not move back toward its caster. A strong wind breaks it up in four rounds, and a greater wind force prevents the use of the spell. Very thick vegetation will disperse the cloud in two rounds. As the vapors are heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole openings; thus, the spell is ideal for slaying nests of giant ants, for example. It cannot penetrate liquids, nor can it be cast under water.

(please also read the following paragraph from the Wizard's Handbook)

Under water casting (The Complete Wizard's Handbook, Addition & Comments)

According to the Complete Wizard's Handbook, "Cloud Kill" can't be casted under water and will not function. But it will function within the boundaries of an "Aerie water spell" (s. Wiz5).

Conduit

(Enchantment, Invocation)

(Source: The Complete Book of Elves)

Elves

Range: Touch

Components: V, S, M (a copper wire twisted into the shape of an arrow)

Duration: Special

Casting Time: 5

Area of Effect: 5 missiles

Saving Throw: None

[Editors Note: This spell comes from the "Complete Book of Elves" and should be taken only by elven spellcasters. They zealously guard this magic, and will not trade the secrets of these spells to other races under any circumstances. This magic

is meant for elves alone.

It may be chosen by other race onlys, if the DM allows it..]

Using this spell, the caster can temporarily enchant five missiles with another spell of a level no higher than 4th. This spell combines the best aspects of fighters and mages, for they can work in harmony to maximize both the effects of the spell and the damage of the missile.

The *conduit* spell effectively extends the range of the second spell, casting that spell out to its full range *from the target point* when the missile hits the target. Unless otherwise specified when the spell is cast, the effects of the spell radiate forward from the point the arrowhead strikes.

Missiles affected by this spell must begin to be fired within one turn after the last is enchanted, and they will not hold the spells for longer than an hour. Since the missiles are not specially prepared to hold enchantments for longer, the spells tend to bleed off with the passage of time.

The spells cast on the missiles must be separate ones that the caster has memorized that day. For example, if a sorceress has memorized *conduit* and a single *fireball*, she can place a *fireball* only on one of her arrows, not on all five.

The loaded spells are triggered when the head of the missile strikes something, whether that be the target, the ground, a tree, a rock, or whatever. This is good for radius attacks, such as a *fireball*, although it does no good for spells such as *burning hands* or *shocking grasp*.

Targets are allowed normal saves against these spells, as if the wizard were right there casting the spell. However, if the missile carries the enspelled arrow beyond the spell's normal range, the wizard has no more control over the spell.

For example, *web* and *dimension door* spells require the caster to manipulate the spell, and casters cannot do so unless the range of their spell can reach back to them. Unless such wizards want to make the necessary calculations before casting the spell into the missile, these spells usually won't work. If a caster wishes to do so, fine, but this is assuming a lot of faith in the ability of whoever fires the bow, for the archer must make a successful attack roll against AC 6 (including modifiers for range) to hit the area.

The casting time does not include the casting time of the loaded spells. The material component is a copper wire twisted into the shape of an arrow.

Cone of Cold

(Evocation)

(Source: Players Handbook)

Range: 0

Components: V, S, M (a crystal or glass cone)

Duration: Instantaneous

Casting Time: 5

AD&D 2nd Edition

The Complete Book of Spells – The core spells V. 1.3.1

Area of Effect: Special

Saving Throw: ½

When this spell is cast, it causes a cone-shaped area of extreme cold, originating at the wizard's hand and extending outward in a cone 5 feet long and 1 foot in diameter per level of the caster. It drains heat and causes 1d4+1 points of damage per level of experience of the wizard. For example, a 10th-level wizard would cast a cone of cold 10 feet in diameter and 50 feet long, causing 10d4+10 points of damage.

Its material component is a crystal or glass cone of very small size.

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Cone of Cold:

The maximum damage from this spell is 10d4+10 points.

Conjure Elemental

(Conjuration/Summoning)

(Source: Players Handbook)

Range: 60 yds.

Components: V, S, M (a small amount of one of the following:

Air Elemental--burning incense; Earth Elemental--soft clay; Fire Elemental--sulphur and phosphorus; Water Elemental--water and sand)

Duration: 1 turn/level

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

There are actually four spells in the conjure elemental spell. The wizard is able to conjure an air, earth, fire, or water elemental with this spell--assuming he has the material component for the particular elemental. (A considerable fire source must be in range to conjure a fire elemental; a large amount of water must be available to conjure a water elemental.) Conjured elementals have 8 Hit Dice.

It is possible to conjure successive elementals of different types if the spellcaster has memorized two or more of these spells. The type of elemental to be conjured must be decided upon before memorizing the spell. Each type of elemental can be conjured only once per day.

The conjured elemental must be controlled by the wizard--the spellcaster must concentrate on the elemental doing his commands--or it turns on the wizard and attacks. The elemental will not break off a combat to do so, but it will avoid creatures while seeking its conjurer. If the wizard is wounded or grappled, his concentration is broken. There is always a 5% chance that the elemental turns on its

conjurer regardless of concentration. This check is made at the end of the second and each succeeding round.

An elemental that breaks free of its control can be dispelled by the caster, but the chance of success is only 50%. The elemental can be controlled up to 30 yards away per level of the spellcaster. The elemental remains until its form on this plane is destroyed due to damage or until the spell's duration expires. Note that water elementals are destroyed if they are ever more than 60 yards from a large body of water.

The material component of the spell (besides the quantity of the element at hand) is a small amount of one of the following:

Air Elemental	--	burning incense
Earth Elemental	--	soft clay
Fire Elemental	--	sulphur and phosphorus
Water Elemental	--	water and sand

Special protection from uncontrolled elementals is available by means of a protection from evil spell.
(please also read the following paragraph from the Wizard's Handbook)

Under water casting
(The Complete Wizard's Handbook, Addition & Comments)
Air elementals and fire elementals cannot be conjured underwater.
Earth elementals must remain on the floor of the sea, lake, or river from which they are conjured. While unable to leave the floor, they can still attack creatures or assault constructions that are resting on or are imbedded in the floor. Water elementals can be conjured normally.

Contact Other Plane (Divination)

(Source: Players Handbook)

Range: 0

Components: V

Duration: Special

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

When this spell is cast, the wizard sends his mind to another plane of existence in order to receive advice and information from powers there. As these powers resent such contact, only brief answers are given. (The DM answers all questions with "yes," "no," "maybe," "never," "irrelevant," etc.) Any questions asked are answered by the power during the spell's duration. The character can contact an elemental plane or some plane farther removed. For

every two levels of experience of the wizard, one question may be asked. Contact with minds far removed from the plane of the wizard increases the probability of the spellcaster going insane or dying, but the chance of the power knowing the answer, as well as the probability of the being telling the correct answer, are likewise increased by moving to distant planes. Once the Outer Planes are reached, the Intelligence of the power contacted determines the effects.

The accompanying random table is subject to DM changes, development of extraplanar NPC beings, and so on.

If insanity occurs, it strikes as soon as the first question is asked. This condition lasts for one week for each removal of the plane contacted (see the DMG or the Planescape™ Campaign Setting boxed set), to a maximum of 10 weeks. There is a 1% chance per plane that the wizard dies before recovering, unless a remove curse spell is cast upon him. A surviving wizard can recall the answer to the question.

On rare occasions, this divination may be blocked by the action of certain lesser or greater powers.

Plane	Chance of Insanity *	Chance of Knowledge	Chance of Veracity **
Elemental Plane	20%	55% (90%)	62% (75%)
Inner Plane	25%	60%	65%
Astral Plane	30%	65%	67%
Outer Plane, Int 19	35%	70%	70%
Outer Plane, Int 20	40%	75%	73%
Outer Plane, Int 21	45%	80%	75%
Outer Plane, Int 22	50%	85%	78%
Outer Plane, Int 23	55%	90%	81%
Outer Plane, Int 24	60%	95%	85%
Outer Plane, Int 25	65%	98%	90%

* For every point of Intelligence over 15, the wizard reduces the chance of insanity by 5%.

** If the being does not know an answer, and the chance of veracity is not made, the being will emphatically give an incorrect answer. If the chance of veracity is made, the being will answer "unknown."

Percentages in parentheses are for questions that pertain to the appropriate elemental plane.

Optional Rule

The DM may allow a specific Outer Plane to be contacted (see the Planescape Campaign Setting boxed set). In this case, the difference in alignment between the caster and the plane contacted alters the maximum Intelligence that can be contacted—each difference in moral or ethical alignment lowers the maximum Intelligence that can be contacted by 1. For example, an 18th-level lawful good caster could contact Mount Celestia (a lawful good plane) on the "Intelligence 20" line, or Elysium (a neutral good plane) on the "Intelligence 19" line.

Demishadow Monsters (Illusion/Phantasm)

(Source: Players Handbook)

Range: 30 yds.
Components: V, S
Duration: 1 rd./level
Casting Time: 5
Area of Effect: 20-ft. cube
Saving Throw: Special

This spell is similar to the 4th-level spell shadow monsters, except that the monsters created are effectively 40% of normal hit points. If the saving throw is made, their damage potential is only 40% of normal and their Armor Class is 8. The monsters have none of the special abilities of the real creatures, although victims may be deluded into believing this to be so.

Dismissal (Abjuration)

(Source: Players Handbook)

Range: 10 yds.
Components: V, S, M (any item that is distasteful to the subject creature)
Duration: Permanent
Casting Time: 1 rd.
Area of Effect: 1 creature
Saving Throw: Neg.

By means of this spell, a wizard on the Prime Material Plane seeks to force or enable a creature from another plane of existence to return to its proper plane. Magic resistance, if any, is checked if this spell is used to force a being home. If the resistance fails, the caster's level is compared to the creature's level or Hit Dice. If the wizard's level is higher, the difference is subtracted from the creature's die roll for its saving throw vs. spell. If the creature's level or Hit Dice is higher, the difference is added to the saving throw roll.

If the creature desires to be returned to its home plane, no saving throw is necessary (it chooses to fail the roll).

If the spell is successful, the creature is instantly whisked away, but the spell has a 20% chance of actually sending the subject to a plane other than its own.

The material component is any item that is distasteful to the subject creature.

Distance Distortion (Alteration)

(Source: Players Handbook)

Range: 10 yds./level
Components: V, S, M (a small lump of soft clay)
Duration: 2 turns/level
Casting Time: 5
Area of Effect: 10-ft. cube/level
Saving Throw: None

This spell can be cast only in an area completely surrounded or enclosed by earth, rock, sand, or similar materials. The wizard must also cast a conjure elemental spell to summon an earth elemental. The elemental serves without attempting to break free when the spellcaster announces that his intent is to cast a distance distortion spell. The spell places the earth elemental in the area of effect, and the elemental then causes the area's dimensions to be either doubled or halved for those traveling over it (spellcaster's choice). Thus, a 10-foot x 100-foot corridor could seem to be either 5 feet wide and 50 feet long or 20 feet wide and 200 feet long. When the spell duration has elapsed, the elemental returns to its own plane.

The true nature of an area affected by distance distortion is undetectable to any creature traveling along it, but the area dimly radiates magic, and a true seeing spell can reveal that an earth elemental is spread within the area.

The material needed for this spell is a small lump of soft clay.

(please also read the following paragraph from the Wizard's Handbook)

Under water casting (The Complete Wizard's Handbook, Addition & Comments)

According to the Complete Wizard's Handbook, "*Distance Distortion*" can't be casted under water and will not function, even within the boundaries of an "*Aerie water spell*" (s. Wiz5).

Domination (Enchantment/Charm)

(Source: Players Handbook)

Range: 10 yds./level
Components: V, S
Duration: Special
Casting Time: 5
Area of Effect: 1 person
Saving Throw: Neg.

The domination spell enables the caster to control the actions of any person until the spell is ended by the subject's Intelligence (see the charm person spell). Elves and halfelves resist this enchantment as they do all charm-type spells. When the spell is cast, the subject must roll a saving throw vs. spell at a penalty of -2, but Wisdom adjustments apply. Failure means the wizard has established a telepathic link with the subject's mind.

If a common language is shared, the wizard can generally force the subject to perform as the wizard desires, within the limits of the subject's body structure and Strength. Note that the caster does not receive direct sensory input from the subject.

Subjects resist this control, and those forced to take actions against their natures receive a new saving throw with a bonus of +1 to +4, depending on the type of action required. Obviously self-destructive orders are not carried out. Once control is established, there is no limit to the range at which it can be exercised, as long as the caster and subject are on the same plane.

A protection from evil spell can prevent the caster from exercising control or using the telepathic link while the subject is so warded, but it cannot prevent the establishment of domination.

Dream

(Invocation, Illusion/Phantasm) **Reversible**

(Source: Players Handbook)

Range: Touch

Components: V, S

Duration: Special

Casting Time: 1 turn

Area of Effect: 1 creature

Saving Throw: None

The dream spell enables the caster, or a messenger touched by the caster, to send messages to others in the form of dreams. At the beginning of the spell, the caster must name the recipient or identify him by some title that leaves no doubt as to his identity. As the caster completes the spell, the person sending the spell falls into a deep trancelike sleep, and instantaneously projects his mind to the recipient. The sender then enters the recipient's dream and delivers the message unless the recipient is magically protected. If the recipient is awake, the message sender can choose to remain in the trancelike sleep. If the sender is disturbed during this time, the spell is immediately cancelled and the sender comes out of the trance. The whereabouts and current activities of the recipient cannot be learned through this spell.

The sender is unaware of his own surroundings or the activities around him while he is in his trance. He is totally defenseless, both physically and mentally (i.e., he always fails any saving throw) while in the trance.

Once the recipient's dreams are entered, the sender can deliver a message of any length, which the recipient remembers perfectly upon waking. The communication is one-way; the recipient cannot ask questions or offer information, nor can the sender gain any information by observing the dreams of the recipient. Once the message is delivered, the sender's mind returns instantly to his body. The duration of the spell is the time required for the sender to enter the recipient's dream and deliver the message.

Reverse: Nightmare

The reverse of this spell, nightmare, enables the caster to send a hideous and unsettling vision to the recipient, who is allowed a saving throw vs. spell to avoid the effect. The nightmare prevents restful sleep and causes 1d10 points of damage. The nightmare leaves the recipient fatigued and unable to regain spells for the next day. A dispel evil spell cast upon the recipient stuns the caster of the nightmare for one turn per level of the cleric countering this evil sending.

Extension II

(Alteration)

(Source: Players Handbook)

Range: 0

Components: V

Duration: Special

Casting Time: 4

Area of Effect: Special

Saving Throw: None

This spell is the same as the 4th-level extension I spell, except it extends the duration of 1st-through 4th-level spells by 50%.

Fabricate

(Enchantment, Alteration)

(Source: Players Handbook)

Range: 5 yds./level

Components: V, S, M (any nonmagical and non-living material)

Duration: Permanent

Casting Time: Special

Area of Effect: 1 cu. yd./level

Saving Throw: None

By means of this spell, the wizard is able to convert material of one sort into a product that is of the same material. Thus, the spellcaster can fabricate a wooden bridge from a clump of trees, a rope from a patch of hemp, clothes from flax or wool, and so forth.

Magical or living things cannot be created or altered by a fabricate spell. The quality of items made by this spell is commensurate with the quality of material used as the basis for the new fabrication. If the caster works with a mineral, the area of effect is reduced by a factor of 27 (1 cubic foot per level instead of 1 cubic yard).

Articles requiring a high degree of craftsmanship (jewelry, swords, glass, crystal, etc.) cannot be fabricated unless the wizard otherwise has great skill in the appropriate craft.

Casting requires one full round per cubic yard (or foot) of material to be affected by the spell.

False Vision

(Divination)

(Source: Players Handbook)

Range: 0

Components: V, S, M (ground dust of an emerald worth at least 500 gp)

Duration: 1d4 rds. + 1 rd./level

Casting Time: 5

Area of Effect: 30-ft. radius

Saving Throw: None

When this spell is cast, the wizard is able to confound any attempt to scry (by means of either a spell or a magical device) any point within the area of effect of the spell. To use the spell, he must be aware of the scrying attempt, although knowledge of the scryer or the scryer's location is not necessary. Upon casting the spell, the caster and all he desires within the radius of the spell become undetectable to the scrying. Furthermore, the caster is able to send whatever message he desires, including vision and sound, according to the medium of the scrying method. To do this, the caster must concentrate on the message he is sending. Once concentration is broken, no further images can be sent, although the caster remains undetectable for the duration of the spell.

The material component for this spell is the ground dust of an emerald worth at least 500 gp, which is sprinkled into the air when the spell is cast.

Far Reaching III

(Alteration)

(Source: Tome of Magic)

Range: 0

Component: V

Duration: Special

Casting Time: 5

Area of Effect: Special

Saving Throw: None

This spell operates exactly like the 3rd-level *far reaching I* spell except that the range of any spell of levels 1-3 is increased by 150% and the range of any 4th- or 5th-level spell is increased by 50%.

Feeblemind

(Enchantment/Charm)

(Source: Players Handbook)

Range: 10 yds./level

Components: V, S, M (a handful of clay, crystal, glass, or mineral spheres)

Duration: Permanent

Casting Time: 5

Area of Effect: 1 creature

Saving Throw: Neg.

This spell is used solely against people or creatures who use magic spells. The feeblemind causes the subject's intellect to degenerate to that of a moronic child. The subject remains in this state until a heal or wish spell is used to cancel the effects. Magicusing beings are very vulnerable to this spell; thus, their saving throws are made with the following adjustments:

Spell Use of Target	Saving Throw Adjustment
Priest	+1
Wizard (human)	-4
Combination or nonhuman	-2

Wisdom adjustments apply to the saving throw.

The material component of this spell is a handful of clay, crystal, glass, or mineral spheres, which disappears when the spell is cast.

Force Shapechange

(Necromancy)

(Source: The Complete Wizard's Handbook)

Range: 10 yards/level

Components: V, S, M (a hair from the hide of any lycanthrope and a live butterfly, released)

Duration: Instantaneous

Casting Time: 1

Area of Effect: One creature/level

Saving Throw: 1/2

With this spell, the caster can force any shapechanger or magic-wielder using any form of a *shapechanging* spell to instantly revert to his true form (or his most common form). To use the spell, the caster points at creatures he knows or believes to be shapechangers. If the creatures are indeed shapechangers, they must make a successful saving throw or immediately revert to their true form and suffer 3-30 (3d10) hit points of damage from the wracking pain caused by the forced change. The change takes a full round, during which time a victim can take no other actions. If the saving throw was successful, the victim does not change form, but still suffers half damage (2d10/2).

The material components for this spell are a hair from the hide of any lycanthrope and a live butterfly, released when the verbal component is uttered.

Hold Monster

(Enchantment/Charm)

(Source: Players Handbook)

Range: 5 yds./level

Components: V, S, M (one hard metal bar or rod for each monster)

Duration: 1 rd./level

AD&D 2nd Edition

Casting Time: 5

Area of Effect: 1-4 creatures in a 40-ft. cube

Saving Throw: Neg.

This spell immobilizes from one to four creatures of any type within spell range and in sight of the spellcaster. He can opt to hold one, two, three, or four creatures. If three or four are attacked, each saving throw is normal; if two are attacked, each saving throw suffers a -1 penalty; if only one is attacked, the saving throw suffers a -3 penalty.

The material component for this spell is one hard metal bar or rod for each monster to be held. The bar or rod can be as small as a three-penny nail. *(please also read the following paragraph from the Wizard's Handbook)*

Hold Monster

(The Complete Wizard's Handbook, Addition & Comments)

Since this spell immobilizes victims and prevents them from moving under their own power, it is a very effective way to bring down flying creatures. *Hold monster* cast on a creature hovering overhead will not only cause it to fall to the ground, it also might suffer a significant amount of damage when it hits (1d6 hit points of damage per every 10 feet fallen).

Improved Blink

(Alteration, Dimension)

(Source: Player's Option: Spells & Magic)

Range: 0

Components: V, S

Duration: 1 rd./level

Casting Time: 1

Area of Effect: The caster

Saving Throw: None

[Subtlety: +2; Knockdown: None; Sensory: Medium visual; Critical: None]

Naturally, this spell is an improvement of the 3rd-level alteration spell *blink*, allowing the wizard to shift his body to any point within 15 feet of his current location. Unlike the lower-level spell, *improved blink* allows the wizard to choose the exact time of his jump, the exact destination, and the orientation or facing of his choosing. For example, a wizard confronted by an enemy fighter could blink just before the fighter attacked, reappearing directly behind his foe for a back attack. If the wizard blinks away from an attack, his enemy automatically misses—but creatures with multiple attacks may be able to reposition themselves for another swing if the wizard blinks to a location within reach.

If the wizard intends to take any action such as attacking, casting a spell, or using a magical item, he must decide before the round begins if he

will do so before or after he blinks. If he acts before he blinks, he may be endangered by an attack before he finishes; he can choose to proceed with his action, hoping that he won't be hit, or he can abort his action by taking his blink for the round. On the other hand, if the wizard begins his action after his blink, the initiative modifier of his attack or spell is added to the time of his blink to determine when he attacks.

A blinking wizard dueling a fighter decides to blink first, when the fighter attacks and then lightning bolt the offensive fellow. The fighter rolls a modified 6 for initiative, so the wizard waits until 6, then blinks, making the fighter miss. At that time, he starts his lightning bolt, which has a casting time of 3—the spell will go off on 9.

In the Player's Option: Combat & Tactics initiative system, the wizard must count 1, 2, or 3 phases from the time of his blink for fast, average, or slow actions. If the fighter above attacked in the average phase, the wizard would blink during the fighter's attack, and then his lightning bolt (a fast spell) would go off 1 phase later, with any other slow actions.

Because the wizard can pick the location he is blinking to, he may not choose to blink into a movable object in order to force it aside—he must blink to an area clear of obstructions or obstacles. If he does attempt to blink into a movable object, he will find himself displaced to a random location (use the blink 1d8 rules in the *PHB* for determining where he ends up).

Invulnerability to Normal Weapons **(Abjuration)**

(Source: The Complete Wizard's Handbook)

Range: 0

Components: V, M (a piece of a broken non-magical weapon and a scale from a dragon)

Duration: 1 round/level

Casting Time: 2

Area of Effect: 5-foot radius

Saving Throw: None

This spell creates an immobile, faintly shimmering magical sphere around the caster that cannot be penetrated by non-magical blunt weapons, edged weapons, or missile weapons. The caster can use these weapons from inside the sphere to attack opponents normally. Spells can also be cast through the sphere. The sphere can be negated by *dispel magic*.

The material components for this spell are a piece of a broken non-magical weapon and a scale from a dragon.

Khazid's Procurement (Divination, Summoning)

(Source: Tome of Magic)

Range: Special

Components: V, S, M (an exquisite silver mirror of no less than 10,000 gp value and a black opal worth at least 1,000 gp)

Duration: 1 round/level

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

This spell allows the caster to more easily access rare or dangerous spell components.

The wizard casts this spell upon a silver mirror while concentrating on a mental image of the material he desires. The base chance of success is 50%, modified by the following factors:

- +1% per level of the caster
- +10% if the caster has seen the same type of substance or object before; this bonus is not cumulative with the following bonus
- +20% if the caster has a sample of the material or the same type of object in his possession; this bonus is not cumulative with the bonus above
- +30% if the wizard knows the location of the desired object
- -50% if the caster has never seen the same type of material or item before

If the percentile roll indicates failure, the caster is unable to locate the desired ingredient and the spell ends. If the roll indicates success, the wizard has located the object or substance and the mirror becomes a magical gate through which the caster can see the target. The size of the gate is determined by the size of the mirror, to a maximum size of 3 feet by 2 feet.

The gate always appears within arm's length of the target, allowing the wizard to reach through the mirror, grasp the object of his desire, and draw it back through the gate.

The wizard must risk his own safety--the gate does not allow the use of probes, longhandled ladles, tongs, or other equipment to gather the material. The caster cannot move completely through the gate. The gate vanishes when the spell's duration expires or when the target or the wizard moves more than 10' away from it. The gate is visible from both sides, and other creatures can reach through the gate.

Breath weapons, gaze attacks, missiles, spells, and similar attacks cannot be cast through the gate. Because creatures can pass their limbs through the gate, physical attacks and touch spells can be used. The only limit to the range of this spell is that the caster and the target must be on the same plane of

existence. Elemental forces (not creatures) will not pass through the gate.

Thus, the wizard does not run the risk of flooding his laboratory by opening a gate

beneath the sea, for example. However, the spell does not provide any sort of protection against a hostile environment.

The material components are an exquisite silver mirror of no less than 10,000 gp value and a black opal worth at least 1,000 gp which must be powdered and sprinkled on the mirror. The mirror is not lost after casting and may be used again, but the powdered opal is consumed in the casting.

Know Value (Divination)

(Source: The Complete Wizard's Handbook)

Range: 10 yards

Components: V, M (a copper piece and a phony gem.)

Duration: Instantaneous

Casting Time: 3

Area of Effect: 10-foot cube

Saving Throw: None

Know value enables the caster to know the total value of all coins, gems, and jewelry within the area of effect, within the limits that follow.

The items must be clearly visible. They cannot be concealed on people, hidden in a chest, or buried in the ground. The items must also be contained within an area no larger than a 10-foot cube, and this area can be no farther than 10 yards from the caster.

Further, *know value* will only reveal the value of 75% of the total number of objects in a treasure pile, up to a maximum of 10 pieces; the DM determines which pieces the spell affects, and the caster does not know which particular pieces have been appraised. The spell does not detect the presence or value of magical items, and it ignores the value of personal property, such as clothing, weapons, and other equipment. *Know value* does not reveal the number or nature of any type of hidden objects.

The material components for this spell are a copper piece and a phony gem.

Leomund's Hidden Lodge (Alteration, Enchantment/Charm)

(Source: Players Option: Spells & Magic)

Range: 20 yards

Components: V, S, M (a square chip of stone, crushed lime, a few grains of sand, a sprinkle of water, and a splinter of wood, plus a crushed diamond worth at least 100 gold pieces)

Duration: 1d4 hrs. + 1 hr./level

Casting Time: 2 turns

Area of Effect: 30 sq. ft./level

Saving Throw: None

[Subtlety: +7 to +10; Knockdown: None; Sensory: None; Critical: None]

Similar in most regards to the 4th-level spell *Leomund's secure shelter*, this spell offers one significant improvement: The shelter is perfectly camouflaged to blend in with whatever terrain or surroundings are appropriate. It may appear as a house-sized boulder in rocky or mountainous areas, a sand dune, a deadfall, a small grassy knoll, or even a mighty tree. The spell also conceals all telltale signs of habitation, including any smoke, light, or sound coming from within the lodge. Creatures or characters who are exceptionally well-tuned to their surroundings (elves, druids, rangers, and various sylvan monsters) may attempt a saving throw vs. spell to spot the hidden lodge if they pass within 30 feet; all other creatures cannot find the wizard's refuge without the aid of *true seeing* or similar magic.

In all other respects, the *hidden lodge* resembles *Leomund's secure shelter*. The interior is level, clean, and dry, and the whole thing is sturdily constructed from timber, stone, or sod. It is secure against winds of up to 100 miles per hour, impervious to normal missiles, and the doors, windows, and chimney have the option to be *wizard locked* and guarded by an *alarm* spell. Simple furnishings include up to ten bunks, a small writing desk, a trestle table and benches, and an optional *unseen servant* to wait on the wizard. (If any of the optional secondary spells are added on to this spell, then the casting time goes up to one hour and adds a +3 modifier to the subtlety rating.)

The material components are a square chip of stone, crushed lime, a few grains of sand, a sprinkle of water, and a splinter of wood, plus a crushed diamond worth at least 100 gold pieces. If the secondary spells are to be included, their material components are required also.

Leomund's Lamentable Belaborment (Enchantment, Evocation)

(Source: Players Handbook)

Range: 10 yds.

Components: V

Duration: Special

Casting Time: 5

Area of Effect: 1 or more creatures in a 10-ft. radius

Saving Throw: Special

This devious spell distracts the subject creatures by drawing them into an absorbing discussion on topics of interest to them. A chain of responses occurs during the next 11 rounds, with additional saving throws as described later. These responses

are conversation (rounds 1-3), possible confusion (rounds 4-6), and then either rage or lamentation (rounds 7-11). All saving throws are affected by the creatures' Intelligences, as noted later. The subject creatures must be able to understand the language in which the spellcaster speaks.

Upon casting the spell, the wizard begins discussion of some topic germane to the creature or creatures to be affected. Those making a successful saving throw vs. spell are unaffected. Affected creatures immediately begin to converse with the spellcaster, agreeing or disagreeing, all most politely. As long as the spellcaster chooses, he can maintain the spell by conversing with the subject(s). If the caster is attacked or otherwise distracted, the subject creatures do not notice.

Intelligence	Saving Throw Modifier
2 or less	Spell has no effect
3-7	-1
8-10	0
11-14	+1
15+	+2

The wizard can leave at any time after the casting and the subject(s) continue on as if the caster were still present. As long as they are not attacked, the creatures ignore all else going on around them, spending their time talking and arguing to the exclusion of other activities. However, when the caster leaves, each subject completes only the stage of the spell that it is currently in, and then the spell is broken.

If the caster maintains the spell for more than three rounds, each affected creature can roll another saving throw vs. spell. Those failing to save wander off in confusion for 1d10+2 rounds, staying away from the spellcaster. Those who make this saving throw continue to talk and roll saving throws for each round that the caster continues the spell, up through the sixth round, to avoid the confusion effect.

If the spell is maintained for more than six rounds, each subject must roll a successful saving throw vs. spell to avoid going into a rage, attacking all other subjects of the spell with intent to kill. This rage lasts for 1d4+1 rounds. Those who successfully save against the rage effect realize that they have been deceived and collapse to the ground, lamenting their foolishness, for 1d4 rounds unless attacked or otherwise disturbed.

Leomund's Secret Chest (Alteration, Conjuraction/Summoning)

(Source: Players Handbook)

Range: Special

Components: V, S, M (a large chest exceptionally well-crafted and a small miniature of the same, all worth 5000gp)

Duration: 60 days

AD&D 2nd Edition

Casting Time: 1 turn

Area of Effect: One chest, about 2 x 2 x 3 ft.

Saving Throw: None

This spell enables a specially constructed chest to be hidden deep within the Ethereal Plane, to be summoned using a small model of the chest. The large chest must be exceptionally well-crafted and expensive, constructed for the caster by master craftsmen.

If made principally of wood, it must be ebony, rosewood, sandalwood, teak, or the like, and all of its corner fittings, nails, and hardware must be platinum. If constructed of ivory, the metal fittings of the chest must be gold. If the chest is fashioned from bronze, copper, or silver, its fittings must be electrum or silver. The cost of such a chest is never less than 5,000 gp. Once it is constructed, the wizard must have a tiny replica (of the same materials and perfect in every detail) made, so that the miniature of the chest appears to be a perfect copy. One wizard can have but one pair of these chests at any given time—even wish spells do not allow exceptions! The chests themselves are nonmagical, and can be fitted with locks, wards, and so on, just as any normal chest.

While touching the chest and holding the tiny replica, the caster chants the spell. This causes the large chest to vanish into the Ethereal Plane. The chest can contain 1 cubic foot of material per level of the wizard no matter what its apparent size. Living matter makes it 75% likely that the spell fails, so the chest is typically used for securing valuable spell books, magical items, gems, etc. As long as the spellcaster has the small duplicate of the magical chest, he can recall the large one from the Ethereal Plane whenever the chest is desired. If the miniature of the chest is lost or destroyed, there is no way, not even with a wish spell, that the large chest can return, although an expedition might be mounted to find it.

While the chest is in the Ethereal Plane, there is a cumulative 1% chance per week that some being finds it. This chance is reset to 1% whenever the chest is recalled and the spell recast to return it to the Ethereal Plane. If the chest is found, the DM must work out the encounter and decide how the being reacts to the chest (for example, it might ignore the chest, fully or partially empty it, or even exchange or add to the items present!).

Whenever the secret chest is brought back to the Prime Material Plane, an ethereal window is opened for a variable amount of time (usually about one turn); the window slowly diminishes in size. When this hole opens between the planes, check for an ethereal encounter to see if a monster is drawn through.

If the large chest is not retrieved before the spell duration lapses, there is a cumulative chance of 5% per day that the chest is lost.

Lower Resistance (Abjuration, Alteration)

(Source: Tome of Magic)

Range: 60 yards

Components: V, S, M (a broken iron rod)

Duration: 1 turn+1 round/level

Casting Time: 5

Area of Effect: One creature

Saving Throw: None

Using this spell, a wizard may attempt to reduce the magic resistance of a target creature. The magic resistance of the victim works against the *lower resistance* spell itself, but at only half its normal value. No saving throw is permitted in addition to magic resistance.

If the victim does not resist the effects of this spell, his magic resistance is reduced by a base 30% plus 1% per experience level of the wizard casting the spell.

This spell has no effect on creatures that have no magic resistance.

The material component is a broken iron rod.

Magic Jar (Necromancy)

(Source: Players Handbook)

Range: 10 yds./level

Components: V, S, M (a gem or large crystal)

Duration: Special

Casting Time: 1 rd.

Area of Effect: 1 creature

Saving Throw: Special

The magic jar spell enables the caster to shift his life force into a special receptacle (a gem or large crystal). From there the caster can force an exchange of life forces between the receptacle and another creature, thus enabling the wizard to take over and control the body of another creature, while the life force of the host is confined in the receptacle. The special life force receptacle must be within spell range of the wizard's body at the time of spellcasting. The wizard's life force shifts into the receptacle in the round in which the casting is completed, allowing no other actions.

While in the magic jar, the caster can sense and attack any life force within a 10-foot-per-level radius (on the same plane); however, the exact creature types and relative physical positions cannot be determined. In a group of life forces, the caster can sense a difference of four or more levels/Hit Dice and can determine whether a life force is positive or negative energy.

For example, if two 10th-level fighters are attacking a hill giant and four ogres, the caster could determine that there are three stronger and four

weaker life forces within range, all with positive life energy. The caster could try to take over either a stronger or a weaker creature, but he has no control over exactly which creature is attacked.

An attempt to take over a host body requires a full round. It is blocked by a protection from evil spell or similar ward. It is successful only if the subject fails a saving throw vs. spell with a special modifier (see following). The saving throw is modified by subtracting the combined Intelligence and Wisdom scores of the target from those of the wizard (Intelligence and Hit Dice in nonhuman or nonhumanoid creatures). This modifier is added to (or subtracted from) the die roll.

Difference	Die Adjustment
-9 or less	+4
-8 to -6	+3
-5 to -3	+2
-2 to 0	+1
+1 to +4	0
+5 to +8	-1
+9 to +12	-2
+13 or more	-3

A negative score indicates that the wizard has a lower total than the target; thus, the host has a saving throw bonus. Failure to take over the host leaves the wizard's life force in the magic jar. If successful, the caster's life force occupies the host body and the host's life force is confined in the magic jar receptacle. The caster can call upon rudimentary or instinctive knowledge of the subject creature, but not upon its real or acquired knowledge (i.e., the wizard does not automatically know the language or spells of the creature). The caster retains his own attack rolls, class knowledge and training, and any adjustments due to his Intelligence or Wisdom. If the host body is human or humanoid, and the necessary spell components are available, the wizard can even use his memorized spells. The host body retains its own hit points and physical abilities and properties. The DM decides if any additional modifications are necessary; for example, perhaps clumsiness or inefficiency occurs if the caster must become used to the new form. The alignment of the host or receptacle is that of the occupying life force.

The caster can shift freely from the host to the receptacle if within the 10-foot-per-level range. Each attempt to shift requires one round. The spell ends when the wizard shifts from the jar to his own body.

A successful dispel magic spell cast on the host can drive the caster of the magic jar spell back into the receptacle and prevent him from making any attacks for 1d4 rounds plus 1 round per level of the caster of the dispel. The base success chance is 50%, plus or minus 5% per level difference between the casters. A successful dispel magic cast against the receptacle forces the occupant back into

his own body. If the wizard who cast the magic jar is forced back into his own body, the spell ends.

If the host body is slain, the caster returns to the receptacle, if within range, and the life force of the host departs (i.e., it is dead). If the host body is slain beyond the range of the spell, both the host and the caster die.

Any life force with nowhere to go is treated as slain unless recalled by a raise dead, resurrection, or similar spell.

If the body of the caster is slain, his life force survives if it is in either the receptacle or the host. If the receptacle is destroyed while the caster's life force occupies it, the caster is irrevocably slain.

Magic Staff

(Enchantment/Charm)

(Source: Tome of Magic)

Range: Touch

Components: V, S, M (a staff cut from an ash tree inlaid with rubies worth at least 1000gp (s.b.))

Duration: Special

Casting Time: Special

Area of Effect: The wizard's staff

Saving Throw: None

This spell allows a wizard's staff to store one spell level for every three levels of the caster. Thus, a 9th-level wizard can store three spell levels (three 1st-level spells, one 1st and one 2nd, or one 3rd-level spell).

Spells that are to be stored in the staff must be memorized normally by the wizard.

The spells are then cast as normal when charging the staff; casting requires the spell's normal casting time plus one round. The spell is wiped from memory and material components are consumed. All spells to be stored must be cast into the staff within 1 turn.

All stored spells have a casting time of 1. Spells remain in the staff until cast or dispelled, or up to 1 hour per level of the caster.

After this time, all stored spells fade away. Only wizards who know the *magic staff* spell can cast spells from another wizard's staff. This applies to wizards who have never learned or could not normally cast the spells stored in a staff. It is common, however, for the staff's owner to implement a command word which must be known by anyone wishing to use the staff.

The material component for this spell is a staff cut from an ash tree. For each spell level the wizard intends to imbue into the staff, it must be inlaid with rubies worth at least 1,000 gp.

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Magic Staff:

Spells stored in the staff are unusable on worlds rated M4 or less (see page 47). A low-magic world does not dispel the stored spells, however, and the spells can be used again if the staff is taken to a world with a higher rating before the *magic staff* spell's duration ends.

Major Creation (Illusion/Phantasm)

(Source: Players Handbook)

Range: 10 yds.

Components: V, S, M (a tiny piece of nonliving, vegetable, mineral, stone, metal matter)

Duration: Special

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

Like the minor creation spell, the major creation spell enables the wizard to pull wisps of material from the Demiplane of Shadow to create an item of nonliving, vegetable nature--soft goods, rope, wood, etc. The wizard can also create mineral objects--stone, crystal, metal, etc. The item created cannot exceed 1 cubic foot per level of the spellcaster in volume. The duration of the created item varies with its relative hardness and rarity:

Vegetable matter	2 hours/level
Stone or crystal	1 hour/level
Precious metals	2 turns/level
Gems	1 turn/level
Mithril*	2 rounds/level
Adamantite	1 round/level

* Includes similar rare metals.

Attempting to use any of these as material components in a spell will cause the spell to fail. The spellcaster must have at least a tiny piece of matter of the same type as the item he plans to create--a bit of twisted hemp to create rope, a chip of stone to create a boulder, and so on.

Mind Fog (Enchantment/Charm)

(Source: Tome of Magic)

Range: 80 yards

Components: V, S

Duration: 3 turns

Casting Time: 3

Area of Effect: 20-foot cube

Saving Throw: Neg.

A *mind fog* is a physical block of fog that enables the wizard to weaken the mental resistance of his

victims. Victims are allowed a saving throw at a -2 penalty to avoid the effects.

A creature who falls victim to the *mind fog* suffers -2 penalties to all saving throws against two categories of magic: all spells of the illusion/phantasm and enchantment/charm schools that affect the mind directly; and spells of 1st through 5th level which affect the mind directly. For example, *phantasmal force* is a mind-affecting spell; *phantom steed* is not.

The penalty to saving throws operates cumulatively with any penalties that operate for other reasons. Affected creatures suffer the penalty as long as they remain in the fog and for 2d6 rounds thereafter.

Monster Summoning III (Conjuration/Summoning)

(Source: Players Handbook)

Range: Special

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

Duration: 4 rds. + 1 rd./level

Casting Time: 5

Area of Effect: 50-yd. radius

Saving Throw: None

This spell is much like the 3rd-level spell monster summoning I, except that this spell summons 1d4 3rd-level monsters. These appear within the spell's area of effect and attack the caster's opponents, until either he commands them to cease, the spell duration expires, or the monsters are slain. These creatures do not check morale and vanish when slain. If no opponent exists to fight, and the wizard can communicate with them, the summoned monsters can perform other services for the wizard. The material components of this spell are a tiny bag and a small candle.

Monster Summoning III (roll 1d20) # of app.1d4	
1	Ankheg (3-4 HD)
2	Bat, giant (mobat)
3	Beetle, boring
4	Bugbear
5	Centipede, megalo-
6	Crab, giant
7	Crocodile, wild
8	Dog, death
9	Gelatinous cube
10	Ghoul
11	Lizard, giant
12	Lyc., rat
13	Orc, orog
14	Osquip
15	Sandling
16	Scorpion, large
17	Snake, constrictor
18	Spider, huge
19	Weasel, giant
20	Urchin, land

(please also read the following paragraph from the Wizard's Handbook)

Under water casting
(The Complete Wizard's Handbook, Addition & Comments)

Only creatures that can breathe and function underwater can be summoned. (If available, the DM should use the appropriate Aquatic Monster Summoning table in the *Monstrous Compendium*.)

(please also notice the following tables from the *Monster Manual I* regarding the summoning of monsters in salt and fresh water)

Monster Summoning III, Aquatic Monster Summoning, Salt Water, roll 1d6, # of app. 1d4	
1	Barracuda (3 HD)
2	Crab, giant
3	Lacedon (ghoul)
4	Sahuagin
5	Selkie
6	Urchin, red

Monster Summoning III, Aquatic Monster Summoning, Fresh Water, roll 1d6, # of app. 1d4	
1	Crab, giant
2	Crocodile, common
3	Frog, giant (3 HD)
4	Lacedon (ghoul)

Mordenkainen's Faithful Hound

(Conjuration/Summoning)

(Source: Players Handbook)

Range: 10 yds.

Components: V, S, M (a tiny silver whistle, a piece of bone, and a thread)

Duration: Special

Casting Time: 5

Area of Effect: Special

Saving Throw: None

By means of this spell, the wizard summons up a phantom watchdog that only he can see. He may then command it to perform as guardian of a passage, room, door, or similar space or portal. The phantom watchdog immediately commences a loud barking if any creature larger than a cat approaches the place it guards. As the faithful hound is able to detect invisible creatures and ward against the approach of ethereal creatures, it is an excellent guardian. It does not react to illusions that are not at least quasi-real.

If the intruding creature exposes its back to the watchdog, the dog delivers a vicious attack as if it were a 10-Hit Dice monster, striking for 3d6 points of damage. It is able to hit opponents of all types, even those normally subject only to magical weapons of +3 or greater. Creatures without backs (for example, ochre jellies) are not attacked. The

faithful hound cannot be attacked, but it can be dispelled. The spell lasts for a maximum of one hour plus half an hour per caster level, but once it is activated by an intruder, it lasts only one round per caster level. If the spellcaster is ever more than 30 yards distant from the area that the watchdog guards, the spell ends.

The material components of this spell are a tiny silver whistle, a piece of bone, and a thread.

Mordenkainen's Private Sanctum

(Alteration, Abjuration)

(Source: The Complete Wizard's Handbook)

Range: 0

Components: V, S, M (a thin sheet of lead, a piece of opaque glass, a wad of cotton or cloth, and a pinch of powdered chrysolite)

Duration: 1 hour/level

Casting Time: 2 turns

Area of Effect: One room

Saving Throw: None

With this spell, privacy is ensured in a room of up to 1600 square feet (40 feet x 40 feet, or the equivalent). From the outside, the windows of the room appear to be dark and cloudy, preventing those with normal vision, infravision, or any other type of vision from seeing inside. Those inside the room can see out the windows as they normally would.

No sounds of any kind can escape from the room. Srying attempts, such as *ESP*, *clairaudience*, *clairvoyance*, and *crystal balls* cannot penetrate the room, and a *wizard eye* cannot enter. The caster can leave the room without affecting the spell.

The material components for this spell are a thin sheet of lead, a piece of opaque glass, a wad of cotton or cloth, and a pinch of powdered chrysolite.

Mummy Rot

(Necromancy)

(Source: The Complete Wizard's Handbook)

Range: Touch

Components: V, S, M (a piece of rotten fruit and a piece of a mummy's cloth wrapping.)

Duration: 1 round/level

Casting Time: 5

Area of Effect: One victim

Saving Throw: Special

This spell allows the caster to attack with a rotting touch similar to that of a mummy. If the caster touches a human, demihuman, or humanoid victim, the victim immediately loses 2-12 (2d6) hit points and is infected with a rotting disease which is fatal in 1-6 months. For each month the rot progresses, the victim permanently loses 2 points of Charisma.

While infected, the victim recovers lost hit points at 10 percent of his normal rate.

The rotting disease can be cured only with a *cure disease* spell; *cure wounds* has no effect. A *regenerate* spell will restore damage but will not otherwise affect the course of the disease. If a victim makes a successful saving throw, he is not infected, but he still suffers 2-12 hit points of damage.

The material components for this spell are a piece of rotten fruit and a piece of a mummy's cloth wrapping.

Passwall

(Alteration)

(Source: Players Handbook)

Range: 30 yds.

Components: V, S, M (a pinch of sesame seeds)

Duration: 1 hr. + 1 turn/level

Casting Time: 5

Area of Effect: 5 x 8 x 10 ft.

Saving Throw: None

A passwall spell enables the spellcaster to open a passage through wooden, plaster, or stone walls, but not other materials. The spellcaster and any associates can simply walk through. The spell causes a 5-foot wide x 8-foot high x 10-foot deep opening. Several of these spells can form a continuing passage so that very thick walls can be pierced. If dispelled, the passwall closes away from the dispelling caster, ejecting those in the passage. The material component of this spell is a pinch of sesame seeds.

Proofing versus Combustion

(Abjuration, Elemental Fire)

(Source: Players Option: Spells & Magic)

Range: Touch

Components: V, S, M (a fire-brick made with the ashes left from a phoenix's fire)

Duration: Permanent

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

[Subtlety: +6; Knockdown: None; Sensory: None; Critical: None]

The renowned fire wizard Daltim developed this spell some years ago to protect important items or structures against the various incendiary spells with which he was familiar. *Proofing* renders an inanimate object nearly impervious to fire, granting the affected item a +3 bonus to saving throws vs. magical fire (including a dragon's breath), and a +6 bonus to saving throws

vs. normal fire. This is cumulative with the saving throw bonus of a magical item, so a *cloak of protection* +4 could have a bonus of +7 to +10 on any item saving throws versus combustion effects. Remember that an item fails its saving throw on a natural roll of 1, regardless of any bonuses.

The item affected must be one discrete construction or object, although it can be articulated or composed of several parts (for example, a suit of armor, a catapult, a house, or a carriage). At 9th level, the wizard can proof an article of clothing or a small piece of furniture; at 12th level, a small vehicle or large piece of furniture; at 15th level, a small building or large vehicle; at 18th level, a medium building or a very large vehicle; and at 20th level or higher, a large building or small fortification. A character dressed in a completely proofed article of clothing (a large cloak) gains a +2 bonus to saving throws vs. fire.

The material component for *proofing versus combustion* is a fire-brick made with the ashes left from a phoenix's fire. Seafaring wizards often use this spell to protect their vessels from hostile *fireballs* and various fire-throwing devices.

Prying Eyes

(Divination)

(Source: Players Option: Spells & Magic)

Range: 1 mile

Components: V, S, M (a handful of crystal marbles)

Duration: 1 hr./level

Casting Time: 1 turn

Area of Effect: Creates 1d4+1 eyes/level

Saving Throw: None

[Subtlety: +6; Knockdown: None; Sensory: Tiny visual ; Critical: None]

This spell conjures a small horde of semitangible magical orbs or eyes that can be used to reconnoiter an area at the wizard's command. Each of the eyes is about the size of a small apple and can see 120 feet (normal vision only) in all directions. In order to report their findings, the eyes must return to the caster's hand to replay in the caster's mind everything they have seen during their existence. The eyes are subject to illusions, darkness, fog, and any other factors that would affect the wizard's ability to receive visual information about his surroundings. The eyes only see as a normal human would—abilities and spell effects including infravision do not alter the eyes' vision. It only takes the eye one round to replay one hour of recorded images.

The spell conjures 1d4 eyes, plus 1 eye per caster level. The eyes exist for up to 1 hour per caster level, or until they return to the wizard; after relaying its findings, an eye disappears. Each eye is AC 4, flies by levitation at a rate of 12, and has

only 1 hit point—a single hit from any weapon or damaging spell destroys it. A successful *dispel magic* destroys all eyes caught in the area of effect. While the individual eyes are quite fragile, they're small and difficult to spot, especially in conditions of poor visibility such as darkness, fog, or rain. Of course, if the eye is being sent into darkness, then it's very possible that it could hit a wall or other similar obstacle and destroy itself.

When the wizard creates the eyes, he can specify any set of instructions or orders that he wishes, up to 25 words. Any knowledge the wizard possesses is assumed to be known by the eyes as well, so if the wizard knows what a typical Jakallian merchant looks like, the eyes do as well. Sample commands might be, "Surround me at a range of 400 yards and return if you spot any dangerous creatures," or "Spread out and search the town for Arweth; follow him for three turns, staying out of sight, and then return." Note that in the first command, the eye only returns if it spots a creature that the wizard would regard as dangerous; a seemingly innocuous peasant that is actually a *shapechanged* dragon wouldn't trigger the eye's return. In any event, if an eye is ever more than one mile distant from the wizard, it instantly ceases to exist. However, the wizard's link with the eye is such that he won't know if the eye was destroyed or if it just wandered out of range.

Some command words can be used to abbreviate the directions. For example, "surround me" directs the eyes to form an equally-spaced ring at whatever range is indicated, and then move with the wizard. As eyes return or are destroyed, the rest automatically space themselves to compensate. "Spread out" directs the eyes to move away from the wizard in all directions. Other commands that might be useful include having them form a line in a certain manner, making them move at random within a certain range, or have them follow a certain type of creature. The DM is the final judge of the suitability of the wizard's directions.

The material component is a handful of crystal marbles.

Rary's Telepathic Bond

(Divination, Alteration)

(Source: The Complete Wizard's Handbook)

Range: 20 yards

Components: V, S, M (two pieces of eggshell; from two different species of egg-laying creatures)

Duration: 2 turns per level

Casting Time: 1 round

Area of Effect: Two or more creatures

Saving Throw: None

With this spell, the caster forms a telepathic bond between two or more creatures with Intelligence of 6 or higher. The bond can be established only

between willing creatures who are within 20 yards of each other. The creatures need not speak the same language to communicate via the bond. The bond can be placed upon one creature for every three levels of the caster; therefore, a 9th-level caster can forge a bond among three creatures.

The bonded creatures can remain in mental contact as long as they remain on the same plane of existence. If either creature enters a different plane, the spell is terminated.

Rary's telepathic bond can be cast only once to affect a single pair of subjects.

However, if the caster is able to cast the spell twice, the same subjects can be affected again. Example: A wizard can cast *telepathic bond* twice. The first casting links Subject A to Subject B. The second casting can affect Subject A again, linking him with Subject C.

The material components for this spell are two pieces of eggshell; the pieces must be from the eggs of two different species of egg-laying creature.

Rusting Grasp

(Alteration, Elemental Water, Alchemy)

(Source: Players Option: Spells & Magic)

Range: 0

Components: V, S, M (an antenna from a rust monster)

Duration: 1 rd./level

Casting Time: 5

Area of Effect: The caster

Saving Throw: Special

[Subtlety: +4; Knockdown: None; Sensory: Medium visual/olfactory; Critical: None]

By casting this spell, the wizard gains the power to corrode ferrous metals and alloys at a touch. Iron and iron-based alloys such as steel, meteoric iron, mithral, and adamantite are affected, but noble metals such as gold, silver, and copper are not subject to reduction through rusting. Any ferrous metal touched by the wizard must make an item saving throw vs. disintegration (usually a 17 or better on a d20) or be destroyed. Magical arms or armor may apply their bonus to this save, so a sword +3 would gain a +3 to its roll. Other magical metal items may receive a +1 to a +6 bonus based on the DM's estimate of their power.

The wizard may employ *rusting grasp* in combat by simply touching the equipment of metal-wearing characters or creatures. If he tries to touch the armor of a character, the wizard need only hit the opponents unarmored AC. If the armor fails its save, *rusting grasp* permanently destroys 2d4 points of AC through corrosion. For example, *plate mail* +3 (base AC 0) could be reduced to a base AC of 2 to 8 if it fails its item saving throw.

Weapons are more difficult to grasp; the wizard must make an attack roll against AC 4

(modified by the opponent's Dexterity) in order to touch the weapon. If the weapon fails its saving throw, it is destroyed. Important note: The wizard must touch the weapon and not the other way around! Unlike a rust monster, he doesn't corrode weapons simply by being hit.

Against metallic creatures, *rusting grasp* functions like the priest spell *cause serious wounds* in that it inflicts 2d8+1 point of damage per successful attack. The spell lasts for one round per level, and the wizard can make one touch attack per round. The material component is an antenna from a rust monster.

Safeguarding (Abjuration)

(Source: Tome of Magic)

Range: 0

Components: V, S, M (a piece of preserved skin from any creature that possesses natural magic resistance)

Duration: 1 turn+1 turn/level

Casting Time: 5

Area of Effect: 15-foot-radius sphere

Saving Throw: None

Use of this spell protects the wizard and anyone in the area of effect from damage caused by the rebounding of the wizard's spells. This includes damage from a *fireball* cast in an area too small for its effects, a reflected *lightning bolt*, or any other offensive area spell that overlaps the *safeguarding's* area of effect. The protection is effective against spells of 7th level and lower. The protection does not apply to damage from spells rebounded by any form of magical spell turning. This spell does not protect the wizard against damage from spells or attacks cast by enemies or other party members.

A wizard who has cast *safeguarding* is free to move and act normally. The spell's effect is always centered on him, regardless of his actions. Other creatures are free to enter and exit the area of effect.

An area spell cast by the wizard will take effect normally, but its effects will be negated within the area of the *safeguarding* spell. This applies *only* to area spells centered outside the radius of the *safeguarding* spell. If the wizard casts an offensive area spell within the area of the *safeguarding*, the *safeguarding* is immediately negated and those within the area suffer full damage from the spell. The wizard is free to cast non-offensive area spells and individually targeted spells within the area of the *safeguarding*.

The material component is a piece of preserved skin from any creature that possesses natural magic resistance.

Seeming (Illusion/Phantasm)

(Source: Players Handbook)

Range: 10-ft. radius

Components: V, S

Duration: 12 hrs.

Casting Time: 5

Area of Effect: 1 person/2 levels

Saving Throw: None

This spell enables the caster to alter the appearance of one person for every two levels of experience he has attained. The change includes clothing and equipment. The caster can make the recipients appear as any generally man-shaped bipedal creature, each up to 1 foot shorter or taller than his normal height, and thin or fat or in between. All those affected must resemble the same general type of creature: human, orc, ogre, etc. Each remains a recognizable individual. The effect fails for an individual if the illusion chosen by the caster cannot be accomplished within the spell parameters (for example, a Halfling could not be made to look like a centaur, but he might be made to look like a short, young ogre). Unwilling persons receive saving throws vs. spell to avoid the effect. Affected persons resume their normal appearances if slain. The spell is not precise enough to duplicate the appearance of a specific individual.

Sending (Evocation)

(Source: Players Handbook)

Range: Unlimited

Components: V, S, M (two tiny cylinders, each with one open end, connected by a short piece of fine copper wire)

Duration: Special

Casting Time: 1 turn

Area of Effect: 1 creature

Saving Throw: None

By means of this spell, the caster can contact a single creature with whom he is familiar and whose name and appearance are known. If the creature in question is not on the same plane of existence as the spellcaster, there is a base 5% chance that the sending does not arrive. Local conditions on other planes may worsen this chance considerably, at the option of the DM. The sending, if successful, can be understood even by a creature with an Intelligence as low as 1 (animal intelligence).

The wizard can send a short message of 25 words or less to the recipient; the recipient can answer in like manner immediately. Even if the sending is received, the subject creature is not obligated to act upon it in any manner.

The material component for this spell consists of two tiny cylinders, each with one open end, connected by a short piece of fine copper wire.

Shadow Door (Illusion/Phantasm)

(Source: Players Handbook)

Range: 10 yds.

Components: S

Duration: 1 rd./level

Casting Time: 2

Area of Effect: Special

Saving Throw: None

By means of this spell, the wizard creates the illusion of a door. The illusion also permits the wizard to appear to step through this "door" and disappear. In reality, he has darted aside and can flee, totally invisible, for the spell duration. Creatures viewing this are deluded into seeing or entering an empty 10-foot x 10-foot room if they open the "door." A true seeing spell, a gem of seeing, or similar magical means can discover the wizard. Certain high Hit Dice monsters might also notice the wizard (see the invisibility spell), but only if making an active attempt to do so.

Shadow Magic (Illusion/Phantasm)

(Source: Players Handbook)

Range: 50 yds. + 10 yds./level

Components: V, S

Duration: Special

Casting Time: 5

Area of Effect: Special

Saving Throw: Special

The shadow magic spell enables the wizard to tap energy from the Demiplane of Shadow to cast a quasi-real wizard evocation spell of 3rd level or less. For example, this spell can be magic missile, fireball, lightning bolt, or so on, and has normal effects upon creatures in the area of effect if they fail their saving throws vs. spell. Thus, a creature failing to save against a shadow magic fireball must roll another saving throw. If the latter roll is successful, the creature suffers half the normal fireball damage; if the roll is not successful, the creature suffers full normal fireball damage. If the first saving throw was successful, the shadow magic nature is detected and only 20% of the rolled damage is received (rounding down below fractions below .4 and rounding up fractions of .4 and above).

Stone Shape (Alteration)

(Source: Players Handbook)

Range: Touch

Components: V, S, M (soft clay)

Duration: Permanent

Casting Time: 1 rd.

Area of Effect: 1 cu. ft./level

Saving Throw: None

By means of this spell, the wizard can form an existing piece of stone into a shape that suits his purposes. For example, the wizard can make a stone weapon, a special trapdoor, an idol, etc. This spell can also enable the spellcaster to reshape a stone door so as to escape imprisonment, providing the volume of stone involved is within the limits of the area of effect. While the caster can thus create stone doors and coffer, the fineness of detail is not great. If the construction involves small moving parts, there is a 30% chance they do not function. The material component of this spell is soft clay that must be worked into roughly the desired shape of the stone object and then touched to the stone when the spell is uttered.

Summon Shadow (Conjuration/Summoning, Necromancy)

(Source: Players Handbook)

Range: 10 yds.

Components: V, S, M (a bit of smoky quartz.)

Duration: 1 rd. + 1 rd./level

Casting Time: 5

Area of Effect: 10-ft. cube

Saving Throw: None

When this spell is cast, the wizard conjures up one shadow (see the Monstrous Manual) for every three levels of experience he has attained. These monsters are under the control of the spellcaster and attack his enemies on command. The shadows remain until slain, turned, or the spell duration expires.

The material component for this spell is a bit of smoky quartz.

Telekinesis (Alteration)

(Source: Players Handbook)

Range: 10 yds./level

Components: V, S

Duration: Special

Casting Time: 5

Area of Effect: 10 yds./level

Saving Throw: Neg.

By means of this spell, the wizard is able to move objects by concentrating on moving them mentally. The spell can provide either a gentle, sustained force or a single short, violent thrust.

A sustained force enables the wizard to move a weight of up to 25 pounds a distance up to 20 feet per round. The spell lasts two rounds, plus one round per caster level. The weight can be moved vertically, horizontally, or both. An object moved beyond the caster's range falls or stops. If the caster ceases concentration for any reason, the object falls or stops. The object can be telekinetically manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated and so on, if the force required is within the weight limitation. The caster might even be able to untie simple knots, at the discretion of the DM.

Alternatively, the spell energy can be expended in a single round. The caster can hurl one or more objects within range, and within a 10-foot cube, directly away from himself at high speed, to a distance of up to 10 feet per caster level. This is subject to a maximum weight of 25 pounds per caster level. Damage caused by hurled objects is decided by the DM, but cannot exceed 1 point of damage per caster level. Opponents who fall within the weight capacity of the spell can be hurled, but they are allowed a saving throw vs. spell to avoid the effect. Furthermore, those able to employ as simple a counter-measure as an enlarge spell, for example (thus making the body weight go over the maximum spell limit), can easily counter the spell. The various Bigby's hand spells also counter this spell. *(please also read the following paragraph from the Wizard's Handbook)*

Telekinesis

(The Complete Wizard's Handbook, Addition & Comments)

This spell can be used to scoop up slimes, jellies, and other semiliquid creatures in jugs or similar containers. If the containers are sealed, *telekinesis* can be used to position the containers over an opponent's head, then tipped to dump their contents. Such containers could also be filled with poison, acid, or other damaging substances.

Teleport (Alteration)

(Source: Players Handbook)

Range: Touch

Components: V

Duration: Instantaneous

Casting Time: 2

Area of Effect: Special

Saving Throw: None

When this spell is used, the wizard instantly transports himself, along with a certain amount of

additional weight that is on or being touched by the spellcaster, to a wellknown destination. Distance is not a factor, but interplanar travel is not possible by means of a teleport spell. The spellcaster is able to teleport a maximum weight of 250 pounds, plus an additional 150 pounds for each level of experience above the 10th (a 13th-level wizard can teleport up to 700 pounds). If the destination area is very familiar to the wizard (he has a clear mental picture due to previous proximity to and study of the area), it is unlikely that there is any error in arriving, although the caster has no control over his facing upon arrival. Lesser known areas (those seen only magically or from a distance) increase the probability of error. Unfamiliar areas present considerable peril (see table).

Probability of Teleporting			
Destination Is:	High	OnTarget	Low
Very familiar	01-02	03-99	00
Studied carefully	01-04	05-98	99-00
Seen casually	01-08	09-96	97-00
Viewed once	01-16	17-92	93-00
Never seen	01-32	33-84	85-00

Teleporting high means the wizard arrives 10 feet above the ground for every 1% he is below the lowest "On Target" probability; this could be as high as 320 feet if the destination area was never seen. Any low result means the instant death of the wizard if the area into which he teleports is solid. A wizard cannot teleport to an area of empty space--a substantial surface must be there, whether a wooden floor, a stone floor, natural ground, etc. Areas of strong physical or magical energies may make teleportation more hazardous or even impossible.

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Teleport:

Regular use of this spell is very dangerous, as there is a slim chance that there can be an error even if the caster travels to well-known locations. Additional notes regarding the definition of a well-known location are found under the *teleport without error* listing.

Even minor alterations to a site can affect the caster's knowledge of a location. For example, Rozmare has spent many hours in her study, and the DM allows her to use the "very familiar" category when determining how accurate her teleport spells are when her study is the destination. If a rival breaks in and rearranges the furniture, however, Rozmare's knowledge falls to "studied carefully" or worse because she is not as familiar with the way things are currently arranged. If the intruder removed all the furniture and filled the study with

boulders, Rozmare's knowledge falls to the "never seen" category.

Some players might attempt elaborate precautions to protect their characters from the disastrous effects of failed *teleport* spells; as the DM, you should not discourage such efforts, but keep the following in mind:

A *teleport* spell requires a firm surface as a destination. The caster cannot choose to appear in the air or in a pool of water to avoid teleporting low. It is possible, however to teleport to a firm surface with a space or water underneath. If a teleporting character arrives low, roll 1d100 to see how many yards below the surface the caster's feet land. Note that a low *teleport* is always fatal if the caster arrives within any solid object no matter how thin or flimsy the object is; teleporting low into a pile of feathers is just as deadly as teleporting into rock. Teleporting low into water is not immediately fatal, but the character still might drown if he can't hold his breath until he reaches the surface.

A permanent *teleport* spell affects a single object with a volume of no more than 1,000 cubic feet (a 10-foot cube) or an area no larger than 400 square feet (20 feet square). The caster names the destination and rolls once for accuracy. The destination cannot be changed once set. The caster can assign a command word or non-verbal triggering device if he desires. This can be as simple or complex as the caster desires; see the *magic mouth* spell description in the *Player's Handbook* for limitations. If no command or trigger is set, anyone passing through the area or touching the object is teleported.

Usually, only one creature can be teleported each round. It is possible to have several creatures teleport simultaneously provided they are touching the first creature to trigger the teleport and the additional creatures and their equipment do not exceed the spell's weight limit, which is the same as the caster's weight limit at the time the original spell was cast.

If a permanent *teleport* spell is inaccurate, both the *permanency* and the *teleport* spell fail, but the caster can attempt a system shock roll to avoid losing a point of Constitution. If this option is in play, the caster also might be allowed to set multiple destinations with the same permanent *teleport* spell. The caster must

name a different trigger for each destination and roll for accuracy each time a trigger is set.

Tenser's Destructive Resonance (Invocation/Evocation, Force)

(Source: Players Option: Spells & Magic)

Range: 60 yds. + 10 yds./level

Components: V, S, M (a tiny orb of finely-crafted gold with a small removable ring)

Duration: Instantaneous

Casting Time: 5

Area of Effect: 1 object

Saving Throw: Special

[Subtlety: +4; Knockdown: d12; Sensory: Huge audio, large tactile crushing Critical: Huge (1–4 hits)]

When this spell is cast, a thin beam of destructive blue force springs forth from the caster's fingertip and strikes any one object within range. The beam imparts an immense amount of energy to the object struck, causing it to spontaneously explode. Large, massive objects have more potential destructive energy than small, lightweight objects, but the wizard must hold the beam on the larger object for a longer time in order to cause detonation.

The beam has two principal effects: First of all, the object struck is *disintegrated* if it fails its item saving throw. Secondly, any creature near the destroyed item suffers damage proportional to the weight of the item detonated, plus blast damage of 1d6 points per two caster levels. Creatures caught within the blast radius may attempt a saving throw vs. paralysis for half damage (1 point per caster level), but the base damage of the explosion may not be saved against.

Weight (lb.)	Resonance Time	Base Damage	Explosive Radius
1–5	Instant	1d8	2 ft.
6–25	Instant	1d12	3 ft.
26–100	One rd.	1d20	5 ft.
101–500	Two rds.	2d12	10 ft.
501–2,000	Three rds.	3d12	15 ft.

Objects more massive than 2,000 pounds are simply too big to detonate. Living flesh and enchanted objects or items are immune to the destructive resonance, but a wizard could choose to use *Tenser's destructive resonance* on an object worn or carried by another creature. However, if he does so, the victim is entitled to a saving throw vs. spell to negate the beam entirely and prevent any damage at all, and then gains a save for half damage against the blast effect even if the beam succeeds in detonating his equipment.

The material component for this spell is a tiny orb of finely-crafted gold with a small removable ring surrounding it that must be taken off as the spell is cast.

Throbbing Bones

(Necromancy)

(Source: The Complete Wizard's Handbook)

Range: 10 yards

Components: V, M (both pieces of a small bone that has been snapped in half)

Duration: 1 round/level

Casting Time: 3

Area of Effect: One creature

Saving Throw: 1/2

This spell causes the bones of the affected creature to throb and pulsate inside his body. The spell can be cast upon any single living creature or person within the caster's range, providing the creature has a physical form and has bones inside its body; for instance, *throbbing bones* will not affect insects, ghosts, or worms.

For the duration of the spell, the affected creature's AC is worsened by 2, its movement rate is halved, and all its attacks are made with a -2 penalty. Additionally, it suffers 1-4 hit points of damage per round; this damage is halved if the creature makes a successful saving throw. However, a successful saving throw has no affect on the movement, attack, and AC penalties.

The material components for this spell are both pieces of a small bone that has been snapped in half.

Transmute Rock to Mud

(Alteration) *Reversible*

(Source: Players Handbook)

Range: 10 yds./level

Components: V, S, M (clay and water (or sand, lime, and water for the reverse))

Duration: Special

Casting Time: 5

Area of Effect: 20-ft. cube/level

Saving Throw: None

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

discretion. The mud remains until a dispel magic spell or a reverse of this spell, mud to rock, restores its substance--but not necessarily its form. Evaporation turns the mud to normal dirt, at the rate of 1d6 days per 10 cubic feet.

Reverse: Mud to rock

The mud to rock reverse can harden normal mud into soft stone (sandstone or similar mineral) permanently unless magically changed.

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

(please also read the following paragraph from the Wizard's Handbook)

Under water casting

(The Complete Wizard's Handbook, Addition & Comments)

This spell operates underwater as it does elsewhere, except that the mud immediately begins to dissipate. If cast on the ocean floor (or the floor of any other body of water), only extremely heavy creatures who are unable to swim are in any danger of sinking into the mud.

Vile Venom

(Conjuration/Summoning, Elemental Water, Alchemy)

(Source: Players Option: Spells & Magic)

Range: 30 yards

Components: V, S, M (a small vial of venom from a giant snake)

Duration: 1 hr./level

Casting Time: 5

Area of Effect: Special

Saving Throw: Special

[Subtlety: +4; Knockdown: None; Sensory: Small visual; Critical: None]

By casting this inherently evil spell, the wizard conjures a small amount of deadly poison directly onto any weapon blades or other surface within the area of effect. The spell creates one dose per caster level; a single dose is sufficient to coat one size S weapon such as a dagger or an arrowhead, three doses can coat a size M weapon, and five doses can coat a size L weapon. The venom remains potent for up to one hour per caster level, although an envenomed blade remains so for only 1d3 successful attacks before the poison has been worn off. The potency of the venom varies by the caster level, as shown below.

Level	Onset Time	Strength
9 th	2-12 rounds	20/1d3
12 th	2-5 rounds	25/2d4

15th	1–2 rounds	30/2d6
18th+	Immediate	death/20

If a weapon coated with *Vandarien's vile venom* successfully hits a creature, the victim must make a saving throw vs. poison or suffer the first damage figure—if the caster was a 12th-level wizard, this would be 25 points. (Naturally, this is damage above and beyond any caused by the weapon that injects the poison.) Even if he succeeds in the save, the victim still sustains a lesser amount of damage, as shown in the second figure.

Instead of creating an insinuating poison (one that is introduced to the body through a cut), the wizard can instead conjure the venom as a contact poison. A surface of about one-half square foot per caster level can be affected. One square foot is enough to coat a doorknob, a sword-hilt, the handle or clasp of a chest, or an object of similar size. The contact poison has the same effects as the insinuating venom, but the victim gains a +2 bonus on his saving throws. The contact poison's toxicity fades at the end of the spell's duration.

The material component is a small vial of venom from a giant snake.

Von Gasik's Refusal

(Abjuration)

(Source: Tome of Magic)

Range: 10 yards/level

Components: V, S, M

Duration: 1 hour/level

Casting Time: 5

Area of Effect: 20-foot-square/level

Saving Throw: None

This powerful spell is designed to prevent unauthorized spellcasters from entering a hallway, doorway, window, or other point of entry.

The spell creates an invisible barrier that blocks the targeted area. Any nonspellcasters and those spellcasters specifically named by the caster may pass freely. All other spellcasters collide with the invisible barrier. Members of classes with lesser spellcasting abilities (paladins, rangers, and bards) are blocked only if the character is of sufficient level to cast spells. The wizard is able to ward one area up to 20'-square for each level of his experience.

Thus, a 12th-level wizard may protect a square area 240 feet on a side. The area of effect may be divided among several smaller portals as long as the total area does not exceed the caster's limit. Each portal must be in range and sight of the caster at the time the spell is cast.

The barriers exist for one hour per level of the caster unless they are dismissed by the caster or dispelled by a *dispel magic* spell. A *disintegrate* spell immediately destroys a barrier, as does a *rod of cancellation* or a *sphere of annihilation*. The invisible walls are not affected by physical blows, cold, heat, or electricity.

Thrown and projected weapons (both magical and mundane) are not repelled by the barrier and may pass through the area normally. Spells can be cast through the barrier. *Dimension door*, *teleport*, and similar effects can bypass the barriers.

The material component is a pinch of dust from any wizard's tomb.

Vortex*

(Evocation)

(Source: Tome of Magic)

WILDMAGIC

Range: 30 yards

Components: V, S, M

Duration: 1d4 rounds+1 round/level

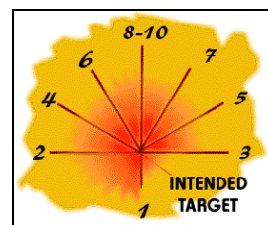
Casting Time: 5

Area of effect: 5-foot-diameter circle

Saving Throw: -

A *vortex* is a swirling mass of magical energy, barely controllable by the caster. On the round of casting, a small sparkle of lights fills the air at the desired position. On the second round, a 7'-tall, multicolored tornado appears. From this moment on, the caster must maintain concentration in order for the *vortex* to remain.

Each round, the caster can move the *vortex* 60 feet. However, control of direction is not perfect. The caster has complete control over distance, but can only suggest the desired direction. The caster has a 50% chance of moving the *vortex* in the direction he desires; if the die roll indicates failure, the *vortex* moves according to the scatter diagram for grenade-like missiles.



Scatter diagram

Thus, the *vortex* usually moves in the general direction desired, but on occasion, it may move to either side or directly toward the caster.

The *vortex* cannot pass through objects larger than its area of effect (it could move through a sapling but not an ancient oak tree) and will be redirected by these, rebounding along the general line of movement. For example, if cast in a narrow

hallway, the *vortex* might ricochet down the hall, bouncing from side to side. The *vortex* is composed of raw magical energy. Nonmagical creatures struck by the *vortex* suffer 1d4 points of damage per level of the caster. Magical creatures and spellcasters suffer 1d6 points of damage per level of the caster. Creatures struck are allowed a saving throw vs. magic to suffer only half damage.

Each time a creature is struck, there is a 5% chance that the *vortex* will explode in a wild surge. Use Table 2 to determine the results of any wild surge. If the *vortex* causes a wild surge, the spell ends immediately.

The material components are a silk streamer and a handful of straw.

Wall of Bones

(Conjuration, Necromancy)

(Source: The Complete Wizard's Handbook)

Range: 60 yards

Components: V, S, M (the branch of a withered tree taken from a Cemetery)

Duration: 1 turn

Casting Time: 1 round

Area of Effect: 10-foot square/level; 96-inch thickness/level

Saving Throw: None

This spell causes a *wall of bones* to erupt from the earth in whatever shape the caster desires within the limits of the area of effect. The wall is a random construction of bones from many types of creatures. The wall need not be vertical, but it must rest upon a firm foundation or it will collapse. Since the wall has many small openings and gaps, it provides only 50 percent cover. Missiles can easily be fired from behind the wall, and creatures of small size (less than 4 feet tall) can wriggle through openings in the wall at the rate of 10 feet per round. However, the wall has many sharp edges and creatures wriggling through it suffer 1-8 hit points of damage per 10 feet traveled.

If the spell is cast in an area occupied by creatures, the *wall of bones* appears everywhere except where the creatures stand. Creatures in the affected area suffer an immediate 2-16 (2d8) hit points of damage when the wall appears. The wall can be smashed by creatures wielding blunt weapons with a Strength of 18 or greater. Every 10 hit points of damage causes a 5 foot x 5 foot x 6 inch section of the wall to collapse. The *wall of bones* is unaffected by *animate dead*.

The material component for this spell is the branch of a withered tree taken from a Cemetery.

Wall of Force

(Evocation)

(Source: Players Handbook)

AD&D 2nd Edition

Range: 30 yds.

Components: V, S, M (a pinch of powdered diamond worth 5,000 gp)

Duration: 1 turn + 1 rd./level

Casting Time: 5

Area of Effect: 10-ft. square/level

Saving Throw: None

A wall of force spell creates an invisible barrier in the locale desired by the caster, up to the spell's range. The wall of force cannot move and is totally unaffected by most spells, including dispel magic. However, a disintegrate spell will immediately destroy it, as will a rod of cancellation or a sphere of annihilation. Likewise, the wall of force is not affected by blows, missiles, cold, heat, electricity, etc. Spells and breath weapons cannot pass through it in either direction, although dimension door, teleport, and similar effects can bypass the barrier. The wizard can, if desired, form the wall into a spherical shape with a radius of up to 1 foot per level or an open hemispherical shape with a radius of 1.5 feet per caster level.

The wall of force must be continuous and unbroken when formed; if its surface is broken by any object or creature, the spell fails. The caster can end the spell on command.

The material component for this spell is a pinch of powdered diamond worth 5,000 gp.

Wall of Iron

(Evocation)

(Source: Players Handbook)

Range: 5 yds./level

Components: V, S, M (a small piece of sheet iron)

Duration: Permanent

Casting Time: 5

Area of Effect: 15 sq. ft./level or special

Saving Throw: None

When this spell is cast, the wizard causes a vertical iron wall to spring into being. This wall can be used to seal off a passage or close a breach, for the wall inserts itself into any surrounding nonliving material if its area is sufficient to do so. The wall of iron is ¼-inch thick per level of experience of the spellcaster. The wizard is able to create an iron wall of up to 15 square feet per experience level; thus, a 12th-level wizard can create a wall of iron with an area of 180 square feet. The wizard can double the wall's area by halving its thickness.

If the caster desires, the wall can be created vertically resting on a flat surface, so that it can be tipped over to fall on and crush any creature beneath it. The wall is 50% likely to tip in either direction. This chance can be modified by a force of not less than 30 Strength and 400 pounds mass--each pound over 400 or Strength point over 30 alters the chance by 1% in favor of the stronger

side. Creatures with room to flee the falling wall may do so by making successful saving throws vs. death. Those who fail are killed. Huge and gargantuan creatures cannot be crushed by the wall. The wall is permanent, unless successfully dispelled, but it is subject to all forces a normal iron wall is subject to--rust, perforation, etc. The material component of this spell is a small piece of sheet iron.

Wall of Stone (Evocation)

(Source: Players Handbook)

Range: 5 yds./level

Components: V, S, M (a small block of granite)

Duration: Permanent

Casting Time: 5

Area of Effect: Special

Saving Throw: None

This spell creates a wall of granite rock that merges into adjoining rock surfaces. It is typically employed to close passages, portals, and breaches against opponents. The wall of stone is 0.25 inch thick and up to 20 square feet per level of experience of the wizard casting the spell. Thus, a 12th-level wizard can create a wall of stone 3 inches thick and up to 240 square feet in surface area (a 12-foot-wide and 20-foot-high wall, for example, to completely close a 10-foot x 16-foot passage). The wall created need not be vertical, nor rest upon any firm foundation (see the wall of iron spell); however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the area of effect by half. Thus, a 20th-level caster can create a span with a surface area of 200 square feet. The wall can be crudely shaped to allow crenelations, battlements, and so forth by likewise reducing the area. The stone is permanent unless destroyed by a dispel magic or disintegrate spell, or by normal means such as breaking or chipping. The material component is a small block of granite.

Waveform* (Alteration)

(Source: Tome of Magic)

WILDMAGIC

Range: 40 yards

Components: S, M (a small, carved oar decorated with aquamarines worth at least 500 gp)

Duration: 1d10 rounds

Casting Time: 5

Area of Effect: 10-foot-cube/level

Saving Throw: -

By means of this spell, the wild mage is able to shape and direct the patterns of water currents, allowing him to mold liquids into a variety of forms. The spell affects a quantity of liquid no larger than the area of effect. If cast onto a larger body, such as an ocean or large lake, the spell affects only the water within the area of effect.

After casting *waveform*, the mage can form the water into any desired shape. The spell does not bind the liquid together in any fashion; it is still limited by its fluid properties and gravity. Thus, a mage could not use *waveform* to create a humanoid creature with arms and legs and direct it to walk across land. He could, however, create a roughly human shape with flowing arms that rises out of the water, crashes forward in a huge splash, then rises and repeats the process. Other possible shapes include gigantic waves, geysers, whirlpools, and troughs.

The shape takes one round to form, after which it can be maintained by concentration.

The shape can be directed to move in any direction at the rate of 90 feet per round. If the *waveform* moves into or through a body of water, the form loses no intensity. However, if the wave is moved over dry ground, it loses one die of damage for every 10 feet crossed.

If propelled against a target, the *waveform* causes 1d4 points of damage per level of the caster to creatures in its path. The *waveform* can be directed against creatures on the surface or underwater. Those struck are allowed a saving throw; success indicates half damage.

If the victims are in or on a body of water, the shape will sweep them along.

Creatures of small size are carried with the form, moving at its speed. Medium and large size creatures are swept along at half the water's speed. Creatures larger than this resist the movement. Those caught in the current can make a Strength check each round to swim free of the current.

Boats and ships are particularly vulnerable to the *waveform*. If the *waveform* is twice the size of the vessel or more, the ship must make a seaworthiness check (as described in Table 77 of the DMG). Vessels passing the check suffer damage as described above, reducing seaworthiness ratings for future checks by 2d6 points until repairs are made.

Alternatively, this spell can be cast directly at a single water-based creature--a water weird, water elemental, or other creature from the elemental plane of water. In this case, the spell causes 1d6 points of damage per level of the caster. The effect is instantaneous and the spell ends immediately after the attack is made.

The material component is a small, carved oar decorated with aquamarines worth at least 500 gp. The oar disintegrates when the spell is cast.

Sixth-Level Spells (Wiz 6)

Antimagic Shell

(Abjuration)

(Source: Players Handbook)

Range: 0

Components: V, S

Duration: 1 turn/level

Casting Time: 1

Area of Effect: 1 ft./level diameter

Saving Throw: None

By means of this spell, the wizard surrounds himself with an invisible barrier that moves with him. The space within this barrier is totally impervious to all magic and magical spell effects, thus preventing the passage of spells or their effects. Likewise, it prevents the functioning of any magical items or spells within its confines. The area is also impervious to breath weapons, gaze or voice attacks, and similar special attack forms.

The antimagic shell also hedges out charmed, summoned, or conjured creatures. It cannot, however, be forced against any creature that it would keep at bay; any attempt to do so creates a discernible pressure against the barrier, and continued pressure will break the spell. Normal creatures (a normally encountered troll rather than a conjured one, for instance) can enter the area, as can normal missiles. Furthermore, while a magical sword does not function magically within the area, it is still a sword. Note that creatures on their home plane are normal creatures there. Thus, on the Elemental Plane of Fire, a randomly encountered fire elemental cannot be kept at bay by this spell. Artifacts, relics, and creatures of demigod or higher status are unaffected by mortal magic such as this. Should the caster be larger than the area enclosed by the barrier, parts of his person may be considered exposed, at the DM's option. A dispel magic spell does not remove the spell; the caster can end it upon command.

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Antimagic Shell:

This spell temporarily suppresses magic within its area of effect, but it does not destroy or dispel enchantments or kill magical creatures. The spell has no effect on golems, *simulacrums*, *clones*, or other constructs which are imbued with magic during their creation process and are thereafter self-supporting. Most undead creatures are likewise unaffected. Some of these creatures' special abilities may be temporarily nullified, however (see

below). Any creature, including a golem or other construct, that is conjured, summoned or from another plane of existence is hedged out of an *antimagic shell*.

An *antimagic shell* suppresses any spell or spell effect brought into or cast into the area of effect. A hasted character, for example, is not hasted while he remains in the area of effect. Permanent spells are not removed, but cannot be used to produce magical effects within the area of effect. For example, a character who has been resurrected is not harmed by an *antimagic shell*, but a character with a permanent tongues spell loses the ability to converse in an unknown language while within the area of effect.

An *antimagic shell* suppresses special attacks and innate abilities that function over a distance, including breath weapons, gaze attacks, sonic attacks, and psionics, but not touch-delivered special attacks such as energy draining or the corrosive effects of green slime. A lich, for example, cannot employ spells within an *antimagic shell* and its ability to cause fear is suppressed, but its paralyzing touch is still effective. Note that holy water is not magical and is fully effective within an *antimagic shell*.

An *antimagic shell* suppresses most potions and their effects; see the note at potions for details.

Arrow of Bone

(Necromancy, Artifice)

(Source: Players Option: Spells & Magic)

Range: 0

Components: V, S, M (a powdered sliver of bone mixed with black dragon blood)

Duration: Special

Casting Time: 6

Area of Effect: 1 missile

Saving Throw: Special

[Subtlety: +4; Knockdown: Varies; Sensory: Small visual/tactile impact; Critical: Medium (1 hit)]]

By drawing runes of dire power upon a simple arrow, bolt, dart, or javelin, the caster changes the weapon into a sinister missile of cold, enchanted bone. The wizard may then throw or fire the weapon in the normal fashion, or he can choose to give it to a companion to use. If the wizard employs the arrow of bone himself, he strikes with the THAC0 of a warrior of half his own level and a +3 bonus to his attack roll; if he gives it to someone

else, the *bone arrow* merely confers a +1 bonus to hit. A creature struck by the weapon must make a saving throw vs. death magic or die; even if successful, the victim sustains normal damage for the missile, plus an additional number of points equal to the weapon's maximum damage (for example, 1d6+6 for an arrow or javelin, or 1d3+3 for a dart). Unlike the *death spell* or *finger of death*, the victim can be raised or resurrected in any expedient manner.

The *arrow of bone* does not destroy undead or nonliving creatures outright. Instead, the arrow inflicts normal damage plus four times the missile's normal maximum (1d6+24 for an arrow, 1d3+12 for a dart, and so on), or half that if the subject creature succeeds in its saving throw.

The material component is a powdered sliver of bone mixed with black dragon blood. The resulting mixture is used to paint runes on the weapon. If the splinter of bone can be taken from the remains of a close blood relative of the subject (a sibling, parent, or grandparent), the victim receives a -4 penalty on his or her saving throw if struck by the *arrow of bone*.

Augmentation II (Evocation)

(Source: Tome of Magic)

Range: 0

Components: V, S, M (a pair of concentric circles of gold or platinum)

Duration: 3 turns

Casting Time: 6

Area of Effect: Special

Saving Throw: None

This spell functions exactly like the 3rd-level *augmentation I* spell except that five spells of levels 1-3 may be affected. For each die of damage caused by augmented spells, one hit point is added to the damage total.

Augmentation II affects the first five spells which cause direct damage that are cast within the duration of the *augmentation II* spell. Only spells that cause direct physical damage are affected by this spell.

The material component is a pair of concentric circles of gold or platinum.

Bigby's Forceful Hand (Evocation)

(Source: Players Handbook)

Range: 10 yds./level

Components: V, S, M (a glove)

Duration: 1 rd./level

Casting Time: 6

AD&D 2nd Edition

Area of Effect: Special

Saving Throw: None

Bigby's forceful hand is a more powerful version of Bigby's interposing hand. It creates a man-sized (5 feet) to gargantuan-sized (21 feet) hand that places itself between the spellcaster and a chosen opponent. This disembodied hand then moves to remain between the two, regardless of what the spellcaster does or how the opponent tries to get around it.

However, the forceful hand also pushes on the opponent. This force can push away a creature weighing 500 pounds or less, slow movement to 10 feet per round if the creature weighs between 500 and 2,000 pounds, or slow movement by 50% if the creature weighs more than 2,000 pounds.

A creature pushed away is pushed to the range limit, or until pressed against an unyielding surface. The hand itself inflicts no damage. The forceful hand has an Armor Class of 0, has as many hit points as its caster in full health, and vanishes when destroyed. The caster can cause it to retreat (to release a trapped opponent, for example) or dismiss it on command.

The material component is a glove.

Blackmantle (Necromancy, Enchantment)

(Source: The Complete Wizard's Handbook)

Range: 60 yards

Components: V, S, M (a small mummified animal)

Duration: 1 turn/level

Casting Time: 1 round

Area of Effect: 15-foot radius

Saving Throw: Neg

Blackmantle creates a shimmering aura around all creatures within the affected area that negates all healing and regeneration, both natural and magical. For instance, a *potion of healing* has no effect on a creature under the influence of *blackmantle*, a troll cannot regenerate lost hit points, and *cure light wounds* is useless.

Blackmantle is negated for any target creatures who make successful saving throws.

Otherwise, it persists for 1 turn per level of the caster. If the creatures are still alive at the end of the spell's duration, any active curative forces will operate normally; for instance, a *ring of regeneration* will resume its function. However, consuming a *potion of healing* or applying a *staff of curing* while *blackmantle* is in effect will have no affect when *blackmantle* wears off, since these types of magic work instantly. In such cases, the dose of *potion of healing* and the charge from a *staff of curing* are not only wasted, but the aura generated by *blackmantle* actually negates the

potion of healing or the *staff of curing*, rendering it useless. If a *potion of healing* or *staff of healing* is applied after the spell wears off, the healing magic works normally.

The material component for this spell is a small mummified animal, such as a mouse or a toad

Bloodstone's Spectral Steed (Necromancy)

(Source: Tome of Magic)

Range: 10 yards

Components: V, S, M (a hollow bone from a vulture's wing, carved into a whistle)

Duration: 1 hour/level

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

This spell allows a wizard to create a quasi-real, vulturelike creature. The flying steed can carry the caster and one other person per three levels of the wizard's experience (four at 12th level, five at 15th, etc.). All passengers must be specifically named during the casting.

The spectral steed looks like a huge, skeletal vulture with tattered wings. As it flies, it utters hideous screeches that echo through the sky. The spectral steed flies at a movement rate of 4 per level of the caster, to a maximum movement rate of 48. It appears with a bit and bridle, plus one saddle per passenger.

All normal animals shun the spectral steed and only monsters will attack it. The mount has AC 2 and 10 hit points plus 1 hit point per level of the caster. If it loses all of its hit points, the spectral steed disappears. It has no attack mode.

The material component is a hollow bone from a vulture's wing, which must be carved into a whistle and blown when the spell is cast.

Chain Lightning (Evocation)

(Source: Players Handbook)

Range: 40 yds. + 5 yds./level

Components: V, S, M (a bit of fur, a piece of amber, glass, or crystal rod, and one silver pin)

Duration: Instantaneous

Casting Time: 5

Area of Effect: Special

Saving Throw: ½

This spell creates an electrical discharge that begins as a single stroke of lightning, 2½ feet wide, commencing from the fingertips of the caster. Unlike a lightning bolt spell, chain lightning strikes one object or creature initially, then arcs to a series

of other objects or creatures within range, losing energy with each jump.

The bolt initially inflicts 1d6 points of damage per level of the caster, to a maximum of 12d6 (half damage if the object or creature rolls a successful saving throw vs. spell).

After the first strike, the lightning arcs to the next nearest object or creature. Each jump reduces the strength of the lightning by 1d6. Each creature or magical object hit receives a saving throw vs. spell. Success on this save indicates the creature suffers only half damage from the bolt.

The chain can strike as many times (including the first object or creature) as the spellcaster has levels, although each creature or object can be struck only once. Thus, a bolt cast by a 12th-level wizard can strike up to 12 times, causing less damage with each strike. The bolt continues to arc until it has struck the appropriate number of objects or creatures, until it strikes an object that grounds it (interconnecting iron bars of a large cell or cage, a large pool of liquid, etc.), or until there are no more objects or creatures to strike.

Direction is not a consideration when plotting chain lightning arcs. Distance is a factor- -an arc cannot exceed the spell's range. If the only possible arc is greater than the spell's range, the stroke fades into nothingness. Creatures immune to electrical attack can be struck, even though no damage is taken. Note that it is possible for the chain to arc back to the caster!

The material components are a bit of fur, a piece of amber, glass, or crystal rod, and one silver pin for each experience level of the caster.

(please also read the following paragraph from the Wizard's Handbook)

Under water casting (The Complete Wizard's Handbook, Addition & Comments)

Underwater, this acts as a *lightning bolt* of twice the normal size (either a forked bolt up to 20 feet wide and 80 feet long, or a single bolt 10 feet wide and 160 feet long. However, it strikes only a single object and inflicts only 1d6 hp of damage for every level of the caster (save vs. spells for half damage). It will not arc to other targets.

Claws of the Umber Hulk (Alteration)

(Source: Tome of Magic)

Range: Touch

Components: V, S, M (an umber hulk's claw)

Duration: 1 turn/level

Casting Time: 1 round

Area of Effect: One creature

Saving Throw: None

When this spell is cast, the subject's hands widen and his fingernails thicken and grow, becoming equivalent in size and power to the iron-like claws of an umber hulk.

The transformation takes one full round and is excruciatingly painful, requiring a system shock roll. A failed roll causes the subject to suffer 3d4 points of damage.

The subject can burrow as an umber hulk, cutting through 10 feet of solid stone or 60 feet of soil per turn. The only limitation to this is the subject's stamina; at the end of each turn of burrowing, the subject must succeed a Constitution check or be forced to rest for one turn.

Burrowing through soil does not necessarily create a passable tunnel. If the subject wishes to make a passage in which others can travel or that he can exit when the spell ends, he must dig at a rate of 30 feet per turn. Cutting a tunnel through solid rock does not require extra care or time.

The recipient of this spell can make two claw attacks per round, each inflicting 2d6 points of damage plus any Strength bonuses. Each attack is made with a -2 penalty to hit.

This penalty applies until the subject has made two successful consecutive attacks (not necessarily in the same round), at which time he is accustomed to using the claws. The penalty is dropped for the remainder of the spell.

The material component is an umber hulk's claw.

Conjure Animals (Conjuration/Summoning)

(Source: Players Handbook)

Range: Special

Components: V, S

Duration: 1 rd./level

Casting Time: 6

Area of Effect: 30 yds. radius

Saving Throw: None

The conjure animals spell enables the wizard to magically create one or more mammals to attack his opponents. The total Hit Dice of the mammals cannot exceed twice his level, if determined randomly, or his level if a specific animal type is requested (see the Dungeon Master Guide). Thus, a wizard of 12th level could randomly conjure two mammals with 12 Hit Dice, four with 6 Hit Dice each, six with 4 Hit Dice each, eight with 3 Hit Dice each, twelve with 2 Hit Dice each, or 24 with 1 Hit Die each. Count every +1 hit point bonus of a creature as ¼ of a Hit Die; thus, a creature with 4+3 Hit Dice equals a 4 ¾ Hit Dice creature. The conjured animal(s) remain for one round for each level of the conjuring wizard, or until slain. They follow the caster's verbal commands. Conjured animals unflinchingly attack the wizard's opponents, but they resist being used for any other purpose.

Conjured Animals

HD	Roll	Animal	Value
1	01-10	Baboon	1¼
	11-25	Dog, wild	1¼
	26-35	Hawk, large	1
	36-40	Hawk, blood	1¼
	41-50	Jackal	½
	51-55	Mammal, small	varies
	56-60	Minimal	varies
	61-65	Otter	¾
	66-70	Otter, sea	1¼
	71-80	Owl, common	1
2	81-90	Rat, giant	½
	91-00	Skunk	¼
	01-70	Animal, herd	2
	71-80	Badger	1½
	81-00	Horse, wild	2
	01-05	Badger, giant	3
	06-10	Boar, warthog	3
	11-15	Cattle, wild	2½
	16-20	Cheetah	3
	21-30	Dog, war	2½
3	31-35	Hyena, wild	3
	36-45	Lion, mountain	3¼
	46-50	Lynx, giant	2½
	51-60	Mule	3
	61-70	Camel	3
	71-80	Stag	3
	81-90	Wolf	2½
	91-00	Wolverine	3
	01-10	Bear, black	3¾
	11-25	Boar, wild	3¾
4	26-40	Eagle, giant	4
	41-50	Jaguar	4¼
	51-60	Leopard	3½
	61-75	Owl, giant	4
	76-90	Weasel, giant	3¾
	91-00	Wolf, dire	3¾
	01-15	Ape, carnivorous	5
	16-25	Buffalo	5
	26-40	Hyena, giant	5
	41-55	Otter, giant	5
5	56-70	Skunk, giant	5
	71-85	Stag, giant	5
	86-00	Wolverine, giant	5
	01-25	Bear, brown	6¼
	26-50	Lion	5½
	51-75	Porcupine, giant	6
	76-00	Tiger	6¼
	01-50	Boar, giant	7
	51-00	Lion, spotted	6½
	01-50	Bear, cave	7½

	51-00	Tiger, sabre-tooth	7½
9	--	Oliphant	8½
10	--	Bear, polar	10
11	--	Elephant (African)	11
12	--	Mastodon	12
13	--	Mammoth	13
14+	--	Whale	(to 36)

Stag: This is a large male deer that can butt for 2-8 or strike with its hooves for 1-3/1-3.

Giant stag: A very large stag, 7' at the shoulder and weighing about 1,500 pounds. It can butt for 4-16 (4d4) or strike with its hooves for 1-4/1-4.

(please also read the following paragraph from the Wizard's Handbook)

Under water casting (The Complete Wizard's Handbook, Addition & Comments)

Only creatures that can breathe and function underwater can be conjured.

Contingency

(Evocation)

(Source: Players Handbook)

Range: 0

Components: V, S, M (100 gp worth of quicksilver and an eyelash of an ogre mage, ki-rin, or similar spell-using creature)

Duration: 1 day/level

Casting Time: 1 turn

Area of Effect: The caster

Saving Throw: None

By means of this spell, the wizard is able to place another spell upon his person so that the latter spell will come into effect under the conditions dictated during the casting of the contingency spell. The contingency spell and the spell it is to bring into effect are cast at the same time (the one-turn casting time indicated is the total for both castings).

The spell to be brought into effect by the prescribed contingency must be one that affects the wizard's person (feather fall, levitation, fly, feign death, etc.) and be of a spell level no higher than 1/3 of the caster's experience level (rounded down), but not higher than the 6th spell level.

Caster Level Contingency Spell Level

12-14	4th
15-17	5th
18+	6th

Only one contingency spell can be placed on the spellcaster at any one time; if a second is cast, the first one (if still active) is cancelled. The conditions needed to bring the spell into effect must be clear,

although they can be rather general. For example, a contingency spell cast with an airy water spell might prescribe that any time the wizard is plunged into or otherwise engulfed in water or similar liquid, the airy water spell will instantly come into effect. Or a contingency could bring a feather fall spell into effect any time the wizard falls more than 2 feet. In all cases, the contingency immediately brings into effect the second spell, the latter being "cast" instantaneously when the prescribed circumstances occur. Note that if complicated or convoluted conditions are prescribed, the whole spell complex (the contingency spell and the companion magic) may fail when called upon.

The material components of this spell are (in addition to those of the companion spell) 100 gp worth of quicksilver and an eyelash of an ogre mage, ki-rin, or similar spell-using creature. In addition, the spell requires a statuette of the wizard carved from elephant ivory (which is not destroyed, though it is subject to wear and tear), which must be carried on the person of the spellcaster for the contingency spell to perform its function when called upon.

Control Weather

(Alteration)

(Source: Players Handbook)

Range: 0

Components: V, S, M (burning incense and bits of earth and wood mixed in water)

Duration: 4d6 hrs.

Casting Time: 1 turn

Area of Effect: 4d4 sq. mi.

Saving Throw: None

The control weather spell enables a wizard to change the weather in the local area. The spell affects the weather for 4d6 hours in an area of 4d4 square miles. It requires one turn to cast the spell, and an additional 1d4 turns for the weather conditions to occur. The current weather conditions are decided by the DM, depending on the climate and season.

Weather conditions have three components: precipitation, temperature, and wind. The spell can change these conditions according to the following chart.

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

The material components for this spell are burning incense and bits of earth and wood mixed in water. Obviously, this spell functions only in areas where there are appropriate climatic conditions.

Precipitation	Temperature	Wind
CLEAR WEATHER	HOT	CALM
Very clear	Sweltering heat	Dead calm
Light clouds or hazy	Warm	Light wind
PARTLY CLOUDY	WARM	Moderate wind
Clear weather	Hot	MODERATE WIND
Cloudy	Cool	Calm
Mist/light rain/small hail	COOL	Strong wind
Sleet/light snow	Warm	STRONG WIND
CLOUDY	Cold	Moderate wind
Partly cloudy	COLD	Gale
Deep clouds	Cool	GALE
Fog	Arctic cold	Strong wind
Heavy rain/large hail		Storm
Driving sleet/heavy snow		STORM
		Gale
		Hurricane-typhoon

(please also read the following paragraph from the Wizard's Handbook)

Under water casting (The Complete Wizard's Handbook, Addition & Comments)

According to the Complete Wizard's Handbook, "Control Weather" can't be casted under water and will **not** function, even within the boundaries of an "Aerie water spell" (s. Wiz5).

Curse of Lycanthropy (Necromancy, Alteration)

(Source: Monster Manual I)

Range: Touch

Components: V, S, M (blood of a normal animal)

Casting Time: 6

Duration: Special

Area of Effect: Creature touched

Saving Throw: Negates

This spell causes a temporary case of lycanthropy in the victim touched by the caster. A normal attack roll is required for the wizard to touch the victim, who must then roll a saving throw vs. spell. Failure indicates that the victim is affected by lycanthropy. Every month, the victim's condition manifests with the full moon; after each attack, the victim can make another saving throw vs. spell to see if the spell's effects wear off.

Almost any type of standard lycanthropy can be induced with this spell. By using the blood of a normal animal as a spell component, the wizard can cause the victim to assume that were- form.

Lycanthropy manifests the night of the full moon, as well as the night immediately before, and the night immediately after, the full moon. During those nights, the character gains no benefits from sleep or normal healing, and loses all memory of

events which happen while in animal form. In all respects, the character gains the abilities, immunities, defenses, and bloodlust of an infected lycanthrope; it cannot transmit lycanthropy. When the three-night attack is over, the victim can make another saving throw, with a -3 penalty, to throw off the spell's effects.

A *remove curse* allows the character to roll a saving throw vs. polymorph; success means the curse is broken. A *wish* also dispels the curse. No other spells can remove the curse.

Dead Man's Eyes (Necromancy)

(Source: The Complete Wizard's Handbook)

Range: Special

Components: S, M (two eyeball-sized glass marbles of the same color as the caster's eyes)

Duration: 1 round/level

Casting Time: 1 round

Area of Effect: Special

Saving Throw: Special

Dead Man's Eyes causes the whites of the caster's eyes to turn black and his pupils to reshape themselves into small white skulls. The caster can affect one victim per round, providing the victim is within 3 feet of the caster and meets his gaze. Victims are affected as follows:

?? ☐ Victims with 2 Hit Dice or fewer (or victims of level 2 or lower) instantly die. No saving throw is allowed.

?? ☐ Victims with 2+ to 5 Hit Dice (or victims of level 3-5) instantly die unless they save vs. death magic at a -2 penalty. Those who succeed in their saving throws suffer 2-12 (2d6) hit points.

?? ☐ Victims with 5+ Hit Dice or more (or victims of level 6 or greater) suffer 2-12 (2d6) hit points of damage unless they save vs. death magic.

If the caster's gaze is reflected back on him (by a mirror, calm water, etc.), he must make a saving throw vs. spells or suffer the same effects as a 5+ Hit Dice victim. At the end of the spell's duration, there is a 5 percent chance that the caster will become blind for the next 5-10 (1d6 + 4 hours).

The material components for this spell are two eyeball-sized glass marbles. The marbles must be the same color as the caster's eyes

Death Fog (Alteration, Evocation)

(Source: Players Handbook)

Range: 30 yds.

Components: V, S, M (a pinch of dried and powdered peas, powdered animal hoof, and strong acid)

Duration: 1d4 rds. + 1/level

Casting Time: 6

Area of Effect: Two 10-ft. cubes/level

Saving Throw: None

The casting of a death fog spell creates an area of solid fog that has the additional property of being highly acidic. The vapors are deadly to living things, so that vegetation exposed to them will die--grass and similar small plants in two rounds, bushes and shrubs in four, small trees in eight, and large trees in 16 rounds. Animal life not immune to acid suffers damage according to the length of time it is exposed to the vapors of a death fog, as follows:

1st round: 1 point
2nd round: 2 points
3rd round: 4 points
4th and each succeeding round: 8 points

The death fog otherwise resembles the 2nd-level fog cloud spell: rolling, billowing vapors that can be moved only by a very strong wind. Any creature attempting to move through the death fog progresses at a rate of 1 foot per unit of normal movement rate per round. A gust of wind spell cannot affect it, but a fireball, flame strike, or wall of fire can burn it away in a single round.

The material components are a pinch of dried and powdered peas, powdered animal hoof, and strong acid of any sort (including highly distilled vinegar or acid crystals), which must be obtained from an alchemist.

(please also read the following paragraph from the Wizard's Handbook)

Under water casting
(The Complete Wizard's Handbook, Addition & Comments)

According to the Complete Wizard's Handbook, "*Death Fog*" can't be casted under water and will not function. But it will function within the boundaries of an "*Aerie water spell*" (s. Wiz5).

Death Spell

(Necromancy)

(Source: Players Handbook)

Range: 10 yds./level

Components: V, S, M (a crushed black pearl with a minimum value of 1,000 gp)

Duration: Instantaneous

Casting Time: 6

Area of Effect: 30-ft. cube/level

Saving Throw: None

When a death spell is cast, it snuffs out the life forces of creatures in the area of effect instantly and irrevocably. Such creatures cannot be raised or resurrected, but an individual slain in this manner might be brought back via a wish. The number of creatures that can be slain is a function of their Hit Dice.

Maximum Creatures' Hit Dice	# of Creatures Affected
Under 2	4d20
2 to 4	2d20
4+1 to 6+3	2d4
6+4 to 8+3	1d4

If creatures of differing Hit Dice are attacked with a death spell, roll the dice (4d20) to determine how many creatures of under 2 Hit Dice are affected. If the number rolled is greater than the actual number of sub-2 Hit Dice creatures, apply the remainder of the roll to the higher Hit Dice creatures by consulting the following table.

Creatures' Hit Dice	Conversion Factor (CF)
Under 2	1
2 to 4	2
4+1 to 6+3	10
6+4 to 8+3	20

In other words, from the 4d20 roll subtract the number of creatures of less than 2 Hit Dice (these creatures die). If there are any remaining points from the 4d20 roll, subtract 2 for each creature of 2 to 4 Hit Dice (these creatures also die). If this still doesn't use up all the 4d20 roll, subtract 10 for each creature of 4+1 to 6+3 Hit Dice, and so on. Stop when all the creatures are dead, all the 4d20 roll is used up, or the remainder is less than half the CF of any remaining creatures. (If the remainder is one-half or more of the CF of a creature, that creature dies.)

For example, a mixed group of 20 goblins, eight gnolls, and four ogres, led by a hill giant, are caught in the area of a death spell. The 4d20 roll gives a total of 53 points; 20 of this eliminates the goblins (20 x 1 CF), 16 kills the gnolls (8 x 2 CF), and the remaining 17 kills two ogres (10 points to kill one ogre, and the remaining 7 points are enough to kill one more ogre). The other two ogres and the hill giant are unharmed.

A death spell does not affect lycanthropes, undead creatures, or creatures from planes other than the Prime Material.

The material component of this spell is a crushed black pearl with a minimum value of 1,000 gp.

Demishadow Magic

(Illusion/Phantasm)

(Source: Players Handbook)

Range: 60 yds. + 10 yds./level
Components: V, S
Duration: Special
Casting Time: 6
Area of Effect: Special
Saving Throw: Special

This spell is similar to the 5th-level shadow magic spell, but this spell enables the casting of partially real 4th- and 5th level evocations (cone of cold, wall of fire, wall of ice, cloudkill, etc.). If recognized as demishadow magic (if a saving throw vs. spell is successful), damaging spells inflict only 40% of normal damage, with a minimum of 2 points per die of damage. A demishadow magic cloudkill slays creatures with fewer than 2 Hit Dice and inflicts 1d2 points of damage per round.

Dilation II (Alteration)

(Source: Tome of Magic)

Range: 0
Component: V
Duration: Special
Casting Time: 5
Area of Effect: Special
Saving Throw: None

This spell functions exactly like the 4th-level *dilation I* spell, except that the area of effect of a 1st-, 2nd-, or 3rd- level spell is extended by 50%. Alternatively, the wizard may extend the area of effect of one 4th- or 5th-level spell by 25%.

Dimensional Blade (Invocation/Evocation, Dimension, Artifice)

(Source: Players Option: Spells & Magic)

Range: 0
Components: V, S
Duration: 1 rd./level
Casting Time: 3
Area of Effect: 1 object
Saving Throw: None

[Subtlety: +2; Knockdown: None; Sensory: Small visual;
Critical: Moderate (1 hit) slashing]

This spell makes a single weapon incredibly sharp by reducing one of its physical dimensions to an infinitesimal measurement. The *dimensional blade* can slash through matter with as much effort as it takes to wave a stick through the air. Even stone and iron can be carved to pieces with ease. The spell can be cast on almost any hand-held slashing (type S) weapon, as well as a

few thrown weapons of this type, such as the chakram, shuriken, or a hand axe.

Against creatures, the *dimensional blade* ignores any portion of Armor Class derived from armor itself; only magical and Dexterity adjustments affect the opponent's AC. For example, a warrior in *chain mail* +2 with a Dexterity of 17 is normally AC 0, but against the dimensional blade he only applies the 3-point adjustment for Dexterity and the 2-point magical adjustment, for a total AC of 5. Creatures wearing purely magical armor (such as *bracers of defense*) may keep the full magical adjustment. Monsters with thick or toughened hides, such as dragons, may lose part of the Armor Class at the DM's discretion. The weapon gains a +2 bonus to attack and damage rolls in any event, but the wielder ignores any Strength-based combat adjustments—muscle power doesn't help the blade at all.

The *dimensional blade* is also quite effective against inanimate objects. Any object with a diameter or thickness smaller than the blade's length must make a saving throw vs. disintegration when struck, or be cleanly severed in twain. Larger objects can be sawed through or sliced away at the rate of about 5 cubic feet per round. It's dangerous to attempt to disarm a *dimensional blade*; the weapon used must make an item saving throw vs. disintegration or be destroyed.

Finally, the blade is also effective against phased or ethereal creatures since part of its existence is forced into the Ethereal Plane. If the wielder has some way to detect creatures concealed in this way, the blade can strike and affect them normally, but without the power to negate Armor Class or other combat bonuses.

The wizard must touch the weapon to be affected by the spell, but afterward anyone may wield it. The material component for this spell is a razor-thin shard of glass.

Disintegrate (Alteration)

(Source: Players Handbook)

Range: 5 yds./level
Components: V, S, M (a lodestone and a pinch of dust)
Duration: Instantaneous
Casting Time: 6
Area of Effect: 1 creature or 10 x 10 x 10 ft. cube
Saving Throw: Neg.

This spell causes matter to vanish. It affects even matter (or energy) of a magical nature, such as Bigby's forceful hand, but not a globe of invulnerability or an antimagic shell. Disintegration is instantaneous, and its effects are permanent. Any single creature can be affected, even undead. Nonliving matter, up to a 10-foot x 10-foot x 10-

foot cube, can be obliterated by the spell. The spell creates a thin, green ray that causes physical material touched to glow and vanish, leaving traces of fine dust. Creatures that successfully save vs. spell have avoided the ray (material items have resisted the magic) and are not affected. Only the first creature or object struck can be affected. The material components are a lodestone and a pinch of dust.

Dragon Scales

(Abjuration)

(Source: The Complete Wizard's Handbook)

Range: Touch

Components: V, S, M (a scale from any dragon)

Duration: 1 turn/level

Casting Time: 1 round

Area of Effect: One creature

Saving Throw: None

This spell causes the body of the caster (or any single person or creature touched by the caster) to become completely covered with dragon scales, effectively raising the subject's Armor Class by 2 for the duration of the spell; this modification is in addition to the subject's normal AC (for instance, if the subject's AC is 6, *dragon scales* raises it to 4). The color of the *dragon scales* is the same as that of the scale used as the spell's material component; however, the color has no bearing on the effect of the spell. *Dragon scales* also temporarily reduces the subject's Charisma by 2 points. The material component of a spell is a scale from any dragon.

Enchant an Item

(Enchantment, Invocation)

(Source: Players Handbook)

Range: Touch

Components: V, S, M (special, depending on item created)

Duration: Special

Casting Time: Special

Area of Effect: 1 item

Saving Throw: Neg.

This is a spell that must be used by a wizard planning to create a magical item. The enchant an item spell prepares the object to accept the magic. The item must meet the following tests: 1) it must be in sound and undamaged condition; 2) the item must be the finest possible, considering its nature, i.e., crafted of the highest quality material and with the finest workmanship; and 3) its cost or value must reflect the second test, and in most cases the item must have a raw-materials cost in excess of 100 gp. With respect to requirement 3, it is not

possible to apply this test to items such as ropes, leather goods, cloth, and pottery not normally embroidered, bejeweled, tooled, carved, or engraved. If such work or materials can be added to an item without weakening or harming its normal functions, however, these are required for the item to be enchanted.

The wizard must have access to a workshop or laboratory, properly equipped and from which contaminating magic can be screened. Any magical item not related to the fabrication process (such as most protective devices) and within 30 feet of the materials is a source of contaminating magic and will spoil the process.

The item to be prepared must be touched by the spellcaster. This touching must be constant and continual during the casting time, which is a base 16 hours plus an additional 8d8 hours (as the wizard may never work more than eight hours per day, and haste or any other spells will not alter the time required in any way, this effectively means that casting time for this spell is two days + 1d8 days). All work must be uninterrupted, and during rest periods the item being enchanted must never be more than 1 foot distant from the spellcaster; if it is, the whole spell is spoiled and must be begun again. (Note that during rest periods absolutely no other form of magic can be performed, and the wizard must remain quiet and in isolation or the enchantment is ruined.) At the end of the spell, the caster will know that the item is ready for the final test. He will then pronounce the final magical syllable, and if the item makes a saving throw (which is exactly the same as that of the wizard) vs. spell, the spell is completed. The spellcaster's saving throw bonuses also apply to the item, up to +3. A result of 1 on the 1d20 roll always results in failure, regardless of modifications. Once the spell is finished, the wizard can begin to place the desired spell upon the item. The spell he plans to place must be cast within 24 hours or the preparatory spell fades, and the item must be enchanted again.

Each spell subsequently cast upon an object bearing an enchant an item spell requires 2d4 hours per spell level of the magic being cast. Again, during casting the item must be touched by the wizard, and during the rest periods it must always be within 1 foot of his person. This procedure holds true for any additional spells placed upon the item, and each successive spell must be begun within 24 hours of the last, even if the prior spell failed.

No magic placed on an item is permanent unless a permanency spell is used as a finishing touch. This always runs a 5% risk of draining 1 point of Constitution from the wizard casting the spell. Also, while it is possible to tell when the basic spell (enchant an item) succeeds, it is not possible to tell if successive castings actually work, for each must make the same sort of saving throw as the item itself made. Naturally, an item that is charged--a

rod, staff, wand, javelin of lightning, ring of wishes, etc.--can never be made permanent. Magical devices cannot be used to enchant an item or cast magic upon an object so prepared, but scrolls can be used for this purpose.

The materials needed for this spell vary according to both the nature of the item being enchanted and the magic to be cast upon it. For example, a cloak of displacement might require the hides of one or more displacer beasts, a sword meant to slay dragons could require the blood and some other part of the type(s) of dragon(s) it will be effective against, and a ring of shooting stars might require pieces of meteorites and the horn of kirin.

These specifics, as well as other information pertaining to this spell, are decided by the DM and must be discovered or researched in play.

Ensnarement

(Conjuration/Summoning)

(Source: Players Handbook)

Range: 10 yds.

Components: V, S, M (special, s.b.)

Duration: Special

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: Neg.

Casting this spell attempts a dangerous act: to lure a powerful creature from another plane to a specifically prepared trap, where it will be held until it agrees to perform one service in return for freedom from the ensnarement spell. The type of creature to be ensnared must be known and stated, and if it has a specific, proper, or given name, this must be used in casting the ensnarement spell.

The spell causes an awareness of a gatelike opening on the plane of the creature to be ensnared. A special saving throw is then made to determine if the creature detects the nature of the planar opening as a trap or believes it to be a gate. To save, the creature must roll equal to or less than its Intelligence score on 1d20. The score is modified by the difference between the creature's Intelligence and that of the spellcaster. If the creature has a higher score, the difference is subtracted from its dice roll to save. If the spellcaster has a higher score, the difference is added to the dice roll.

If the saving throw succeeds, the creature ignores the spell-created opening, and the spell fails. If the saving throw fails, the creature steps into the opening and is ensnared.

When so trapped, the otherplanar creature can freely attack the ensnaring wizard, unless the caster has created a warding circle. Such circles may be temporary (drawn by hand) or permanent (inlaid or carved). Even with such protection, the entrapped

creature may break free and wreak its vengeance upon the spellcaster.

A hand-drawn circle has a base failure chance of 20%, while one inlaid or carved has a base of 10% (and that is for the first time it is used, to determine whether or not the job was done properly). The base chance is modified by the difference between the wizard's combined Intelligence and experience level and the Intelligence and the experience level or Hit Dice of the creature ensnared. If the spellcaster has a higher total, that difference in percentage points is subtracted from the chance for the creature to break free. If the creature has a higher total, that difference is added to its chance to break free.

The chance can be further reduced by careful preparation of the circle. If the handmade circle is drawn over a longer period of time, using specially prepared pigments (1,000 gp value per turn spent drawing), the chance of breaking free is reduced by 1% for every turn spent in preparation. This can bring the base chance to 0%.

Similarly, an inlaid or carved design can be brought to a 0% chance of the creature breaking free by inlaying with various metals, minerals, etc. This cost will require a minimum of one full month of time and add not less than 50,000 gp to the basic cost of having the circle inlaid or carved into stone. Any break in the circle spoils the efficacy of the spell and enables the creature to break free automatically. Even a straw dropped across the line of a magic circle destroys its power. Fortunately, the creature within cannot so much as place a straw upon any portion of the inscribed ward, for the magic of the barrier absolutely prevents it.

Once safely ensnared, the creature can be kept for as long as the spellcaster dares. (Remember the danger of something breaking the ward!) The creature cannot leave the circle, nor can any of its attacks or powers penetrate the barrier. The caster can offer bribes, use promises, or make threats in order to exact one service from the captive creature. The DM will then assign a value to what the wizard has said to the ensnared creature, rating it from 0 to 6 (with 6 being the most persuasive). This rating is then subtracted from the Intelligence score of the creature. If the creature rolls a successful Intelligence check against its adjusted Intelligence, it refuses service. New offers, bribes, etc., can be made, or the old ones re-offered 24 hours later, when the creature's Intelligence has dropped by 1 point due to confinement. This can be repeated until the creature promises to serve, until it breaks free, or until the caster decides to get rid of it by means of some riddance spell. Impossible demands or unreasonable commands are never agreed to.

Once the single service is completed, the creature need only so inform the spellcaster to be instantly sent from whence it came. The creature might later seek revenge.

Etherealness

(Dimension)

(Source: Players Option: Spells & Magic)

Range: Touch

Components: V, S

Duration: 1 hr./level

Casting Time: 1

Area of Effect: Creature(s) touched

Saving Throw: Neg.

[Subtlety: +2; Knockdown: None; Sensory: None
Critical: None]

By means of this spell, the wizard and up to six other creatures joined by linked hands become *ethereal* (along with their equipment). While ethereal, the group need not stay together. The group's presence can be detected only by *detect phase*, *true seeing*, or similar spells and effects. No physical, or magical attack can affect him, unless his assailant is ethereal as well (although some monsters, such as the basilisk, have gaze weapons whose power extends into the Ethereal Plane). The spell recipients are actually in the Border Ethereal and can still perceive their physical surroundings, but the world appears gray, misty, and indistinct to them. Note that as ethereal creatures can perceive the physical world here, a character could scout out his surroundings or make good an escape from the safety of the Border Ethereal.

The wizard and his companions may remain in the Border Ethereal for up to one hour per level; when the spell expires, they return to normal existence, although the wizard can choose to end the spell before its full duration. The wizard also has the option of moving himself or the group from the Border Ethereal into the Deep Ethereal, in which case they remain ethereal when the spell ends. He will have to use this spell again or find another way back in order to return to his home plane.

The wizard can attempt to use *etherealness* to banish an unwilling subject. He must make a successful attack roll in order to touch him, and the subject receives a saving throw vs. spell to negate the effect. An unwilling subject automatically remains in the Border Ethereal for an amount of time specified by the wizard at the time of the casting, but no more than one hour per caster level. When used like this, *etherealness* does not affect the caster, only the subject.

Extension III

(Alteration)

(Source: Players Handbook)

Range: 0

AD&D 2nd Edition

Components: V

Duration: Special

Casting Time: 6

Area of Effect: Special

Saving Throw: None

This spell is the same as the 4th-level extension I spell, except that it will extend 1st through 3rd-level spells to double duration and will extend the duration of 4th- or 5th level spells by 50%.

Eyebite

(Enchantment/Charm, Illusion/Phantasm)

(Source: Players Handbook)

Range: 20 yds.

Components: V, S

Duration: 1 round/3 levels

Casting Time: 6

Area of Effect: 1 creature

Saving Throw: Special

An eyebite spell enables the caster to merely meet the gaze of a creature and speak a single word to cause an effect. This gaze attack is in addition to any other attacks allowed to the wizard. The wizard selects one of four possible gaze attacks at the time the spell is cast, and this attack cannot be changed. For example, a 12th-level caster who chose fear would have four opportunities to make gaze attacks causing fear, one for each round of the spell's duration. Any gaze attack is negated by a successful saving throw vs. spell, with Wisdom adjustments. The four effects of the spell are as follows:

Charm: The wizard can charm a single person or monster by gaze and by uttering a single word. The effect is to make the charmed subject absolutely loyal and docile to the caster, even to the point of personal danger. It is otherwise the same as a charm monster spell. All creatures other than humans, demihumans, and humanoids save with +2 bonuses.

Fear: The wizard can cause fear by gaze and by speaking a single word. The subject flees in blind terror for 1d4 rounds. After this, the creature refuses to face the caster and cowers or bolts for the nearest cover if subsequently confronted by the caster (50% chance of either). The latter effect lasts one turn per caster level. This attack can be negated by spells that counter fear.

Sicken: This power enables the caster to merely gaze, speak, a word, and cause sudden pain and fever to sweep over the subject's body. Creatures with ability scores function at half effectiveness; others inflict only one-half damage with physical attacks. Movement is at one-half normal rate. The subject remains stricken for one turn per level of the caster, after which all abilities return at the rate of

one point per turn of complete rest or one point per hour of moderate activity. The effects cannot be negated by a cure disease or heal spell, but a remove curse or successful dispel magic spell is effective. Creatures other than humans, demihumans, and humanoids save with +2 bonuses versus this attack.

Sleep: The wizard can cause any individual to fall into a comatose slumber by means of a gaze and a single word, unless the subject successfully rolls its saving throw vs. spell. Creatures normally subject to a 1st-level sleep spell save with -2 penalties. An affected creature must be shaken or otherwise shocked back to consciousness.

In all cases, the gaze attack has a speed factor of 1. This spell does not affect undead of any type, or extend beyond the plane occupied by the caster. Note that the caster is subject to the effects of his reflected gaze and is allowed any applicable saving throw. In the case of a reflected charm gaze, the caster is paralyzed until it wears off or is countered.

Forest's Fiery Constrictor (Conjuration/Summoning)

(Source: Tome of Magic)

Range: 10 yards/level

Components: V, S, M

Duration: 1 round/level

Casting Time: 6

Area of Effect: One source of fire

Saving Throw: Special

This spell causes a tentacle of magical flame to snake forth from any existing source of natural or magical fire. The flaming tendril is 10 feet long, has AC 7, can be hit only by magical weapons of +2 or better, and has hit points equal to double the caster's level.

Any creature within 20 feet of the tentacle is subject to attack as directed by the caster. The victim must attempt a saving throw; if successful, the subject has avoided entanglement, but suffers 1d6 points of fire damage from contact with the tendril. If the saving throw is failed, the victim is entangled by the flaming serpent and suffers 3d6 points of fire damage each round until the tendril is destroyed or the spell expires.

If the fire source from which the tentacle emanates is extinguished, the remaining time that the fiery constrictor may exist is cut in half.

The material component is a red dragon's scale.

Geas

(Enchantment/Charm)

(Source: Players Handbook)

AD&D 2nd Edition

Range: 10 yds.

Components: V

Duration: Special

Casting Time: 4

Area of Effect: 1 creature

Saving Throw: None

A geas spell places a magical command upon a creature (usually human or humanoid) to carry out some service, or to refrain from some action or course of activity, as desired by the spellcaster. The creature must be intelligent, conscious, under its own volition, and able to understand the caster. While a geas cannot compel a creature to kill itself or perform acts that are likely to result in certain death, it can cause almost any other course of action. The geased creature must follow the given instructions until the geas is completed. Failure to do so will cause the creature to grow sick and die within 1d4 weeks. Deviation from or twisting of the instructions causes a corresponding loss of Strength points until the deviation ceases. A geas can be done away with by a wish spell, but a dispel magic or remove curse spell will not negate it. Your DM will decide any additional details of a geas, for its casting and fulfillment are tricky, and an improperly cast geas is ignored.

Glassee

(Alteration)

(Source: Players Handbook)

Range: Touch

Components: V, S, M (a small piece of crystal or glass)

Duration: 1 rd./level

Casting Time: 1 rd.

Area of Effect: Special

Saving Throw: None

By means of this spell, the wizard is able to make a section of metal, stone, or wood as transparent as glass to his gaze, or even make it into transparent material as explained hereafter. Normally, the glassee spell can make up to 4 inches of metal, 6 inches of stone, and 20 inches of wood transparent. The spell will not work on lead, gold, or platinum.

The wizard can opt to make the glassee work only for himself for the duration of the spell, or he can actually make a transparent area, a one-way window, in the material affected. Either case gives a viewing area 3 feet wide by 2 feet high. If a window is created, it has the strength of the original material.

The material component of the spell is a small piece of crystal or glass.

Globe of Invulnerability (Abjuration)

(Source: Players Handbook)

Range: 0

Components: V, S, M (a glass or crystal bead)

Duration: 1 rd./level

Casting Time: 1 rd.

Area of Effect: 5-ft. radius

Saving Throw: None

This spell creates an immobile, faintly shimmering, magical sphere around the caster that prevents any 1st-, 2nd-, 3rd-, or 4th-level spell effects from penetrating. Thus, the area of effect of any such spell does not include the area of the globe of invulnerability.

This includes innate spell-like abilities and effects from devices. However, any type of spell can be cast out of the magical sphere; spells pass from the caster of the globe to the subject without effect on the globe. Fifth and higher level spells are not affected by the globe. The globe can be brought down by a successful dispel magic spell.

The material component of the spell is a glass or crystal bead that shatters at the expiration of the spell.

Greater Sign of Sealing

(Abjuration, Geometry)

(Source: Players Option: Spells & Magic)

Range: 0

Components: S, M (a powdered diamond worth at least 1,000gp)

Duration: Permanent

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: Special

[Subtlety: +5; Knockdown: Special; Sensory: Medium visual; Critical: Special]

A more potent form of the lesser *sign of sealing*, this spell allows the caster to guard an item or portal and prevent all other creatures from opening or passing through the sealed item or surface. The *greater sign* has several effects; first of all, it affects a doorway or item that opens (a chest, for instance) as a wizard lock spell. If placed in an open corridor or archway to prevent passage, the *greater sign* creates a magical barrier that repels all who try to pass.

Second, the *greater sign* greatly strengthens the physical structure of any door or item it is placed upon, granting a +6 bonus on any item saving throws and allowing the item or door to ignore 1 point of damage per caster level from any attack. For example, a *greater sign* cast by a 12th-level wizard would reduce the damage of any blow or spell by 12 points, so a fighter armed with a broad sword (maximum damage of 8 points) could never hack through a door protected by the sign.

Finally, if the protected doorway or item is forced open or destroyed by any means, the sign itself is not only destroyed, but also releases a spell upon the offending creature. The spell held by the sign is cast into the ward when the greater sign is created, and any spell the caster has memorized may be used in this way, from a *fireball* or *shocking grasp* to a very nasty *wish* or *polymorph*. The range of the sign's retributive spell is 10 yards per caster level, so it is possible to destroy the warding from a safe distance.

The sign is displayed in plain sight, and most wizards will recognize it for what it is. The caster cannot specify particular creatures or conditions for the sign's operation; it functions against any creature that attempts to pass it, although the wizard can freely pass through his own sign without activating it. The *greater sign* can be removed by the caster, thus ending the spell, or it can be defeated by a *limited wish* or *wish* spell cast by a wizard of equal or higher level than the original caster; it cannot be dispelled.

The material component for a greater sign is a powdered diamond worth at least 1,000 gold pieces.

Guards and Wards

(Evocation, Alteration,

Enchantment/Charm)

(Source: Players Handbook)

Range: 0

Components: V, S, M (burning incense, a small measure of sulphur and oil, a knotted string, a small amount of umber hulk blood, and a small silver rod.)

Duration: 1 hr./level

Casting Time: 3 turns

Area of Effect: Special

Saving Throw: None

This special and powerful spell is primarily used to defend the wizard's stronghold. The ward protects a one-story stronghold, with a base dimension of 400 feet x 400 feet. The wizard can ward a multistory area by reducing the base area proportionately. The following take place in the warded area upon casting the spell:

1. **All corridors become misty**; visibility is reduced to 10 feet.
2. All doors are **wizard locked**.
3. **Stairs are filled with webs** from top to bottom. These act as the 2nd-level *web* spell, except that they regrow within one turn if destroyed.
4. Where there are choices in direction--such as a cross or side passage--a **minor confusion**-type spell functions so as to make it 50% probable that

intruders believe they are going in the exact opposite direction.

5. The **whole area radiates magic**. The normal use of the detect magic spell becomes impossible for those of less than the caster's level and difficult for others.

6. One door per level of experience of the wizard is covered by an **illusion** to appear as if it were a plain wall.

7. The wizard can place one of the following additional magical effects:

- A. *Dancing lights* in four corridors.
- B. A *magic mouth* in two places.
- C. A *stinking cloud* in two places.
- D. A *gust of wind* in one corridor or room.
- E. A *suggestion* in one place.

Note that items 6 and 7 function only when the wizard is totally familiar with the area of the spell's effect. Dispel magic can remove one effect, at random, per casting. A remove curse spell will not work.

The material components of the spell are burning incense, a small measure of sulphur and oil, a knotted string, a small amount of umber hulk blood, and a small silver rod.

(please also read the following paragraph from the Wizard's Handbook)

Under water casting
(The Complete Wizard's Handbook, Addition & Comments)

According to the Complete Wizard's Handbook, "*Guards and Wards*" can't be casted under water and will not function. But it will function within the boundaries of an "*Aerie water spell*" (s. Wiz5).

Invisible Stalker

(Conjuration/Summoning)

(Source: Players Handbook)

Range: 10 yds.

Components: V, S, M (burning incense and a piece of horn carved into a crescent shape)

Duration: Special

Casting Time: 1 rd.

Area of Effect: Special

Saving Throw: None

This spell summons an invisible stalker from the Elemental Plane of Air. This 8-Hit Dice monster obeys and serves the spellcaster in performing whatever tasks are set before it. It is a faultless tracker within one day of the quarry's passing. The invisible stalker follows instructions even if they send him hundreds or thousands of miles away and, once given an order, follows through unceasingly until the task is accomplished. However, the

creature is bound to serve; it does not do so from loyalty or desire. Therefore, it resents prolonged missions or complex tasks, and it attempts to pervert instructions accordingly.

Invisible stalkers understand common speech but speak no language save their own. The material components of this spell are burning incense and a piece of horn carved into a crescent shape.

Invulnerability to Magical Weapons

(Abjuration)

(Source: The Complete Wizard's Handbook)

Range: 0

Components: V, M (a piece of a broken magical weapon)

Duration: 1 round/level

Casting Time: 3

Area of Effect: 5-foot radius

Saving Throw: None

This spell creates an immobile, faintly shimmering magical sphere around the caster that cannot be penetrated by magical blunt, edged, or missile weapons; all such weapons are harmlessly deflected (missile weapons strike the sphere, then immediately fall to the ground). However, the sphere offers no protection against magically-created creatures (such as golems) or from creatures whose attacks are magically based (such as the gaze of a medusa). The sphere offers no protection against spells such as *magic missile*, or spells that simulate the effects of weapons.

The caster can use magical weapons from inside the sphere to attack opponents normally. Spells can also be cast through the sphere. The sphere can be negated by *dispel magic*.

The material component for this spell is a piece of a broken magical weapon.

Legend Lore

(Divination)

(Source: Players Handbook)

Range: 0

Components: V, S, M (incense and strips of ivory)

Duration: Special

Casting Time: Special

Area of Effect: Special

Saving Throw: None

The legend lore spell is used to determine legendary information regarding a known person, place, or thing. If the person or thing is at hand, or if the wizard is in the place in question, the likelihood of the spell producing results is far greater and the casting time is only 1d4 turns. If only detailed information on the person, place, or thing is known, casting time is 1d10 days. If only rumors are known, casting time is 2d6 weeks.

During the casting, the wizard cannot engage in activities other than the routine: eating, sleeping, etc.

When completed, the divination reveals if legendary material is available. It often reveals where this material is--by place name, rhyme, or riddle. It sometimes gives certain information regarding the person, place, or thing (when the object of the legend lore is at hand), but this data is always in some cryptic form (rhyme, riddle, anagram, cipher, sign, etc.). Naturally, a legend lore spell reveals information only if the person, place, or thing is noteworthy or legendary.

For example, suppose Delsenora came across an extremely well-made sword. It radiates magic, but when she used an identify spell, she could not learn any information. Even giving it to a trusted fighter didn't work, as the sword did not reveal any special powers. Finally, she casts a legend lore spell, hoping to gain more information. Since the sword is at hand, she completes the spell in three turns. In her mind comes the message, "Once this was the sword of he who waits till Albion's time of greatest peril, when unto his hand it shall fly again. Fair was the hand that gave me and fair was the hand that reclaimed me." Clearly, Delsenora realizes, this must be a very powerful item, since her spell gave only a cryptic answer. But who is he who waits? And where is Albion? For more information, Delsenora is going to have to cast more spells. But now the process will take much longer, since she has only the vaguest of clues to follow.

The legend lore spell is cast with incense and strips of ivory formed into a rectangle, but some item of value to the caster must be sacrificed in addition--a potion, magical scroll, magical item, etc.

Lorloveim's Shadowy Transformation (Illusion)

(Source: Tome of Magic)

Range: Touch

Components: V, S

Duration: 1d4 rounds+1 round/level

Casting Time: 6

Area of Effect: Special

Saving Throw: Neg.

When this spell is cast, the illusionist transforms one creature or a specified amount of non-living material into shadow, making it insubstantial. Thus, a door could be turned to shadow and entered. The maximum amount of inanimate material that may be transformed is one cubic foot per level of the caster.

Unwilling creatures are allowed a saving throw to resist the *shadowy transformation*.

Magical items and the magical effects of spells (such as *Bigby's forceful hand* or a *wall of stone*) cannot be affected.

A transformed creature and all its gear become insubstantial. The creature can pass through small holes, narrow openings, and the smallest cracks. The creature cannot fly without additional magic.

No form of attack is possible when in shadow form except against creatures that exist on the Ethereal plane. In this case, all attacks are normal; however, the shadowy creature may be harmed only by magical weapons of +1 or greater or by creatures able to affect those struck only by magical weapons. Spells and special attacks have normal effects.

Most undead creatures will ignore a creature in shadow form, believing it to be a wraith or spectre; however, lichs and powerful undead may save vs. spell with a -4 penalty to recognize the spell. A successful *dispel magic* spell forces the creature in shadow form back to normal form.

Lower Water (Alteration) *Reversible*

(Source: Players Handbook)

Range: 80 yds.

Components: V, S, M (a small vial of water)

Duration: 5 rds./level

Casting Time: 1 turn

Area of Effect: 10-ft./level square

Saving Throw: None

The wizard casting a lower water spell causes water or similar fluid in the area of effect to sink away. The water can be lowered up to 2 feet for every experience level of the wizard, to a minimum depth of 1 inch. The water is lowered within a square area whose sides are 10 feet long per caster level. Thus, a 12th-level wizard affects a volume of 24 feet x 120 feet x 120 feet, a 13th-level caster a volume of 26 feet x 130 feet x 130 feet, and so on. In extremely large and deep bodies of water, such as deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell.

When cast on water elementals and other water-based creatures, this spell acts as a slow spell: The creature moves at half speed and makes half the number of attacks each round. It has no effect on other creatures. The material component of this spell is a small vial of dust.

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

The material component of the raise water spell is a small vial of water.

(please also read the following paragraph from the Wizard's Handbook)

Under water casting
(The Complete Wizard's Handbook, Addition & Comments)

According to the Complete Wizard's Handbook, "**Lower Water**" can't be casted under water and will not function, even within the boundaries of an "*Aerie water spell*" (s. Wiz5).

Mass Suggestion (Enchantment/Charm)

(Source: Players Handbook)

Range: 30 yds.

Components: V, M (a snake's tongue and either a bit of honeycomb or a drop of sweet oil)

Duration: 4 turns + 4 turns/level

Casting Time: 6

Area of Effect: 1 creature/level

Saving Throw: Neg.

The mass suggestion spell enables the wizard to influence the actions of one or more chosen creatures in the same way as the suggestion spell. Up to one creature per experience level of the caster can be influenced, provided that all subject creatures are within the 30-yard range. Undead are not subject to this spell. The suggestion must be reasonably worded and understood by the creatures, and must be the same for all hearing it. Creatures successfully saving vs. spell are unaffected. Saving throws against the spell suffer a penalty of -1, and if a single creature is to be affected, its saving throw suffers a -4 penalty. Note that a very reasonable mass suggestion can cause the saving throw to be made with an additional penalty (such as -1, -2, etc.), at the discretion of your DM. A mass suggestion can continue in effect for a considerable duration, at the DM's discretion.

Conditions that will trigger a special action can also be specified; if the condition is not met before the spell expires, the action will not be performed.

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

Mirage Arcana (Illusion/Phantasm, Alteration)

(Source: Players Handbook)

Range: 10 yds./level

Components: V, S (M optional)

Duration: Special

Casting Time: Special

Area of Effect: 10 ft./level radius

Saving Throw: None

The magic of this spell is similar to that of the vacancy spell, only more powerful and elaborate. The spell enables the caster to make an area appear to be something other than it is--a setting he has personally seen. The spell remains as long as the caster maintains a minimal concentration upon it. Even after this, the spell persists for a total of one hour plus one additional turn for each experience level of the caster. (Note: Minimal concentration can be maintained during normal conversation but not while spellcasting, in melee, or if harmed by an attack.) If the caster actually uses a small bit of anything connected with the place to create this spell, it takes on a quasi reality.

In its basic form, forceful contact is necessary to have any hope of discovering the magic, short of a detection device or spell. In its more complex form, where a material component is used, detection is possible only by some magical means, whether device, item, or spell. Either form of mirage arcana is subject to the dispel magic spell.

As with all powerful illusions, the mind of the believer urges appropriate effects upon the viewer's body. Under the influence of the spell, the viewer could possibly walk across a bed of hot coals thinking it was a shallow stream of water that was cooling his feet (and thus suffer no damage), dine upon imaginary food and actually be satisfied, or rest comfortably upon a bed of sharp stones, thinking it a featherbed. Gravity is not affected by the spell, however, so an envisioned bridge spanning a deep chasm does not support the believer. Those who witness the event see it as a sudden disappearance of the individual. They do not connect it with an illusion unless they are otherwise aware of some magic at work.

Mislead (Illusion/Phantasm)

(Source: Players Handbook)

Range: 10 yds.

Component: S

Duration: 1 rd./level

Casting Time: 1

Area of Effect: Special

Saving Throw: None

When a mislead spell is cast by the wizard, he actually creates an illusory double at the same time that he is cloaked by improved invisibility magic (see the 4th-level spell). The wizard is then free to go elsewhere while his double seemingly moves away. The spell enables the illusion of the wizard to speak and gesture as if it were real, and there are full olfactory and touch components as well. A true seeing spell or a gem of seeing will reveal the

illusion for what it is. A detect invisibility or true seeing spell or items such as a gem of seeing or robe of eyes can detect the invisible wizard (see the 5th-level wizard spell shadow door).

Monster Summoning IV (Conjuration/Summoning)

(Source: Players Handbook)

Range: Special

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

Duration: 5 rds. + 1 rd./level

Casting Time: 6

Area of Effect: 60-yd. radius

Saving Throw: None

This spell is much like the 3rd-level spell monster summoning I, except that this spell summons 1d3 4th-level monsters. These appear within the spell's area of effect and attack the caster's opponents, until he commands them to cease, the spell duration expires, or the monsters are slain. These creatures do not check morale; they vanish when slain. If no opponent exists to fight, summoned monsters can, if the wizard can communicate with them, and if they are physically capable, perform other services for the summoning wizard.

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

Monster Summoning IV (roll 1d20) # of app. 1d3	
1	Ankheg (5-6 HD)
2	Ape, carnivorous
3	Banderlog
4	Ettercap
5	Gargoyle
6	Ghast
7	Hell hound
8	Huecuva
9	Hydra, 5 heads
10	Lyc., wolf
11	Ogre
12	Ooze, gray
13	Owlbear
14	Scorpion, huge
15	Snake, giant const.
16	Toad, poisonous
17	Toad, fire
18	Wasp, giant
19	Wolf, worg
20	Yeti

(please also read the following paragraph from the Wizard's Handbook)

Under water casting

(The Complete Wizard's Handbook, Addition & Comments)

Only creatures that can breathe and function underwater can be summoned. (If available, the DM should use the appropriate Aquatic Monster Summoning table in the *Monstrous Compendium*.)

(please also notice the following tables from the Monster Manual I regarding the summoning of monsters in salt and fresh water)

Monster Summoning IV, Aquatic Monster Summoning, Salt Water, roll 1d8, #of app. 1d3	
1	Hippocampus
2	Kapoacanth (gargoyle)
3	Lobster, giant (crayfish)
4	Marrow, ogre
5	Otter, giant
6	Shark (3-5 HD)
7	Triton
8	Urchin, yellow

Monster Summoning IV, Aquatic Monster Summoning, Fresh Water, roll 1d8, # of app. 1d3	
1	Beetle, giant water
2	Crayfish, giant
3	Kapoacanth (gargoyle)
4	Kelpie
5	Marrow, ogre
6	Otter, giant
7	Pike, giant
8	Spider, giant water

Mordenkainen's Lucubration (Alteration)

(Source: Players Handbook)

Range: 0

Components: V, S

Duration: Instantaneous

Casting Time: 1

Area of Effect: The caster

Saving Throw: None

By use of this spell, the wizard is able to instantly recall any 1st- through 5th-level spell he has used during the past 24 hours. The spell must have been memorized and actually used during that time period. Mordenkainen's lucubration allows the recovery of only one spell. If the recalled spell requires material components, these must be provided by the caster; the recovered spell is not usable until the material components are available.

Move Earth (Alteration)

(Source: Players Handbook)

Range: 10 yds./level

Components: V, S, M (a mixture of soils (clay, loam, sand) in a small bag and an iron blade.)

Duration: Permanent

Casting Time: Special

Area of Effect: Special

Saving Throw: None

When cast, the move earth spell moves dirt (clay, loam, sand) and its other components. Thus, embankments can be collapsed, hillocks moved, dunes shifted, etc.

However, in no event can rock prominences be collapsed or moved. The area to be affected dictates the casting time; for every 40 yard x 40 yard surface area and 10 feet of depth, one turn of casting time is required. The maximum area that can be affected is 240 yards x 240 yards, which takes four hours.

If terrain features are to be moved--as compared to simply caving in banks or walls of earth--it is necessary that an earth elemental be subsequently summoned to assist. All spell casting or summoning must be completed before any effects occur. As any summoned earth elemental will perform most of its work underground, it is unlikely that it will be intercepted or interrupted. Should this occur, however, the movement of the earth requiring its services must be stopped until the elemental is once again available.

Should the elemental be slain or dismissed, the move earth spell is limited to collapsing banks or walls of earth.

The spell cannot be used for tunneling and is generally too slow to trap or bury creatures; its primary use is for digging or filling moats or for adjusting terrain contours before a battle.

The material components for this spell are a mixture of soils (clay, loam, sand) in a small bag and an iron blade.

Note: This spell does not violently break the surface of the ground. Instead, it creates wavelike crests and troughs, with the earth reacting with glacierlike fluidity until the desired result is achieved. Trees, structures, rock formations, etc. are relatively unaffected, save for changes in elevation and relative topography.

Otiluke's Freezing Sphere (Alteration, Evocation)

(Source: Players Handbook)

Range: Special

Components: V, S, M (a 1,000-gp diamond)

Duration: Special

Casting Time: 6

Area of Effect: Special

Saving Throw: Special

Otiluke's Freezing Sphere is a multipurpose spell of considerable power. If the caster opts, he may create any of the following:

A) Frigid globe. A small globe of matter at absolute zero temperature that spreads upon contact with water, or a liquid that is principally water, freezing it to a depth of 6 inches over an area equal to 100 square feet per level of the spellcaster. This ice lasts for one round per level of the caster. The material component is a thin sheet of crystal about an inch square.

B) Cold ray. The spell can be used as a thin ray of cold that springs from the caster's hand to a distance of 10 yards per level of the wizard; this ray inflicts 1d4+2 points of damage per level of the caster upon the first creature struck. A saving throw vs. spell is applicable; all damage is negated if it is successful (as the ray is so narrow a save indicates it missed). If the first creature is missed, the path of the ray is plotted to its full distance, and anything else in its path must save (if applicable) or suffer appropriate damage. The material component is a white sapphire of not less than 1,000 gp value.

C) Globe of cold. This creates a small globe about the size of a sling stone, cool to the touch, but not harmful. This globe can be hurled, either by hand to a distance of 40 yards (considered short range), or as a sling bullet. The globe shatters upon impact, inflicting 6d6 points of cold damage upon all creatures within a 10-foot radius (one-half damage if a saving throw vs. spell is successful). Use the Grenadelike Missile Table in the Dungeon Master Guide to find where misses strike. Note that if the globe is not thrown or slung within one round per level of the spellcaster, it shatters and causes cold damage as stated above. This timed effect can be employed against pursuers, although it can prove hazardous to the spellcaster and his associates as well.

The material component is a 1,000-gp diamond.

(please also read the following paragraph from the Wizard's Handbook)

Under water casting

(The Complete Wizard's Handbook, Addition & Comments)

The *frigid globe* variation of this spell can be extremely dangerous to the caster when cast underwater. The globe of absolute zero matter will instantly freeze the water around the caster into a block of ice of a volume equal to 50 cubic feet per level of the caster. The entombed wizard will immediately float to the surface. Unless he receives assistance or is able to free himself, he will immediately begin to suffocate.

Part Water (Alteration)

(Source: Players Handbook)

Range: 10 yds./level

Components: V, S, M (two small sheets of crystal or glass)

Duration: 5 rds./level

Casting Time: 1 turn

Area of Effect: 20 ft. x 3 ft./level x 30 ft./level

Saving Throw: None

By employing a part water spell, the wizard is able to cause water or similar liquid to move apart, thus forming a 20-foot-wide trough. The depth and length of the trough are dependent upon the level of the wizard, and a trough 3 feet deep by 10 yards long is created per level. For example, at 12th level the wizard would part water 36 feet deep by 20 feet wide by 120 yards long. The trough remains as long as the spell lasts or until the wizard who cast it opts to end its effects. If cast under water, this spell creates an air cylinder of appropriate length and diameter. If cast directly on a water elemental or other water-based creature, the creature receives 4d8 damage and must roll a successful saving throw vs. spell or flee in panic for 3d4 rounds.

The material components for the spell are two small sheets of crystal or glass.

(please also read the following paragraph from the Wizard's Handbook)

**Under water casting
(The Complete Wizard's Handbook,
Addition & Comments)**

This spell can be used to form a "tunnel" through water-filled areas, no wider than 10 feet in diameter. The "tunnel" contains air, enabling creatures inside it to breathe normally.

Permanent Illusion

(Illusion/Phantasm)

(Source: Players Handbook)

Range: 10 yds./level

Components: V, S, M (a bit of fleece)

Duration: Permanent

Casting Time: 6

Area of Effect: 20-ft. cube + 10-ft. cube/level

Saving Throw: Special

When this spell is cast, the wizard creates an illusion with visual, auditory, olfactory, and thermal elements. The spell can create the illusion of any object, creature, or force, as long as it is within the boundaries of the spell's area of effect. It affects all creatures that view the illusion, even to the extent of them suffering damage from falling into an illusory pit full of sharp spikes.

Creatures that attempt to disbelieve the illusion gain a saving throw vs. spell and, if successful, they see it for what it is and add +4 bonuses to associates' saving throws, if this knowledge can be communicated effectively. Creatures not sensing

the spell effect are immune until they become aware of it. The permanent illusion is subject to a dispel magic spell, of course.

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

Programmed Illusion

(Illusion/Phantasm)

(Source: Players Handbook)

Range: 10 yds./level

Components: V, S, M (a bit of fleece)

Duration: Special

Casting Time: 6

Area of Effect: 20-ft. cube + 10-ft. cube/level

Saving Throw: Special

This spell creates a spectral force spell that activates upon command or when a specific condition occurs. The illusion has visual, auditory, olfactory, and thermal elements. It can be of any object, creature, or force, as long as it remains within the boundaries of the spell's area of effect.

The occurrence that begins the illusion can be as general or as specific and detailed as desired, such as the following: "Begin only when a venerable female human carrying a sack of groat clusters sits cross-legged within one foot of this spot." Such visual triggers can react to a character using the disguise ability. Command range is 5 yards per level of the wizard, so a 12th-level wizard can command the programmed illusion to occur at a maximum encounter range of 60 yards. A programmed illusion cannot distinguish invisible creatures, nor alignment, level, Hit Dice, or class, except by external garb. If desired, the effect can be keyed to a specific noise or spoken word. The spell lasts until the illusion occurs; thus, the spell duration is variable. The illusion will last for a maximum of one round per level of the spellcaster.

Creatures that attempt to disbelieve the illusion gain a saving throw vs. spell and, if successful, see it for what it is and add +4 bonuses to associates' saving throws, if this knowledge can be communicated effectively. Creatures not sensing the spell effect are immune until they become aware of it. The illusion is subject to a dispel magic spell.

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

Project Image

(Alteration, Illusion/Phantasm)

(Source: Players Handbook)

Range: 10 yds./level

Components: V, S, M (a small replica (doll) of the wizard)

Duration: 1 rd./level

Casting Time: 6

Area of Effect: Special
Saving Throw: None

By means of this spell, the wizard creates a nonmaterial duplicate of himself, projecting it to any spot within spell range. This image performs actions decided by the wizard--walking, speaking, spellcasting--conforming to the actual actions of the wizard unless he concentrates on making it act differently (in which case the wizard is limited to half movement and no attacks).

The image can be dispelled only by means of a successful dispel magic spell (or upon command from the spellcaster); attacks pass harmlessly through it. The image must be within view of the wizard projecting it at all times, and if his sight is obstructed, the spell is broken. Note that if the wizard is invisible at the time the spell is cast, the image is also invisible until the caster's invisibility ends, though the wizard must still be able to see the image (by means of a detect invisibility spell or other method) to maintain the spell. If the wizard uses dimension door, teleport, plane shift, or a similar spell that breaks his line of vision, the project image spell ends.

The material component of this spell is a small replica (doll) of the wizard.

Reincarnation (Necromancy)

(Source: Players Handbook)

Range: Touch

Components: V, S, M (a small drum and a drop of blood)

Duration: Permanent

Casting Time: 1 turn

Area of Effect: Person touched

Saving Throw: None

With this spell, the wizard can bring back to life a person who died no more than one day per level of experience of the wizard before the casting of the spell. The essence of the dead person is transferred to another body, possibly one very different from his former body. Reincarnation does not require any saving throw, system shock, or resurrection survival roll. The corpse is touched, and a new incarnation of the person will appear in the area in 1d6 turns. The person reincarnated recalls the majority of his former life and form, but the character class, if any, of the new incarnation might be different indeed. The new incarnation is determined on the following table. If a player character race is indicated, the character must be created.

D100 Roll	Incarnation
01-05	Bugbear
06-11	Dwarf
12-18	Elf
19-23	Gnoll

24-28	Gnome
29-33	Goblin
34-40	Half-elf
41-47	Halfling
48-54	Half-orc
55-59	Hobgoblin
60-73	Human
74-79	Kobold
80-85	Orc
86-90	Ogre
91-95	Ogre mage
96-00	Troll

Note: Very good or very evil persons will not be reincarnated as creatures whose general alignment is the opposite.

The material components of the spell are a small drum and a drop of blood.

(please also recognize the following enhanced table from the Humanoid's Handbook)

D100 Roll	Incarnation
01-03	Aarakocra*
04-05	Alaghi*
06	Beastman*
07-09	Bugbear*
10-11	Bullywug*
12-16	Dwarf
17-21	Elf
22	Fretnlin*
23	Giant-kin, firbolg*
24-27	Gnoll*
28-29	Gnoll, flind*
30-34	Gnome
35-37	Goblin*
38-41	Half-elf
42-46	Halfling
47-48	Half-ogre*
49-51	Half-orc*
52-54	Hobgoblin*
55-68	Human
69-72	Kobold*
73-75	Lizard man*
76	Minotaur*
77-79	Mongrelman*
80-81	Ogre*
82	Ogre mage*
83-86	Orc*
87	Sr., bladeback*
88	Sr., finhead*
89	Sr., flyer*
90	Sr., hornhead*
91-93	Troll
94-96	Wemic*
97-00	DM's choice

* character races from "The Complete Humanoid Handbook"

Repulsion (Abjuration)

(Source: Players Handbook)

AD&D 2nd Edition

The Complete Book of Spells – The core spells V. 1.3.1

Range: 0

Components: V, S, M (a pair of small magnetized iron bars attached to two small canine statuettes, one ivory and one ebony)

Duration: 1 round/2 levels

Casting Time: 6

Area of Effect: 10 ft./level x 10 ft.

Saving Throw: None

When this spell is cast, the wizard is able to cause all creatures in the path of the area of effect to move directly away from his person. Repulsion occurs at the speed of the creature attempting to move toward the spellcaster. The repelled creature continues to move away for a complete round even if this takes it beyond spell range. The caster can designate a new direction each round, but use of this power counts as the caster's principal action in the round. The caster can, of course, choose to do something else instead of using the repulsion attack.

The material component for this spell is a pair of small magnetized iron bars attached to two small canine statuettes, one ivory and one ebony.

Shades

(Illusion/Phantasm)

(Source: Players Handbook)

Range: 30 yds.

Components: V, S

Duration: 1 rd./level

Casting Time: 6

Area of Effect: 20-ft. cube

Saving Throw: Special

This spell is related to the shadow monsters and demishadow monsters spells. The shades spell uses material from the Demiplane of Shadow to form semireal illusions of one or more monsters, up to 1 Hit Die per caster level. All shades created by one spell must be of the same sort, and they have 60% of the hit point total the real creatures would have. Those who view the shades and fail their saving throws vs. spell believe the illusion.

The shades perform as the real monsters with respect to Armor Class and attack forms. Special attack forms such as petrification or level drain do not actually occur, but a subject who believes the shades are real will react appropriately, until the illusion is countered by a dispel magic spell or the condition is countered by a heal spell. Those who roll successful saving throws see the shades as transparent images superimposed on vague shadowy forms. These are Armor Class 6 and cause only 60% of the true monsters' normal melee damage.

Stone to Flesh

(Alteration) *Reversible*

(Source: Players Handbook)

Range: 10 yds./level

Components: V, S, M (a pinch of earth and a drop of blood)

Duration: Permanent

Casting Time: 6

Area of Effect: 1 creature

Saving Throw: Special

The stone to flesh spell turns any sort of stone into flesh. If the recipient stone object was formerly living, this spell restores life (and goods), although the survival of the creature is subject to the usual system shock survival roll. Any formerly living creature, regardless of size, can be thus returned to flesh. Ordinary stone can be turned to flesh in a volume of 9 cubic feet per level of experience of the spellcaster. Such flesh is inert, lacking a vital life force, unless a life force or magical energy is available (for example, this spell would turn a stone golem into a flesh golem, but an ordinary statue would become a body). If cast upon stone, the wizard can create a cylinder of fleshy material from 1 to 3 feet in diameter and up to 10 feet long, allowing a passage to be made.

The material components are a pinch of earth and a drop of blood.

Reverse: Flesh to stone

The reverse, flesh to stone, turns flesh of any sort to stone. All possessions on the person of the creature likewise turn to stone. The intended subject of the spell receives a saving throw vs. spell to avoid the effect. If a statue created by this spell is subjected to breakage or weathering, the being (if ever returned to his original, fleshy state) will have similar damage, deformities, etc. The DM may allow such damage to be repaired by various high-level clerical spells, such as regenerate.

The material components of the spell are lime, water, and earth.

Superior Magnetism

(Alteration)

(Source: Players Option: Spells & Magic)

Range: 30 yds. + 5 yds./level

Components: V, S, M (a small bar magnet, bent into a U-shape and coated with mithral)

Duration: 1 rd./5 levels

Casting Time: 6

Area of Effect: Special

Saving Throw: None

[Subtlety: +4; Knockdown: None; Sensory: None
Critical: None]

When this spell is cast, the wizard designates one inanimate object of stone, earth, or metal within the spell's range to function as a powerful magnet, attracting all metal. The object affected can be no larger than a 10-foot cube, although a section of wall, floor, or ceiling about 10 square feet will work. Once magnetized, the object exerts a powerful attractive or repulsive force (caster's choice) against objects of ferrous metal. The effects vary by the proximity of the metal objects to the center of magnetism, as shown below:

Distance to Magnetism	Movement Rate per Round	Effective Strength	Missile Attack Penalty
10 feet or less	40 feet	22 (Garg.)	-40
20 feet or less	20 feet	20 (Huge)	-20
30 feet or less	10 feet	18 (Large)	-10
40 feet or less	5 feet	14 (Medium)	-5
50 feet or less	2 feet	10 (Small)	-2
60 feet or less	1 foot	4 (Tiny)	-1

The movement rate represents how fast objects are drawn to or repelled from the center of magnetism. If the creature or object in question is heavier than the magnetized item, the magnetized item does the moving instead. The effective Strength is the "pull" of the magnetism at that range; the size equivalent refers to creature sizes, not weapon sizes. (All human-sized weapons are considered small or tiny for this chart). A character or creature carrying loose metal items or objects such as weapons, shields, helms, buttons, and so on must win an opposed Strength check (see *Player's Option: Combat & Tactics* for information on opposed ability checks) in order to keep his possessions from being wrenched out of his grasp by the magnetism. Securing a weapon in its sheath, holding an item with both hands, and other precautions may give the character a +2 to +4 to his base ability score, at the DM's discretion.

Characters wearing metal armor must attempt an opposed Strength check to ignore the effects of the magnetism. If the character fails his Strength check outright, he loses his footing and flies towards or away from the object at the full rate indicated. He suffers full falling damage based on the speed with which he hits the item—1d6 for every 10 feet of the movement rate, or half that damage if he is repelled and simply thrown back onto the ground. If the character passes his Strength check but is beaten by the magnetism roll, he is moved one foot for each point he lost by. Again, some precautions or assistance may help iron-wearing characters in their Strength checks. For monsters, compare the creature's size to the effective size of magnetism.

An armored character who is stuck to a surface or object loses any Dexterity adjustments to AC and cannot make any physical attacks. He can try to wriggle out of his armor and free himself,

employ a magical item, or use psionic powers if he has any at his disposal.

Lodestone the fighter is charging a wizard when the dastardly felon magnetizes a sizable boulder about 30 feet from Lodestone's present position. Lodestone carries a long sword, a shield, and wears plate mail; he has a Strength of 17. First, he checks to see if he holds onto his sword and shield, making two opposed Strength rolls. He loses the shield, but keeps hold of his sword. Now the DM checks to see if Lodestone resists the drag on his armor. At 30 feet, the magnetism has a Strength of 18. Lodestone rolls a 6, but the magnetism roll is a 12. Even though both Lodestone and the magnetism made their Strength rolls, the magnetism roll is higher than Lodestone's roll and does not go over its target Strength score. As a result, Lodestone is dragged 6 feet closer to it. Next round, Lodestone tries again and blows his roll altogether, moving a full 10 feet closer. Now only 14 feet from the boulder, the magnetism's Strength is effectively a 20, which means Lodestone is in big trouble. If he blows his roll again the next round, he'll go flying into the boulder at a rate of 20 feet/round, which will inflict 2d6 points of damage.

If a creature wins its Strength check, it can ignore the spell's effects and move out of the zone of influence normally.

Sirellyn's superior magnetism also affects the passage of iron or steel missiles, such as steel-headed arrows or quarrels. Any missile that passes through the zone of influence suffers an attack penalty equal to the movement at the range indicated. For example, if the path of an arrow brings it within 40 feet of a magnetized object, the attack suffers a -5 penalty. Finally, it is possible for the casting wizard to be affected by this spell as well. As a result, the wizard had better make sure that he's out of the effective area of effect when casting.

The material component for this spell is a small bar magnet, bent into a U-shape and coated with mithral.

Tenser's Transformation (Alteration, Evocation)

(Source: Players Handbook)

Range: 0

Components: V, S, M (a potion of heroism (or superheroism))

Duration: 1 rd./level

Casting Time: 6

Area of Effect: The caster

Saving Throw: None

Tenser's transformation is a sight guaranteed to astound any creature not aware of its power, for

when the wizard casts the spell, he undergoes a startling transformation. The size and strength of the wizard increase to heroic proportions, so he becomes a formidable fighting machine; the spell causes the caster to become a berserk fighter! The wizard's hit points double, and all damage he sustains comes first from the magical points gained; once these points are eliminated, all subsequent damage (to his true hit points) is doubled. The Armor Class of the wizard is 4 better than that possessed prior to casting the spell (AC 10 goes to 6, AC 9 to 5, AC 8 to 4, etc.), to a maximum Armor Class of - 10.

All attacks are as a fighter of the same level as the wizard (i.e., the wizard uses the combat values normally reserved for fighters). The wizard can use either a dagger or a staff when attacking. A dagger can be used twice per round, and each successful attack inflicts an additional 2 points of damage. A staff can be used only once per round, but with a +2 bonus to attack and damage rolls. The wizard fights in melee in preference to all other forms of attack, and continues attacking until all opponents are slain, he is killed, the magic is dispelled, or the spell duration expires.

The material component for casting this spell is a potion of heroism (or superheroism) that the wizard must consume during the course of uttering the spell.

Tentacles

(Conjuration, Alteration)

(Source: The Complete Wizard's Handbook)

Range: 0

Components: V, M (a dried tentacle from a small octopus)

Duration: 1 turn/level

Casting Time: 1 round

Area of Effect: The caster

Saving Throw: None

By means of this spell, the caster causes two 10-foot-long greenish tentacles to grow from his body. One tentacle grows on each side of the caster's body, centered between his armpit and his thigh. The caster can use the tentacles as normal appendages to grasp tools, use weapons, or help with climbing.

Each tentacle can make an attack, effectively giving the caster two extra attacks per round; a tentacle can strike to inflict 1-6 hit points of damage, or it can wield a sword, dagger, or other weapon (at the same ability of the caster). The flexible tentacles can easily reach victims on any side of the caster's body.

If an unarmed tentacle makes a successful strike against a victim who is man-sized or smaller (less than 7 feet tall), it also grabs and holds the victim to inflict an automatic 2-8 (2d4) hit points of damage in every subsequent round. To free himself, the

victim must sever the tentacle; there is no way to loosen the grip other than severing the member, killing the caster, or negating the spell with *dispel magic*. A tentacle is severed if it takes 10 hit points of damage; damage directed at the tentacle has no adverse effects on the caster.

A caster with two intact *tentacles* adds a 40 percent bonus modifier to his climbing success rate (see page 122 of the *Player's Handbook*,) and adds a 20 percent modifier if he has only one intact tentacle.

The material component for this spell is a dried tentacle from a small octopus.

Transmute Water to Dust

(Alteration) **Reversible**

(Source: Players Handbook)

Range: 60 yds.

Components: V, S, M (diamond dust of at least 500 gp value and a bit of seashell)

Duration: Permanent

Casting Time: 5

Area of Effect: 10-ft. cube/level

Saving Throw: None (special)

When this spell is cast, the subject area instantly undergoes a change from liquid to powdery dust. Note that if the water is already muddy, the area of effect is doubled, while if wet mud is being transmuted, the area of effect is quadrupled. If water remains in contact with the transmuted dust, the former quickly soaks the latter, turning the dust into silty mud (if a sufficient quantity of water exists to do so), otherwise soaking or dampening the dust accordingly.

Only liquid actually in the area of effect at the moment of spellcasting is affected. Liquids that are only partially water are affected only insofar as the actual water content is concerned; however, potions containing water are rendered useless. Living creatures are unaffected, except for those native to the Elemental Plane of Water. Such creatures receive saving throws vs. spell. Failure inflicts 1d6 points of damage per caster level upon the subject, while success means the creature receives half damage. Only one such creature can be affected by any single casting of this spell, regardless of the creature's size or the size of the spell's area of effect.

Reverse: Transmute dust to water

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

For either usage of the spell, other components required are diamond dust of at least 500 gp value and a bit of seashell.

(please also read the following paragraph from the *Wizard's Handbook*)

Under water casting
(The Complete Wizard's Handbook, Addition & Comments)

Casting this spell underwater causes a "hole" to open in a previously water-filled area. The size of the "hole" is up to 10 cubic feet per level of the caster. Assuming there is sufficient surrounding water-- that is, if the spell was not cast on or near the surface of the water-- the unaffected water will rush in, inflicting 1 hit point of damage per level of the caster to all within (no saving throw).

Trollish Fortitude

(Necromancy)

(Source: Players Option: Spells & Magic)

Range: 0

Components: V, S, M (a shred of dried flesh from a troll's heart that must be pulverized into dust)

Duration: 1 rd./level

Casting Time: 6

Area of Effect: The caster

Saving Throw: None

[Subtlety: +4; Knockdown: None; Sensory: None; Critical: None]

This powerful spell imbues the caster with the physical fortitude and resilience of a troll. While the spell is in effect, the caster regenerates 3 hit points per round until he reaches his normal maximum.

He also gains a troll's ability to ignore dismemberment, decapitation, and other horrible injuries that would normally incapacitate or kill him outright (although losing a limb may prevent the caster from taking certain actions, such as running, climbing, and other activities). Bleeding, wounding, being reduced to negative hit points, and other effects that cause the victim to lose hit points from round to round are ignored--the caster instead regains 3 hit points per round, up to his normal maximum. If the caster is reduced to less than 0 hit points, he is incapacitated and must make a system shock roll or lose all of his highest level spells. The incapacitation lasts only until his regeneration restores him to 1 hit point or more; he can move, fight, and cast spells again as soon as his hit point total is positive.

Trollish fortitude does not provide the caster with any defenses against lethal poison, disease, and other effects that don't cause a loss of hit points. Hit points lost through level draining, *vampiric touch*, or *vampiric regeneration* cannot be regenerated since this represents damage to the victim's life force, and not physical injury. In addition, fire damage and acid damage cannot be regenerated. While the spell is in effect, the caster

can rejoin severed limbs simply by holding them in place, but if the spell ends while a limb (which were already moving toward him) is still separate from his body, he immediately suffers the full effects of the injury.

The material component for this spell is a shred of dried flesh from a troll's heart that must be pulverized into dust. The dust is then sprinkled on the caster.

True Seeing

(Divination)

(Source: Players Handbook)

Range: Touch

Components: V, S, M (an ointment for the eyes made from a very rare mushroom powder, saffron, and fat, worth no less than 300gp)

Duration: 1 rd./level

Casting Time: 1 rd.

Area of Effect: Line of sight, max. 60 ft.

Saving Throw: None

When the wizard employs this spell, he confers upon the recipient the ability to see all things as they actually are. The spell penetrates normal and magical darkness. Secret doors become plain. The exact location of displaced things is obvious. Invisible things become visible. Illusions and apparitions are seen through. Polymorphed, changed, or enchanted objects are apparent. (The real form appears translucently superimposed on the apparent form: A gold dragon polymorphed to human form would appear human with a ghostly dragon looming over the human form.) Unlike the clerical version of this spell, the recipient cannot determine alignment. The recipient can focus his vision to see into the Ethereal Plane or the bordering areas of adjacent planes. The range of vision conferred is 60 feet. True seeing does not penetrate solid objects; it in no way confers X-ray vision or its equivalent. Furthermore, the spell effects cannot be enhanced with magic.

The spell requires an ointment for the eyes that is made from a very rare mushroom powder, saffron, and fat. It costs no less than 300 gp per use and must be aged for 1d6 months.

Veil

(Illusion/Phantasm)

(Source: Players Handbook)

Range: 10 yds./level

Components: V, S

Duration: 1 turn/level

Casting Time: 6

Area of Effect: 20-ft. cube/level

Saving Throw: None

The veil spell enables the wizard to instantly change the appearance of his surroundings and party or create hallucinatory terrain so as to fool even the most clever creatures (unless they have the true seeing spell, a gem of seeing, or a similar magical aid). The veil can make a sumptuous room seem like a filthy den; even tactile impressions conform to the visual illusion. Likewise, a party might be made to resemble a mixed band of brownies, pixies, and faeries led by a treant. If hallucinatory terrain is created, touch does not cause it to vanish.

Wildshield*

(Alteration)

(Source: Tome of Magic)

WILDMAGIC

Range: 0

Components: V, S, M (a small sponge)

Duration: Special

Casting Time: 1 round

Area of Effect: The caster

Saving Throw: None

This spell cloaks the caster in a whirling band of scintillating colors, completely concealing him. The caster is able to see normally within and outside the shield.

The *wildshield* protects the caster from the effects of spells and magical items. The shield can completely absorb 2d6 spell levels (i.e., if the roll of 2d6 results in 10, the shield could absorb ten 1st-level spells, two 5th-level spells, or any similar combination), thereby negating their effects on the caster. Both area effect spells and those individually targeted at the wild mage can be absorbed. In the case of area spells, the *wildshield* protects only the mage. All others in the area of effect suffer normal effects from the spell.

Wildshield also protects against wild surges, whether caused by the caster's magic or by an outside source. Each wild surge is considered equal to 1d6 spell levels.

The spell remains in effect until it is either canceled by the caster or it reaches its spell level capacity. If the capacity is met exactly, the *wildshield* simply ceases to function. However, if the *wildshield* is struck by more spell levels than it can absorb, it explodes in a wild surge. The spell that triggered the surge is completely negated, its energy instead transformed into a wild surge (see Table 2). Since the shield no longer functions, the formerly protected wizard is subject to full effects of this wild surge.

The material component is a small sponge.

Wildstrike*

(Conjuration/Summoning)

(Source: Tome of Magic)

AD&D 2nd Edition

WILDMAGIC

Range: 30 yards

Components: V, S, M (a small glass tube)

Duration: 2d4 rounds

Casting Time: 6

Area of Effect: One creature

Saving Throw: Neg.

This spell is used primarily against hostile spellcasters. It distorts all attempts at spellcasting, converting spell energy into wild surges.

The victim of a *wildstrike* is allowed a saving throw; if successful, the spell has no effect. If the saving throw is failed, the target is enclosed within a field of wild magic. If the victim casts spells or uses a charge from a magical item, a wild surge is automatically created (refer to Table 2 below). When determining the effects of this surge, the true level of the wild mage who cast the *wildstrike* is subtracted from the die roll, making the effects of the wild surge more likely to affect the victim. The material component is a small glass tube that is shattered in the casting.

(please refer to the following table for the wild surge results)

(a printable version of the table can be found on page 427)

Table 2: WILD SURGE RESULTS

D100	
Roll	Result
01	Wall of force appears in front of caster
02	Caster smells like a skunk for spell duration
03	Caster shoots forth eight non-poisonous snakes from fingertips. Snakes do not attack.
04	Caster's clothes itch (+2 to initiative)
05	Caster glows as per a <i>light</i> spell
06	Spell effect has 60' radius centered on caster
07	Next phrase spoken by caster becomes true, lasting for 1 turn
08	Caster's hair grows one foot in length
09	Caster pivots 180 degrees
10	Caster's face is blackened by small explosion
11	Caster develops allergy to his magical items. Character cannot control sneezing until all magical items are removed. Allergy lasts 1d6 turns.
12	Caster's head enlarges for 1d3 turns
13	Caster <i>reduces</i> (reversed <i>enlarge</i>) for 1d3 turns
14	Caster falls madly in love with target until a <i>remove curse</i> is cast
15	Spell cannot be canceled at will by caster
16	Caster <i>polymorphs</i> randomly
17	Colorful bubbles come out of caster's mouth instead of words. Words are released when bubbles pop. Spells with verbal component cannot be cast for 1 turn.
18	Reversed <i>tongues</i> affects all within 60 feet of caster
19	Wall of fire encircles caster
20	Caster's feet enlarge, reducing movement to half normal and adding +4 to initiative rolls for 1d3 turns
21	Caster suffers same spell effect as target
22	Caster levitates 20' for 1d4 turns
23	Cause fear with 60' radius centered on caster. All within radius except the caster must make a saving throw.
24	Caster speaks in a squeaky voice for 1d6 days
25	Caster gains X-ray vision for 1d6 rounds
26	Caster ages 10 years
27	Silence, 15' radius centers on caster
28	10'x10' pit appears immediately in front of caster, 5' deep per level of the caster

29	<i>Reverse gravity</i> beneath caster's feet for 1 round
30	Colored streamers pour from caster's fingertips
31	Spell effect rebounds on caster
32	Caster becomes <i>invisible</i>
33	<i>Color spray</i> from caster's fingertips
34	Stream of butterflies pours from caster's mouth
35	Caster leaves monster-shaped footprints instead of his own until a <i>dispel magic</i> is cast
36	3-30 gems shoot from caster's fingertips. Each gem is worth 1d6 x 10 gp.
37	Music fills the air
38	<i>Create food and water</i>
39	All normal fires within 60' of caster are extinguished
40	One magical item within 30' of caster (randomly chosen) is permanently drained
41	One normal item within 30' of caster (randomly chosen) becomes permanently magical
42	All magical weapons within 30' of caster are increased by +2 for 1 turn
43	Smoke trickles from the ears of all creatures within 60' of caster for 1 turn
44	<i>Dancing lights</i>
45	All creatures within 30' of caster begin to hiccup (+1 to casting times, -1 to THAC0)
46	All normal doors, secret doors, portcullises, etc. (including those locked or barred) within 60' of caster swing open
47	Caster and target exchange places
48	Spell affects random target within 60' of the caster
49	Spell fails but is not wiped from caster's mind
50	<i>Monster summoning II</i>
51	Sudden change in weather (temperature rise, snow, rain, etc.) lasting 1d6 turns
52	Deafening bang affects everyone within 60'. All those who can hear must save vs. spell or be stunned for 1d3 rounds.
53	Caster and target exchange voices until a <i>remove curse</i> is cast
54	Gate opens to randomly chosen outer plane; 50% chance for extra-planar creature to appear.
55	Spell functions but shrieks like a shrieker
56	Spell effectiveness (range, duration, area of effect, damage, etc.) decreases 50%
57	Spell reversed, if reverse is possible
58	Spell takes physical form of free-willed elemental and cannot be controlled by caster. Elemental remains for duration of spell. Touch of the elemental causes spell effect (THAC0 equal to caster's).
59	All weapons within 60' of caster glow for 1d4 rounds
59	Spell functions; any applicable saving throw is not allowed
61	Spell appears to fail when cast, but occurs 1-4 rounds later
62	All magical items within 60' of caster glow for 2d8 days
63	Caster and target switch personalities for 2d10 rounds
64	<i>Slow</i> spell centered on target
65	Target <i>deluded</i>
66	<i>Lightning bolt</i> shoots toward target
67	Target <i>enlarged</i>
68	<i>Darkness</i> centered on target
69	<i>Plant growth</i> centered on target
70	1,000 lbs. of non-living matter within 10' of target <i>vanishes</i>
71	<i>Fireball</i> centers on target
72	Target turns to stone
73	Spell is cast; material components and memory of spell are retained
74	Everyone within 10' of caster receives the benefits of a <i>heal</i>
75	Target becomes dizzy (-4 AC and THAC0, cannot cast spells) for 2d4 rounds
76	<i>Wall of fire</i> encircles target
77	Target levitates 20' for 1d3 turns
78	Target suffers <i>blindness</i>
79	Target is charmed as per <i>charm monster</i>

80	Target <i>forgets</i>
81	Target's feet enlarge, reducing movement to half normal and adding +4 to all initiative rolls for 1-3 turns
82	Rust monster appears in front of target
83	Target <i>polymorphs</i> randomly
84	Target falls madly in love with caster until a <i>dispel magic</i> is cast.
85	Target changes sex
86	Small, black raincloud forms over target
87	<i>Stinking cloud</i> centers on target
88	Heavy object (boulder, anvil, safe, etc.) appears over target and falls for 2d20 points of damage
89	Target begins sneezing. No spells can be cast until fit passes (1d6 rounds).
90	Spell effect has 60' radius centered on target (all within radius suffer the effect)
91	Target's clothes itch (+2 to initiative for 1d10 rounds)
92	Target's race randomly changes until canceled by <i>dispel magic</i>
93	Target turns ethereal for 2d4 rounds
94	Target <i>hastened</i>
95	All cloth on target crumbles to dust
96	Target sprouts leaves (no damage caused, can be pruned without harm)
97	Target sprouts new useless appendage (wings, arm, ear, etc.) which remains until <i>dispel magic</i> is cast
98	Target changes color (canceled by <i>dispel magic</i>)
99	Spell has a minimum duration of 1 turn (i.e., a <i>fireball</i> creates a ball of flame that remains for 1 turn, a <i>lightning bolt</i> bounces and continues, possibly rebounding, for 1 turn, etc.)
100	Spell effectiveness (range, duration, area of effect, damage, etc.) increases 200%

(a printable version of the table can be found on page 427)

Seventh-Level Spells (Wiz 7)

Acid Storm

(Evocation)

(Source: Tome of Magic)

Range: 10 yards/level

Components: V, S, M (a drop of acid)

Duration: 1 round/level

Casting Time: 7

Area of Effect: 40-foot-diameter circle

Saving Throw: -

This deadly spell unleashes a downpour of magical, gelatinous acid droplets. All creatures within the area of effect are coated by globs of gooey acid. The acid can be washed off only with wine, vinegar, or by a successful *dispel magic* or similar spell. The acid remains present for 1 round per level of the caster, then vanishes.

Creatures coated by the acid suffer 1d4 hit points of damage each round during rounds 1-3, 1d6 points in each of rounds 4-6, and 1d8 points on each round thereafter.

Characters who successfully save vs. spells during the first round suffer only half damage from the acid for the remaining rounds. When the spell expires, no further damage is inflicted. Acid damage can be healed through any means except regeneration.

The material component is a drop of acid.

Banishment

(Abjuration)

(Source: Players Handbook)

Range: 20 yds.

Components: V, S, M (substances harmful, hateful, or opposed to the nature of the subject)

Duration: Instantaneous

Casting Time: 7

Area of Effect: 60-ft. radius

Saving Throw: Special

A banishment spell enables the caster to force some extraplanar creature out of the caster's home plane. The effect is instantaneous, and the subject cannot come back without some special summoning or means of egress from its own plane to the one from which it was banished. Up to 2 Hit Dice or levels of creature per caster level can be banished.

The caster must both name the type of creature(s) to be sent away and give its name and title as well, if any. In any event, the creature's magic resistance must be overcome for the spell to be effective.

The material components of the spell are substances harmful, hateful, or opposed to the nature of the subject(s) of the spell. For every such substance included in the casting, the subject creature(s) loses 5% from its magic resistance and suffers a -2 penalty to its saving throw vs. spell. For example, if iron, holy water, sunstone, and a sprig of rosemary were used in casting a banishment upon a being that hates those things, its saving throw versus the spell would be made with a -8 penalty (four substances times the factor of -2).

Special items, such as hair from the tail of a ki-rin or couatl feathers, could also be added to change the factor to -3 or -4 per item. In contrast, a titan's hair or mistletoe blessed by a druid might lower the factor to -1 with respect to the same creature. If the subject creature successfully rolls its saving throw vs. spell, the caster is stung by a backlash of energy, suffers 2d6 points of damage, and is stunned for one round.

Bigby's Grasping Hand

(Evocation)

(Source: Players Handbook)

Range: 10 yds./level

Components: V, S, M (a leather glove)

Duration: 1 rd./level

Casting Time: 7

Area of Effect: Special

Saving Throw: None

Bigby's grasping hand is a superior version of the 6th-level spell Bigby's forceful hand. It creates a man-sized (5 feet) to gargantuan-sized (21 feet) hand that appears and grasps a creature designated by the caster, regardless of what the spellcaster does or how the opponent tries to escape it.

The grasping hand can hold motionless a creature or object of up to 1,000 pounds weight, slow movement to 10 feet per round if the creature weighs between 1,000 and 4,000 pounds, or slow movement by 50% if the creature weighs up to 16,000 pounds. The hand itself inflicts no damage. The grasping hand has an Armor Class of 0, has as many hit points as its caster in full health, and vanishes when destroyed. The caster can order it to release a trapped opponent or can dismiss it on command.

The material component is a leather glove.

Bloodstone's Frightful Joining

(Necromancy)

(Source: Tome of Magic)

Range: Touch

Components: V, S

Duration: 1 turn/level
Casting Time: 7
Area of Effect: One undead creature
Saving Throw: Special

When this powerful spell is employed, the wizard transfers his spirit to the body of an undead creature, totally dominating it. If the undead creature has intelligence, it is allowed a saving throw vs. spell to resist the joining. If the save is successful, the caster's spirit is forced back into his own body. The wizard must make a system shock roll; if the roll fails, the wizard suffers 5d6 points of damage. If the roll succeeds, the wizard suffers half this damage.

If the creature's save fails, the necromancer joins his life essence with that of the undead. While in the creature's body, the caster can use all of its special attacks and innate abilities, excluding spells memorized by the creature.

The wizard's body remains comatose, is subject to all regular attacks, and suffers damage normally. The wizard's spirit can travel an unlimited distance from his physical body as long as they remain on the same plane of existence.

If intelligent, the possessed undead continually tries to purge the caster with mental threats that can be heard only by the wizard. The thoughts of the undead are ghastly.

During the first minute of each hour of possession, the caster must succeed an Intelligence check in order to retain his sanity. The roll is modified by the difference between the creature's Intelligence and that of the spellcaster. If the undead has a higher score, the difference is added to the die roll. If the necromancer has a higher Intelligence, the difference is subtracted from the roll.

If the roll is successful, nothing happens and the caster may continue to possess the undead. If the Intelligence roll fails, the wizard's intellect degenerates, making him a raving, homicidal maniac. His spirit is immediately forced to return to his body, and he must attempt a system shock roll with damage occurring as outlined above. The caster remains dangerously insane until a *heal* or *wish* spell is used to restore his intellect.

This spell can be very useful when combined with the *mask of death* spell.

When the spell's duration expires, the necromancer's spirit immediately returns to his body.

Charm Plants (Enchantment/Charm)

(Source: Players Handbook)

Range: 30 yds.
Components: V, S, M (a pinch of humus, a drop of water, and a twig or leaf)
Duration: Permanent

Casting Time: 1 turn
Area of Effect: 10 x 30 ft.
Saving Throw: Neg.

The charm plants spell enables the spellcaster to bring under command vegetable life forms and communicate with them. These plants obey instructions to the best of their ability. The spell will charm plants in a 30-foot x 10-foot area. While the spell does not endow the vegetation with new abilities, it does enable the wizard to command the plants to use whatever they have in order to fulfill his instructions. If the plants in the area of effect do have special or unusual abilities, these are used as commanded by the wizard.

For example, this spell can generally duplicate the effects of the 1st-level priest spell entangle, if the caster desires. The saving throw applies only to intelligent plants, and it is made with a -4 penalty to the die roll.

The material components of the spell are a pinch of humus, a drop of water, and a twig or leaf.

Control Undead (Necromancy)

(Source: Players Handbook)

Range: 60 ft.
Components: V, S, M (a small piece each of bone and raw meat)
Duration: 3d4 rds. + 1 rd./level
Casting Time: 1 rd.
Area of Effect: 1d6 undead
Saving Throw: Special

This spell enables the wizard to command 1d6 undead creatures for a short period of time. Upon casting the spell, the wizard selects one point within range of the spell. Those undead nearest to this point are affected, until either undead equal in Hit Dice to the caster's level or six undead are affected. Undead with 3 Hit Dice or less are automatically controlled. Those of greater Hit Dice are allowed a saving throw vs. spell, which, if successful, negates the attempt to control that creature. Regardless of the success or failure of the saving throw, each creature required to make a check counts toward the Hit Dice limit of the spell.

Those creatures under the control of the wizard can be commanded by the caster if they are within hearing range. There is no telepathic communication or language requirement between the caster and the controlled undead. Even if communication is impossible, the controlled undead do not attack the spellcaster. At the end of the spell, the controlled undead revert to their normal behaviors. Those not mindless will remember the control exerted by the wizard.

The material component for this spell is a small piece each of bone and raw meat.

Create Crypt Thing (Necromancy) *Reversible*

(Source: Monster Manual)

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

This spell enables the caster to cause a single dead body to animate and assume the status of a crypt thing. This spell can be cast only in the tomb or grave area the crypt thing is to protect; the spell requires that the caster touch the skull of the subject body. Once animated, the crypt thing remains until destroyed. Only one crypt thing may guard a given tomb.

A successful *dispel magic* spell returns the crypt thing to its original unanimated state. Attempts to restore the crypt thing before this is done fail for any magic short of a *wish*.

Reverse: Destroy Crypt Thing

The reverse of this spell, *destroy crypt thing*, utterly annihilates any one such being as soon as it is touched by the caster. The target is allowed a saving throw vs. death magic to avoid destruction.

This spell exists also as a priest spell.

Delayed Blast Fireball (Evocation)

(Source: Players Handbook)

Range: 100 yds. + 10 yds./level
Components: V, S, M (a tiny ball of bat guano and sulphur)
Duration: Special
Casting Time: 7
Area of Effect: 20-ft. radius
Saving Throw: ½

This spell creates a fireball, with a +1 bonus to each of its dice of damage, which releases its blast anytime from instantly to five rounds later, according to the command given by the wizard. In other respects, the spell is the same as the 3rd-level spell fireball.

(please also read the following paragraph from the *Wizard's Handbook*)

Under water casting (The Complete Wizard's Handbook, Addition & Comments)

According to the Complete Wizard's Handbook, "Delayed Blast Fireball" can't be

casted under water and will **not** function, even within the boundaries of an "Aerie water spell" (s. Wiz5).

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Delayed Blast Fireball:

This spell inflicts up to 15d6+15 points of damage.

Descent into Madness (Enchantment/Charm, Mentalism)

(Source: Players Option: Spells & Magic)

Range: 10 yds./level
Components: V, S, M (a special cube of gold wire worth at least 500 gold pieces shaped to represent a tesseract, or four-dimensional figure)
Duration: Permanent
Casting Time: 7
Area of Effect: 1 creature
Saving Throw: Negates

[Subtlety: +5; Knockdown: None; Sensory: Moderate visual; Critical: None]

More insidious and powerful than the *feeblemind* spell, *descent into madness* afflicts one creature with a random form of insanity. The spell can affect any creature with an Intelligence of low (5) or higher; however, a character or creature protected by a *mind blank* is immune to this spell. Creatures are entitled to a normal saving throw vs. spell to withstand the spell. The form of insanity caused by the spell is determined by a roll on the chart:

d%	Insanity Type
01–15	Delirium
16–22	Disorientation
23–34	Phobia
35–40	Paranoia
41–44	Alienation
45–54	Amnesia
55–64	Hallucinatory insanity
65–69	Melancholia
70–74	Dementia praecox
75–83	Mania
84–89	Hebephrenia
90–95	Catatonia
96–00	Homicidal mania

The various types of insanity and their game effects are described under the **Alienist** in Chapter 6. The caster has no idea what kind of madness the spell inflicts on its victim, although he may be able to form an educated guess after observing the victim for a few rounds. *Descent into madness* accelerates the process of insanity

radically, producing an advanced condition almost immediately; for example, a character rendered paranoid by this spell skips past suspicion and instantly regards his friends and allies as enemies of the worst sort. The victim has a small chance of recovering with the passage of time (as described under each type of insanity) but other than that the only ways to repair the effects of this spell are *restoration*, *wish*, or use of the psionic power psychic surgery.

The material component is a special cube of gold wire worth at least 500 gold pieces shaped to represent a tesseract, or four-dimensional figure.

Drawmij's Instant Summons (Conjuration/Summoning)

(Source: Players Handbook)

Range: Infinite + special

Components: V, S, M (a gem of not less than 5,000 gp value)

Duration: Instantaneous

Casting Time: 1

Area of Effect: 1 small object

Saving Throw: None

When this spell is cast, the wizard teleports some desired item from virtually any location directly to his hand. The single object can be no larger than a sword, can have no more weight than a shield (about eight pounds), and must be nonliving.

To prepare this spell, the wizard must hold a gem of not less than 5,000 gp value in his hand and utter all but the final word of the conjuration. At some point in the future, he must crush the gem and utter the final word. The desired item is then transported instantly into the spellcaster's right or left hand, as he desires.

The item must have been previously touched during the initial incantation and specifically named; only that particular item is summoned by the spell. During the initial incantation, the gem becomes magically inscribed with the name of the item to be summoned. The inscription is invisible and unreadable, except by means of a read magic spell, to all but the wizard who cast the summons.

If the item is in the possession of another creature, the spell does not work, and the caster knows who the possessor is and roughly where he, she, or it is located when the summons is cast. Items can be summoned from other planes of existence, but only if such items are not in the possession (not necessarily the physical grasp) of another creature. For each level of experience above the 14th, the wizard is able to summon a desired item from one plane farther removed from the plane he is in at the time the spell is cast (one plane away at 14th level, two planes away at 15th, etc.). Thus, a wizard of 16th level could cast the spell even if the desired

item was on the second layer of one of the Outer Planes, but at 14th level the wizard would be able to summon the item only if it were no farther than one of the Inner Planes, the Ethereal Plane, or the Astral Plane (see the Planescape Campaign Setting boxed set). Note that special wards or barriers, or factors that block the teleport or plane shift spells, may also block the operation of this spell.

Objects in Leomund's secret chest cannot be recovered by using this spell.

Note: If the item is wizard marked, it can be summoned from anywhere on the same plane unless special local conditions apply. Furthermore, the details of the location of the item are more specific, and the item is more easily traceable with other types of scrying magic.

Duo-Dimension (Alteration)

(Source: Players Handbook)

Range: 0

Components: V, S, M (a flat ivory likeness of the spellcaster, worth between 500 and 1000 gp)

Duration: 3 rds. + 1 rd./level

Casting Time: 7

Area of Effect: The caster

Saving Throw: None

A duo-dimension spell causes the caster to have only two dimensions, height and width, with no depth. He is thus invisible when turned sideways. This invisibility can be detected only by means of a true seeing spell or similar methods. In addition, the duodimensional wizard can pass through the thinnest of spaces as long as these have the proper height--going through the space between a door and its frame is a simple matter.

The wizard can perform all actions normally. He can turn and become invisible, move in this state, and appear again next round and cast a spell, disappearing on the following round.

Note that when turned, the wizard cannot be affected by any form of attack, but when visible, he is subject to double the amount of damage normal for an attack form; for example, a dagger thrust would inflict 2d4 points of damage if it struck a duodimensional wizard. Furthermore, the wizard has a portion of his existence in the Astral Plane when the spell is in effect, and he is subject to possible notice by creatures there. If noticed, it is 25% probable that the wizard is pulled entirely into the Astral Plane by any attack from an astral creature. Such an attack (and any subsequent attack received on the Astral Plane) inflicts normal damage.

The material components of this spell are a flat ivory likeness of the spellcaster (which must be of finest workmanship, gold filigreed, and enameled

and gem-studded at an average cost of 500 to 1,000 gp) and a strip of parchment. As the spell is uttered, the parchment is given half a twist and joined at the ends. The figurine is then passed through the parchment loop, and both disappear forever.

Finger of Death (Necromancy)

(Source: Players Handbook)

Range: 60 yds.
Components: V, S
Duration: Permanent
Casting Time: 5
Area of Effect: 1 creature
Saving Throw: Neg.

The finger of death spell snuffs out the victim's life force. If successful, the victim can be neither raised nor resurrected. In addition, in human subjects the spell initiates changes to the body such that after three days the caster can, by means of a special ceremony costing not less than 1,000 gp plus 500 gp per body, animate the corpse as a juju zombie under the control of the caster. The changes can be reversed before animation by a limited wish or similar spell cast directly upon the body, and a full wish restores the subject to life.

The caster utters the finger of death spell incantation, points his index finger at the creature to be slain, and unless the victim succeeds in a saving throw vs. spell, death occurs. A creature successfully saving still receives 2d8+1 points of damage. If the subject dies of damage, no internal changes occur and the victim can then be revived normally.

Forcecage (Evocation)

(Source: Players Handbook)

Range: 10 yds./2 levels
Components: V, S, M (powder a diamond of at least 1,000 gp)
Duration: 6 turns + 1/level
Casting Time: 3-4
Area of Effect: 20-ft. cube
Saving Throw: None

This powerful spell enables the caster to bring into being a cube of force (s. item description below), but it is unlike the magical item of that name in one important respect: The forcecage does not have solid walls of force; it has alternating bands of force with ½-inch gaps between.

Thus, it is truly a cage, rather than an enclosed space with solid walls. Creatures within the area of effect of the spell are caught and contained unless they are able to pass through the openings--and, of

course, all spells and breath weapons can pass through the gaps in the bars of force of the forcecage.

A creature with magic resistance has a single attempt to pass through the walls of the cage. If the resistance check is successful, the creature escapes. If it fails, the creature is caged. Note that a successful check does not destroy the cage, nor does it enable other creatures (save familiars) to flee with the escaping creature. The forcecage is also unlike the solid-walled protective device, cube of force, in that it can be gotten rid of only by means of a dispel magic spell or by the expiration of the spell.

Forcecube

By means of special preparation at the time of memorization, a forcecage spell can be altered to a forcecube spell. The cube created is 10 feet on a side, and the spell then resembles that of a cube of force (see below) in all respects save that of the differences between a cast spell and the magic of a device, including the methods of defeating its power.

Although the actual casting of either application of the spell requires no material component, the study required to commit it to memory does demand that the wizard powder a diamond of at least 1,000 gp value, using the diamond dust to trace the outlines of the cage or cube he desires to create via spellcasting at some later time. Thus, in memorization, the diamond dust is employed and expended, for upon completion of study, the wizard must then toss the dust into the air and it will disappear.

Cube of Force (DMG)

This device can be made of ivory, bone, or any hard mineral. It is about the size of a large die—perhaps ¾ of an inch across—and enables its possessor to put up a wall of force 10 feet per side around his person. This cubic screen is impervious to the attack forms shown on the table below. The cube has 36 charges, and this energy is restored each day. The holder presses one face of the cube to activate or deactivate the field:

Cube Face	Charge Cost Per Turn/ Movement Rate	Effect
1	1/1	keeps out gases, wind, etc.
2	2/8	keeps out nonliving matter
3	3/6	keeps out living matter
4	4/4	keeps out magic
5	6/3	keeps out all things
6	0/normal	deactivates

When the force screen is up, the following attacks cost extra charges from the cube in order to maintain the integrity of the screen. Note that these spells cannot be cast either into or out of the cube:

Attack Form	Extra Charges
Catapult-like missiles	1
Very hot normal fires	2

<i>Horn of blasting</i>	6
<i>Delayed blast fireball</i>	3
<i>Disintegrate</i>	6
<i>Fireball</i>	3
<i>Fire storm</i>	3
<i>Flame strike</i>	3
<i>Lightning bolt</i>	4
<i>Meteor swarm</i>	8
<i>Passwall</i>	3
<i>Phase door</i>	5
<i>Prismatic spray</i>	7
<i>Wall of fire</i>	2

Hatch the Stone from the Egg (Alteration, Enchantment, Evocation)

(Source: Tome of Magic)

Range: Touch

Components: V, S, M (a magical item known as the *philosopher's egg*)

Duration: Special

Casting Time: 1d4+4 hours

Area of Effect: One alchemical mixture

Saving Throw: None

When a wizard wishes to create the magical item known as the *philosopher's stone*, he must first discover its alchemical formula, which tells him the necessary ingredients and the method of preparing them. This information is not provided by this spell, and this spell is useless without the formula. (The exact ingredients and formula are decided by the Dungeon Master and must be discovered by the wizard by adventuring.)

When the formula has been discovered and the ingredients prepared, the wizard enchants the alchemical mixture with the *enchant an item* spell. *Hatch the stone from the egg* is then cast upon the mixture. This spell slowly transmutes the mixture into its final form as the *philosopher's stone*. The process is completed with a *permanency* spell.

The material component for this spell is a magical item known as the *philosopher's egg*, which is an enchanted retort used to hold the alchemical mixture. The egg is not destroyed upon completion of the spell and may be used again. (Further details about the *philosopher's egg* are found in Chapter 4 of this book.)

Hornung's Surge Selector*

(Alteration)

(Source: Tome of Magic)

WILDMAGIC

Range: 0

Components: V, S, M (a brass spinner)

Duration: Special

Casting Time: 1 round

Area of Effect: The caster

Saving Throw: None

The great Hornung, having been blasted more than once by his own wild surges, devised a method of improving the results of wild magic and, not incidentally, his own chances of survival. The result was *Hornung's surge selector*.

By casting this spell, the wild mage gains greater control over wild surges. When the caster's spell creates a wild surge, two separate results are determined from Table 2. The caster can then choose which of the two results will take effect. This spell can be used in conjunction with *Nahal's reckless dweomer*. The spell's duration is a fixed number of surges or 12 hours, whichever comes first.

The wild mage is able to shape one wild surge per five levels of his experience; thus, a 15th-level caster could shape three wild surges within a 12-hour period. At the end of 12 hours, the spell expires, regardless of the number of surges remaining.

The material component is a brass spinner.

Intensify Summoning (Conjuration/Summoning, Necromancy)

(Source: Tome of Magic)

Range: Special

Components: V, S, M (a small leather pouch and a miniature silver candelabra)

Duration: 1 turn

Casting Time: 6

Area of Effect: Special

Saving Throw: None

This spell enhances the strength of creatures summoned by the caster via 1st through 6th level conjuration/summoning spells. Only spells which bring summoned creatures to the wizard are affected.

The first two conjuration/summoning spells cast by the wizard within one turn following the intensify summoning spell are affected. Summoned creatures gain 2 hit points per hit die. The affected creatures retain their bonus hit points until the normal expiration of the spell that summoned them.

The material components are a small leather pouch and a miniature silver candelabra.

Limited Wish (Conjuration/Summoning, Invocation/Evocation)

(Source: Players Handbook)

Range: Unlimited

Components: V

Duration: Special

Casting Time: Special

Area of Effect: Special

Saving Throw: Special

The limited wish is a very potent but difficult spell. It will fulfill literally, but only partially or for a limited duration, the utterance of the spellcaster. Thus, the actuality of the past, present, or future might be altered (but possibly only for the wizard unless the wording of the spell is most carefully stated) in some limited manner. The use of a limited wish will not substantially change major realities, nor will it bring wealth or experience merely by asking. The spell can, for example, restore some hit points (or all hit points for a limited duration) lost by the wizard. It can reduce opponent hit probabilities or damage, increase duration of some magical effect, cause a creature to be favorably disposed to the spellcaster, mimic a spell of 7th level or less, and so on (see the 9th-level wish spell). Greedy desires usually end in disaster for the wisher. Casting time is based on the time spent preparing the wording for the spell (clever players decide what they want to say before using the spell). Normally, the casting time is one round (most of it being taken up by deciding what to say). Casting this spell ages the caster one year per 100 years of regular life span. *(please also read the following paragraph from the Wizard's Handbook)*

Limited Wish

(The Complete Wizard's Handbook, Addition & Comments)

As with *wish* (see the discussion below), the DM should decide the limitations of *limited wish* before his wizards have an opportunity to use it, preferably before the campaign begins. Here are some suggestions for what a limited wish can accomplish. The DM is free to alter these suggestions as he sees fit.

?? A *limited wish* can heal damage for the caster or any single character of the caster's choice. A good range is 20-35 hit points (5d4 + 15) of healing. If a *limited wish* is used to heal damage in this way, it cannot be used to restore life; that is, it cannot affect any creature who has been reduced to 0 hit points.

?? A *limited wish* can temporarily restore life to any creature or person who was reduced to 0 hit points or less within the previous 24 hours. The *limited wish* restores the subject to exactly 1 hit point. Success is not automatic; the subject is required to make a resurrection survival check. However, the effect lasts for only a limited time (1-4 hours is a good range). At the end of this time, the creature reverts to the number of hit points he had before the *limited wish* was cast (0 hit points or less).

?? A *limited wish* can inflict damage on any single character. A good range is 20-40 (5d4 +

15) hit points of damage. The victim can save vs. spell for half damage.

?? A *limited wish* can duplicate the effects of any spell of 7th-level or less.

?? A *limited wish* can change the outcome of any action the wizard took within the past 24 hours, as long as the change is reasonably minor. For instance, the wizard could wish to search the body of an opponent he defeated earlier that day, but he could not wish to single-handedly have fought and defeated an entire army. All of the general restrictions that apply to wish (see below) also apply to *limited wish*.

The suggestions regarding the selection of appropriate durations, casting times, and areas of effect also apply.

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Limited Wish:

The magical aging inflicted by this spell is a function of the caster's natural life span. Typical aging is one year for a human, two years for a halfling or half-elf, three years for dwarf, four years for a gnome, and five years for an elf.

This spell functions as a *wish* spell in most respects, but it cannot produce wealth or magical items. A *limited wish* can mimic the function of most other spells of 7th level or less. If used to alter reality, the changes must be minor. For example, a single creature automatically hits on its next attack, all opponents currently attacking the caster's party suffer a -2 attack penalty for the duration of the encounter, a single creature regains 20-50% of lost hit points, or a single creature fails its next saving throw are all possible uses for the spell.

Major changes in reality persist for a limited duration, such as a single creature regaining all lost hit points for 24 hours, a hostile creature becoming cooperative for an hour, or an alert sentry falling asleep at his post.

Malec-Keth's Flame Fist

(Evocation)

(Source: Tome of Magic)

Range: 0

Components: V, S

Duration: 1 round/level
Casting Time: 1
Area of Effect: One creature or object
Saving Throw: Special

When this spell is completed, one of the caster's hands (his choice) bursts into light and is surrounded by an aura of flame. The caster suffers no damage from this effect.

Illumination is equal to that of a torch. If the wizard successfully touches an opponent, the subject must attempt a saving throw. If the roll is successful, the flame remains on the caster's hand (and he may use it to make further attacks until the spell's duration expires) and the touched creature suffers 1d4+2 points of fire damage. If the save is failed, the flame leaves the caster's hand to surround the victim's body in an aura of searing fire. The superheated aura burns for 1 round, inflicting 1d4 points of damage per level of the caster.

Instead of attacking a creature, the caster may choose to touch any single object, which is automatically surrounded by the searing aura for 1 round and must succeed at an item saving throw vs. magical fire or be destroyed. The aura can surround an object up to 5 cubic feet in volume per level of the caster.

Mass Invisibility (Illusion/Phantasm)

(Source: Players Handbook)

Range: 10 yds./level
Components: V, S, M (an eyelash and a bit of gum Arabic)
Duration: Special
Casting Time: 7
Area of Effect: 60 x 60 yds.
Saving Throw: None

This is a more extensive adaptation of the invisibility spell for battlefield use. It can hide creatures in a 60-yard x 60-yard area: up to 400 man-sized creatures, 30 to 40 giants, or six to eight large dragons. The effect is mobile with the unit and is broken when the unit attacks. Individuals leaving the unit become visible. The wizard can end this spell upon command.

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

Monster Summoning V (Conjuration/Summoning)

(Source: Players Handbook)

Range: Special
Components: V, S, M (a tiny bag and a small candle)

AD&D 2nd Edition

Duration: 6 rds. + 1 rd./level
Casting Time: 6
Area of Effect: 70-yd. radius
Saving Throw: None

This spell is much like the 3rd-level monster summoning I spell, except that this spell summons 1d3 5th-level monsters. These appear within the spell's area of effect and attack the caster's opponents until either he commands them to cease, the spell duration expires, or the monsters are slain. These creatures do not check morale, and they vanish when slain. If no opponent exists to fight, summoned monsters can, if the wizard can communicate with them, and if they are physically capable, perform other services for the summoning wizard.

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

Monster Summoning V (1d20), # of app. 1d3

1	Ankheg (7-8 HD)
2	Cockatrice
3	Displacer beast
4	Doppelganger
5	Hornet, giant
6	Hydra, 7 heads
7	Hydra, 5 heads, cryo- or pyro-
8	Leucrotta
9	Lizard, subterranean
10	Lyc., boar
11	Margoye
12	Minotaur
13	Ochre jelly
14	Rust monster
15	Slithering track er
16	Snake, giant, pois. or spitting
17	Spider, giant
18	Giantkin, verbeeg
19	Wolf, winter
20	Zombie, ju-ju

(please also read the following paragraph from the Wizard's Handbook)

Under water casting (The Complete Wizard's Handbook, Addition & Comments)

Only creatures that can breathe and function underwater can be summoned. (If available, the DM should use the appropriate Aquatic Monster Summoning table in the *Monstrous Compendium*.)

(please also notice the following tables from the Monster Manual I regarding the summoning of monsters in salt and fresh water)

Monster Summoning V, Aquatic Monster Summoning, Salt Water, roll 1d10, # of app. 1d3

1	Crocodile, giant
2	Lamprey, sea
3	Scrag (troll)

4	Sea lion
5	Selkie
6	Shark (5-6 HD)
7	Spider, giant marine
8	Water weird
9	Urchin, silver
10	Roll again with 1d8

**Monster Summoning V, Aquatic Monster
Summoning, Fresh Water, roll 1d4, # of app. 1d3**

1	Crocodile, giant
2	Eel, giant electric
3	Scrag (troll)
4	Water weird

Mordenkainen's Magnificent Mansion

(Alteration, Conjunction)

(Source: Players Handbook)

Range: 10 yds.

Components: V, S, M (a miniature portal carved from ivory, a small piece of polished marble, and a tiny silver spoon)

Duration: 1 hr./level

Casting Time: 7 rds.

Area of Effect: 300 sq. ft./level

Saving Throw: None

By means of this spell, the wizard conjures up an extradimensional dwelling, entrance to which can be gained only at a single point of space on the plane from which the spell was cast. From the entry point, those creatures observing the area see only a faint shimmering in the air, in an area 4 feet wide and 8 feet high. The caster of the spell controls entry to the mansion, and the portal is shut and made invisible behind him when he enters. He may open it again from his own side at will. Once observers have passed beyond the entrance, they behold a magnificent foyer and numerous chambers beyond.

The place is furnished and contains sufficient foodstuffs to serve a nine-course banquet to as many dozens of people as the spellcaster has levels of experience. There is a staff of near-transparent servants, liveried and obedient, to wait upon all who enter. The atmosphere is clean, fresh, and warm.

Since the place can be entered only through its special portal, outside conditions do not affect the mansion, nor do conditions inside it pass to the plane beyond. Rest and relaxation within the place is normal, but the food is not. It seems excellent and quite filling as long as one is within the place. Once outside, however, its effects disappear immediately, and if those resting have not eaten real food within a reasonable time span, ravenous hunger strikes. Failure to eat normal food immediately results in

the onset of fatigue or starvation penalties as decided by the DM.

The material components of this spell are a miniature portal carved from ivory, a small piece of polished marble, and a tiny silver spoon. These are utterly destroyed when the spell is cast.

(It is worth mentioning that this spell has been used in conjunction with a normal portal, as well as with illusion magic. There is evidence that the design and interior of the space created can be altered to suit the caster's wishes.)

(please also read the following paragraph from the Wizard's Handbook)

**Under water casting
(The Complete Wizard's Handbook,
Addition & Comments)**

At the caster's option, the mansion can be filled with water, or the influx of water can be prevented, keeping the mansion's interior tidy and dry.

Mordenkainen's Sword

(Evocation)

(Source: Players Handbook)

Range: 30 yds.

Components: V, S, M (a miniature platinum sword with a grip and pommel of copper and zinc, which costs 500 gp to construct)

Duration: 1 rd./level

Casting Time: 7

Area of Effect: Special

Saving Throw: None

Upon casting this spell, the wizard brings into being a shimmering, swordlike plane of force. The spellcaster is able to mentally wield this weapon (to the exclusion of all activities other than movement), causing it to move and strike as if it were being used by a fighter. The basic chance for Mordenkainen's sword to hit is the same as the chance for a sword wielded by a fighter of half the level of the spellcaster. For example, if cast by a 14th-level wizard, the weapon has the same hit probability as a sword wielded by a 7th-level fighter. The sword has no magical attack bonuses, but it can hit nearly any sort of opponent, even those normally struck only by +3 weapons or those who are astral, ethereal, or out of phase. It hits any Armor Class on a roll of 19 or 20. It inflicts 5d4 points of damage to opponents of man size or smaller, and 5d6 points of damage to opponents larger than man size. It lasts until the spell duration expires, a dispel magic is used successfully upon it, or its caster no longer desires it.

The material component is a miniature platinum sword with a grip and pommel of copper and zinc, which costs 500 gp to construct, and which disappears after the spell's completion.

Neutralize Gas

(Abjuration, Elemental Air, Alchemy)

(Source: Players Option: Spells & Magic)

Range: 60 yards

Components: V, S, M (a bit of charcoal and some bark from a treant)

Duration: Instantaneous

Casting Time: 1

Area of Effect: One 10-ft. cube/1vl.

Saving Throw: None

[Subtlety: +5; Knockdown: None; Sensory: Large
usual/olfactory; Critical: None]

By using this spell, the wizard renders inert and makes breathable any harmful vapors, gases, clouds, or fogs in the area of effect. This includes *stinking cloud*, *cloudkill*, *solid fog*, *death fog*, *incendiary cloud*, *acid storm*, gaseous breath weapons, spore or mold clouds, and similar spells and effects. Harmful gas or vapor is transformed into a common, harmless *fog cloud* of the same dimensions as the original effect, and then dissipates 1d3 rounds later. Creatures who were injured before *neutralize gas* is cast continue to suffer any effects from their previous exposure—the spell does not heal or counter existing damage, so a creature that is choking and gagging from a *stinking cloud* would receive no relief from this dweomer.

If cast in the same round of the effect's appearance, *neutralize gas* may be used to counter gaseous breath weapons, spores, and molds by granting any creatures affected a +4 bonus to their saving throws and reducing any damage to one-half or one-quarter normal, depending on whether or not the victims make their saving throws. Air-based creatures are not affected by this spell; *neutralize gas* only "clears the air" of any harmful inhalants.

The material components are a bit of charcoal and some bark from a treant

Persistence

(Invocation/Evocation)

(Source: Players Option: Spells & Magic)

Range: 0

Components: V, S, M (a crystal chalice of exquisite workmanship worth at least 2,000 gp)

Duration: 1 day/level

Casting Time: 1 turn

Area of Effect: The caster

Saving Throw: None

[Subtlety: +6; Knockdown: None; Sensory: None; Critical: None]

Related to both the *contingency* and *permanency* spells, *persistence* allows a wizard to cast a spell of 6th level or lower and then hold it until it is needed. There are two general uses for *persistence*: to use a personal spell effect as needed up to the maximum duration of the *persistence* itself, or to prepare an instantaneous spell and hold it ready until the caster wishes to use it.

A. Personal effect. Any spell that augments the wizard's natural abilities—*detect magic*, *protection from evil*, *jump*, *infravision*, *fly*, *wraithform*, or other caster-affecting spells—can be made *persistent* by use of this spell. The wizard casts *persistence* and then immediately follows with the desired spell. Instead of taking effect immediately, the magic of the *persistence* holds it ready for use by a simple act of will. The wizard can then "turn on" or "turn off" the girded spell as often as he likes over the course of the duration of the *persistence*. The duration of the girded spell only runs while the spell is active, so a 15th-level wizard who makes a *fly* spell *persistent* will be able to use 1d6+15 turns of flight (the normal duration of *fly*) over the next 15 days (the duration of the *persistence*) as he sees fit.

This is especially useful because it allows the wizard to cast the girded spell and the *persistence* and have the girded spell's effects available while he then memorizes another spell in place of the spell made *persistent*. It is also useful because the girded spell can be activated instantly by an act of will. The main difference between this spell and *contingency* lies in the fact that a *persistent* spell may be invoked several times (up to the limit of its normal duration) while a *contingency* functions once only.

B. Held spell. Spells that have an instantaneous effect, such as most attack spells and some movement spells like *teleport* or *dimension door*, can be rendered *persistent* as well. The held spell may be activated or discharged at any time during the duration of the *persistence*, but its magic is then exhausted as if it had been cast normally. This resembles the effect of a *contingency* spell, but the effect has no predefined conditions and simply occurs when the caster wills it to.

Damaging or offensive spells that have a duration (for example, *flaming sphere* or *wall of fire*) cannot be rendered *persistent*. A wizard may have no more than one *persistence* spell active at any given time; if he girds a new spell while an old one is still *persistent*, the old spell is simply replaced by the new one.

The material component is a crystal chalice of exquisite workmanship worth at least 2,000 gp. The material component of a held or girded spell is expended when the spell is made *persistent*.

Phase Door (Alteration)

(Source: Players Handbook)

Range: Touch

Components: V

Duration: 1 usage/2 levels

Casting Time: 7

Area of Effect: Special

Saving Throw: None

When this spell is cast, the wizard attunes his body, and a section of wall is affected as if by a passwall spell. The phase door is invisible to all creatures save the spellcaster, and only he can use the space or passage the spell creates, disappearing when the phase door is entered, and appearing when it is exited. If the caster desires, one other creature of man size or less can be taken through the door; this counts as two uses of the door. The door does not pass light, sound, or spell effects, nor can the caster see through it without using it. Thus, the spell can provide an escape route, though certain creatures, such as phase spiders, can follow with ease. A gem of true seeing and similar magic will reveal the presence of a phase door but will not allow its use. The phase door lasts for one usage for every two levels of experience of the spellcaster.

It can be dispelled only by a casting of dispel magic from a higher-level wizard, or from several lower-level wizards, casting in concert, whose combined levels of experience are more than double that of the wizard who cast the spell (this is the only instance in which dispel effects can be combined). Rumor has it that this spell has been adapted by a certain powerful wizard (or wizards) to create renewable (or permanent) portals, which may (or may not) be keyed to specific individuals (henchmen) or items (such as rings).

Power Word, Stun (Conjuration/Summoning)

(Source: Players Handbook)

Range: 5 yds./level

Components: V

Duration: Special

Casting Time: 1

Area of Effect: 1 creature

Saving Throw: None

When a power word, stun spell is uttered, any creature of the wizard's choice is stunned--reeling and unable to think coherently or act--for a duration dependent on its current hit points. Of course, the wizard must be facing the creature, and the creature

must be within the range of 5 yards per experience level of the caster.

Creatures with 1 to 30 hit points are stunned for 4d4 rounds, those with 31 to 60 hit points are stunned for 2d4 rounds, those with 61 to 90 hit points are stunned for 1d4 rounds, and creatures with over 90 hit points are not affected. Note that if a creature is weakened so that its hit points are below its usual maximum, the current number of hit points is used.

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Power Word, Stun:

Creatures affected by this spell are unable to take any meaningful actions. They cannot communicate, employ spells, use magical items, initiate psionic abilities, use spell-like abilities, fight, or move freely. Movement is limited to one third the creature's current movement rate, or a rate of 3, whichever is less. Attacks against stunned creatures gain a +4 bonus.

Prismatic Spray (Conjuration/Summoning)

(Source: Players Handbook)

Range: 0

Components: V, S

Duration: Instantaneous

Casting Time: 7

Area of Effect: 70 x 15 ft. spray

Saving Throw: Special

When this spell is cast, the wizard causes seven shimmering, multicolored rays of light to flash from his hand in a triangular spray. This spray is 70 feet long and spreads to 15 feet wide at the end. It includes all colors of the visible spectrum; each ray has a different power and purpose. Any creature with fewer than 8 Hit Dice struck by a ray is blinded for 2d4 rounds, regardless of any other effect.

Any creature in the area of effect will be touched by one or more of the rays. To determine which ray strikes a creature, roll 1d8 and consult the following table:

Prismatic Spray

- 1 = red
- 2 = orange
- 3 = yellow
- 4 = green

Results

- 5 = blue
- 6 = indigo
- 7 = violet
- 8 = struck by two rays, roll again twice (ignoring any 8s)

Color
of Ray

Order
of Ray

Effect of Ray

Red	1st	Inflicts 20 points of damage, save vs. spell for half.
Orange	2nd	Inflicts 40 points of damage, save vs. spell for half.
Yellow	3rd	Inflicts 80 points of damage, save vs. spell for half.
Green	4th	Save vs. poison or die; survivors suffer 20 points of poison damage.
Blue	5th	Save vs. petrification or be turned to stone.
Indigo	6th	Save vs. wand or go insane.
Violet	7th	Save vs. spell or be sent to another plane.

Reverse Gravity (Alteration)

(Source: Players Handbook)

Range: 5 yds./level

Components: V, S, M (a lodestone and iron filings)

Duration: 1 rd./level

Casting Time: 7

Area of Effect: 30 ft. x 30 ft.

Saving Throw: None

This spell reverses gravity in the area of effect, causing all unattached objects and creatures within it to "fall" upward. The reverse gravity lasts as long as the caster desires or until the spell expires. If some solid object is encountered in this "fall," the object strikes it in the same manner as it would during a normal downward fall. At the end of the spell duration, the affected objects and creatures fall downward. As the spell affects an area, objects tens, hundreds, or even thousands of feet in the air above the area can be affected.

The material components of this spell are a lodestone and iron filings.

Sequester (Illusion/Phantasm, Abjuration)

(Source: Players Handbook)

Range: Touch

Components: V, S, M (a basilisk eyelash, gum arabic, and a dram of whitewash)

Duration: 1 week + 1 day/level

Casting Time: 7

Area of Effect: 2-ft. cube/level

Saving Throw: Special

When cast, this spell not only prevents detection and location spells from working to detect or locate the objects affected by the sequester spell, it also

renders the affected object(s) invisible to any form of sight or seeing. Thus, a sequester spell can mask a secret door, a treasure vault, etc. Of course, the spell does not prevent the subject from being discovered through tactile means or through the use of devices (such as a robe of eyes or a gem of seeing). If cast upon a creature who is unwilling to be affected, the creature receives a normal saving throw. Living creatures (and even undead types) affected by a sequester spell become comatose and are effectively in a state of suspended animation until the spell wears off or is dispelled.

The material components of the spell are a basilisk eyelash, gum arabic, and a dram of whitewash.

Seven-Eyes (Abjuration, Conjunction/Summoning)

(Source: Players Option: Spells & Magic)

Range: 0

Components: V, S, M (seven blessed gemstones worth at least 50 gold pieces each)

Duration: 1 rd./level

Casting Time: 7

Area of Effect: Create 7 eyes

Saving Throw: Special

[Subtlety: +5; Knockdown: Varies; Sensory: Medium visual; Critical: Varies]

This spell conjures into existence seven magical orbs that float above the caster's head in a ring about 5 feet in diameter. The eyes remain for 1 round per level, or until the caster chooses to either expend the orb by using it in attack or defense. In addition, as long as at least one eye is still in existence, the caster gains 360° vision and can *detect invisibility* and *detect phase* at will, with a 60-foot range. The powers of each eye are described below.

Eye of the Mind. This orb protects the caster against mental attack, charm, or influence, including *charm*, *beguiling*, *hold*, and *emotion* effects. The first such attack is negated by the orb and destroys it in turn. If the wizard desires, the eye of the mind can instead be used to *charm person* like the 1st-level wizard spell, although this also expends the orb.

Eye of the Sword. This eye deflects the first physical attack that endangers the caster, including hand-held or missile attacks, and then disappears. The wizard can also employ the eye of the sword to create five magical blades that strike as *magic missiles* for 1d4+1 points of damage each. (Knockdown d6, medium (1 hit) impact)

Eye of the Mage. One manifestation of raw energy, such as lightning, fire, force, cold, or a similar effect, is absorbed by the eye of the mage. The eye can also project a 60-foot long by 5-foot

wide *lightning bolt* that inflicts 4d8 damage (saving throw vs. spell for half damage) to all in its path. Either use expends the eye's power. (Knockdown d12, large (1–3 hits) electricity)

Eye of Venom. This eye can be used to halt any one attack or effect that could poison the caster. In the case of an attacker armed with an envenomed weapon, the caster may decide to expend either the eye of venom or the eye of swords in order to block the attack. The eye can also be used to poison one creature within 30 feet; the victim must make a saving throw vs. poison or die in one round.

Eye of the Spirit. The first attack that affects the victim's life energy, including *energy drain*, *strength drain*, *cause wounds*, *trap the soul*, *magic jar*, or *death* is parried by the eye of the spirit. The wizard may instead choose to expend the eye's power by casting *enervation* (see the 4th-level wizard spell) upon one target within 30 feet.

Eye of Artifice. This eye deflects and is destroyed by the first attack directed at the caster from a magical device. If the attack also takes a form that may be blocked by another eye (for example, the bolt from a *wand of lightning*) the caster may choose which eye is expended. If used to attack instead, the eye of artifice functions as a *dispel magic* cast at 8th level.

Eye of Stone. This eye offers protection against the first attack that could petrify the caster and then vanishes. It can also be expended to cast *hold person*.

Although any number of eyes can defend the wizard in the course of a single round, only one eye may be used to attack per round. When the caster uses an eye to attack, he may not cast a spell, attack physically, or employ another magical item in the same round; willing the eye to discharge its energies requires his complete concentration. Eye attacks are considered to have an initiative modifier of 1 or a speed of very fast in the *Player's Option: Combat & Tactics* initiative system.

The material component is seven blessed gemstones worth at least 50 gold pieces each.

Shadowcat

(Illusion)

(Source: Tome of Magic)

Range: 10 yards/level

Components: V, S, M (a black pearl of at least 100 gp value and a claw from a grey or black cat)

Duration: 1 turn/level

Casting Time: 3

Area of Effect: Special

Saving Throw: None

When this spell is cast, the wizard brings into being a cat made of shadow. The *shadowcat* is the size of

a normal cat and may be either grey or black at the caster's option. The caster has complete telepathic control of the feline; he can see, hear, and even speak through it as long as it remains within range. At the moment it moves out of range, the *shadowcat* vanishes. The caster does not need to concentrate on the *shadowcat*.

The shadowy feline is insubstantial, making subject only to magical or special attacks, including those by weapons of +1 or better. It has AC 5, a movement rate of 18, and saving throws equal to those of the caster. The cat dissipates if it loses hit points equal to one-half the caster's total hit points. The *shadowcat* has no attacks of its own and cannot touch or carry objects. A successful *dispel magic* spell causes the cat to vanish.

A *shadowcat* makes no sound as it moves. It is 90% undetectable in all but the brightest conditions. It can pass through small holes or narrow openings.

The material components of this spell are a black pearl of at least 100 gp value and a claw from a grey or black cat.

Shadow Walk

(Illusion, Enchantment)

(Source: Players Handbook)

Range: Touch

Components: V, S

Duration: 6 turns/level

Casting Time: 1

Area of Effect: Special

Saving Throw: None

In order to use the shadow walk spell, the wizard must be in an area of heavy shadows. The caster and any creature he touches are then transported to the edge of the Prime Material Plane where it borders the Demiplane of Shadow. In this region, the wizard can move at a rate of up to 7 miles per turn, moving normally on the borders of the Demiplane of Shadow but much more rapidly relative to the Prime Material Plane. Thus, a wizard can use this spell to travel rapidly by stepping onto the Demiplane of Shadow, moving the desired distance, and then stepping back onto the Prime Material Plane. The wizard knows where he will come out on the Prime Material Plane.

The shadow walk spell can also be used to travel to other planes that border on the Demiplane of Shadow, but this requires the potentially perilous transit of the Demiplane of Shadow to arrive at a border with another plane of reality.

Any creatures touched by the wizard when shadow walk is cast also make the transition to the borders of the Demiplane of Shadow. They may opt to follow the wizard, wander off through the plane, or stumble back into the Prime Material Plane (50% chance for either result if they are lost or abandoned by the wizard). Creatures unwilling to accompany

the wizard into the Demiplane of Shadow receive a saving throw, negating the effect if successful.

Simulacrum (Illusion/Phantasm)

(Source: Players Handbook)

Range: Touch

Components: V, S, M (ice or snow)

Duration: Permanent

Casting Time: Special

Area of Effect: 1 creature

Saving Throw: None

By means of this spell, the wizard is able to create a duplicate of any creature. The duplicate appears to be exactly the same as the original, but there are differences: The simulacrum has only 51% to 60% (50% + 1d10%) of the hit points of the real creature, there are personality differences, there are areas of knowledge that the duplicate does not have, and a detect magic spell will instantly reveal it as a simulacrum, as will a true seeing spell. At all times the simulacrum remains under the absolute command of the wizard who created it. No special telepathic link exists, so command must be exercised in some other manner. The spell creates the form of the creature, but it is only a zombielike creation. A reincarnation spell must be used to give the duplicate a vital force, and a limited wish spell must be used to empower the duplicate with 40% to 65% (35% + 5 to 30%) of the knowledge and personality of the original. The level of the simulacrum, if any, is from 20% to 50% of that of the original creature.

The duplicate creature is formed from ice or snow. The spell is cast over the rough form and some piece of the creature to be duplicated must be placed inside the snow or ice. Additionally, the spell requires powdered ruby.

The simulacrum has no ability to become more powerful; it cannot increase its level or abilities. If destroyed, it reverts to snow and melts into nothingness. Damage to the simulacrum can be repaired by a complex process requiring at least one day, 100 gp per hit point, and a fully equipped laboratory.

Spell Shape* (Alteration)

(Source: Tome of Magic)

WILDMAGIC

Range: 0

Components: V, S, M (a diamond worth no less than 2,000 gp)

Duration: 1d4+1 rounds

Casting Time: 1 round

Area of Effect: The caster

Saving Throw: Special

This spell gives the wild mage the ability to seize magical energy directed at him and reshape it as he desires. While it is in effect, the spell gives no visible sign of its existence. It offers no protection against area effect spells.

If a wild mage is the target of a spell or magical item, this spell automatically allows him a saving throw. If the saving throw is failed, the opponent's spell has normal effects.

If the saving throw is successful, the *spell shape* absorbs the magical energy of the opponent's spell. The wild mage can then choose to let the energy dissipate or he can instantly use it to cast a spell back at the opposing mage. The return spell must be of an equal or lesser spell level than the original one and must be currently memorized by the mage. The act of returning the spell does not cost the wild mage any of his memorized spells. Spell energy cannot be saved; if not used immediately, it dissipates.

For example, Hamos, a wild mage, is protected by a *spell shape* and is struck by a *finger of death* (a 7th-level spell). He succeeds at his saving throw and is now able to cast a spell of 7th level or lower. Hamos currently has *feeblemind* memorized. Since it is only a 5th-level spell, he chooses to cast it back at his enemy. He makes his level variation check (and doesn't get a wild surge) and the *feeblemind* is sent hurtling back at his foe.

Hamos still has his original *feeblemind* memorized. The remaining two spell levels are lost, since they were not used in the same round.

If a wild mage is struck by two spells at once, he may choose which spell to shape.

He suffers all effects of the remaining spell.

The material component is a diamond worth no less than 2,000 gp. When the spell is cast, the diamond is transformed into a lump of coal.

Spell Turning (Abjuration)

(Source: Players Handbook)

Range: 0

Components: V, S, M (a small silver mirror)

Duration: Up to 3 rds./level

Casting Time: 7

Area of Effect: The caster

Saving Throw: None

This powerful abjuration causes spells cast against the wizard to rebound on the original caster. This includes spells cast from scrolls and innate spell-like abilities, but specifically excludes the following: area effects that are not centered directly upon the protected wizard, spell effects delivered by touch, and spell effects from devices such as wands, staves, etc. Thus, a light spell cast to blind the protected wizard could be turned back upon and

possibly blind the caster, while the same spell would be unaffected if cast to light an area within which the protected wizard is standing.

From seven to ten spell levels are affected by the turning. The exact number is secretly rolled by the DM; the player never knows for certain how effective the spell is. A spell may be only partially turned--divide the number of remaining levels that can be turned by the spell level of the incoming spell to see what fraction of the effect is turned, with the remainder affecting the caster. For example, an incoming fireball is centered on a wizard with one level of spell turning left. This means that 2/3 of the fireball affects the protected wizard, 1/3 affects the caster, and each is the center of a fireball effect. If the rolled damage is 40 points, the protected wizard receives 27 points of damage and the caster suffers 13. Both (and any creatures in the respective areas) can roll saving throws vs. spell for half damage. A partially turned hold or paralysis spell will act as a slow spell on those who are 50% or more affected.

If the protected wizard and a spellcasting attacker both have spell turning effects operating, a resonating field is created that has the following effects:

D100 Roll Effect

01-70	Spell drains away without effect
71-80	Spell affects both equally at full damage
81-97	Both turning effects are rendered nonfunctional for 1d4 turns
98-0	Both casters go through a rift into the Positive Energy plane

The material component for the spell is a small silver mirror.

Statue (Alteration)

(Source: Players Handbook)

Range: Touch

Components: V, S, M (lime, sand, and a drop of water stirred by an iron bar, such as a nail or spike.)

Duration: 1 hr./level

Casting Time: 7

Area of Effect: Creature touched

Saving Throw: Special

When a statue spell is cast, the wizard or other creature is apparently turned to solid stone, along with any garments and equipment worn or carried. The initial transformation from flesh to stone requires one full round after the spell is cast.

During the transformation, there's an 18% chance that the targeted creature suffers a system shock failure and dies. The creature must roll percentile dice and add its Constitution score to the roll. If the total is 18 or less, the creature dies. If the total is 19

or more, the creature survives the transformation; the creature can withstand any inspection and appear to be a stone statue, although faint magic is detected from the stone if someone checks for it. Note that a creature with a Constitution of 18 or more will always survive the transformation.

Despite being in this condition, the petrified individual can see, hear, and smell normally. Feeling is limited to those sensations that can affect the granite-hard substance of the individual's body--i.e., chipping is equal to a slight wound, but breaking off one of the statue's arms is serious damage.

The individual under the magic of a statue spell can return to his normal state instantly, act, and then return to the statue state, if he so desires, as long as the spell duration is in effect.

The material components of this spell are lime, sand, and a drop of water stirred by an iron bar, such as a nail or spike.

Steal Enchantment (Enchantment)

(Source: Tome of Magic)

Range: Touch

Components: V, S, M (a nonmagical item)

Duration: Permanent

Casting Time: 1 hour

Area of Effect: One item

Saving Throw: Neg.

This spell "steals" the enchantment from a magical item and places it within another, non-magical item (the material component). Both objects must be touched by the wizard during casting. The two items must be of the same category (blunt weapon, edged weapon, ring, amulet, shield, armor, wand, etc.).

The enchantment can be transferred only to a nonmagical item. Only the energy of one item can be transferred; it is not possible to combine two magical items into one item. The new item has all the properties of the original magical item (including the same number of charges, if any).

At the culmination of the spell, the original magical object is allowed an item saving throw vs. disintegration with all modifiers it is allowed as a magical item. Exceptionally powerful objects (such as artifacts) may be considered to automatically succeed the saving throw at the DM's discretion.

If the saving throw is successful, the magical object resists the effect and the spell ends in failure. If the roll is failed, the magical item loses all of its powers, which are transferred to the previously nonmagical object.

Even if the magical item fails its saving throw, the spell's success is not guaranteed. There is a chance that the enchantment might be lost. The base chance

of this occurring is 100%, modified by -5% per level of the caster. Thus, a 20th-level wizard has no chance of losing the magic. If the enchantment is lost, both items become nonmagical.

The material component is the nonmagical item which is to receive the enchantment. It must be of equal or greater value than the object to be drained.

Suffocate

(Alteration, Necromancy)

(Source: Tome of Magic)

Range: 30 yards

Components: V, S, M (a small silk bag studded with black opals worth a total of no less than 5,000gp)

Duration: 1 round/level

Casting Time: 7

Area of Effect: 10-foot-radius circle

Saving Throw: Neg.

This spell draws the breath out of all creatures within the area of effect who fail a saving throw. Their breath is placed within a small silk bag held by the caster.

Each round, a victim of this spell must attempt a Constitution check. If failed, the creature suffers 2d4 points of damage. If successful, the subject has taken in enough air to reduce the damage to 1d4.

As they struggle and gasp for air, affected creatures move and attack at half their normal rates, have a -4 Armor Class penalty, an attack penalty of -4, and lose all Dexterity combat bonuses.

Effects of this spell continue each round regardless of whether the victims remain in the original area of effect. The damage accumulates until the spell expires, the silk bag is opened, or a successful *dispel magic* spell is cast upon the bag. The penalties to combat remain in effect for 1d3 rounds after the spell ends.

The material component is a small silk bag studded with black opals worth a total of no less than 5,000 gp. The bag is not destroyed during casting, but becomes useless for future castings if a successful *dispel magic* spell is used on it.

Teleport Without Error

(Alteration)

(Source: Players Handbook)

Range: Touch

Components: V

Duration: Instantaneous

Casting Time: 1

Area of Effect: Special

Saving Throw: None

This spell is similar to the teleport spell. The caster is able to transport himself, along with the material weight noted for a teleport spell, to any known

location in his home plane with no chance for error. The spell also enables the caster to travel to other planes of existence, but any such plane is, at best, "studied carefully." This assumes that the caster has, in fact, actually been to the plane and carefully perused an area for an eventual teleportation without error spell. The table for the teleport spell is used, with the caster's knowledge of the area to which transportation is desired used to determine the chance of error. (For an exception, see the 9th-level wizard spell *succor*.) The caster can do nothing else in the round that he appears from a teleport.

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Teleport Without Error:

As with *teleport*, this spell only allows travel to known locations. To know a location, the caster must learn what the place looks like or must be able to surmise where it is. For example, if the caster has been blindfold, carried into a chamber, then allowed to look around, the character could use *teleport without error* to return to the chamber even though he has no idea where the chamber is. The caster also could *teleport without error* into the courtyard of a castle visible in the distance even if he had never seen the courtyard before. Note that in both cases the caster could employ a normal *teleport* spell, but the caster's lack of knowledge about the destination would make the attempt dangerous.

A *teleport without error* spell has no chance for error if the destination lies in the same world as the caster. If the caster accidentally specifies a destination already occupied by a solid object, the character is automatically displaced a sufficient distance to allow for a safe arrival.

Teleport without error also allows travel between world (planes, crystal spheres, and pocket dimensions) but there is a chance for error, see the spell description for details.

Vanish

(Alteration)

(Source: Players Handbook)

Range: Touch

Components: V

Duration: Special

Casting Time: 2

Area of Effect: 1 object

Saving Throw: None

When the wizard employs this spell, he causes an object to vanish (i.e., to be teleported as if by a teleport spell) if it weighs no more than 50 pounds per caster level. Thus, a 14th-level caster can vanish, and cause to reappear at a desired location, an object up to 700 pounds in weight. The maximum volume of material that can be affected is 3 cubic feet per level of experience. Thus, both weight and volume limit the spell. An object that exceeds either limitation is unaffected and the spell fails.

If desired, a vanished object can be placed deep within the Ethereal Plane. In this case, the point from which the object vanished remains faintly magical until the item is retrieved. A successful dispel magic spell cast on the point will bring the vanished item back from the Ethereal Plane. Note that creatures and magical forces cannot be made to vanish.

There is a 1% chance that a vanished item will be disintegrated instead. There is also a 1% chance that a creature from the Ethereal Plane is able to gain access to the Prime Material Plane through the vanished item's connection.

Vision (Divination)

(Source: Players Handbook)

Range: 0

Components: V, S, M (something valued by the spellcaster)

Duration: Special

Casting Time: 7

Area of Effect: The caster

Saving Throw: None

When a wizard wishes to gain supernatural guidance, he casts a vision spell, calling upon whatever power he desires aid from and asking a question that will be answered with a vision. Two six-sided dice are rolled. If they total 2 to 6, the power is annoyed and refuses to answer the question; instead, the power causes the wizard to perform some service (by an ultrapowerful geas or quest). If the dice total 7 to 9, the power is indifferent and gives some minor vision, though it may be unrelated to the question. If the dice total 10 or better, the power grants the vision.

The material component of the spell is the sacrifice of something valued by the spellcaster or by the power supplicated. The more precious the sacrifice, the better the chance of spell success. A very precious item grants a bonus of +1 to the dice roll, an extremely precious item adds +2, and a priceless item adds +3.

Zombie Double (Necromancy)

(Source: The Complete Wizard's Handbook)

Range: 0

Components: V, S, M (a bit of wax from a black candle and a lock of hair from the caster)

Duration: 1 turn/level

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

This spell creates a ju-ju zombie duplicate of the caster. The *zombie double* has the same memories, consciousness, and alignment as the caster; essentially, the caster now exists in two bodies simultaneously. In all other respects, the *zombie double* is the same as a normal ju-ju zombie (AC 6; MV 9; HD 3+12; #AT 1; Dmg 3-12; SA strike as a 6 HD monster; SD immune to all mind-affecting spells, including illusions; immune to *sleep*, *charm*, *hold*, *death magic*, *magic missiles*, electricity, poisons, and cold-based spells; edged and cleaving weapons inflict normal damage while blunt and piercing weapons inflict half-damage; magical and normal fire inflicts half-damage); THAC0 16.

The *zombie double* cannot cast spells, but it can use any weapons that the caster can use. It is also able to climb walls as a thief (92 percent). The *zombie double* can be turned as a spectre. If it strays more than 30 yards from the caster, the *zombie double* becomes inactive and collapses to the ground; it becomes active again the instant the caster moves within 30 yards.

The material components for this spell are a bit of wax from a black candle and a lock of hair from the caster.

Eighth-Level Spells (Wiz 8)

Abi-Dalzim's Horrid Wilting (Alteration, Necromancy)

(Source: Tome of Magic)

Range: 20 yards/level

Components: V, S, M (a bit of sponge)

Duration: Instantaneous

Casting Time: 8

Area of Effect: 30-foot cube

Saving Throw: -

This spell evaporates moisture from the bodies of every living creature within the area of effect, inflicting 1d8 points of damage per level of the caster. Affected creatures are allowed a saving throw, with success indicating half damage.

This spell is especially devastating to water elementals and plant creatures, who receive a penalty of -2 to their saving throws.

The material component is a bit of sponge.

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Abi-Dalzim's Horrid Wilting:

The maximum damage is 16d8.

Airboat (Alteration, Enchantment)

(Source: Tome of Magic)

Range: 1 mile

Components: V, S

Duration: 1 hour/level

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

This spell must be cast under a cloudy sky. The caster points at a cloud, which immediately descends toward him. As it comes closer, the cloud changes shape, becoming any sort of vessel imagined by the wizard (a dragon-shaped galley, a one-man dinghy, etc.).

Although the airboat is made of cloud, it feels solid and can support the weight of the caster plus one passenger per level of the wizard. It can fly at any speed up to 5 miles per hour per level of the caster (to a maximum of 90 miles per hour).

The caster maintains total telepathic control over the airboat's speed and direction.

While controlling the vessel, the wizard is able to perform other actions but may not cast other spells.

Analyze Dweomer (Divination, Artifice)

(Source: Players Option: Spells & Magic)

Range: 10 yards

Components: V, S, M (a tiny lens of ruby or sapphire set in a small golden loop; the gem alone must be worth at least 1000gp)

Duration: 1 rd./2 levels

Casting Time: 8 hours

Area of Effect: 1 object or creature

Saving Throw: None

[Subtlety: +7; Knockdown: None; Sensory: Medium visual/small audio; Critical: None]

This spell reveals to the caster all spells, enchantments, dweomers, and magical properties present in one creature or object. One property, spell, or power is revealed each round in approximate order of when the spells were cast or the properties were acquired. (If the DM doesn't know which spells were placed on the subject first, a random roll for order of discovery is fine.) The caster has a base 50% chance to discern the existence and identity of a particular spell or property, +2% per level to a maximum of 99%. The only enchantments that remain inscrutable to *analyze dweomer* are those surrounding artifacts or relics.

A 16th-level wizard finds an unknown wand and decides to use analyze dweomer to study it. The DM knows that it's a wand of fire, and he decides that the spells enchant an item, fireball, burning hands, and wall of fire were used to create the wand, in that order. In the first round, the wizard has an 82% chance to identify enchant an item; in the following round, an 82% chance to discover fireball; in the next round, an 82% chance to perceive burning hands; and so on, for all remaining enchantments. Note that the DM could have decided that any rare or unusual materials or processes used to create the wand would also be revealed as if they were spells.

After the wizard analyzes one object or creature, the spell ends, even if its duration has not expired yet. Casting this spell is physically taxing; the wizard must pass a system shock check or be exhausted and unable to do anything but rest for the next 1d8 hours. While this spell is most frequently used in the comfort and safety of the wizard's laboratory, a mage could also cast *analyze dweomer* to study the magical seals and barriers on a portal, to determine just how a companion has been cursed, or to examine a potential opponent for defensive spells.

The material component for this spell is a tiny lens of ruby or sapphire set in a small golden

loop. The gemstone must be worth at least 1,000 gp.

Antipathy-Sympathy (Enchantment/Charm)

(Source: Players Handbook)

Range: 30 yds.

Components: V, S, M (1,000 gp worth of crushed pearls and a drop of honey)

Duration: 2 hrs./level

Casting Time: 1 hr.

Area of Effect: 10-ft. cube or one item

Saving Throw: Special

This spell allows the wizard to set certain vibrations to emanate from an object or location that tend to either repel or attract a specific type of intelligent creature or characters of a particular alignment. The wizard must decide which effect is desired with regard to what creature type or alignment before beginning the spellcasting, for the components of each application differ. The spell cannot be cast upon living creatures.

Antipathy: This spell causes the affected creature or alignment type to feel an overpowering urge to leave the area or to not touch the affected item. If a saving throw vs. spell is successful, the creature can stay in the area or touch the item, but the creature will feel very uncomfortable, and a persistent itching will cause it to suffer the loss of 1 point of Dexterity per round (for the spell's duration), subject to a maximum loss of 4 points and a minimum Dexterity of 3. Failure to save vs. spell forces the being to abandon the area or item, shunning it permanently and never willingly returning to it until the spell is removed or expires. The material component for this application of the spell is a lump of alum soaked in vinegar.

Sympathy: By casting the sympathy application of the spell, the wizard can cause a particular type of creature or alignment of character to feel elated and pleased to be in an area or touching or possessing an object or item. The desire to stay in the area or touch the object is overpowering. Unless a saving throw vs. spell is successfully rolled, the creature or character will stay or refuse to release the object. If the saving throw is successful, the creature or character is released from the enchantment, but a subsequent saving throw must be made 1d6 turns later. If this saving throw fails, the affected creature will return to the area or object.

The material components of this spell are 1,000 gp worth of crushed pearls and a drop of honey. Note that the particular type of creature to be affected must be named specifically—for example, red dragons, hill giants, wererats, lammasu, catoblepas,

vampires, etc. Likewise, the specific alignment must be named—for example, chaotic evil, chaotic good, lawful neutral, true neutral, etc.

If this spell is cast upon an area, a 10-foot cube can be enchanted for each experience level of the caster. If an object or item is enchanted, only that single thing can be enchanted; affected creatures or characters save vs. spell with a -2 penalty.

Bigby's Clenched Fist (Evocation)

(Source: Players Handbook)

Range: 5 yds./level

Components: V, S, M (a leather glove and a small device, s.b.)

Duration: 1 rd./level

Casting Time: 8

Area of Effect: Special

Saving Throw: None

The Bigby's clenched fist spell brings forth a huge, disembodied hand that is balled into a fist. This magical member is under the mental control of the spellcaster, who can cause it to strike one opponent each round. No concentration is required once the spell is cast.

The clenched fist never misses, but it can only strike as directed by the caster. Thus, it can be fooled by invisibility or other methods of concealment and misdirection. The effectiveness of its blows varies from round to round.

D20	Roll Result
1-12	Glancing blow--1d6 hp
13-16	Solid punch--2d6 hp
17-19	Hard punch -- 3d6 hp; opponent is stunned for next round
20	Crushing blow*--4d6 hp; opponent is stunned for next three rounds

** The wizard adds +4 to the die rolls of subsequent attacks if the opponent is stunned, as the opponent is not capable of dodging or defending against the attack effectively.*

The fist has an Armor Class of 0, and is destroyed by damage equal to the hit points of its caster at full health.

The material component of this spell is a leather glove and a small device (similar to brass knuckles) consisting of four rings joined so as to form a slightly curved line, with an "I" upon which the bottoms of the rings rest. The device must be fashioned of an alloy of copper and zinc.

Binding (Enchantment, Evocation)

(Source: Players Handbook)

Range: 10 yds.

Components: V, S, M (miniature chains of special metal (silver for lycanthropes, etc.), soporific herbs of the rarest sort, a corundum or diamond gem of great size (1,000 gp value per Hit Die of the subject creature), and a vellum depiction or carved statuette of the subject)

Duration: Special

Casting Time: Special

Area of Effect: 1 creature

Saving Throw: Special

A binding spell creates a magical restraint to hold a creature, usually from another plane of existence. Extraplanar creatures must be confined by a circular diagram; other creatures can be physically confined. The duration of the spell depends upon the form of the binding and the level of the caster(s), as well as the length of time the spell is actually uttered. The components vary according to the form of the spell, but they include a continuous chanting utterance read from the scroll or book page giving the spell; gestures appropriate to the form of binding; and materials such as miniature chains of special metal (silver for lycanthropes, etc.), soporific herbs of the rarest sort, a corundum or diamond gem of great size (1,000 gp value per Hit Die of the subject creature), and a vellum depiction or carved statuette of the subject to be captured.

Magic resistance applies unless the subject's true name is used. A saving throw is not applicable as long as the experience level of the caster is at least twice as great as the Hit Dice of the subject. The caster's level can be augmented by one-third of the levels of each assisting wizard of 9th level or higher, and by one level for each assistant of 4th through 8th level. No more than six other wizards can assist with this spell. If the caster's level is less than twice the Hit Dice of the subject, the subject gains a saving throw vs. spell, modified by the form of binding being attempted. The various forms of binding are:

Chaining: The subject is confined by restraints that generate an antipathy spell affecting all creatures who approach the subject, except the caster. Duration is as long as one year per level of the caster(s). The subject of this form of binding (as well as in the slumber and bound slumber versions) remains within the restraining barrier.

Slumber: Brings a comatose sleep upon the subject for a duration of up to one year per level of the caster(s).

Bound Slumber: A combination of chaining and slumber that lasts for up to one month per level of the caster(s).

Hedged Prison: The subject is transported to or otherwise brought within a confined area from which it cannot wander by any means until freed.

The spell remains until the magical hedge is somehow broken.

Metamorphosis: Causes the subject to change to some noncorporeal form, save for its head or face. The binding is permanent until some prescribed act frees the subject.

Minimus Containment: The subject is shrunk to a height of 1 inch or even less and held within the hedged prison of some gem or similar object. The subject of a minimus containment, metamorphosis, or hedged prison radiates a very faint aura of magic.

The subject of the chaining form of the spell receives a saving throw with no modifications. However, slumber allows the subject a +1 bonus, bound slumber a +2 bonus, hedged prison a +3 bonus, metamorphosis a +4 bonus, and minimus containment a +5 bonus to the saving throw. If the subject is magically weakened, the DM can assign a -1, -2, or even -4 penalty to the saving throw. A successful saving throw enables the subject to burst its bonds and do as it pleases.

A binding spell can be renewed in the case of the first three forms of the spell, for the subject does not have the opportunity to break the bonds. (If anything has caused a weakening of a chaining or slumber version, such as attempts to contact the subject or magically touch it, a normal saving throw applies to the renewal of the spell.) Otherwise, after one year, and each year thereafter, the subject gains a normal saving throw vs. the spell. Whenever it is successful, the binding spell is broken and the creature is free.

Clone (Necromancy)

(Source: Players Handbook)

Range: Touch

Components: V, S, M (a small piece of the flesh)

Duration: Permanent

Casting Time: 1 turn

Area of Effect: 1 clone

Saving Throw: None

This spell creates a duplicate of a human, demihuman, or humanoid creature. This clone is in most respects the duplicate of the individual, complete to the level of experience, memories, etc. However, the duplicate really is the person, so if the original and a duplicate exist at the same time, each knows of the other's existence; the original person and the clone will each desire to do away with the other, for such an alter-ego is unbearable to both. If one cannot destroy the other, one will go insane and destroy itself (90% likely to be the clone), or possibly both will become mad and destroy

themselves (2% chance). These events nearly always occur within one week of the dual existence. Note that the clone is the person as he existed at the time at which the flesh was taken for the spell component, and all subsequent knowledge, experience, etc., is totally unknown to the clone. The clone is a physical duplicate, and possessions of the original are another matter entirely. A clone takes 2d4 months to grow, and only after that time is dual existence established. Furthermore, the clone has one less Constitution point than the body it was cloned from; the cloning fails if the clone would have a Constitution of 0.

The material component of the spell is a small piece of the flesh from the person to be duplicated.

The DM may, in addition, add other stipulations to the success of a cloning effort, requiring that some trace of life must remain in the flesh sample, that some means of storing and preserving the sample must be devised and maintained, etc.

Defoliate (Necromancy)

(Source: The Complete Wizard's Handbook)

Range: 30 yards

Components: S, M (the petal from a withered flower and a sliver of charred wood)

Duration: Special

Casting Time: 1 round

Area of Effect: 50-foot square/level

Saving Throw: None

By means of this spell, the caster causes all vegetation within the affected area to wither and die, crumbling into black ashes. All vegetation is affected, from the tallest tree to the tiniest blade of grass. Intelligent plant life, such as treants, are also destroyed. The power of a *wish* or its equivalent is required to restore the destroyed vegetation; otherwise, nothing can grow in the *defoliated* area for a full year. Note that since *defoliate* causes plants to crumble to ash, there is no danger of a creature being struck by a toppling tree; however, creatures hiding in trees will find themselves plummeting to the ground when this spell is cast.

The material components for this spell are the petal from a withered flower and a sliver of charred wood.

Demand (Evocation, Enchantment/Charm)

(Source: Players Handbook)

Range: Unlimited

Components: V, S, M (a pair of cylinders)

Duration: Special

Casting Time: 1 turn

Area of Effect: 1 creature

AD&D 2nd Edition

Saving Throw: Special

This spell is very much like the 5th-level wizard spell *sending*, allowing a brief contact with a far distant creature. However, with this spell the message can also contain a suggestion (see the 3rd-level wizard spell *suggestion*), which the subject will do its best to carry out if it fails its saving throw vs. spell, made with a -2 penalty. Of course, if the message is impossible or meaningless according to the circumstances that exist for the subject at the time the demand comes, the message is understood but no saving throw is necessary and the suggestion is ineffective.

The caster must be familiar with the creature contacted and must know its name and appearance well. If the creature in question is not in the same plane of existence as the spellcaster, there is a base 5% chance that the demand does not arrive. Local conditions on other planes may worsen this chance considerably at the option of the DM. The demand, if received, will be understood even if the creature has an Intelligence ability score as low as 1 (animal Intelligence). Creatures of demigod status or higher can choose to come or not, as they please.

The demand message to the creature must be 25 words or less, including the suggestion. The creature can also give a short reply immediately.

The material components of the spell are a pair of cylinders, each open at one end, connected by a thin piece of copper wire and some small part of the subject creature—a hair, a bit of nail, etc.

Fear Ward (Abjuration)

(Source: The Complete Wizard's Handbook)

Range: 0

Components: V, S, M (fangs of a spider and a hair from the head of a ghoul)

Duration: 1 turn/level

Casting Time: 1 round

Area of Effect: 5 foot radius

Saving Throw: None

Fear ward creates an aura around the caster that makes him immune to all forms of fear, including that caused by dragons. Additionally, *fear ward* protects the caster from attacks by all forms of undead; the spell is equally effective against physical and magical attacks. *Dispel magic* has no effect on *fear ward*, but a *wish* will negate it.

The material components for this spell are the fangs of a spider and a hair from the head of a ghoul.

Glassteel (Alteration)

(Source: Players Handbook)

Range: Touch

Components: V, S, M (a small piece of glass and a small piece of steel)

Duration: Permanent

Casting Time: 8

Area of Effect: Object touched

Saving Throw: None

The glassteel spell turns normal, nonmagical crystal or glass into a transparent substance that has the tensile strength and unbreakability of actual steel. Only a relatively small volume of material can be affected (a maximum weight of 10 pounds per level of experience of the spellcaster), and it must form one whole object. The Armor Class of the substance is 1.

The material components of this spell are a small piece of glass and a small piece of steel.

Gunther's Kaleidoscopic Strike

(Invocation/Evocation)

(Source: Tome of Magic)

Range: 5 yards/level

Components: V, S

Duration: Instantaneous

Casting Time: 8

Area of Effect: One creature

Saving Throw: Neg.

When this spell is cast, a thin beam of shimmering, kaleidoscopic light shoots from the wizard's fingertips toward his target. The victim is allowed a saving throw to resist the beam.

This spell has no effect on nonspellcasters, causing them no harm whatsoever.

Creatures with innate spell-like abilities are also unaffected. Against wizards and priests, this spell can be devastating. It "short-circuits" the arcane energy stored in a spellcaster's mind, wiping away a number of memorized spells. Lost spells must be rememorized.

The number of spells drained is equal to the caster's level minus 1d20. Thus, a 16th-level wizard drains a maximum of 15 spells, but could drain no spells depending on the die roll. After subtracting the die roll from the caster's level, any result of zero or a negative number indicates that the victim loses no spells.

Spells are drained from the wizard's memorized spells beginning with 1st-level spells and working up to higher level spells. Any decision regarding which spell should be drained from a specific level should be determined randomly.

Heart of Stone

(Necromancy)

(Source: Players Option: Spells & Magic)

Range: 0

Components: V, S, M (a carved stone of quality (e.g. jade, obsidian, or gold-veined marble) worth not less than 5,000 gold pieces, prepared by an *enchant an item* spell)

Duration: 1 year

Casting Time: 1 day

Area of Effect: The caster

Saving Throw: None

[Subtlety: 8; Knockdown: None; Sensory: None
Critical: None]

This potent spell exchanges the necromancer's own living heart for a finely crafted heart of perfect, unblemished stone that alters the very nature of the wizard's body. As long as the *heart of stone* remains in effect, the caster need not fear attacks that pierce, slash, or cut him; he does not bleed and can ignore the most horrible injuries of this kind. The caster can also ignore most magical effects such as spells, magical devices, and innate spell abilities of less than 8th level.

In game terms, the character suffers only 1 point of damage from any type S or type P attack, plus any magical adjustment for the weapon. For example, if struck by a *long sword +1*, he would suffer only 2 points of damage. Strength and specialization bonuses are ignored. If the wizard is dismembered, he suffers no additional damage other than the inconvenience of having his limbs removed, and he can reattach a severed limb by holding it in place for one full turn. The *heart of stone* is also partially effective against type B attacks since it prevents bruising, swelling, and crushed blood vessels. Against bludgeoning weapons, the wizard only suffers half the normal damage. *Cause wound* spells always inflict minimum damage against a wizard protected by this spell. While the caster may not feel a sword in his rib cage, any damage sustained interrupts spellcasting.

In addition to resisting injury, the *heart of stone* also renders the character immune to fatigue and exhaustion, whether normal or magical. He also gains a +4 bonus to saving throws vs. petrification attacks.

While the *heart of stone* is quite powerful, it has limitations. First of all, determined physical attack can eventually destroy the wizard despite his unnatural resistance to injury—a mob of angry peasants with hatchets and spears can finish him off 1 point at a time if that's what it takes. Second, the *heart* confers no protection against other attack forms, such as fire, electricity, cold, acid, and so on, although any bleeding caused by a burn is ignored. *Disintegration* effects also affect the caster. Most importantly, the caster loses the ability to naturally recover from injury and no longer regains lost hit points with the passage of time. Healing spells, potions and items are reduced to their minimum effect, so a *cure serious wounds* (2d8+1 hit points restored) would only return 3 hit points to a wizard

protected by heart of stone. However, *limited wish* or *wish* can be used to restore 1 hit point per level of caster or all but 1d4 hit points, respectively.

In addition to these disadvantages, *heart of stone* also renders the caster vulnerable in one other way: his own real heart can be destroyed, instantly slaying him. Naturally, the caster will want to take steps to hide and protect his true heart to prevent this from happening. The living heart continues to beat for the duration of the spell but requires no special receptacle or facilities to protect it—the caster could leave it lying on the floor, if he wished.

The *heart of stone* cannot be dispelled, although a more powerful negation magic such as *Mordenkainen's disjunction* can bring the spell to an end. *Stone to flesh* also undoes the magic of the *heart of stone*. No matter how the spell is ended, the wizard's own living heart instantly returns to its proper place, and the stone heart appears wherever the living heart was kept. At this time, any injuries the wizard currently has are multiplied by 1d6 as the wounds begin to bleed again. For example, a necromancer who was injured for 6 points of damage instead suffers 6d6 when the spell ends.

The material component for this spell is the stone heart itself. This must be a carved stone of quality (jade, obsidian, or gold-veined marble would be appropriate) worth not less than 5,000 gold pieces. It must be prepared by use of the *enchant an item* spell. The stone is not consumed at the spell's end and may be used again if it is undamaged.

Homunculus Shield (Evocation, Necromancy)

(Source: Tome of Magic)

Range: 0

Components: V, S, M (a miniature sculpted bust)

Duration: 1 round/level

Casting Time: 3

Area of Effect: The caster

Saving Throw: None

By creating a *homunculus shield*, the wizard separates a portion of his mind in the form of an exteriorized magical homunculus. This creature is invisible to all but the caster and appears as a miniature version of the caster perched atop the wizard's head.

The wizard may move and act normally while this spell is in effect. The magical homunculus operates as an independent spellcaster. It may cast only *teleport*, *contingency*, and protective spells of 4th level and lower. It casts only spells from the wizard's memorized store of spells, but any spells cast by the homunculus are done so with a casting time of 1. The wizard selects which spells are cast

by his homunculus; after they are cast, they are wiped from the caster's memory.

The homunculus has 1 hit point per two levels of the caster. These points are "borrowed" from the caster; while the homunculus is present, the wizard's hit points are reduced by this amount.

The homunculus cannot be struck by melee or missile weapons separately from the wizard. It can be damaged separately from the wizard (e.g., by a *magic missile* targeted at the homunculus or by area effect spells). The homunculus has the attributes and saving throws of the wizard.

At the end of the spell's duration, the homunculus disappears and any hit points it had are restored to the wizard. Hit points lost by the homunculus can be regained only by magical healing.

If the wizard's hit points are reduced to zero at any time during the spell, the wizard is dead even if the homunculus had hit points remaining.

A wizard with an active *homunculus shield* suffers a -4 saving throw penalty against magic jar spells cast upon him due to the division of his mental energy.

The material component is a miniature sculpted bust of the spellcaster.

Hornung's Random Dispatcher* (Abjuration)

(Source: Tome of Magic)

WILDMAGIC

Range: 30 yards

Component: V

Duration: Instantaneous

Casting Time: 2

Area of Effect: One creature

Saving Throw: Neg.

With the utterance of a few words, this spell can hurl a creature to a random plane and leave him there. The target, if unwilling, is allowed a saving throw. If successful, the spell fails. If unsuccessful, the victim and all items carried by him are sent to a random plane. To determine the plane, roll on the table below.

D100	
Roll	Plane
01-03	Abyss
04-06	Acheron
07-12	Alternate Prime Material Plane
13-17	Arcadia
18-23	Astral Plane
24-27	Beastlands (Happy Hunting Grounds)
28-30	Concordant Opposition
31-35	Elemental Plane (Air, Fire, Earth, or Water)
36-38	Elysium
39-44	Ethereal Plane
45-47	Gehenna
48-50	Gladseim
51-53	Hades

54-58	Limbo
59-61	Negative Material Plane
62-64	Negative Quasi-Plane (Vacuum, Ash, Dust, or Salt)
65-67	Nine Hells
68-70	Nirvana
71-73	Olympus
74-76	Pandemonium
77-79	Para-Elemental Plane (Smoke, Magma, Ooze, or Ice)
80-82	Positive Material Plane
83-85	Positive Quasi-Plane (Lightning, Radiance, Minerals, or Steam)
86-91	Prime Material Plane*
92-94	Seven Heavens
95-97	Tarterus
98-100	Twin Paradises

* Characters sent to the Prime Material plane are teleported elsewhere in the same world.

The caster has no control over the destination of the target. The conditions at the destination may kill the target (for example, arriving in the elemental plane of fire) or merely make life difficult. This determination is left to the DM.

Incendiary Cloud (Alteration, Evocation)

(Source: Players Handbook)

Range: 30 yds.

Components: V, S, M (a fire source, scrapings from beneath a dung pile, and a pinch of dust)

Duration: 4 rds. + 1d6 rounds

Casting Time: 2

Area of Effect: Special

Saving Throw: ½

An incendiary cloud spell exactly resembles the smoke effects of a pyrotechnics spell, except that its minimum dimensions are a cloud 10 feet tall, 20 feet wide, and 20 feet long. This dense vapor cloud billows forth, and on the third round of its existence begins to flame, causing 1-2 points of damage per level of the spellcaster. On the fourth round it inflicts 1d4 points of damage per level of the caster, and on the fifth round this drops back to 1-2 points of damage per level as its flames burn out. In any successive rounds of existence, the cloud is simply harmless smoke that obscures vision within its confines.

Creatures within the cloud need to make only one saving throw if it is successful, but if they fail the first saving throw, they roll again on the fourth and fifth rounds (if necessary) to attempt to reduce the damage sustained by one-half.

In order to cast this spell, the wizard must have an available fire source (just as with a pyrotechnics spell), scrapings from beneath a dung pile, and a pinch of dust.

(please also read the following paragraph from the Wizard's Handbook)

Under water casting

AD&D 2nd Edition

(The Complete Wizard's Handbook, Addition & Comments)

According to the Complete Wizard's Handbook, "*Incendiary Cloud*" can't be casted under water and will **not** function, even within the boundaries of an "*Aerie water spell*" (s. Wiz5).

Iron Body

(Alteration, Elemental Earth)

(Source: Players Option: Spells & Magic)

Range: 0

Components: V, S, M (a small piece of iron that once belonged to an iron golem)

Duration: 1 rd./level

Casting Time: 8

Area of Effect: The caster

Saving Throw: None

[Subtlety: +5; Knockdown: None; Sensory: Medium visual; Critical: None]

This spell transforms the caster's body into living iron, which grants him several powerful resistances and abilities. While the spell is in effect, the caster can only be injured by blunt weapons of +3 or better value, or monsters of 8+3 Hit Dice or more. Slashing weapons, falling, crushing, and constriction attacks of all types are completely unable to harm the caster, although an attack may knock him off-balance or pin him beneath tons of debris. Spells or attacks that affect the subject's physiology or respiration—for example, *poison*, *cloudkill*, *enfeeblement*, *contagion*, or *pain touch*—fail completely, since the caster *has* no physiology or respiration while the spell is in effect. Also, spells that have weight limits should be applied to the wizard as if he weighed over 3,000 pounds. The wizard ignores electrical attacks and saves at +4 against fire attacks. If he saves, he takes quarter damage; if not, he takes half damage. If hit with a *rod of smiting*, he takes 2d8+6 points of damage unless the attacker rolls a natural 20. If this occurs, then the damage is doubled.

In addition to the natural immunities of an iron body, the wizard enjoys powerful offensive abilities. His Strength score is raised to 20 (+3 to attack rolls, +8 damage) for the duration of the spell, and he can punch or bludgeon his enemies twice per round for 1d4 points of damage per blow, plus his Strength bonus. Unfortunately, his movement becomes slow and awkward, so he is reduced to a move of 3 and suffers a -2 penalty to his initiative rolls (or a reduction of his base phase by one step, in *Player's Option: Combat & Tactics*). Most importantly, the wizard's clumsiness and lack of breath prevent him from casting any spells while the iron body is in effect.

Iron body may create additional hazards for the wizard as the DM deems appropriate. For

example, rust monsters are extremely dangerous to a wizard using this spell. *Heat metal* spells inflict double damage to the caster. And, naturally, the wizard sinks like a stone in water—although he could survive the crushing pressure and lack of air at the bottom of the ocean—at least until the spell expired. Some magical items, such as potions or winded instruments, may be temporarily unusable as well.

The material component for this spell is a small piece of iron that once belonged to an iron golem.

Mass Charm (Enchantment/Charm)

(Source: Players Handbook)

Range: 5 yds./level

Components: V

Duration: Special

Casting Time: 8

Area of Effect: 30-ft. cube

Saving Throw: Neg.

A mass charm spell affects either persons or monsters just as a charm person or charm monster spell. The mass charm spell, however, affects a number of creatures whose combined levels of experience or Hit Dice does not exceed twice the level of experience of the spellcaster. All affected creatures must be within the spell range and within a 30- foot cube. Note that the creatures' saving throws are unaffected by the number of recipients (see the charm person and charm monster spells), but all target creatures are subject to a penalty of -2 on their saving throws because of the efficiency and power of this spell. The Wisdom bonus against charm spells does apply.

Maze (Conjuration/Summoning)

(Source: Players Handbook)

Range: 5 yds./level

Components: V, S

Duration: Special

Casting Time: 3

Area of Effect: 1 creature

Saving Throw: None

An extradimensional space is brought into being upon the utterance of a maze spell. The subject vanishes into the shifting labyrinth of force planes for a period of time that is dependent upon its Intelligence. (Note: Minotaurs are not affected by this spell.)

**Intelligence of
Creature**

**Time Trapped Mazed
in Maze**

AD&D 2nd Edition

under 3	2d4 turns
3-5	1d4 turns
6-8	5d4 rounds
9-11	4d4 rounds
12-14	3d4 rounds
15-17	2d4 rounds
18+	1d4 rounds

Note that *teleport* and *dimension door* spells will not help a character escape a maze spell, although a *plane shifting* spell will.

Mind Blank (Abjuration)

(Source: Players Handbook)

Range: 30 yds.

Components: V, S

Duration: 1 day

Casting Time: 1

Area of Effect: 1 creature

Saving Throw: None

When the very powerful mind blank spell is cast, the creature is totally protected from all devices and spells that detect, influence, or read emotions or thoughts. This protects against augury, charm, command, confusion, divination, empathy (all forms), ESP, fear, feeblemind, mass suggestion, phantasmal killer, possession, rulership, soul trapping, suggestion, and telepathy. Cloaking protection also extends to the prevention of discovery or information gathering by crystal balls or other scrying devices, clairaudience, clairvoyance, communing, contacting other planes, or wish-related methods (wish or limited wish). Of course, exceedingly powerful deities can penetrate the spell's barrier.

Monster Summoning VI (Conjuration/Summoning)

(Source: Players Handbook)

Range: Special

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

Duration: 7 rds. + 1 rd./level

Casting Time: 8

Area of Effect: 80-yd. radius

Saving Throw: None

This spell is much like the 3rd-level spell monster summoning I, except that it summons 1d3 6th-level monsters. These monsters appear in 1d3 rounds within the spell's area of effect and attack the caster's opponents, until either he commands them to cease, the spell duration expires, or the monsters are slain. These creatures do not check morale, and they vanish when slain. If no opponent exists to

fight, summoned monsters can, if the wizard can communicate with them, and if they are physically capable, perform other services for the summoning wizard.

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

Monster Summoning VI (roll 1d20) # of app. 1d3

1	Basilisk
2	Beetle, stag
3	Carrion crawler
4	Dracolisk
5	Drider
6	Griffon
7	Hydra, 8 heads
8	Lizard, minotaur
9	Lyc., tiger
10	Manticore
11	Ogre mage
12	Otyugh
13	Pyrolisk
14	Salamander
15	Spider, phase
16	Troll
17	Wolfwere
18	Wraith
19	Wyvern
20	Yuan-ti, halfbreed

(please also read the following paragraph from the Wizard's Handbook)

Under water casting (The Complete Wizard's Handbook, Addition & Comments)

Only creatures that can breathe and function underwater can be summoned. (If available, the DM should use the appropriate Aquatic Monster Summoning table in the *Monstrous Compendium*.)

(please also notice the following tables from the Monster Manual I regarding the summoning of monsters in salt and fresh water)

Monster Summoning VI, Aquatic Monster Summoning, Salt Water, roll 1d6, # of app. 1d3

1	Eel, marine
2	Narwhal
3	Octopus
4	Seawolf, greater
5	Shark (7-8 HD)
6	Snake, giant sea (8 HD)

Monster Summoning VI, Aquatic Monster Summoning, Fresh Water, roll 1d6, # of app. 1d3

1	Eel, marine
2	Gar, giant
3	Octopus
4	Seawolf, greater
5	Snake, giant sea (8 HD)
6	Vodyanoi (8 HD)

Otiluke's Telekinetic Sphere (Evocation, Alteration)

(Source: Players Handbook)

Range: 20 yds.

Components: V, S, M (a hemispherical piece of diamond, a matching piece of gum arabic, a pair of small bar magnets)

Duration: 2 rds./level

Casting Time: 4

Area of Effect: sphere with diameter of 1 ft./level

Saving Throw: Neg.

This spell is exactly the same as the 4th-level wizard spell Otiluke's resilient sphere, with the addition that the creatures or objects inside the globe are nearly weightless-- anything contained within it weighs only 1/16 its normal weight. Any subject weighing up to 5,000 pounds can be telekinetically lifted in the sphere by the caster. Range of control extends to a maximum distance of 10 yards per level after the sphere has actually succeeded in encapsulating a subject or subjects. Note that even if more than 5,000 pounds of weight is englobed, the perceived weight is only 1/16 of the actual weight, so the orb can be rolled without exceptional effort. Because of the reduced weight, rapid motion or falling within the field of the sphere is relatively harmless to the object therein, although it can be disastrous should the globe disappear when the subject inside is high above a hard surface. The caster can dismiss the effect with a word.

In addition to a hemispherical piece of diamond and a matching piece of gum arabic, the caster must also have a pair of small bar magnets as material components for this spell.

Otto's Irresistible Dance (Enchantment/Charm)

(Source: Players Handbook)

Range: Touch

Components: V

Duration: 1d4+1 rounds

Casting Time: 5

Area of Effect: Creature touched

Saving Throw: None

When an Otto's irresistible dance spell is placed upon a creature, the spell causes the recipient to begin dancing, complete with feet shuffling and tapping. This dance makes it impossible for the victim to do anything other than caper and prance; this cavorting worsens the Armor Class of the creature by -4, makes saving throws impossible except on a roll of 20, and negates any consideration of a shield. Note that the creature must be touched, as if melee combat were taking

place and the spellcaster were striking to do damage.

Permanency (Alteration)

(Source: Players Handbook)

Range: Special

Components: V, S

Duration: Permanent

Casting Time: 2 rds.

Area of Effect: Special

Saving Throw: None

This spell affects the duration of certain other spells, making the duration permanent. The personal spells upon which a permanency is known to be effective are as follows:

<i>comprehend languages</i>	<i>protection from evil</i>
<i>detect evil</i>	<i>protect. fr.norm. missiles</i>
<i>detect invisibility</i>	<i>read magic</i>
<i>detect magic</i>	<i>tongues</i>
<i>infravision</i>	<i>unseen servant</i>
<i>protection from cantrips</i>	

The wizard casts the desired spell and then follows it with the permanency spell. Each permanency spell lowers the wizard's Constitution by 1 point. The wizard cannot cast these spells upon other creatures. This application of permanency can be dispelled only by a wizard of greater level than the spellcaster was when he cast the spell.

In addition to personal use, the permanency spell can be used to make the following object/creature or area-effect spells permanent:

<i>enlarge</i>	<i>prismatic sphere</i>
<i>fear</i>	<i>stinking cloud</i>
<i>gust of wind</i>	<i>wall of fire</i>
<i>invisibility</i>	<i>wall of force</i>
<i>magic mouth</i>	<i>web</i>

Additionally, the following spells can be cast upon objects or areas only and rendered permanent:

<i>alarm</i>	<i>wall of fire</i>
<i>audible glamer</i>	<i>distance distortion</i>
<i>dancing lights</i>	<i>teleport</i>
<i>solid fog</i>	

These applications to other spells allow it to be cast simultaneously with any of the latter when no living creature is the target, but the entire spell complex then can be dispelled normally, and thus negated.

The permanency spell is also used in the fabrication of magical items (see the 6th-level spell *enchant an item*). At the DM's option, permanency might become unstable or fail after a long period of at

least 1,000 years. Unstable effects might operate intermittently or fail altogether.

The DM may allow other selected spells to be made permanent. Researching this possible application of a spell costs as much time and money as independently researching the selected spell. If the DM has already determined that the application is not possible, the research automatically fails. Note that the wizard never learns what is possible except by the success or failure of his research.

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Permanency:

The caster can use this spell to make another spellcaster's spell permanent. The *permanency* must be cast simultaneously with the spell to be made permanent and the *permanency* caster must touch the other caster.

A permanent spell cast upon the caster himself or upon a living creature can be dispelled only by a spellcaster of a level greater than the *permanency* caster at the time he cast the spell. Further, the dispel effect must be targeted solely upon the caster to be effective (see *dispel magic* spell description and the note on *dispel magic* in this section).

The following spells can be made permanent if the caster uses the spell on himself:

comprehend languages
protection from evil
detect disease
protection from hunger and thirst
detect evil
protection from normal missiles
detect invisibility
protection from paralysis
detect life
read magic
detect magic
tongues
infravision
unseen servant
past life

The following spells can be made permanent if cast on a creature other than the *permanency* caster:

Enlarge
*invisibility**
*fear**

The following spells can be made permanent if cast on an object or area:

alarm
 prismatic sphere
 audible glamor
 solid fog
 dancing lights
 stinking cloud*
 distance distortion
 teleport*
 enlarge
 Von Gasik's refusal
 fear*
 wall of fire
 gust of wind
 wall of force
 magic mouth
 web
 Otiluke's dispelling screen*

A permanent spell cast upon an object or area can be dispelled by any caster, but the dispel effect must be targeted solely upon the object or area carrying the permanent spell. A *dispel magic* cast against a permanent effect can only dispel one effect per casting. See the notes at the *dispel magic* entry for more information.

* See this section for further notes on this spell.

Polymorph Any Object (Alteration)

(Source: Players Handbook)

Range: 5 yds./level

Components: V, S, M (mercury, gum arabic, and smoke)

Duration: Variable

Casting Time: 1 rd.

Area of Effect: Special

Saving Throw: Special

This spell changes one object or creature into another. When used as a polymorph other or stone to flesh spell, simply treat the spell as a more powerful version, with **saving throws made with -4** penalties to the die roll. When it is cast in order to change other objects, the duration of the spell depends on how radical a change is made from the original state to its enchanted state, as well as how different it is in size. The DM determines the changes by using the following guidelines:

<i>Kingdom</i>	Animal, vegetable, mineral
<i>Class</i>	Mammals, bipeds, fungi, metals, etc.
<i>Relationship</i>	Twig is to tree, sand is to beach, etc.
<i>Size</i>	Smaller, equal, larger

Shape Comparative resemblance of the original to the polymorphed state Intelligence Particularly with regard to a change in which the end product is more intelligent.

A change in kingdom makes the spell work for hours (if removed by one kingdom) or turns (if removed by two). Other changes likewise affect spell duration.

Thus, changing a lion to an androsphinx would be permanent, but turning a turnip to a purple worm would be a change with a duration measured in hours.

Turning a tusk into an elephant would be permanent, but turning a twig into a sword would be a change with a duration of several turns.

All polymorphed objects radiate a strong magic, and if a dispel magic spell is successfully cast upon them, they return to their natural form. Note that a stone to flesh spell or its reverse will affect objects under this spell. As with other polymorph spells, damage sustained in the new form can result in the injury or death of the polymorphed creature.

For example, it is possible to polymorph a creature into rock and grind it to dust, causing damage, perhaps even death. If the creature was changed to dust to start with, more creative methods to damage it would be needed; perhaps the wizard could use a gust of wind spell to scatter the dust far and wide. In general, damage occurs when the new form is altered through physical force, although the DM will have to adjudicate many of these situations.

The system shock roll must be applied to living creatures, as must the restrictions noted regarding the polymorph other and stone to flesh spells. Also note that a polymorph effect often detracts from an item's or creature's powers, but does not add new powers, except possibly movement capabilities not present in the old form. Thus, a vorpal sword polymorphed into a dagger would not retain vorpal capability. Likewise, valueless items cannot be made into permanent valuable items.

The material components of this spell are mercury, gum arabic, and smoke.

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Polymorph Any Object:

The DM usually must determine how long this lasts. If employed as a simple *polymorph other* or *stone to flesh* spell, the duration is permanent. If employed to turn a creature into an object or an object into another object, the duration is measured in hours or turns, as noted in the spell description.

Generally, the duration should not be less than two hours or turns. A change whose duration is measured in turns should not last more than a week, and a change whose duration is measured in hours will not last more than a day. The more radical the change, the shorter the duration. For example, turning a human into a teacup involves a change of kingdom (animal to mineral), plus a change in size and shape: This change might last 1d4+1 turns.

Power Word, Blind (Conjuration/Summoning)

(Source: Players Handbook)

Range: 5 yds./level

Components: V

Duration: Special

Casting Time: 1

Area of Effect: 15-ft. radius

Saving Throw: None

When a *power word, blind* spell is cast, one or more creatures within the area of effect become sightless. The spellcaster selects one creature as the target center, and the effect spreads outward from the center, affecting creatures with the lowest hit point totals first; the spell can also be focused to affect only an individual creature. The spell affects up to 100 hit points of creatures; creatures who currently have 100 or more hit points are not affected and do not count against the number of creatures affected. The duration of the spell depends upon how many hit points are affected. If 25 or fewer hit points are affected, the blindness is permanent until cured. If 26 to 50 hit points are affected, the blindness lasts for 1d4+1 turns. If 51 to 100 hit points are affected, the spell lasts for 1d4+1 rounds. An individual creature cannot be partially affected. If all of its current hit points are affected, it is blinded; otherwise, it is not. Blindness can be removed by a cure blindness or dispel magic spell.

Prismatic Wall (Conjuration/Summoning)

(Source: Players Handbook)

Range: 10 yds.

Components: V, S

Duration: 1 turn/level

Casting Time: 7

Area of Effect: 4 ft./level wide x 2 ft./level high

Saving Throw: Special

This spell enables the wizard to conjure a vertical, opaque wall—a shimmering, multicolored plane of light that protects him from all forms of attack. The

wall flashes with all colors of the visible spectrum, seven of which have a distinct power and purpose. The wall is immobile, and the spellcaster can pass through the wall without harm.

However, any creature with fewer than 8 Hit Dice that is within 20 feet of the wall and does not shield its vision is blinded for 2d4 rounds by the colors.

Each color in the wall has a special effect. Each color can also be negated by a specific magical effect, but the colors must be negated in the precise order of the spectrum. The accompanying table shows the seven colors of the wall, the order in which they appear, their effects on creatures trying to attack the spellcaster, and the magic needed to negate each color.

The wall's maximum proportions are 4 feet wide per level of experience of the caster and 2 feet high per level of experience. A prismatic wall spell cast to materialize in a space occupied by a creature is disrupted and the spell is wasted.

Prismatic Wall Effects

Color	Order	Effect of Color	Spell Negated By
Red	1st	Stops nonmagical Missiles; inflicts 20 points of damage, save for half	cone of cold
Orange	2nd	Stops magical missiles --inflicts 40 points of damage, save for half	gust of wind
Yellow	3rd	Stops poisons, gases, and Petrification, inflicts 80 points of damage, save for half	disintegrate
Green	4th	Stops breath weapons—save vs. poison or die; survivors suffer 20 points of damage	passwall
Blue	5th	Stops location/detection and mental attacks—save vs. petrification or turn to stone	magic missile
Indigo	6th	Stops magical spells—save vs. wand or go insane	continual light
Violet	7th	Force field protection—save vs. spell or be sent to another plane	dispel magic

Screen (Divination/Illusion)

(Source: Players Handbook)

Range: 0

Components: V, S

Duration: 1 hr./level

Casting Time: 1 turn

Area of Effect: 30-ft. cube/level

Saving Throw: Special

This spell combines several elements to create a powerful protection from scrying and direct observation. When the spell is cast, the wizard dictates what will and will not be observed in the area of effect. The illusion created must be stated in general terms. Thus, the caster could specify the

illusion of him and another playing chess for the duration of the spell, but he could not have the illusionary chess players take a break, make dinner, and then resume their game. He could have a crossroads appear quiet and empty even while an army is actually passing through the area. He could specify that no one be seen (including passing strangers), that his troops be undetected, or even that every fifth man or unit should be visible. Once the conditions are set, they cannot be changed. Attempts to scry the area automatically detect the image stated by the caster with no saving throw allowed. Sight and sound are appropriate to the illusion created. A band of men standing in a meadow could be concealed as an empty meadow with birds chirping, etc. Direct observation may allow a saving throw (as per a normal illusion), if there is cause to disbelieve what is seen. Certainly onlookers in the area would become suspicious if the column of a marching army disappeared at one point to reappear at another! Even entering the area does not cancel the illusion or necessarily allow a saving throw, assuming the hidden beings take care to stay out of the way of those affected by the illusion.

Serten's Spell Immunity (Abjuration)

(Source: Players Handbook)

Range: Touch

Components: V, S, M (a diamond of at least 500 gp)

Duration: 1 turn/level

Casting Time: 1 round/recipient

Area of Effect: Creature(s) touched

Saving Throw: None

By use of this spell, the wizard is able to confer virtual immunity to certain spells and magical attack forms upon those he touches. For every four levels of experience of the wizard, one creature can be protected by the Serten's spell immunity spell; however, if more than one is protected, the duration of the protection is divided among the protected creatures.

For example, a 16th-level wizard can cast the spell upon one creature and it will last 16 turns, or place it upon two creatures for eight turns, or four creatures for four turns.) The protection gives a bonus to saving throws, according to spell type and level, as shown in the following table.

Spell Level	Wizard Spell	Priest Spell
1st-3rd	+9*	+7
4th-6th	+7	+5
7th-8th	+5	+3

* Includes beguiling effects.

The material component of this spell is a diamond of at least 500 gp value, which must be crushed and sprinkled over the spell recipients. Each such creature must also have in its possession a diamond of at least one carat size, intact and carried on its person.

Shadow Form (Necromancy)

(Source: The Complete Wizard's Handbook)

Range: 0

Components: V, S, M (the shroud from a corpse at least 100 years old and a black glass marble)

Duration: 1 round/level

Casting Time: 1 round

Area of Effect: The caster

Saving Throw: None

By means of this spell, the caster temporarily changes himself into a shadow. The caster gains the movement rate, Armor Class, hit dice, and all abilities of a shadow. His chilling touch (requiring a normal attack roll) inflicts 2-5 (1d4+1) hit points of damage on his victims as well as draining one point of Strength. Lost Strength returns in 2-8 (2d4) turns after being touched. If a human or demihuman victim is reduced to 0 hit points or 0 Strength by the caster in shadow form, the victim has lost all of his life force and is immediately drawn into the Negative Material Plane where he will forever after exist as a shadow.

All of the caster's weapons and equipment stay with him, but he is unable to use them while in *shadow form*. He is also unable to cast spells while in *shadow form*, but he is immune to *sleep*, *charm*, and *hold* spells, and is unaffected by cold-based attacks. He is 90 percent undetectable in all but the brightest of surroundings. Unlike normal shadows, a wizard in shadow form cannot be turned by priests. At the end of the spell's duration, there is a 5% chance that the caster will permanently remain as a shadow. Nothing short of a *wish* can return the caster to his normal form.

The material components for this spell are the shroud from a corpse at least 100 years old and a black glass marble.

Sink (Enchantment, Alteration)

(Source: Players Handbook)

Range: 10 yds./level

Components: V, S

Duration: Special

Casting Time: 8

Area of Effect: 1 creature or object, max. 1 cu. ft./level

Saving Throw: Special

By means of this spell, a wizard can force a creature or object into the very earth or floor upon which it stands. When casting the spell, the wizard must chant the spell for the remainder of the round without interruption. At that juncture, the subject creature or object becomes rooted to the spot unless a saving throw vs. spell (for a creature) or disintegration (for an object with magical properties) is successful. (Note: "magical properties" include those of magical items as listed in the Dungeon Master Guide, those of items enchanted or otherwise of magical origin, and those of items with protectiontype spells or with permanent magical properties or similar spells upon them.) Items of a nonmagical nature are not entitled to a saving throw. If a subject fails its saving throw, it becomes of slightly greater density than the surface upon which it stands.

The spellcaster now has the option of ceasing his spell and leaving the subject as it is, in which case the spell expires in four turns, and the subject returns to normal. If the caster proceeds with the spell (into the next round), the subject begins to sink slowly into the ground. Before any actions are taken in the new round, the subject sinks one-quarter of its height; after the first group acts, another quarter; after the second group acts, another; and at the end of the round, the victim is totally sunken into the ground.

This entombment places a creature or object in a state of suspended animation. The cessation of time means that the subject does not grow older. Bodily and other functions virtually cease, but the subject is otherwise unharmed. The subject exists in undamaged form in the surface into which it was sunk, its upper point as far beneath the surface as the subject has height—a 6-foot-tall victim will be 6 feet beneath the surface, while a 60-foot-tall subject will have its uppermost point 60 feet below ground level. If the ground around the subject is somehow removed, the spell is broken and the subject returns to normal, but it does not rise up. Spells such as dig, transmute rock to mud, and freedom (the reverse of the 9th-level spell imprisonment) will not harm the sunken creature or object and will often be helpful in recovering it. If a detect magic spell is cast over an area upon which a sink spell was used, it reveals a faint magical aura of undefinable nature, even if the subject is beyond detection range. If the subject is within range of the detection, the spell's schools can be discovered (alteration and enchantment). *(please also read the following paragraph from the Wizard's Handbook)*

Sink

(The Complete Wizard's Handbook, Addition & Comments)

This spell is a terrific way to help a character who is on the verge of falling off the edge of a cliff or losing his grip when hanging from the edge of a building. While the subject clings to the cliff, the

wizard casts *sink*. If the spell is successfully cast, the subject becomes stuck to the cliff and won't fall. However, the spell expires in four turns, at which time the subject risks falling.

(please also read the following paragraph from the Wizard's Handbook regarding under water casting)

Under water casting

(The Complete Wizard's Handbook, Addition & Comments)

This spell places the subject a specified number of feet beneath the floor of the lake, ocean, or sea. The magic of the containment will radiate through the water to the surface.

Symbol

(Conjuration/Summoning)

(Source: Players Handbook)

Range: Touch

Components: V, S, M (powdered black opal and diamond dust, worth not less than 5,000 gp each)

Duration: Special

Casting Time: 8

Area of Effect: Special

Saving Throw: Special

A symbol spell creates magical runes affecting creatures that pass over, touch, or read the runes, or pass through a portal upon which the symbol is inscribed. Upon casting the spell, the wizard inscribes the symbol upon whatever surface he desires. Likewise, the spellcaster is able to place the symbol of his choice, using any one of the following:

Death One or more creatures, whose total hit points do not exceed 80, are slain.

Discord All creatures are affected and immediately fall to loud bickering and arguing; there is a 50% probability that creatures of different alignments attack each other. The bickering lasts for 5d4 rounds, the fighting for 2d4 rounds.

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

Hopelessness All creatures are affected and must turn back in dejection unless they save vs. spell. Affected creatures submit to the demands of any opponent—for example, surrender, get out, etc. The hopelessness lasts for 3d4 turns; during this period it is 25% probable that affected creatures take no action during any round, and 25% likely that those taking action turn back or retire from battle, as applicable.

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

Pain All creatures are afflicted with wracking pains shooting through their bodies, causing a -2 penalty to Dexterity and a -4 penalty to attack rolls for 2d10 turns.

Sleep All creatures under 8+1 Hit Dice immediately fall into a catatonic slumber and cannot be awakened for 1d12+4 turns.

Stunning One or more creatures whose total hit points do not exceed 160 are stunned and reeling for 3d4 rounds, dropping anything they are holding.

The type of symbol cannot be recognized without being read and thus activating its effects. The material components of this spell are powdered black opal and diamond dust, worth not less than 5,000 gp each.

Trap the Soul (Conjuration/Summoning)

(Source: Players Handbook)

Range: 10 yds.

Components: V, S, M (a gem of at least 1,000 gp value for every Hit Die)

Duration: Permanent until broken

Casting Time: Special + 1

Area of Effect: 1 creature

Saving Throw: Special

This spell forces the creature's life force (and its material body) into a special prison gem enchanted by the spellcaster. The creature must be seen by the caster when the final word is uttered.

The spell can be triggered in one of two ways.

First, the final word of the spell can be spoken when the creature is within spell range. This allows magic resistance (if any) and a saving throw vs. spell to avoid the effect. If the creature's real name is spoken as well, any magic resistance is ignored and the saving throw vs. spell suffers a penalty of -2. If the saving throw is successful, the prison gem shatters.

The second method is far more insidious, for it tricks the victim into accepting a trigger object inscribed with the final spell word, automatically placing the creature's soul in the trap. To use this method, both the creature's true name and the trigger word must be inscribed on the trigger item when the gem is enchanted. A sympathy spell can

also be placed on the trigger item. As soon as the subject creature picks up or accepts the trigger item, its life force is automatically transferred to the gem, without the benefit of magic resistance or saving throw.

The gem prison will hold the trapped entity indefinitely, or until the gem is broken and the life force is released, allowing the material body to reform. If the trapped creature is a powerful creature from another plane (which could mean a character trapped by an inhabitant of another plane when the character is not on the Prime Material Plane), it can be required to perform a service immediately upon being freed. Otherwise, the creature can go free once the gem imprisoning it is broken.

Before the actual casting of the trap the soul spell, the wizard must prepare the prison, a gem of at least 1,000 gp value for every Hit Die or level of experience possessed by the creature to be trapped (for example, it requires a gem of 10,000 gp value to trap a 10 Hit Die or 10th-level creature). If the gem is not valuable enough, it shatters when the entrapment is attempted. (Note that while characters have no concept of level as such, the value of the gem needed to trap an individual can be researched. Remember that this value can change over time as characters advance.) Creating the prison gem requires an enchant an item spell and the placement of a maze spell into the gem, thereby forming the prison to contain the life force.

Wildzone* (Conjuration/Summoning)

(Source: Tome of Magic)

WILDMAGIC

Range: 0

Components: V, S, M (several pots of paint spilled across a sheet of hammered silver worth no less than 2,000 gp)

Duration: 2d6 turns

Casting Time: 1d6 rounds

Area of Effect: 300'x300' square

Saving Throw: None

This powerful spell creates a disruption in magical forces similar to the conditions found in wild magic regions (areas where the effects of magic have been permanently altered). This spell has only a temporary effect, although the effects of *wildzone* could possibly be rendered permanent.

The spell creates a wild magic region centered on the caster. The area of effect cannot be shaped in any way; it is *always* a square 300 feet long on each side (90,000 square feet).

Within the *wildzone*, wild magic reigns. Any spell cast in the area of effect is automatically treated as a wild surge (see Table 2). Effects from magical items that expend charges are also treated as wild

surges when used in the area. Other magical items function normally.

Spells cast into the *wildzone* from outside the area of effect function normally, but spells cannot be cast out of the area of effect without triggering a wild surge.

The material components are several pots of paint which must be spilled across a sheet of hammered silver worth no less than 2,000 gp.

Ninth-Level Spells (Wiz 9)

Astral Spell

(Evocation)

(Source: Players Handbook)

Range: Touch

Components: V, S

Duration: Special

Casting Time: 9

Area of Effect: Special

Saving Throw: None

By means of the astral spell, a wizard can project his astral body into the Astral Plane, leaving his physical body and material possessions behind in the Prime Material Plane.

Only magical items can be brought into the Astral Plane (although nonmagical items could be rendered temporarily magical through the use of some spells, if the DM allows).

As the Astral Plane touches upon the first levels of all of the Outer Planes, the wizard can travel astrally to any of the Outer Planes at will. The caster then leaves the Astral Plane, forming a body in the plane of existence he has chosen to enter. It is also possible to travel astrally anywhere in the Prime Material Plane by means of the astral spell, but a second body cannot be formed in the Prime Material Plane. As a general rule, a person astrally projected can be seen only by creatures in the Astral Plane.

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

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

The wizard can project the astral forms of up to seven other creatures with him by means of the astral spell, providing the creatures are linked in a circle with the wizard.

These fellow travelers are dependent upon the wizard and can be stranded. Travel in the Astral Plane can be slow or fast, according to the wizard's

desire. The ultimate destination arrived at is subject to the conceptualization of the wizard. (See the Planescape Campaign Setting boxed set for further information on the Astral Plane.)

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

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Astral Spell:

This spell sends a projection of the caster's body into the Astral Plane. If the caster elects to take other characters along, the spell creates projections of them, too. An astral traveler can enter other planes while projecting, but forms a new physical body, identical to the original, to do so.

Only magical items are projected along with a traveler's body, but normal equipment can be rendered temporarily magical by casting *Nystul's magical aura*, *continual light*, and other spells that temporarily imbue objects with magical properties. See page 51 for a brief discussion of the effects planar travel has on magical items. (The *Planescape* boxed set contains more details.)

A traveler's physical body falls into a deathlike trance and requires no food or water while the caster is projecting. The physical forms of projected magical items become inert on the Prime Material Plane. Damage to a traveler's physical body does not affect the projected form, but the character dies immediately if his physical body is killed. Projected equipment vanishes if its physical form is destroyed.

Damage inflicted on an astral traveler's projected form affects the character normally. If a traveler is damaged when returning to his body the damage must be healed normally.

If an astral traveler dies, the character must attempt a system shock roll. If the roll fails, the character dies and any items projected along with him dissolve into nothingness. If the roll succeeds, the traveler is drawn back to his original body and wakes up with one hit point. The process is debilitating and the character cannot cast or memorize spells. The

character can move at half speed and fight and use proficiencies and other skills, but at a -4 penalty to dice rolls. The restrictions and penalties remain until the character regains at least half of his hit points.

A successful *dispel magic* cast on a traveler's physical body ends the spell, drawing the traveler back to the Prime Material Plane without being otherwise harmed; any companions accompanying the caster are likewise forcibly returned.

While traveling through the Astral Plane, a projected form can move by pure thought; a character's astral movement rate is 30 times his Intelligence/Reason score.

Bigby's Crushing Hand

(Evocation)

(Source: Players Handbook)

Range: 5 yds./level

Components: V, S, M (a glove of snake skin and the shell of an egg)

Duration: 1 rd./level

Casting Time: 9

Area of Effect: Special

Saving Throw: None

The Bigby's crushing hand spell creates a huge, disembodied hand similar to those of the other Bigby's hand spells. The crushing hand is under the mental control of the caster, and he can cause it to grasp and squeeze an opponent. No attack roll is necessary; the hand automatically grasps and inflicts constriction damage in any round in which the wizard concentrates. The damage inflicted depends on the number of rounds it acts upon the victim:

1st round	1d10 points
2nd & 3rd rounds	2d10 points
4th & beyond	4d10 points

The crushing hand has an Armor class of 0, has as many hit points as its caster at full strength, and vanishes when destroyed. The hand is susceptible to normal combat attacks and damaging spells, but if it is struck by an area-effect spell, the person held suffers the same fate as the hand (i.e., if the hand fails its saving throw, the victim automatically fails his). The hand is not effective against noncorporeal or gaseous forms, but it does prevent creatures that are able to slip through small cracks from escaping. If the hand grasps an item or construction, the appropriate saving throw must be made as if squeezed by a Strength of 25.

The material components of the spell are a glove of snake skin and the shell of an egg.

Chain Contingency

(Evocation)

(Source: Tome of Magic)

Range: 0

Components: V, S, M (quicksilver worth 500 gp; a gem of at least 1,000 gp value; an eyelash from an ogre mage, kirin, or similar spell-using creature; and an ivory statuette of the wizard)

Duration: 1 day/level

Casting Time: 2 turns

Area of Effect: The caster

Saving Throw: None

This powerful spell is similar to the 6th-level *contingency* spell.

Chain contingency allows the caster to designate either two or three spells that will take effect automatically under a specific set of conditions. In other words, when a set of conditions is met, the designated spells are "cast" immediately without the caster's intervention.

Chain contingency must be cast together with the spells it is to trigger. The caster may choose either two spells to occur simultaneously or three spells to occur consecutively, one per round. Spells must be of 8th level or lower. Only the 6th-level *contingency* spell may not be included. The casting time of 2 turns includes the casting of the spells to be triggered.

Unlike the *contingency* spell, spells "stored" in *chain contingency* can affect creatures other than the caster. These instructions must be carefully worded; the spell obeys the letter of its instructions and not the caster's intentions.

In casting *chain contingency*, the wizard defines the conditions that will trigger the "stored" spells. This definition must be carefully worded, but may be as limiting or general as the caster desires. The caster also states the exact order, target, range, and manner in which the stored spells are to be cast.

The spell has several limitations in triggering its spells. It does not have any powers of discernment; thus, an instruction to "target the highest-level enemy" is not possible.

Furthermore, the conditions cannot involve a delay; a spell cannot be ordered to trigger "three turns after I sneeze."

When the named conditions are met, the *chain contingency* is automatically triggered.

If all specifics of casting a spell are not specified (e.g., target or area of effect), the effect is automatically centered on the caster.

Possible triggers might include a fall from a distance greater than the caster's height, the appearance of the first beholder within 30 feet of the caster, or the wizard pointing his finger and pronouncing a specified word.

Only one *chain contingency* can be placed on the spellcaster at any one time. If a second is cast, the

first *chain contingency* is cancelled. It is possible to have both a *contingency* and a *chain contingency* operating at the same time, provided that there is no overlap in the conditions specified for triggering the two spells.

Spells triggered by the *chain contingency* have a casting time of 1. If the spell is triggered under conditions that are impossible to fulfill, it fails. If one of the spells in a series cannot be fulfilled, the remaining spells in the series are lost. Normal conditions, including line of sight to the target, must be fulfilled. All spells originate from the caster; thus, it is not possible for a caster to *teleport* and leave behind a series of *fireballs* to blast his enemies. In this case, the *fireballs* would either fail or destroy something at the caster's destination.

The material components are (in addition to those of the companion spells) 500 gp worth of quicksilver; a gem of at least 1,000 gp value; an eyelash from an ogre mage, kirin, or similar spell-using creature; and an ivory statuette of the wizard (which is not destroyed in the casting of the spell) which must be carried by the spellcaster in order for the *chain contingency* to perform its function when triggered.

Crystalbrittle (Alteration)

(Source: Players Handbook)

Range: Touch

Components: V, S

Duration: Permanent

Casting Time: 9

Area of Effect: 2 cu. ft./level

Saving Throw: Special

The magic of this spell causes metal, whether as soft as gold or as hard as adamantite, to turn to a crystalline substance as brittle and fragile as crystal. Thus, a sword, metal shield, metal armor, or even an iron golem can be changed to a delicate, glasslike material easily shattered by any forceful blow. Furthermore, this change is unalterable by any means short of a wish spell; a dispel magic will not reverse the spell.

The caster must physically touch the item; if it is an opponent or something an opponent is using or wearing, the wizard must get into melee and make a successful attack roll. Any single metal item can be affected by the spell. Thus, a suit of armor worn by a creature can be changed to crystal, but the creature's shield would not be affected, and vice versa. All items gain a saving throw equal to their magical bonus value or protection (the DM has this information). A +1/+3 sword would get a 10% (average of the two pluses) chance to save; +5 magical armor has a 25% chance to be unaffected; an iron golem has a 15% chance to save (for it is hit only by magical weapons of +3 or better quality).

AD&D 2nd Edition

The Complete Book of Spells – The core spells V. 1.3.1

Artifacts and relics constructed of metal may be affected at the discretion of the DM, though it is highly unlikely. Affected items not immediately protected are shattered and permanently destroyed if struck by a normal blow from a metal tool or any weighty weapon, including a staff.

Elemental Aura (Abjuration, Evocation)

(Source: Tome of Magic)

Range: 0

Component: V

Duration: 1 hour/level

Casting Time: 1 round

Area of Effect: The caster

Saving Throw: None

This spell has four very different effects depending on the type (air, earth, fire, water) of *elemental aura* cast. Only the caster may receive an elemental aura, and it is not possible to benefit from more than one aura at one time.

Each aura is three inches thick and covers the caster's entire body. An aura of air is hazy white in color, an aura of earth is dull grey, an aura of fire is flickering red, and an aura of water is shimmering blue. The auras have these effects:

Air

- immunity to gas and air-based attacks
- total protection from physical attacks by creatures of the elemental plane of Air
- ability to cast *fly* and *protection from normal missiles* once each

Earth

- immunity to attacks from nonmagical weapons made of stone or metal
- immunity to physical attacks by creatures of the elemental plane of Earth
- ability to breathe and move at full movement rate within the element of earth
- ability to cast *wall of stone* once

Fire

- immunity to normal and magical fire
- total protection from physical attacks by creatures of the elemental plane of Fire
- ability to breathe and move at full movement rate within the element of fire
- total protection from hostile environmental effects while traveling plane of Fire
- ability to cast *wall of fire* once

Water

- immunity to water- and cold-based attacks
- total protection from physical attacks by creatures of the plane of Water

- ability to breathe and move at full movement rate within the element of water
- ability to cast *wall of ice* once

The auras do not restrict the caster in any way. He is free to move and act normally while under the influence of an aura.

Energy Drain

(Evocation, Necromancy)

(Source: Players Handbook)

Range: Touch

Components: V, S, M (essence of spectre or vampire dust)

Duration: Permanent

Casting Time: 3

Area of Effect: 1 creature

Saving Throw: None

By casting this spell, the wizard opens a channel between the plane he is in and the Negative Energy plane, becoming the conductor between the two planes. As soon as he touches (equal to a hit if melee is involved) any living creature, the victim loses two levels (as if struck by a spectre). A monster loses 2 Hit Dice permanently, both for hit points and attack ability. A character loses levels, Hit Dice, hit points, and abilities permanently (until regained through adventuring, if applicable).

The material component of this spell is essence of spectre or vampire dust. Preparation requires mere moments; the material component is then cast forth, and, upon touching the victim, the wizard speaks the triggering word, causing the spell to take effect instantly.

The spell remains effective for only a single round. Humans or humanoids brought below zero energy levels by this spell can be animated as juju zombies under the control of the caster.

The caster always has a 5% (1 in 20) chance to be affected by the dust, losing one point of Constitution at the same time as the victim is drained. When the number of Constitution points lost equals the caster's original Constitution ability score, the caster dies and becomes a shade.

Estate Transference

(Alteration)

(Source: Tome of Magic)

Range: 0

Components: V, S, M (markers and the appropriate magical device to control elementals of the desired plane (a *bowl commanding water elementals*, *brazier commanding fire elementals*, *censer controlling air elementals*, or *stone controlling earth elementals*)).

Duration: Permanent

Casting Time: 10 turns

Area of Effect: 1,000 square feet/level

Saving Throw: None

This powerful spell allows a caster to transfer a large area of land in the Prime Material plane to any of the elemental planes. All buildings, people, and wildlife within the area of effect are also transported. The land forms a pocket of the Prime Material plane within the elemental plane. The pocket is a sphere with a diameter equal to the diameter of the land. The surface of the pocket allows creatures to enter or exit the pocket, but prevents the elements from entering the pocket.

Inside the pocket, the land is surrounded by air of a temperature matching that of the Prime Material plane at the moment the land was moved. In addition, a source of water is created within the pocket.

Before the spell is cast, the area to be moved must be surrounded by solid markers of material from the destination plane. Thus, if a wizard wants to move his castle to the Elemental Plane of Fire, he must first surround the area with solid blocks of matter from the Elemental Plane of Fire, such as hardened magma or magically-crystallized fire. The blocks must be spaced no more than five feet apart and may be placed above ground or under the surface (at a depth of no more than three feet).

The wizard must be within the area to be moved when he casts the spell. When the land moves, a hemispherical crater is left behind in the Prime Material plane. Inside its pocket on the desired plane, the land continues its existence as if nothing changed, with the exception of occasional visits from planar creatures.

Any land that is moved in this manner can never again be moved with this spell.

The material component (in addition to the markers) is the appropriate magical device to control elementals of the desired plane (*bowl commanding water elementals*, *brazier commanding fire elementals*, *censer controlling air elementals*, or *stone controlling earth elementals*). The item must be permanently placed at the heart of the area of effect and cannot be used for any other purpose. If the device is disturbed in any way, the spell immediately fails, allowing the energies of the elemental plane to flood into the protected area.

Foresight

(Divination)

(Source: Players Handbook)

Range: 0

Components: V, S, M (a hummingbird's feather)

Duration: 2d4 rds. + 1 rd./level

Casting Time: 1 rd.

Area of Effect: Special

Saving Throw: None

This spell grants the caster a powerful sixth sense in relation to himself or another. Although cast upon himself, the wizard can specify that he or another is the beneficiary of the spell. Once the spell is cast, the wizard receives instantaneous warnings of impending danger or harm to the object of the spell. Thus, if he were the object of the spell, the wizard would be warned in advance if a thief were about to attempt to backstab him, or if a creature were about to leap out from an unexpected direction, or if an attacker were specifically targeting him with a spell or missile weapon. When the warnings are about him personally, the wizard cannot be surprised and always knows the direction from which any attack on him is made. In addition, the spell gives the wizard a general idea of what action he might take to best protect himself--duck, jump right, close his eyes, etc.--and gives him a defensive bonus of 2 to his Armor Class.

When another person is the object of the spell, the wizard receives warnings about that person. He must still communicate this to the other person to negate any surprise.

Shouting a warning, yanking the person back, and even telepathically communicating through a crystal ball can all be accomplished before the trap is sprung, if the wizard does not hesitate. However, the object of the spell does not gain the defensive bonus to his Armor Class.

The material component for this spell is a hummingbird's feather.

Gate**(Conjuration/Summoning)**

(Source: Players Handbook)

Range: 30 yds.

Components: V, S

Duration: Special

Casting Time: 9

Area of Effect: Special

Saving Throw: None

The casting of a gate spell has two effects. First, it causes an interdimensional connection between the plane of existence the wizard is on and the plane on which dwells a specific being of great power; thus, the being is able to merely step through the gate or portal from its plane to that of the caster. Second, the utterance of the spell attracts the attention of the sought-after dweller on the other plane. When casting the spell, the wizard must name the entity he desires to use the gate and come to the wizard's aid.

There is a 100% certainty that something steps through the gate. Unless the DM has some facts prepared regarding the minions serving the being called forth by the gate spell, the being itself comes.

If the matter is trifling, the being might leave, inflict an appropriate penalty on the wizard, or attack the wizard. If the matter is of middling importance, the being can take some positive action to set matters right, then demand appropriate repayment. If the matter is urgent, the being can act accordingly and ask whatever is its wont thereafter, if appropriate. The actions of the being that comes through depend on many factors, including the alignments of the wizard and the deity, the nature of his companions, and who or what opposes or threatens the wizard. Such beings generally avoid direct conflict with their equals or betters. The being gated in will either return immediately (very unlikely) or remain to take action. Casting this spell ages the wizard five years.

Glorious Transmutation**(Alteration)**

(Source: Tome of Magic)

Range: Touch

Components: V, S, M (a *philosopher's stone*)

Duration: Permanent

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

This spell turns iron into silver or lead into gold at the caster's option. The prime ingredient for this spell is a magical item called the *philosopher's stone* (*DMG* or *s. description below*), which must be touched by the wizard and alchemically combined with the metal during casting. The formula for mixing the stone and the metal must be known by the caster; this information is not provided by this spell and the spell is useless without it. (The exact ingredients and formula are decided by the Dungeon Master and must be discovered by the wizard in the course of adventuring.)

Philosopher's stones vary in quality so much that each is capable of transmuting either 1d10x50 pounds of iron into an equal quantity of silver or 1d10x10 pounds of lead into the same amount of gold. It is not possible to know how much metal can be transmuted until the process is complete. If the caster has more iron or lead prepared than the spell is capable of changing, any excess is unchanged.

The entire transmutation must be made at one time. Only one stone may be used per casting of the spell. The entire *philosopher's stone* is consumed in the process.

(Please also read the item description below)

Philosopher's Stone (DMG):

This is a rare and magical substance that appears to be an ordinary, sooty black piece of rock. It radiates faintly of

unknown magic. If the stone is broken open, a cavity will be discovered. The interior of this cavity is lined with a quicksilver which enables the transmutation of the base metals (iron and lead) into silver and gold. A wizard will be required to bring about such transmutation, however.

From 50 to 500 pounds of iron can be made into silver; from 10 to 100 pounds of lead can be turned into gold from a single philosopher's stone. Transmutation must be made fully upon the first attempt, all the quicksilver being employed at one time.

Two other substances may be found in a philosopher's stone instead of the quicksilver described above, at the DM's discretion. If he decides there's something different in the stone, there is a 75% chance that a greenish, crystalline salt will be found. This allows the manufacture of 1d4 potions of longevity. There is a 25% chance that a white powder will be found in a stone. When mixed with a potion of longevity, this can actually restore life to a dead human or demihuman. The mixture must be administered internally within one week of the creature's demise (see the raise dead spell).

Imprisonment (Abjuration) *Reversible*

(Source: Players Handbook)

Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 9
Area of Effect: 1 creature
Saving Throw: None

When an imprisonment spell is cast and the victim is touched, the recipient is entombed in a state of suspended animation (see the 9th-level wizard spell temporal stasis) in a small sphere far beneath the surface of the earth. The victim remains there unless a reverse of the spell, with the creature's name and background, is cast. Magical search by a crystal ball, a locate object spell, or similar means will not reveal the fact that a creature is imprisoned. The imprisonment spell functions only if the subject creature's name and background are known.

Reverse: Freedom

The reverse spell, freedom, cast upon the spot at which a creature was entombed and sunk into the earth, causes it to reappear at that spot. If the caster does not perfectly intone the name and background of the creature to be freed, there is a 10% chance that 1 to 100 creatures will be freed from imprisonment at the same time.

Note: The exact details of any creatures freed are up to the DM. A random method of determining this is to roll percentile dice twice (once for imprisoned creature density and once for a base number of creatures at maximum density). The rolls are multiplied and rounded to the nearest whole

number. Each released creature has a 10% chance to be in the area of the spellcaster. If monsters are being generated randomly, roll 1d20 for level, with rolls of 9+ considered 9, and the exact monsters determined by the random encounter tables.

For example, if the initial rolls were 22 and 60, the number of monsters released is $.22 \times .60 = .1320 = 13$ monsters. Since only 10% of these will be in the immediate vicinity of the caster, the wizard may encounter only one or two of them.

Meteor Swarm (Evocation)

(Source: Players Handbook)

Range: 40 yds. + 10 yds./level
Components: V, S
Duration: Instantaneous
Casting Time: 9
Area of Effect: Special
Saving Throw: $\frac{1}{2}$

A meteor swarm is a very powerful and spectacular spell which is similar to the fireball spell in many aspects. When it is cast, either four spheres of 2-foot diameter or eight spheres of 1-foot diameter spring from the outstretched hand of the wizard and streak in a straight line to the distance demanded by the spellcaster, up to the maximum range. Any creature in the straight-line path of these missiles receives the full effect, without benefit of a saving throw. The meteor missiles leave a fiery trail of sparks, and each bursts as a fireball.

The large spheres (2-foot diameter) inflict 10d4 points of damage, bursting in a diamond or box pattern. Each has a 30-foot diameter area of effect, and each sphere is 20 feet apart along the sides of the pattern, creating overlapping areas of effect and exposing the center to all four blasts.

The smaller spheres (1-foot diameter) each have a 15-foot diameter area of effect, and each inflicts 5d4 points of damage. They burst in a pattern of a box within a diamond or vice versa, with each of the outer sides 20 feet long. Note that the center has four areas of overlapping effect, and there are numerous peripheral areas that have two overlapping areas of effect. A saving throw for each area of effect will indicate whether full damage or half damage is sustained by creatures within each area, except as already stated with regard to the missiles impacting.

(please also read the following paragraph from the Wizard's Handbook)

Under water casting (The Complete Wizard's Handbook, Addition & Comments)

According to the Complete Wizard's Handbook, "Meteor Swarm" can't be casted under water and will **not** function, even within

the boundaries of an “Aerie water spell “ (s. Wiz 5).

Monster Summoning VII (Conjuration/Summoning)

(Source: Players Handbook)

Range: Special

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

Duration: 8 rds. + 1 rd./level

Casting Time: 9

Area of Effect: 90-yd. radius

Saving Throw: None

This spell is much like the 3rd-level spell monster summoning I, except that this spell summons one or two 7th-level monsters that appear one round after the spell is cast, or one 8th-level monster that appears two rounds after the spell is cast.

Either chose table I or II below.

Monster Summoning VII (roll d20) #of app.1d2

1	Basilisk, greater
2	Behir or tunnel worm
3	Bulette
4	Chimera
5	Ettin or hill giant
6	Golem, flesh
7	Gorgon
8	Hydra, 10 heads
9	Hydra, 8 heads (pyro- or cryo-)
10	Lizard, fire
11	Mummy
12	Neo-otyugh
13	Pudding, black
14	Roper
15	Shambling mound
16	Slug, giant
17	Sphinx, hieraco-
18	Troll, 2-headed
19	Umber hulk
20	Xorn

Monster Summoning VIII (roll 1d12), # of app. 1

1	Beetle, rhinoceros
2	Giant, fire or frost
3	Giant, fomorian
4	Golem, stone
5	Gorgimera
6	Hydra, 12 heads
7	Hydra, lernaean, 8 heads
8	Pudding, brown
9	Remorhaz
10	Rust monster
11	Will o'wisp
12	Worm, purple

(please also read the following paragraph from the Wizard's Handbook regarding caster under)

Under water casting

(The Complete Wizard's Handbook, Addition & Comments)

Only creatures that can breathe and function underwater can be summoned. (If available, the DM should use the appropriate Aquatic Monster Summoning table in the *Monstrous Compendium*.)

(please also notice the following tables from the Monster Manual I regarding the summoning of monsters in salt and fresh water)

Monster Summoning VII, Aquatic Monster Summoning, Salt Water, roll 1d4, # of app. 1d2

1	Ray, manta
2	Slug, giant sea
3	Snake, giant sea (10 HD)
4	Squid, giant

Monster Summoning VII, Aquatic Monster Summoning, Fresh Water, roll 1d4, # of app. 1d2

1	Catfish, giant
2	Greenhag
3	Naga, water
4	Snake, giant sea (10 HD)

The following tables consider fresh and salt water with the second variant of the spell (Monster Summoning VIII).

Monster Summoning VIII, Aquatic Monster Summoning, Salt Water, roll 1d8, # of app. 1

1	Eye of the deep
2	Dragon turtle (12 HD)
3	Kraken*
4	Shark, giant
5	Vodyanoi (16 HD)*
6	Whale, killer
7	Whale, small herbivore (12 HD)
8	Worm, mottled (purple)

* This creature has a 10% chance to become free-willed for the duration of the spell if ordered to act against its nature or inclinations.

Monster Summoning VIII, Aquatic Monster Summoning, Fresh Water, roll 1d4, # of app. 1

1	Slug, giant sea
2	Dragon turtle (12 HD)
3	Kuo-toan monitor
4	Worm, mottled (purple)

Mordenkainen's Disjunction (Alteration, Enchantment)

(Source: Players Handbook)

Range: 0
Components: V
Duration: Instantaneous
Casting Time: 9
Area of Effect: 30-ft. radius
Saving Throw: Special

When this spell is cast, all magic and magical items within the radius of the spell, except those on the person of or being touched by the spellcaster, are disjoined. That is, spells being cast are separated into their individual components (usually spoiling the effect as a dispel magic spell does), and permanent and enchanted magical items must successfully save (vs. spell if actually cast on a creature, or vs. a dispel magic spell otherwise) or be turned into normal items. Even artifacts and relics are subject to Mordenkainen's disjunction, though there is only a 1% chance per caster experience level of actually affecting such powerful items. Thus, all potions, scrolls, rings, rods, miscellaneous magical items, artifacts and relics, arms and armor, swords, and miscellaneous weapons within 30 feet of the spellcaster can possibly lose all their magical properties when the Mordenkainen's disjunction spell is cast. The caster also has a 1% chance per level of destroying an antimagic shell. If the shell survives the disjunction, no items within it are disjoined.

Note: Destroying artifacts is a dangerous business, and 95% likely to attract the attention of some powerful being who has an interest or connection with the device.

Additionally, if an artifact is destroyed, the casting wizard must roll a successful saving throw vs. spell with a -4 penalty or permanently lose all spellcasting abilities.

Power Word, Kill (Conjuration/Summoning)

(Source: Players Handbook)

Range: 5 yds./2 levels
Components: V
Duration: Permanent
Casting Time: 1
Area of Effect: 10-ft. radius
Saving Throw: None

When a power word, kill spell is uttered, one or more creatures of any type within the spell range and area of effect are slain. The power word kills either one creature with up to 60 hit points, or multiple creatures with 10 or fewer hit points each, to a maximum of 120 hit points total. The option to attack a single creature or multiple creatures must be stated along with the spell range and center of

the area of effect. The current hit points of the creatures are used.

Prismatic Sphere (Abjuration, Conjuration/Summoning)

(Source: Players Handbook)

Range: 0
Components: V
Duration: 1 turn/level
Casting Time: 7
Area of Effect: 10-ft. radius
Saving Throw: Special

This spell enables the wizard to conjure up an immobile, opaque globe of shimmering, multicolored light to surround him, giving protection from all forms of attack. The sphere flashes in all colors of the visible spectrum, seven of which have distinct powers and purposes. Any creature with fewer than 8 Hit Dice is blinded for 2d4 turns by the colors of the sphere. Only the spellcaster can pass in and out of the prismatic sphere without harm, though he can cast it over others to protect them. The sphere can be destroyed, color by color, in consecutive order, by various magical effects; however, the first must be brought down before the second can be affected, and so on. Any creature passing through the barrier receives the effect of every color still remaining. The following table shows the colors and effects of the prismatic sphere, as well as what will negate each globe.

Note that typically the upper hemisphere of the globe is visible, as the spellcaster is at the center of the sphere, so the lower half is usually hidden by the floor surface he is standing on.

Furthermore, a rod of cancellation or a Mordenkainen's disjunction spell will destroy a prismatic sphere (but an antimagic shell will fail to penetrate it). Otherwise, anything short of an artifact or relic entering the sphere is destroyed, and any creature is subject to the effects of every color still active--i.e., 70-140 points of damage plus death, petrification, insanity, and instantaneous transportation to another plane.

Prismatic Sphere Effects

Color	Order	Effect of Color	Spell Negated By
Red	1 st	Stops nonmagical Missiles; inflicts 20 points of damage, save for half	cone of cold
Orange	2 nd	Stops magical missiles --inflicts 40 points of damage, save for half	gust of wind
Yellow	3 rd	Stops poisons, gases, and Petrification, inflicts 80 points of damage, save for half	disintegrate
Green	4 th	Stops breath weapons--save vs. poison or die; survivors	passwall

Blue	5 th	suffer 20 points of damage Stops location/detection and mental attacks--save vs. petrification or turn to stone	magic missile
Indigo	6 th	Stops magical spells--save vs. wand or go insane	continual light
Violet	7 th	Force field protection--save vs. spell or be sent to another plane	dispel magic

Programmed Amnesia (Enchantment/Charm, Mentalism)

(Source: Players Option: Spells & Magic)

Range: 20 yards

Components: V, S

Duration: Special

Casting Time: Special

Area of effect: 1 creature

Saving Throw: Special

[Subtlety: +8; Knockdown: None; Sensory: None; Critical: None]

This particular spell was the last and most powerful spell developed by the archmentalist Rheizom. It allows the wizard to selectively destroy, alter, or implant memories in the subject creature as he sees fit. He can completely reprogram a character, inventing a new persona, a new alignment, and assigning a new class as he sees fit. Only sentient beings can be affected; if the subject is not human, humanoid, or demihuman, he gains a +4 bonus on his saving throw.

As described above, *programmed amnesia* can be used to achieve several different effects. The wizard may choose to make use of any or all of the effects listed below:

A. Memory erasure. Any or all memories possessed by the subject can be erased at the caster's will, including knowledge of specific events, people, or places.

B. Memory implant. The caster can create false memories in the subject's mind as he sees fit. Imaginary friends, events that didn't really take place, betrayals by people the subject regards as his friends, or the friendship of an enemy could all be implanted in the subject's mind.

C. Skill erasure. The subject can be made to forget any or all class-based skills or proficiencies, including all or part of his THAC0 (it resets to 20), thief abilities, spellcasting, turning undead, or any other ability that stems from knowledge. About the only characteristics that can't be affected by this usage of *Rheizom's programmed amnesia* are hit points, saving throws, and ability scores. A character's native language cannot be erased, either.

D. Persona erasure. Combining the effects of a skill erasure and a memory erasure, this leaves the subject as a clean slate. Only his ability

scores, hit points, saving throws, and native language remain. The character may assume any class or alignment available, beginning as a 1st-level character just as if he had decided to dual-class. (Even demihumans can dual-class in this fashion, since they forget all skills of their previous class.)

E. Persona implant. By erasing the existing personality and implanting a false set of memories, the wizard can build a new persona for the mind-wiped character. In effect, he can decide what class, alignment, and personality the subject will assume after his persona erasure. If the new persona is an adventurer, the character dual-classes, as described above.

F. Programmed erasure. The subject can be programmed to suffer a memory, skill, or persona erasure when a certain event takes place. For example, the wizard could set the subject to be wiped clean as a slate when the subject receives a coded message or arrives at some destination. Optionally, the wizard can decide to have an erasure partially or totally lifted when the programmed condition comes to pass.

The casting time of this spell varies according to what effects the wizard wishes to impose on the subject. To cast just one of the listed effects, the wizard must spend two days secluded away from any distractions—a personal laboratory is a good example of a secluded place. In between the intense eight-hour casting sessions, the wizard can sleep and eat in the area he chose to seclude himself in. If the wizard breaks his seclusion for any reason, the spell is lost. Also, for every effect over the first, another day (with its eight-hour intense casting period) must be spent in seclusion.

The wizard must be able to see the spell's subject. At the end of each day of casting, the subject makes a saving throw vs. spell to negate the effect.

Programmed amnesia is normally permanent, unless the wizard cares to specify a set of conditions or parameters that will end the effect (see F, above). Its effects can only be undone by a *restoration* or *wish* spell, or by successful use of the psionic science psychic surgery. A character who picks up new skills or class abilities while amnesiac must make a saving throw vs. spell when his own real memories return; if he fails, the skills he learned as an amnesiac are gone forever, replaced by his former abilities, but if he succeeds he retains any new skills, and may even choose to continue in his new class as a dual-classed character. Dungeon Masters should keep in mind that an amnesiac character should still meet the new class's full prerequisites before he can become that class.

Obviously, this is a very powerful spell, and the DM should very carefully examine a PC's use of this magic. Dungeon Masters, take note—there are dozens of excellent plot vehicles hiding

here if an NPC wizard uses this on a player character! Also, be aware that destroying a creature's personality and replacing it with one more amenable to the wizard's designs is never a good act.

Shape Change (Alteration)

(Source: Players Handbook)

Range: 0

Components: V, S, M (a jade circlet worth no less than 5,000 gp)

Duration: 1 turn/level

Casting Time: 9

Area of Effect: The caster

Saving Throw: None

With this spell, a wizard is able to assume the form of any living thing or creature below demigod status (greater or lesser deity, singular dragon type, or the like). The spellcaster becomes the creature he wishes, and has all of its abilities save those dependent upon Intelligence, innate magical abilities, and magic resistance, for the mind of the creature is that of the spellcaster. Thus, he can change into a griffon and fly away, then to an efreet and fly through a roaring flame, then to a titan to lift up a wagon, etc.

These creatures have whatever hit points the wizard had at the time of the shape change. Each alteration in form requires only a second, and no system shock is incurred.

For example, a wizard is in combat and assumes the form of a will o' wisp. When this form is no longer useful, the wizard changes into a stone golem and walks away. When pursued, the golem-shape is changed to that of a flea, which hides on a horse until it can hop off and become a bush. If detected as the latter, the wizard can become a dragon, an ant, or just about anything he is familiar with.

A wizard adopting another form also adopts its vulnerabilities. For example, a wizard who becomes a spectre is powerless in daylight, and is subject to being turned, controlled, or destroyed by opposing clerics. Unlike similar spells, a wizard who is killed in another form does not revert to his original shape, which may disallow certain types of revivification.

The material component is a jade circlet worth no less than 5,000 gp, which shatters at the end of the spell's duration. In the meantime, the circlet is left in the wake of the shape change, and premature shattering ends the spell immediately.

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Shape Change:

This spell functions in much the same way as a *polymorph self* spell except that the caster can assume non-animal forms and there are no size limitations. Unlike the *polymorph self* spell, the caster gains any ability the assumed form has provided the ability is not magical or mental in nature. For example, a character who changes into an owl gains its night vision, but changing into a cockatrice does not grant the monster's petrifying touch. The spell does not bestow magic resistance.

Sphere of Ultimate Destruction (Conjuration/Summoning, Dimension)

(Source: Players Option: Spells & Magic)

Range: 5 yds./level

Components: V, S, M (a dark crystal ball that has been on the Ethereal Plane)

Duration: 1 rd./level

Casting Time: 9

Area of Effect: Creates a sphere

Saving Throw: Special

[Subtlety: +5; Knockdown: None; Sensory: Small visual; Critical: None]

This awful spell brings into existence a short-lived *sphere of annihilation* (as described in Appendix 3 of the *DMG*). The sphere is a black ball of nothingness about 2 feet in diameter that instantly and utterly destroys any matter that comes into contact with it. The *sphere* appears anywhere in the spell's range and moves up to 15 feet per round as the wizard directs. If the wizard attempts to bring the sphere into contact with a living creature, the potential victim gains a saving throw vs. breath weapon to dodge aside, but a victim who is unaware of the *sphere's* appearance or unable to move is destroyed without a saving throw.

Once conjured, the *sphere of ultimate destruction* may not move exactly as the caster wishes. The wizard has a 75% chance to control it, plus 1% per point of Intelligence over 12 and 3% for each point over 15. In other words, a wizard with an Intelligence of 18 would gain a +12% bonus to his chance to control the *sphere*. If the wizard fails to control the *sphere* in any given round, it automatically moves directly towards him at its maximum speed of 15 feet per round. Unlike the magical item, another wizard may not contest the caster's control of a *sphere* of ultimate destruction unless the second wizard possesses a *talisman of the sphere*. (See the *DMG*.)

Should a *gate* spell be cast upon the sphere, there is a 50% chance that the *sphere* is destroyed, a 35% chance that nothing happens, and a 15% chance that a gap is torn in the spatial fabric,

catapulting everything in a 180-foot radius to another plane of existence. If the sphere is touched by a *rod of cancellation*, a tremendous explosion inflicts 3d4 x 10 points of damage to everything within 60 feet as the two forces negate each other. No other spell or magical item has any effect on a *sphere of ultimate destruction*.

There is a 5% chance that any particular manifestation of this spell does not cause a victim's utter destruction but instead transports him to a random plane of existence. The conjuring wizard has no way of knowing whether he has destroyed his enemy or merely blasted him into some remote dimension.

The material component of this spell is a dark crystal ball that has been on the Ethereal Plane and that can be comfortably held in two hands.

Stabilize*

(Abjuration)

(Source: Tome of Magic)

WILDMAGIC

Range: 0

Components: V, S

Duration: 1d4+1 turns

Casting Time: 1 turn

Area of Effect: 30-foot-radius circle

Saving Throw: None

This spell requires immense magical effort to cast, relegating it to the highest spell level. *Stabilize* negates the effects of wild magic regions, allowing the caster and all creatures in a 30-foot radius to cast spells and use magical items normally. The spell is centered on the caster and follows his movements.

The caster's own spells never cause wild surges when cast within the duration of a *stabilize* spell, nor do the effects of wild surges extend into the protected area.

Furthermore, the wild mage's spells function at his true level; Table 2 is *not* used to determine level variation. The spell affects *wildstrike*, *wildzone*, and *wildwind*.

Succor

(Alteration, Enchantment) *Reversible*

(Source: Players Handbook)

Range: Touch

Components: V, S, M (gemstones totaling not less than 5,000 gp value)

Duration: Special

Casting Time: 1 to 4 days

Area of Effect: 1 individual

Saving Throw: None

By casting this spell, the wizard creates a powerful magic in some specially prepared object—a

statuette, a jeweled rod, a gem, etc. This object radiates magic, for it contains the power to instantaneously transport its possessor to the abode of the wizard who created it. Once the item is enchanted, the wizard must give it willingly to an individual, at the same time informing him of a command word to be spoken when the item is to be used. To make use of the item, the recipient must speak the command word at the same time that he rends or breaks the item. When this is done, the individual and all that he is wearing and carrying are instantly transported to the abode of the wizard. No other creatures can be affected.

Reverse: Succor

The reversed application of the spell transports the wizard to the immediate vicinity of the possessor of the enchanted item, when it is broken and the command word spoken.

The wizard will have a general idea of the location and situation of the item possessor, but has no choice whether or not to go (making this a rare casting indeed!).

The material components used include gemstones totaling not less than 5,000 gp value (whether they are faceted gems or not is immaterial). The components can be enchanted only once per month (usually on a night of a clear, full moon). At that time, the object is set for the type of succor and its final destination (either the location of the spellcasting or an area well known to the wizard).

Temporal Stasis

(Alteration) *Reversible*

(Source: Players Handbook)

Range: 10 yds.

Components: V, S, M (a powder composed of diamond, emerald, ruby, and sapphire dust, with each crushed stone worth at least 100 g)

Duration: Permanent

Casting Time: 9

Area of Effect: 1 creature

Saving Throw: None

Upon casting this spell, the wizard places the recipient creature into a state of suspended animation. This cessation of time means that the creature does not grow older.

Its body functions virtually cease. This state persists until the magic is removed by a dispel magic spell or the reverse of the spell (temporal reinstatement) is uttered. Note that the reverse requires only a single word and no somatic or material components.

The material component of a temporal stasis spell is a powder composed of diamond, emerald, ruby, and sapphire dust, with each crushed stone worth at least 100 gp.

Reverse: Temporal reinstatement

s. description above

Time Stop (Alteration)

(Source: Players Handbook)

Range: 0

Components: V

Duration: Special

Casting Time: 9

Area of Effect: 15-ft. radius

Saving Throw: None

Upon casting a time stop spell, the wizard causes the flow of time to stop for one round in the area of effect. Outside this area the sphere simply seems to shimmer for an instant.

Inside the sphere, the caster is free to act for 1d3 rounds of apparent time. The wizard can move and act freely within the area where time is stopped, but all other creatures, except for those of demigod and greater status or unique creatures, are frozen in their actions, for they are literally between ticks of the time clock. (The spell duration is subjective to the caster.) Nothing can enter the area of effect without being stopped in time also. If the wizard leaves the area, the spell is immediately negated. When the spell duration ceases, the wizard is again operating in normal time.

Note: It is recommended that the DM use a stopwatch or silently count to time this spell. If the caster is unable to complete the intended action before the spell duration expires, he will probably be caught in an embarrassing situation. The use of a teleport spell before the expiration of the time stop spell is permissible.

Wail of the Banshee (Necromancy)

(Source: Tome of Magic)

Range: 0

Components: V, S, M (a lock of hair from an evil female elf)

Duration: Instantaneous

Casting Time: 9

Area of Effect: 30-foot-radius sphere

Saving Throw: Neg.

At the culmination of this dreadful spell, the wizard screams like a banshee (a groaning spirit). For each level of the caster, one listener within 30 feet hears the wail.

Those who fail a saving throw vs. death magic die instantly.

The wizard cannot be the victim of his own spell, nor can he choose who will be affected. If there are more potential victims than the level of the caster, the DM must randomly determine which creatures are affected. Creatures who cannot hear (due to ear plugs, deafness, etc.) can be targets, but cannot be affected and are considered to automatically make their saving throws.

The material component is a lock of hair from an evil female elf.

Weird (Illusion/Phantasm)

(Source: Players Handbook)

Range: 30 yds.

Components: V, S

Duration: Concentration

Casting Time: 9

Area of Effect: 20-ft. radius

Saving Throw: Special

This spell confronts those affected by it with phantasmal images of their most feared enemies, forcing an imaginary combat that seems real, but actually occurs in the blink of an eye. When this spell is cast, the wizard must be able to converse with the victims to bring the spell into being. During the casting, the wizard must call out to the creatures to be affected, informing one or all that their final fate, indeed their doom, is now upon them.

The force of the magic is such that even if the creatures make their saving throws vs. spell, fear will paralyze them for a full round, and they will lose 1d4 Strength points from this fear (the lost Strength will return in one turn). Failure to save vs. spell causes the creature or creatures to face their nemeses, the opponents most feared and inimical to them. Actual combat must then take place, for no magical means of escape is possible.

The foe fought is real for all intents and purposes; affected creatures that lose will die. If a creature's phantasmal nemesis from the weird spell is slain, the creature emerges with no damage, no loss of items seemingly used in the combat, and no loss of spells likewise seemingly expended. The creature also gains any experience for defeating the weird, if applicable.

Although each round of combat seems normal, it takes only one-tenth of a round. During the course of the spell, the caster must concentrate fully upon maintaining it. If the combat goes beyond 10 rounds, those who saved against the spell can take action. If the caster is disturbed, the weird spell ends immediately. Creatures attacked while paralyzed with fear are free of the paralysis immediately.

Wildfire*

(Invocation/Evocation)

(Source: Tome of Magic)

WILDMAGIC

Range: 0

Component: V

Duration: Variable

Casting Time: 1

Area of Effect: Variable

Saving Throw: Variable

By means of this spell, the wild mage is able to channel raw magical energy through himself, shaping it into any form or effect he desires. The energy is similar in many ways to a *wish* spell, but has unique differences.

Wildfire allows the caster to create the effect of any wizard spell of 8th level or lower.

He need only have general knowledge of the spell and its effects; the spell does not need to be in his own spellbooks.

Any normal saving throws vs. the spell effects are made at a -2 penalty.

Wildfire can also be used in the creation of magical items. The energy created by the spell may be used to generate effects that are not created by known spells.

Wildfire can also be used to create items out of nothing. The magical energy can be shaped and hardened to form solid objects. These objects have a greenish, glowing tinge and radiate magic. These objects are stronger than steel yet possess almost no weight.

They are immune to fire, cold, electricity, and all forms of magical attack except *dispel magic* and *wish* spells. Even if they are subjected to these spells, a saving throw is allowed (equal to the creator's saving throw vs. spell).

When creating objects, the caster is limited only by his own skill and the dimensions of the object. Items larger than a 10-foot-radius sphere cannot be fashioned. Creating the object requires only one round, regardless of size. Thus, a wizard could make an impenetrable dome or a small boat with this spell.

Objects made of *wildfire* are neither stable nor permanent. Since the object is made of magic separated from the magical continuum, the material gradually deteriorates until the magical bonds become too weak to hold the *wildfire* in the chosen form. This decay takes 1d6+4 hours.

Wildwind*

(Conjuration/Summoning)

(Source: Tome of Magic)

WILDMAGIC

Range: 100 yards

Components: V, S

Duration: 1d3 turns

AD&D 2nd Edition

Casting Time: 8

Area of Effect: Special

Saving Throw: None

This spell is similar in effect to *wildstrike* and *wildzone*.

When cast, a wall of faint, multi-colored lights springs into existence at the point indicated by the caster. These lights form a line 150 feet long. After the first round of the spell, the wizard can move the wall of lights. Each round, the caster can move the wall in the same direction or as much as 45 degrees to either side. Once the wall is set in motion, it cannot be stopped unless the spell is cancelled or dispelled. The lights can move 60 feet per round.

The *wildwind* has two significant effects. First, all creatures struck by the magical lights suffer 2d6 points of damage. Second, any spellcaster struck while attempting to cast a spell automatically triggers a wild surge (use Table 2). Magical items that expend charges that touch the wall of lights automatically release one charge, also resulting in a wild surge.

(a printable version of the table can be found on page 427)

Table 2: WILD SURGE RESULTS

D100	Roll Result
01	Wall of force appears in front of caster
02	Caster smells like a skunk for spell duration
03	Caster shoots forth eight non-poisonous snakes from fingertips. Snakes do not attack.
04	Caster's clothes itch (+2 to initiative)
05	Caster glows as per a <i>light</i> spell
06	Spell effect has 60' radius centered on caster
07	Next phrase spoken by caster becomes true, lasting for 1 turn
08	Caster's hair grows one foot in length
09	Caster pivots 180 degrees
10	Caster's face is blackened by small explosion
11	Caster develops allergy to his magical items. Character cannot control sneezing until all magical items are removed. Allergy lasts 1d6 turns.
12	Caster's head enlarges for 1d3 turns
13	Caster <i>reduces</i> (reversed <i>enlarge</i>) for 1d3 turns
14	Caster falls madly in love with target until a <i>remove curse</i> is cast
15	Spell cannot be canceled at will by caster
16	Caster <i>polymorphs</i> randomly
17	Colorful bubbles come out of caster's mouth instead of words. Words are released when bubbles pop. Spells with verbal component cannot be cast for 1 turn.
18	Reversed <i>tongues</i> affects all within 60 feet of caster
19	Wall of fire encircles caster
20	Caster's feet enlarge, reducing movement to half normal and adding +4 to initiative rolls for 1d3 turns
21	Caster suffers same spell effect as target
22	Caster levitates 20' for 1d4 turns
23	Cause fear with 60' radius centered on caster. All within radius except the caster must make a saving throw.
24	Caster speaks in a squeaky voice for 1d6 days
25	Caster gains X-ray vision for 1d6 rounds
26	Caster ages 10 years
27	Silence, 15' radius centers on caster
28	10'x10' pit appears immediately in front of caster, 5' deep per level of the caster

29	<i>Reverse gravity</i> beneath caster's feet for 1 round
30	Colored streamers pour from caster's fingertips
31	Spell effect rebounds on caster
32	Caster becomes <i>invisible</i>
33	<i>Color spray</i> from caster's fingertips
34	Stream of butterflies pours from caster's mouth
35	Caster leaves monster-shaped footprints instead of his own until a <i>dispel magic</i> is cast
36	3-30 gems shoot from caster's fingertips. Each gem is worth 1d6 x 10 gp.
37	Music fills the air
38	<i>Create food and water</i>
39	All normal fires within 60' of caster are extinguished
40	One magical item within 30' of caster (randomly chosen) is permanently drained
41	One normal item within 30' of caster (randomly chosen) becomes permanently magical
42	All magical weapons within 30' of caster are increased by +2 for 1 turn
43	Smoke trickles from the ears of all creatures within 60' of caster for 1 turn
44	<i>Dancing lights</i>
45	All creatures within 30' of caster begin to hiccup (+1 to casting times, -1 to THAC0)
46	All normal doors, secret doors, portcullises, etc. (including those locked or barred) within 60' of caster swing open
47	Caster and target exchange places
48	Spell affects random target within 60' of the caster
49	Spell fails but is not wiped from caster's mind
50	<i>Monster summoning II</i>
51	Sudden change in weather (temperature rise, snow, rain, etc.) lasting 1d6 turns
52	Deafening bang affects everyone within 60'. All those who can hear must save vs. spell or be stunned for 1d3 rounds.
53	Caster and target exchange voices until a <i>remove curse</i> is cast
54	Gate opens to randomly chosen outer plane; 50% chance for extra-planar creature to appear.
55	Spell functions but shrieks like a shrieker
56	Spell effectiveness (range, duration, area of effect, damage, etc.) decreases 50%
57	Spell reversed, if reverse is possible
58	Spell takes physical form of free-willed elemental and cannot be controlled by caster. Elemental remains for duration of spell. Touch of the elemental causes spell effect (THAC0 equal to caster's).
59	All weapons within 60' of caster glow for 1d4 rounds
59	Spell functions; any applicable saving throw is not allowed
61	Spell appears to fail when cast, but occurs 1-4 rounds later
62	All magical items within 60' of caster glow for 2d8 days
63	Caster and target switch personalities for 2d10 rounds
64	<i>Slow</i> spell centered on target
65	Target <i>deluded</i>
66	<i>Lightning bolt</i> shoots toward target
67	Target <i>enlarged</i>
68	<i>Darkness</i> centered on target
69	<i>Plant growth</i> centered on target
70	1,000 lbs. of non-living matter within 10' of target <i>vanishes</i>
71	<i>Fireball</i> centers on target
72	Target turns to stone
73	Spell is cast; material components and memory of spell are retained
74	Everyone within 10' of caster receives the benefits of a <i>heal</i>
75	Target becomes dizzy (-4 AC and THAC0, cannot cast spells) for 2d4 rounds
76	<i>Wall of fire</i> encircles target
77	Target levitates 20' for 1d3 turns
78	Target suffers <i>blindness</i>
79	Target is charmed as per <i>charm monster</i>

80	Target <i>forgets</i>
81	Target's feet enlarge, reducing movement to half normal and adding +4 to all initiative rolls for 1-3 turns
82	Rust monster appears in front of target
83	Target <i>polymorphs</i> randomly
84	Target falls madly in love with caster until a <i>dispel magic</i> is cast.
85	Target changes sex
86	Small, black raincloud forms over target
87	<i>Stinking cloud</i> centers on target
88	Heavy object (boulder, anvil, safe, etc.) appears over target and falls for 2d20 points of damage
89	Target begins sneezing. No spells can be cast until fit passes (1d6 rounds).
90	Spell effect has 60' radius centered on target (all within radius suffer the effect)
91	Target's clothes itch (+2 to initiative for 1d10 rounds)
91	Target's race randomly changes until canceled by <i>dispel magic</i>
93	Target turns ethereal for 2d4 rounds
94	Target <i>hastened</i>
95	All cloth on target crumbles to dust
96	Target sprouts leaves (no damage caused, can be pruned without harm)
97	Target sprouts new useless appendage (wings, arm, ear, etc.) which remains until <i>dispel magic</i> is cast
98	Target changes color (canceled by <i>dispel magic</i>)
99	Spell has a minimum duration of 1 turn (i.e., a <i>fireball</i> creates a ball of flame that remains for 1 turn, a <i>lightning bolt</i> bounces and continues, possibly rebounding, for 1 turn, etc.)
100	Spell effectiveness (range, duration, area of effect, damage, etc.) increases 200%

(a printable version of the table can be found on page 427)

Wish

(Conjuration/Summoning)

(Source: Players Handbook)

Range: Unlimited

Components: V

Duration: Special

Casting Time: Special

Area of Effect: Special

Saving Throw: Special

The wish spell is a more potent version of a limited wish. If it is used to alter reality with respect to damage sustained by a party, to bring a dead creature to life, or to escape from a difficult situation by lifting the spellcaster (and his party) from one place to another, it will not cause the wizard any disability. Other forms of wishes, however, cause the spellcaster to weaken (-3 on Strength) and require 2d4 days of bed rest due to the stresses the wish places upon time, space, and his body. Regardless of what is wished for, the exact terminology of the wish spell is likely to be carried out. Casting a wish spell ages the caster five years.

Discretionary power of the DM is necessary in order to maintain game balance. For example, wishing another creature dead is grossly unfair; the DM might well advance the spellcaster to a future period in which the creature is no longer alive,

effectively putting the wishing character out of the campaign.

(please also read the following paragraph from the *Wizard's Handbook*)

Wish

(The Complete Wizard's Handbook, Addition & Comments)

Since it can theoretically have any effect, no spell is more difficult for the DM to adjudicate than *wish*. The DM can save himself a lot of headaches if he decides the limits of *wish* before his campaign begins. The DM is not obligated to discuss the ramifications of wishes with his players before a campaign begins. In fairness, however, he should be willing to give his players a general idea of his approach. While it is impossible to anticipate every conceivable use of a *wish*, there are a few key areas the DM should consider:

?? How far can a *wish* move a character from one place to another? How many characters or creatures can be affected? Must the conjurer have first-hand knowledge of the destination?

?? What types of items can a *wish* create? How much treasure? Are such creations permanent?

?? How many creatures can a single *wish* bring back to life?

?? How many creatures can a single *wish* destroy? Could a *wish* automatically destroy, for instance, a 20th-level wizard? How about a dragon? Are there alternatives to eliminating creatures other than *wishing* them dead?

Following are some guidelines for what *wishes* can accomplish. As always, the DM is free to alter these suggestions in any way he sees fit. Suggestions noted with an asterisk (*) typically require a penalty for the caster. The nature of the penalty is up to the DM; possibilities include 2d4 days of bed rest, a temporary loss of 1-4 Strength points, a permanent loss of 1 Constitution point, damage of 2d10 hit points, or any combination of these penalties.

?? A *wish* can create a random amount of treasure for the caster. A good range is 1,000 - 10,000 gp (1d10 x 1,000). The treasure can include gold pieces, jewelry, gems, items, or any combination desired by the caster within the randomly determined monetary value. Magical items are excluded (they require a separate *wish*).

?? A *wish* can heal damage for the caster, his companions, or any characters or creatures of the caster's choice. A good range is 45-70 hit points (5d6 + 40) healed.

These recovered hit points can be spread among as many characters as the caster desires; for instance, if a *wish* heals 50 hit points, the caster could heal 20 hit points of his own damage and heal 10 hit points for three of his companions. If a *wish* is used to heal damage in this way, it cannot be used to restore life; that is, it cannot affect any creature who has been reduced to 0 hit points.

?? * A *wish* can restore life to any creature who was reduced to 0 hit points or less within the previous 24 hours. The *wish* restores the subject to exactly 1 hit point. Success is not automatic; the subject is required to make a resurrection survival check.

?? * A *wish* can destroy any single creature of 10 HD or less, or any character of 10th level or less within the caster's visual range. The affected creature or character is allowed a saving throw vs. death magic; if the check is successful, the creature is unaffected. (Be careful with this--in many cases, it is a better idea to advance the spellcaster to a future time period in which the target creature no longer exists, as described on page 197 of the *Player's Handbook*).

?? A *wish* can *teleport without error* the caster and up to a dozen companions to any location. The caster must have been to the location previously. The location can be in any plane of existence.

?? * A *wish* can permanently add one point to any ability score of the caster or any person of the caster's choice, as long as the score is not raised above 16. It takes 10 *wishes* to permanently raise any ability score each point beyond 16. (For instance, it takes 20 *wishes* to raise a character's Strength from 16 to 18.)

?? A *wish* can temporarily raise an ability to 18 for 1-6 hours.

?? A *wish* can duplicate the effects of any other spell.

What can't a *wish* do? Aside from the restrictions above, a *wish* should never grant experience points or extra levels to a character. Nor should *wishes* be able to duplicate artifacts or create extremely potent magical items (a *potion of invisibility* might be acceptable, but a *sword +4* might not). The DM retains the right to disallow any *wish* he believes is too potent. He can also bestow an interpretation of the *wish* that follows the literal instructions of the wizard, and not the wizard's intended meaning (greed and

gross manipulation of the rules should not be rewarded). Examples:

?? If the wizard *wishes* for an entire castle of his own, the DM might have the castle appear in mid-air, then crash to the ground in a heap of rubble.

?? If the wizard *wishes* "to never again suffer damage from bladed weapons," the DM might turn him into a stone statue.

?? If the wizard *wishes* for a dragon to vanish, the dragon might pop out of sight, then abruptly reappear in another location, perhaps a few yards from the dragon's original position.

?? If the wizard *wishes* for a fortune in gold, the DM might teleport this fortune from a king's private treasure vault. The king will then send his best men to arrest the thieving wizard.

The DM is responsible for determining the components, duration, casting time, and area of effect each time a *wish* is to be cast. The DM should first determine what effect the wizard intends to achieve with his *wish*, then decide the components, casting time, and so forth, basing his decisions on his limitations for *wishes* in his campaign. The elements should be logical and reasonable. Here are some guidelines:

Components: *Wishes* have only verbal components. Keep them simple. A short, spoken phrase is usually sufficient.

Duration: In most cases, the effects of a *wish* will be permanent. The DM should decide in advance if there are any exceptions.

Casting Time: If the *wish* mimics the function of another spell, use that spell's casting time as a guideline, perhaps making it a little longer if the wish effect is significantly more powerful than the mimicked spell. For instance, if a *wish* is used to *teleport* a party (as described above), note that the *teleport without error* spell has a casting time of 1.

Since the *wish* has a more powerful effect, a casting time of 4 or 5 for a teleporting *wish* is appropriate. When in doubt, use the casting times for other 9th-level spells as guidelines, or use a casting time of 1 round.

Area of Effect: In most cases, common sense will determine the area of effect. For instance, if a *wish* is to be used to heal damage, the affected persons should be within sight of the caster. The DM can be reasonably generous with areas of effect. If the caster *wishes* for 5,000 gp to be

deposited in a chest 1,000 miles away, that is within reason.

As an example of how all of these elements might be determined, imagine that the wizard *wishes* to *teleport* himself and his party to the wizard's home town. The DM determines the elements of the spell as follows:

Verbal Component: Speak the name of the desired location.

Duration: Instantaneous.

Casting Time: 1 round.

Area of Effect: All characters within a 20-yard radius of the caster.

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Wish:

Most uses of this spell lower the caster's Strength/Stamina score by three points and force the caster to take to his bed for 2d4 days. Lost Strength/Stamina returns at the end of the rest period. If the caster's Strength score falls to 0 or less, he loses consciousness until he has rested.

A *wish* essentially allows the user to change reality to suit his tastes. The alteration, however, can have unintended consequences, especially if the wish is poorly worded or the caster gets greedy. Generally, the more local and personal the effect, the less chance there is for complications. Adjudicating this spell is tricky, as the DM must be sure to give the players results that reflect the power of the *wish*, but not so much that the players come to rely on *wishes* to solve all their problems. A *wish* can always duplicate any spell of 9th level or less.

To avoid the bed rest and Strength/Stamina loss associated with a *wish* spell, the caster must effect a change that does not leave him better off than before the events that preceded the *wish*. For example, if the wizard's party was defeated by a powerful monster, the caster could *wish* that they had never met the creature. This change in reality brings his companions back to life as if the encounter had never occurred. The caster ages five years, but he does not have to rest for 2d4 days from the *wish* since he is not in a better position than before the events occurred.

If the caster wished for his party to return but the monster to remain dead, he would be subject to the debilitating effects, since the creature being dead is

considered an advantage that the spellcaster did not have before the events occurred. Any time a *wish* creates an advantage for the caster the loss of Strength and the 2d4 days of bed rest occurs.

The effective power of a *wish* is based upon the availability of money and magical items in your campaign world. If these are in abundance, the power of the wish is enhanced. Likewise, in a world where money and magical items are scarce, the power of a wish is reduced. As DM, you need to determine the relative power of a *wish* in your world. Here are a few guidelines for a world that has a moderate amount of wealth and magical items:

A *wish* can produce a magical item but not an artifact. To avoid suffering bed rest and Strength loss, the caster should place a limit on the length of time the item is kept, typically about one hour. The item isn't actually created, it's just borrowed and goes back where it came from when the duration expires. If the item is particularly rare or valuable, or has been borrowed before, the true owner might resent the loan.

A *wish* can bring the user wealth. The DM should decide how much a character can *wish* for without trouble. The amount gained should be significant but not so great as to disrupt the game. For most campaigns, a random amount of 5,000 to 40,000 gp (5d8x1,000) shouldn't cause problems.

A *wish* can change a character's race permanently, allowing an elf to become a human and advance without level limitations. Alternatively, that same elf could *wish* to advance in level like a human, but he could at most gain one level per *wish*. Each time he wanted to advance in level, he would have to cast another *wish* to allow it to occur.

A *wish* can usually negate or change events that the user finds undesirable—this is why *wishes* are part of the AD&D game. A *wish* used to alter a campaign's history should be immediate—made on the spot or very soon after the event to be altered took place. *Wishes* that allow player characters a second chance to achieve a goal after an unlucky failure or disastrous mistake should be allowed, as long as the terms of the wish don't guarantee success.

When assigning consequences to poorly worded or inappropriate *wishes*, it is best to follow two guidelines: First, the errant *wish* should follow the player's wording to the letter. Second, the result should follow the path of least resistance; that is, the result should involve the simplest and least complex warping of reality. For example, a greedy character who tries to *wish* for a *staff of the magi* might very well find himself standing naked and alone, staff in hand, in front of the staff's former owner (perhaps a dragon or lich). Escaping from the former owner and returning home is the character's problem.

As with *limited wish*, the unnatural aging caused by the spell is dependent upon the race of the caster; five years for a human, 10 years for a halfling or half-elf, 15 years for a dwarf, 20 years for a gnome, and 25 years for an elf. The aging requires a system shock roll, and failure results in death for the caster.

Chapter 1 of the *Dungeon Master Guide* discusses the effects of *wishes* on ability scores, and additional information can also be found in *The Complete Wizard's Handbook*.

True Dweomers (Wiz)

True Dweomers and Quest Spells

As powerful as a true dweomer is, it is still mortal magic. Quest spell effects, which represent a deity's direct intervention in the world, generally cannot be countered by true dweomers. A dispel true dweomer is ineffective against a quest spell effect.

If a quest spell produces a creature, object, or other effect that can be attacked or destroyed by normal means or spells, a true dweomer can be used to attack it. For example, a banish true dweomer cannot remove the creatures summoned by a wolf spirits quest spell, but a slay or strike true dweomer can harm the individual *wolf spirits*.

Ward true dweomers can work against quest spell effects if the protection is relevant. For example, a ward that provides protection from electrical attacks is effective against the lightning bolts generated from a *storm of vengeance* quest spell, but not the spell's other effects.

If the quest spell allows a saving throw, the ward works normally. If the quest spell does not allow a saving throw, anything protected by a ward gains a saving throw of 18. If the ward provides magic resistance, its value is halved vs. quest spell effects.

Known True Dweomers

Players and DMs can use the system outlined above to create an endless variety of spells. Here is a brief sampling of true dweomers that have been documented in one or more worlds.

The spells are presented in standard AD&D game format, as described in Appendix 2 of the *Player's Handbook*, except as noted below. Additional information specific to true dweomers is also included.

The **Type** entry identifies all the kinds of magic (from Table 28) used in the spell.

The **Difficulty** entry gives the spell's difficulty rating before any reductions.

The **Final Difficulty** rating gives the spell's difficulty as if it were being cast by a nonspecialized caster of 20th level using all the material components and special conditions listed in the spell description. An additional –10 for casting a previously recorded spell is also applied.

The **Preparation and Casting Time** are based on the spell's unmodified final difficulty rating.

The **Range** entry works as described in the notes to Table 31.

Hurd's Obligation

(Conjuration/Summoning)

(Source: DMs Option High level campaign)

True Dweomer

Type: Bind

Range: Touch

Duration: Conditional

Adjusted Difficulty: 180

Final Difficulty: 45

Preparation Time: 1 Month

Casting Time: 1 Hour

Area of Effect: 1d6+5 Creatures

Saving Throw: Neg (–8 penalty)

A covetous wizard invented this spell to ensure that adventurers in his employ honored their agreements. Hurd worked diligently to discover hidden caches of treasure and regularly dispatched teams of heroes to recover them. The spell was normally completed with a handshake between the caster and the group's leader. A typical venture could take six months to a year to complete, but the spell remained until the verbal contract was carried out.

Creatures subjected to this spell are forced to carry out the terms of their agreement with the caster. They are incapable of fighting the effects of the spell to try and escape the agreement. In Hurd's case, adventuring parties returned back to his tower with all of the treasure they found and gave him his agreed-upon share. Only a 10th-level dispel, such as *Nazzer's nullification*, cast directly upon an affected creature can dispel its effects.

The material components are a sheet of vellum inscribed with the adventurers' names (common), a permanent magical item given to the group's leader (exotic), a small ruby (100 gp value) given to each creature affected, one pound of giant bee honey, and a few drops of *oil of slipperiness* (rare components). The items given away are not consumed, but become the recipients' property.

Kolin's Undead Legion

(Necromancy)

(Source: DMs Option High level campaign)

True Dweomer

Type: Animate

Range: Plane

Duration: Instantaneous

Difficulty: 325

Final Difficulty: 45

Preparation Time: 1 Month

Casting Time: 1 Hour

Area of Effect: 5,000-foot square, 5 feet high

Saving Throw: None

This spell animates 200 Hit Dice of skeletons or zombies from intact remains in an area up to 5,000 feet square anywhere on the same plane as the caster. The caster can give the legion one brief, simple command when the spell is cast, but he must be present to give detailed orders. The wizard Kolin typically dispatched an undead lieutenant to the scene to take command of the troops.

The material components are an unbroken bone (common), dust from an undead spellcaster's lair, a horn that has been played over a warrior's grave, a copper dagger that has been bloodied in battle (rare), mold from a general's shroud, and a battle standard carried into an ambush (exotic).

Kreb's Flaming Dragon

(Illusion/Phantasm)

(Source: DMs Option High level campaign)

True Dweomer

Type: Shadow Shape

Range: 50 yards

Duration: 1 Hour

Difficulty: 65

Final Difficulty: 5

Preparation Time: 1 Turn

Casting Time: 1 Round

Area of Effect: 1 Creature

Saving Throw: Special

This spell produces a single red dragon of very old age or younger. Opponents who suspect the dragon is not real can save vs. spell to disbelieve it. Even if the save succeeds, however, the dragon still has an Armor Class of 4 and retains 80% of its damage potential and hit points. If the dragon is disbelieved, its non-damaging special powers, such as its fear aura and *suggestion* ability, have a 20% chance to fail before any saving throws are rolled.

The material components are a sealed metal container full of pebbles (common), a red dragon's tooth, two long, silver needles with gold or gem-studded heads (75 gp each), and a ball of red yarn spun from a ram's fleece (rare).

Kreb's Stately Veil

(Illusion/Phantasm)

(Source: DMs Option High level campaign)

True Dweomer

Type: Delude

Range: Touch

Duration: 1 Week

Difficulty: 120

Final Difficulty: 5

Preparation Time: 1 Turn

Casting Time: 1 Round

Area of Effect: 1 Creature

Saving Throw: Neg.

This spell makes the recipient appear vigorous, attractive, and wealthy. The recipient's basic features remain unaltered, however, and characters can readily be identified as themselves (a rare condition). The recipient appears to be clothed in costly garments of the caster's choosing. These look and sound genuine (silks rustle, spurs jingle, etc.), but anyone touching the recipient feels the character's actual clothing. The recipient is surrounded by a pleasant scent appropriate to the character's altered appearance (rare perfume, new leather, wildflowers, etc.).

The material components are a bar of scented soap (common); an uncut gem worth at least 100 gp; a fresh, unopened blossom from a deadly plant; a serpent's shed skin collected by the caster's own hand (rare); and a handful of mud gathered from a hot spring at sunrise (exotic).

Nazzer's Nullification

(Abjuration)

(Source: DMs Option High level campaign)

True Dweomer

Type: Dispel

Range: 50 yards/1,500 yards

Duration: Instantaneous

Difficulty: 55/90

Final Difficulty: -5/13

Preparation Time: None/1 Week

Casting Time: 1 Round/1 Turn

Area of Effect: 70' x 70'/220' x 220'

Saving Throw: None

This is essentially the 10th-level version of *dispel magic*. As noted in the spell statistics, there are two different versions of this spell; the second is referred to as *Nazzer's nullification cloak*. Both spells share some common elements, however.

Once cast, all spells and spell-like effects in the area of effect have a chance to be dispelled. Unless noted otherwise, it functions as the 3rd-level wizard spell *dispel magic*.

Spells of levels 1–9 have a base 100% chance to be dispelled. True dweomers have a base chance of 50% to be dispelled (a roll of 11 or higher on a d20). If the caster of the effect is of higher level than the caster of *Nazzer's nullification*, subtract one from the chance of success for each level of difference. If the caster of the effect is of lower level, add one to the chance of success for each level of difference. For example, a 25th-level wizard's *stoneskin* that is the target of this spell cast by a 21st-level wizard would reduce the chance for success to a roll of 15 or higher on a d20. No matter what the adjustments, a roll of 1 is always a failure, and a roll of 20 is always a success.

Nazzer's nullification can be cast on a magical item to permanently render the item nonmagical. Most standard magical items are susceptible to this spell, since their effective level is 12th in most

instances. Even if not successful, the item is rendered nonoperational for 1d4 rounds. Artifacts are not subject to this effect.

The material components for this spell are dust from a burned out *ioun stone* that has been ground to powder, a fire opal worth precisely 1,200 gp, and a dagger of the finest quality (an exceptional weapon). All are rare components.

Nazzer's nullification cloak: The secondary version of this spell remains in operation for one full turn after it has been cast, disrupting all magic entering it. Magic within the area of effect at the time the spell is cast is dispelled as described above, but magical items continue to function.

If a spell succeeds in resisting the dispel, it is immune to the remaining nine rounds' worth of dispelling unless it somehow exits the area of effect and then reenters. All magic that enters the area of effect after the initial round is subject to dispelling.

Spell and spell-like effects cannot be used within the area for the duration of the spell. If the caster is within the area of effect, his spells also fail. Neither version of this spell has a visible effect.

In addition to the material components detailed above, this spell also requires the dust gathered from an awakened demilich's lair.

Neja's Irresistible Plea

(Enchantment/Charm)

(Source: DMs Option High level campaign)

True Dweomer

Type: Compel

Range: 20 Yards

Duration: Variable

Difficulty: 60

Final Difficulty: 0

Preparation Time: 1 Round

Casting Time: 1 Round

Area of Effect: 1 Creature

Saving Throw: Neg. (−3 to saving throws)

The wizard Neja didn't like to take "no" for an answer when requesting help with a problem. When this spell is cast, the victim is compelled to perform some task that takes 12 hours or less to complete. Anything that the victim can reasonably do, from ferrying the caster across a lake to searching a river bottom for a lost trinket, is fair game.

The material components are a whiff of perfume (common), a piece of sweetcake made with the caster's own hands, a tear of sorrow, and a small, silver replica of any stringed instrument.

Neja's Toadstool

(Alteration)

(Source: DMs Option High level campaign)

True Dweomer

AD&D 2nd Edition

Type: Transform

Range: 20 yards

Duration: 1 Day

Difficulty: 120

Final Difficulty: 3

Preparation Time: 1 Turn

Casting Time: 1 Round

Area of Effect: 1 Creature

Saving Throw: Neg.

A vengeful wizard is reputed to have favored this spell to teach people who insulted her a lesson. If the saving throw fails, the victim becomes a small toadstool (a rare condition, since the result is always a toadstool), retaining only their hit points for the duration of the spell.

Nazzer's nullification can—if successful—transform a character back into his original form. A system shock roll is required, with failure indicating death. A crushed toadstool—perhaps one that has been stepped on by an angry archmage—produces a likewise mangled character if successfully dispelled.

The spell requires a chunk of dead wood (common material component); a bit of dung from an unfettered, uncaged werebeast gathered by the caster in the dark of the moon; a wild moth's egg, live but unhatched; and a bit of truffle (two exotic components and one rare component).

Neja's Unfailing Contempt

(Conjuration/Summoning)

(Source: DMs Option High level campaign)

True Dweomer

Type: Afflict

Range: 20 yards

Duration: Variable

Difficulty: 220

Final Difficulty: 3

Preparation Time: 1 Turn

Casting Time: 1 Round

Area of Effect: 1 Creature

Saving Throw: None

Not always satisfied with turning others into toadstools, Neja devised this spell to insure her point of view prevailed in any discussion. When this spell is cast on a creature who has made a remark detrimental to the caster or opposed to the caster's interests (this limitation qualifies as a rare condition), the target creature becomes irritating to all intelligent creatures whose alignment is similar to the caster's. The spell persists until the victim retracts the statement.

Creatures with the same alignment as the caster find the victim loathsome in the extreme and cannot bear the victim's presence. They flee, drive away, or belittle the victim as fits the situation. The victim is not actually attacked unless the surrounding creatures would ordinarily be hostile.

The effect is less severe if the creature's alignment only partially overlaps the caster's. For example, a lawful good caster generates a reduced effect in creatures whose alignments are lawful neutral, lawful evil, neutral good, and chaotic good. Such creatures tend to view the victim as a moronic windbag, and they generally refuse to take anything the victim says seriously unless there is overwhelming evidence that the victim is speaking the truth.

The spell's components are a bud of crushed garlic (common), a vial of giant skunk musk, a lump of harpy dung, the tongue from any giant, poisonous amphibian (rare), the intact pelt of an *aurumvorax*, and a lock of hair, freely given, from a succubus or lamia (exotic).

Ratecliffe's Deadly Finger (Necromancy)

(Source: DMs Option High level campaign)

True Dweomer

Type: Slay

Range: 1,500 Yards

Duration: Instantaneous

Difficulty: 190

Final Difficulty: 0

Preparation Time: 1 Round

Casting Time: 1 Round

Area of Effect: 40 HD of creatures in a 50-foot square area

Saving Throw: Special

This spell allows the caster to slay living creatures simply by pointing a finger. If the spell is insufficient to slay all the creatures in the area of effect, creatures closest to the caster are affected first. Creatures with less than 9 Hit Dice are not entitled to a saving throw. Creatures with 9 Hit Dice or more are allowed saves vs. death magic to avoid the effect. Creatures who succeed with their saving throws count toward the Hit Dice affected by the spell.

Creatures slain by this spell cannot be magically revived except by a wish, another true *dweomer*, or a deity's intervention.

The material components are an adder's head (common), a mummy's finger, a rusty nail drawn from a coffin or gallows (rare), the skull from a creature killed by a *catoblepas* hunting in its natural habitat, two copper coins surrendered by a will o' wisp, and a shard from a lich's phylactery or a demilich's skull (exotic).

Tenser's Telling Blow (Evocation/Invocation)

(Source: DMs Option High level campaign)

True Dweomer

Type: Strike

Range: Line of Sight

Duration: Instantaneous

Difficulty: 160

Final Difficulty: -7

Preparation Time: None

Casting Time: 1 Round

Area of Effect: 50-foot square, 5' high (1,250 cubic feet)

Saving Throw: 1/2

This spell creates a blast of force that inflicts 20d8+20 points of damage to all creatures within the area of effect. At least one target creature must already be engaged in some form of combat (missile, melee, or offensive spellcasting); the spell cannot be used preemptively (a rare condition).

The material components are any weapon (common), a tooth or claw from a huge or gargantuan creature, a horseshoe worn into battle by a warhorse (rare), the shards of a diamond shattered by a single blow from a titan, and a bit of cloth dampened with a widow's tears (exotic).

Wulf's Erasure (Abjuration)

(Source: DMs Option High level campaign)

True Dweomer

Type: Dispel, Destroy

Range: 20 Yards

Duration: Instantaneous

Adjusted Difficulty: 85

Final Difficulty: 8

Preparation Time: 1 Day

Casting Time: 1 Turn

Area of Effect: 50-foot square, 5 feet high

Saving Throw: Special

The high priest Wulf used this spell to obliterate normal and magical writings such as *explosive runes*, *glyphs*, *symbols*, *illusory script*, and even spell scrolls (a rare condition). Normal writings—including spellbooks—save vs. disintegration or they are erased. Magical writings use the procedure for a 10th-level dispel effect. Items in a creature's possession cannot be affected unless the creature first fails a saving throw vs. spell.

When cast, all writings in the area of effect are subject to erasure unless protected by a 10th-level ward spell or similar construct. It makes no difference if writings are stored in dimensional devices, such as *bags of holding*, *portable holes*, or other items.

The material components are ashes from a burned parchment that once bore writing (common) a platinum mirror, a hardened lump of sap gathered by the caster's own hand from a tropical tree, and a quill used by an unfriendly archmage of 20th level or higher to scribe a spell onto a scroll or spellbook. (Two rare and one exotic). The caster catches the

reflection of one of the writings to be erased in the mirror, rubs the image with the hardened sap, then breaks the quill.

Wulf's Rectification

(Abjuration)

(Source: DMs Option High level campaign)

True Dweomer

Type: Banish

Range: Touch

Duration: Instantaneous

Difficulty: 155

Final Difficulty: 2

Preparation Time: None

Casting Time: 1 Round

Area of Effect: 1d4+1 Creatures within a 50-foot diameter

Saving Throw: None, –20% to Magic Resistance

The high priest Wulf used this spell to remove extra-planar impostors and usurpers. Wulf is known to have employed reveal spells to identify potential targets. The spell is effective only against extra-planar creatures that have secured a title, property, or office that rightfully belongs to some other being (a rare condition).

The material components are a mirror (common), a sunstone worth at least 500 gp, a document signed or sealed by the original owner or title holder, a document signed or sealed by the usurper, a sworn accusation against the usurper recited by a character loyal to the original owner and recorded by a character who has benefited from the usurper's actions since the seizure, and a jewel, badge, or medal freely given by the usurper to the caster. (Three rare and two exotic components.) The caster bundles the material components together and strikes a creature to be banished with it.

the caster and delivers a spoken message of any length in a loud, clear voice. If sufficient duration remains after the herald delivers its message, the caster can instruct it to return with a written reply, which some person must attach to the herald. The herald can be programmed to perform specific actions at certain times, subject to the spell duration.

If more than one object is affected by the spell, they all must be given the same message and instructions. Only total destruction of the object, by a *disintegrate* or similar spell, can stop the herald from delivering its message.

The material components are a seashell (common), a feather from a bird gifted with speech, a clock or other machine capable of independent operation, a powdered onyx worth at least 50 gp (rare), blood taken from a mimic while in an assumed form, and a leaf or seed from a tree animated by a treant and freely given (exotic).

Yunni's Herald

(Alteration, Enchantment/Charm,

Illusion/Phantasm)

(Source: DMs Option High level campaign)

True Dweomer

Type: Animate, Imbue, Image

Range: Touch

Duration: 1 Week

Difficulty: 140

Final Difficulty: –2

Preparation Time: None

Casting Time: 1 Round

Area of Effect: One object or group of objects weighing 50 pounds or less

Saving Throw: None

This spell creates an animated messenger that moves at a speed of 12 to the location specified by

Complete Priest Spell List (LV 1-4)

1st Level

- 1 Allergy Field
- Analyze Balance
- Animal Friendship
- Anti-Vermin Barrier
- 5 Astral Celerity
- Battlefate
- Beastmask
- Bless
- Blessed Watchfulness
- 10 Calculate
- Call Upon Faith
- Calm Animals
- Combine
- Command
- 15 Courage
- Create Water
- Cure Light Wounds
- Detect Evil
- Detect Magic
- 20 Detect Poison
- Detect Snares & Pits
- Dispel Fatigue
- Emotion Read
- Endure Heat/End. Cold
- 25 Entangle
- Faerie Fire
- Firelight
- Invisibility to Animals
- Invisibility to Undead
- 30 Know Age
- Know Direction
- Know Time
- Light
- Locate Anim. or Plants
- 35 Log of Everburning
- Magical Stone
- Mistaken Missive
- Morale
- Orison
- 40 Pass Without Trace
- Personal Reading
- Protection from Chaos
- Protection From Evil
- Puffball
- 45 Purify Food & Drink
- Recover Trail
- Remove Fear
- Revitalize Animal
- Ring of Hands*
- 50 Sacred Guardian
- Sanctuary
- Shillelagh
- Speak with Astral Traveler
- Strength of Stone
- 55 Sunscorch
- Thought Capture
- Weighty Chest
- Whisperward
- Wind Column
- 60
- 65
- 70

2nd Level

- Aid
- Animal Eyes
- Animal Spy
- Astral Awareness
- Augury
- Aura of Comfort
- Barkskin
- Beastspite
- Calm Chaos
- Camouflage
- Chant
- Chaos Ward
- Charm Person or Mammal
- Create Holy Symbol
- Cure Moderate Wounds
- Detect Charm
- Dissension's Feast
- Draw Upon Holy Might
- Dust Devil
- Emotion Perception
- Enthrall
- Ethereal Barrier
- Find Traps
- Fire Trap
- Flame Blade
- Fortifying Stew
- Frisky Chest
- Gift of Speech
- Goodberry
- Heat Metal
- Hesitation
- Hold Person
- Idea
- Iron Vigil
- Know Alignment
- Lighten Load
- Locate Animal Follower
- Messenger
- Mind Read
- Moment
- Music of the Spheres
- Mystic Transfer*
- Nap
- Obscurement
- Produce Flame
- Protection from Poison
- Rally
- Resist Acid and Corrosion
- Resist Fire/Resist Cold
- Restore Strength
- Sanctify*
- Seeking
- Silence, 15' Radius
- Slow Poison
- Snake Charm
- Soften Earth and Stone
- Speak With Animals
- Spiritual Hammer
- Trip
- Wall of Gloom
- Warp Wood
- Watery Fist
- Withdraw
- Wyvern Watch
- Zone of Truth

3rd Level

- Accelerate Healing
- Adaptation
- Animate Dead
- Astral Window
- Call Follower
- Call Lightning
- Caltrops
- Chatterbark
- Choose Future
- Continual Light
- Control Animal
- Create Campsite
- Create Food & Water
- Cure Blindness or Deafness
- Cure Disease
- Detect Spirits
- Dictate
- Dispel Magic
- Efficacious Monster Ward
- Emotion Control
- Extradimensional Detection
- Etherealness
- Feign Death
- Flame Walk
- Fortify
- Glyph of Warding
- Helping Hand
- Hold Animal
- Hold Poison
- Invisibility Purge
- Know Customs
- Line of Protection*
- Locate Object
- Magical Vestment
- Meld Into Stone
- Memory Read
- Miscast Magic
- Moment Reading
- Negative Plane Protection
- Pass Without Trace, 10' R
- Plant Growth
- Prayer
- Protection From Fire
- Pyrotechnics
- Random Causality
- Remove Curse
- Remove Paralysis
- Repair Injury
- Rigid Thinking
- Shape Wood
- Slow Rot
- Snare
- Speak With Dead
- Spike Growth
- Squeaking Floors
- Starshine
- Stone Shape
- Strength of One
- Summon Animal Spirit
- Summon Insects
- Telepathy
- Telethaumaturgy
- Thief's Lament
- Tree
- Unearthly Choir*
- Unfailing Premonition
- Water Breathing
- Water Walk
- Weather Prediction
- Wind Servant
- Zone of Sweet Air

4th Level

- Abjure
- Detect Lie
- Dimensional Anchor
- Dimensional Folding
- Divination
- Earthmaw
- Entrench
- Fire Purge
- Focus
- Fortify
- Free Action
- Genius
- Giant Insect
- Hallucinatory Forest
- Hold Plant
- Hunger
- Imbue With Spell Ability
- Inverted Ethics
- Join With Astral Traveler
- Knurl
- Leadership
- Lower Water
- Mental Domination
- Modify Memory
- Needlestorm
- Neutralize Poison
- Omniscient Eye
- Plant Door
- Polymorph Plant
- Probability Control
- Produce Fire
- Protection From Evil, 10' R
- Protection From Lightning
- Rapport
- Recitation
- Reflecting Pool
- Repel Insects
- Solipsism
- Speak With Plants
- Spell Immunity
- Sticks to Snakes
- Suspended Animation
- Tanglefoot
- Thought Broadcast
- Tongues
- Tree Steed
- Unfailing Endurance
- Uplift
- Weather Stasis
- Windborne

Complete Priest

Spell List (LV 5-7)

5th Level

- 1 Age Object
- Air Walk
- Animal Growth
- Animal Summoning II
- 5 Animate Flame
- Anti-plant Shell
- Atonement
- Barrier of Retention
- Blessed Abundance
- 10 Champion's Strength
- Chaotic Commands
- Clear Path
- Cloud of Purification
- Cloudscape
- 15 Commune
- Commune With Nature
- Consequence
- Control Winds
- Cure Critical Wounds
- 20 Dimensional Translocation
- Disguise
- Dispel Evil
- Easy March
- Elemental Forbiddance
- 25 Extradim. Manipulation
- Extradimension. Pocket
- Flame Strike
- Grounding
- Illusory Artillery
- 30 Impeding Permission
- Impregnable Mind
- Insect Plague
- Magic Font
- Meld*
- 35 Memory Wrack
- Mindshatter
- Moonbeam
- Nature's Charm
- Othertime
- 40 Pass Plant
- Plane Shift
- Produce Ice
- Quest
- Rainbow
- 45 Raise Dead
- Repeat Action
- Righteous Wrath o.t. Faithful
- Shrieking Walls
- Spike Stones
- 50 Strengthen Stone
- Thornwrack
- Thoughtwave*
- Time Pool
- Transmute Rock to Mud
- 55 True Seeing
- Unceas. Vig.o.t.H.Sent.
- Undead Ward
- Wall of Fire

60

6th Level

- Aerial Servant
- Age Creature
- Animal Summoning III
- Animate Object
- Anti-animal Shell
- Blade Barrier
- Call Phoenix
- Command Monster
- Conjure Animals
- Conjure Fire Elemental
- Crushing Walls
- Disbelief
- Dragonbane
- Earthwrack
- Entropy Shield
- Find the Path
- Fire Seeds
- Forbiddance
- Gravity Variation
- Group Mind
- Heal
- Heroes' Feast
- Ivy Siege
- Land of Stability
- Legal Thoughts
- Liveoak
- Monster Mount
- Part Water
- Physical Mirror
- Reverse Time
- Seclusion
- Skip Day
- Sol's Searing Orb
- Speak With Monsters
- Spiritual Wrath*
- Stone Tell
- The Great Circle *
- Transmute Water to Dust
- Transport Via Plants
- Turn Wood
- Wall of Thorns
- Weather Summoning
- Word of Recall
- Whirlwind

7th Level

- Age Dragon
- Animate Rock
- Antimineral Shell
- Astral Spell
- Breath of Life
- Changestaff
- Chariot of Sustarre
- Confusion
- Conjure Air or Water Elemental
- Conjure Earth Elemental
- Control Weather
- Create Crypt Thing
- Creeping Doom
- Divine Inspiration
- Earthquake
- Exaction
- Fire Storm
- Gate
- Holy Word
- Hovering Road
- Illusory Fortifications
- Impervious Sanctity of Mind
- Mind Tracker
- Regenerate
- Reincarnate
- Restoration
- Resurrection
- Shadow Engines
- Spacewarp
- Spirit of Power*
- Succor
- Sunray
- Symbol
- Tentacle Walls
- Timelessness
- Transmute Metal to Wood
- Tree Spirit
- Tsunami
- Uncontrolled Weather
- Unwilling Wood
- Wind Walk

Quest Spells

- Abundance
- Animal Horde
- Circle of Sunmotes
- Conformance
- Elemental Swarm
- Etherwalk
- Fear Contagion
- Health Blessing
- Highway
- Imago Interrogation
- Implosion / Inversion
- Interdiction
- Mindnet
- Planar Quest
- Preservation
- Revelation
- Reversion
- Robe of Healing
- Siege Wall
- Shooting Stars
- Sphere of Security
- Spiral of Degeneration
- Stalker
- Storm of Vengeance
- Transformation
- Undead Plague
- Warband Quest
- Ward Matrix
- Wolf Spirits

* indicates a cooperative spell

3. Priest Spells

Following the name of each priest spell, a magical school is given in parentheses. This is for reference purposes only. For instance, Wisdom bonuses apply to saving throws vs. enchantment/charm spells. If the appropriate magical school were not listed with priest spells, it would be hard to figure out which spells were considered to be enchantment/charms. There are a few other reasons one might need to know this information.

The priest spells are not really organized into magical schools, but rather into spheres of influence, as described in Chapter 3: Player Character Classes and Chapter 7: Magic. See Appendix 2: Notes on Spells for explanations of what the spell parameters (range, components, etc.) mean.

First-Level Spells (Pri 1)

Allergy Field

(Alteration)

(Source: The complete Rangers Handbook)

Rangers

Sphere: Plant

Range: 10 yards/level

Components: V, S, M (a pinch of ragweed)

Duration: 3 rounds + 1 round/level

Casting Time: 4

Area of Effect: 5-foot/level cube

Saving Throw: Neg.

[Editors Note: This spell comes from the Rangers Handbook but could also be available for other spellcasters, if the DM allows it.]

This spell causes characters entering the affected area to suffer extreme allergic reactions. It may be cast on any field, meadow, forest, or other outdoor area with an abundance of plant life, causing the plants to produce pollen, antigens, or similar allergens.

Characters coming in contact with the affected area who fail their saving throws vs. spell, experience swelling of the eyes, fits of sneezing, and dull headaches for the next 2-5 (1d4+1) turns. During that time, they make all attack rolls and ability checks at a -1 penalty.

The spell affects a cubic volume whose sides are 5 feet long per level of the caster; thus, a 9th-level caster could affect a 45'x45'x45' cube. The spell lasts until the end of the indicated duration, or until the first frost, whichever comes first.

The material component for this spell is a pinch of ragweed.

Analyze Balance

(Divination)

(Source: Tome of Magic)

Sphere: Numbers, Divination

Range: 80 yards

Components: V, S, M (four iron coins)

Duration: 5 rounds+1 round/level

Casting Time: 1 round

Area of Effect: One creature, object, or 10' square

Saving Throw: None

This spell allows a priest to sense how far a character, creature, object, or area is from a condition of balance - in other words, the degree to which its alignment is removed from true Neutral. The spell gives no indication of the "direction" in which the alignment is removed from true Neutral except under certain conditions which follow. The spell does, however, indicate along which axis or axes of alignment the variation lies.

For example, a priest uses this spell to analyze the balance of a Chaotic Neutral creature. The spell indicates that the creature is removed from Neutral by one grade, and the variation is along the Law/Chaos axis; thus, the creature must be either Chaotic Neutral or Lawful Neutral. If the creature were Chaotic Evil, the spell would indicate that it is removed from balance by two grades, one along each axis; thus, the creature must be Chaotic Evil, Chaotic Good, Lawful Evil, or Lawful Good.

A priest has a 5% chance per level of correctly determining the direction of variation along one randomly chosen axis. This means that a 10th-level priest evaluating the balance of a Chaotic Neutral creature would have a 50% chance of learning that the creature is Chaotic (and hence Chaotic Neutral, since it is only one step away from balance).

Similar to spells such as *detect evil*, this spell will not yield a result on a hidden trap. If cast on a creature with an intelligence level of "animal" or "non-," it will always read true Neutral (i.e., zero steps removed from balance).

The material components are four iron coins which the priest tosses in his hand while concentrating on the spell. The coins are not consumed in the casting.

Animal Friendship

(Enchantment/Charm)

(Source: Players Handbook)

Sphere: Animal

Range: 10 yds.

Components: V, S, M (holy symbol and a piece of food liked by the animal)

Duration: Permanent

Casting Time: 1 hr.

Area of Effect: 1 animal

Saving Throw: Neg.

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

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

The caster can use this spell to attract up to 2 Hit Dice of animal(s) per experience level he possesses. This is also the maximum total Hit Dice of the animals that can be attracted and trained at one time: no more than twice the caster's experience level. Only unaligned animals can be attracted, befriended, and trained.

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

Anti-Vermin Barrier

(Abjuration)

(Source: Tome of Magic)

Sphere: Wards

Range: 30 yards

Components: V, S, M (the caster's holy symbol and a rodent's whisker)

Duration: 1 hour/level

Casting Time: 1

Area of Effect: 10-foot cube/level

Saving Throw: None

With this spell, the caster creates an invisible force field that repels nonmagical insects, rodents, spiders, snakes, worms, and similar vermin of less

than 1 Hit Die. The spell has no effect on giant-sized versions of these creatures unless they are less than 1 Hit Die. The barrier affects summoned creatures, such as those called by a summon insects spell.

Any vermin within the area of effect when the spell is cast are not affected; however, when these creatures exit the area, they cannot return.

The spell affects a cubic area whose sides are 10 feet times the caster's level (for instance, a 2nd-level priest could affect a 20'x 20'x 20' cube).

The material components are the caster's holy symbol and a rodent's whisker.

Astral Celerity

(Alteration)

(Source: Players Option: Spells & Magic)

Sphere: Astral

Range: 0

Components: V, S

Duration: 1 hr./level

Casting Time: 4

Area of Effect: The caster

Saving Throw: None

[Subtlety: +3; Knockdown: None; Sensory: None; Critical: None]

This spell enhances the caster's movement capabilities in extraplanar settings by attuning him to his new surroundings. While very few 1st-level priests find themselves in this situation, higher level characters often make use of this spell. *Astral celerity* doubles the character's movement rate on the Astral Plane; normally, characters move at a rate of 30 times their Intelligence score in feet per round, but this spell increases this to 60 feet times their Intelligence score. As an incidental benefit, the caster also attunes himself to the plane much faster and suffers no penalties for missile fire while astral.

While *astral celerity* is most often used in the astral plane, it also offers a small benefit to ethereal characters, too: their movement rates are increased by 50%, so a character with a movement rate of 12 would enjoy a movement rate of 18 while this spell was in effect. Of course, time and distance have little meaning in the overall scheme of the Astral or Ethereal Planes, but *relative* speed could be very important in avoiding an unpleasant encounter or escaping from pursuit of some kind.

Battlefate

(Alteration)

(Source: Players Option: Spells & Magic)

Sphere: Chaos

Range: 20 yds.

Components: V, S, M (an electrum coin)

Duration: 2 rds./level

Casting Time: 4
Area of Effect: 1 creature
Saving Throw: None

[Subtlety: +4; Knockdown: None; Sensory: None; Critical: None]

This spell alters probability to favor one character or creature locked in battle. His opponent may stumble at an awkward time, a clumsy parry might catch the enemy's weapon at just the right angle, or he happens to notice the foe moving in for a flank attack. The more powerful the priest, the more potent the aid; combat modifiers provided by *battlefate* equal +1 per three levels, so a 1st-level caster provides a +1 bonus, a 4th-level caster a +2 bonus, a 7th-level caster a +3, and so on to a maximum of +5 for a 13th-level priest. The exact form of the aid or assistance varies from round to round—roll a d6 to see which aspect of the subject's combat abilities are affected in any given round.

d6	Effect
1	Nothing happens
2	Defenses enhanced, apply bonus to subject AC
3	Luck enhanced, apply bonus to saving throws
4	Accuracy enhanced, apply bonus to attack rolls
5	Damage enhanced, apply bonus to damage rolls
6	Lucky opening! Subject gains one extra attack with either enhanced accuracy or damage (subject's choice)

If the character does not make a roll of the specified type in the round, he gains no benefit for the spell; for example, if the character gains the saving throw bonus but doesn't have to make any saving throws during the round in question, *battlefate* doesn't help him. Of course, in the following round, the spell may provide him with a different benefit. Note that on a roll of 1, *battlefate* does not help the character the priest intends to aid—such is the nature of chaos.

The material component for this spell is an electrum coin tossed by the priest as he casts the spell.

Beastmask

(Illusion/Phantasm)

(Source: The Complete Druids Handbook)

Druids

Sphere: Animal

Range: Touch

Components: V, S, M (a miniature wooden mask carved to look like the animal)

Duration: 12 hours

Casting Time: 4

Area of Effect: 1 creature

Saving Throw: Neg.

AD&D 2nd Edition

[**Editors Note:** This spell comes from the *Druid Handbook* but could also be available for other spellcasters, if the DM allows it.]

Beastmask may affect any single person or animal, or characters may cast it on themselves. It allows the subject to take on the illusory form of a single animal species—but only that species of animal can perceive the illusion. The subject may not assume an animal form more than twice or less than one-quarter the character's size.

The almost perfect illusion the spell creates deceives the animal's sight, hearing, smell, and touch. For instance, once a character casts a "bear" illusion on a subject, bears believe that subject to be a bear, while to humans, other races, and other creatures, the subject remains the same.

Characters normally use *beastmask* to travel among or hunt a particular species. This spell lets a druid assume the guise of a caribou to move among a herd without causing them to panic. A character also could avoid being attacked by a pack of dire wolves by wearing a wolf's "mask."

Beastmask does not allow communication with the animal species, though it can be used with animal communication spells.

The material component is a miniature wooden mask carved to look like the animal.

Bless

(Conjuration/Summoning) **Reversible**

(Source: Players Handbook)

Sphere: All

Range: 60 yds.

Components: V, S, M (holy water)

Duration: 6 rds.

Casting Time: 1 rd.

Area of Effect: 50-ft. cube

Saving Throw: None

Upon uttering the bless spell, the caster raises the morale of friendly creatures and any **saving throw rolls they make against fear effects by +1**. Furthermore, it raises their **attack dice rolls by +1**. A blessing, however, affects only those not already engaged in melee combat. The caster determines at what range (up to 60 yards) he will cast the spell. At the instant the spell is completed, it affects all creatures in a 50-foot cube centered on the point selected by the caster (thus, affected creatures leaving the area are still subject to the spell's effect; those entering the area after the casting is completed are not).

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

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

Reverse: Curse

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

Blessed Watchfulness

(Alteration)

(Source: Players Option: Spells & Magic)

Sphere: Guardian

Range: Touch

Components: V, S

Duration: 4 hrs. + 1 hr./level

Casting Time: 4

Area of Effect: Creature touched

Saving Throw: None

[Subtlety: +3; Knockdown: None; Sensory: None; Critical: None]

By casting this spell, the priest confers exceptional powers of observation and alertness to one creature for the duration of the spell. While *blessed watchfulness* is in effect, the designated sentinel remains alert, awake and vigilant for the duration of the spell. In fact, it takes a roll of 1 to surprise someone under this effect. He resists *sleep* spells and similar magic as if he were 4 levels or Hit Dice higher than his actual level and gains a +2 bonus to saving throws against other spells or effects that could lower his guard or force him to abandon his watch, including *charm*, *beguiling*, *fear*, *emotion*, and similar mind-affecting spells. If the effect normally allows no saving throw, the watcher gains no special benefit.

Calculate

(Divination)

(Source: Players Option: Spells & Magic)

Sphere: Numbers

Range: 0

Components: S, M (a miniature abacus of ivory worth at least 100 gp)

Duration: Instantaneous

Casting Time: 4

Area of Effect: The caster

Saving Throw: None

[Subtlety: +3; Knockdown: None; Sensory: None; Critical: None]

By means of this spell, the priest can accurately estimate the chance of success of one

specific action, such as climbing a dangerous cliff, making a trick bowshot, crossing a burning room unharmed, or even striking an enemy. The action in question must be one that would normally be resolved by a die roll, but the priest doesn't have to be the person who attempts the feat; he can use *calculate* to estimate the odds for anyone taking an action in his sight. The priest has a 70% chance, +2% per level, of making an accurate estimate.

If successful, the DM reveals to the player the action's chance for success or any modifiers that may be in play. For example, he could reveal a particular opponent's Armor Class or THAC0, the saving throw an opponent would require in order to save against a particular spell cast by the priest or the priest's wizard companion, or a character's chance to open doors, bend bars, or use a thief ability. The priest could even *calculate* his odds for actions that might be resolved by a die roll or DM caprice, such as his chance to avoid detection by hiding behind a rock. This spell takes into account factors that the priest himself may not be aware of, so from time to time a character may receive some very confusing results from this spell. For instance, if the priest doesn't know that an orc chieftain is actually a polymorphed tanar'ri masquerading as an orc, he may be astonished to learn that the "orc" has a THAC0 of 7!

If the priest fails his calculation check with a roll of 99 or 00, his calculation is wildly skewed in a random fashion.

The material component for this spell is a miniature abacus of ivory worth at least 100 gp. It is not consumed in the casting of the spell.

Call Upon Faith

(Invocation)

(Source: Tome of Magic)

Sphere: Summoning

Range: 0

Components: V, S, M

Duration: 1 round

Casting Time: 1

Area of Effect: The caster

Saving Throw: None

Before attempting a difficult task, the priest may cast *call upon faith* to aid his performance. If the priest has been true to his faith (as determined by the DM), the priest gains a +3 (or +15%) bonus to one die roll (his choice) needed to complete the task. The bonus may be used to affect a saving throw, attack roll, ability check, etc. For example, if a priest were about to cross a narrow log high above a chasm, he could cast this spell and gain a +3 bonus to his Dexterity ability check.

The material component is the priest's holy symbol.

Calm Animals

(Enchantment/Charm)

(Source: Players Option: Spells & Magic)

Sphere: Animal

Range: 60 yds.

Components: V, S

Duration: 1 turn + 1 rd./level

Casting Time: 4

Area of Effect: Special

Saving Throw: Special

[Subtlety: +3; Knockdown: None; Sensory: Moderate audio; Critical: None]

This spell soothes and quiets normal animals, which renders them docile and harmless. Only creatures with Intelligence ratings of 1 to 4 (in other words, animal- or semi-intelligent creatures) can be affected by this spell. The caster can calm 2d4 Hit Dice of animals, plus 1 Hit Die per level, so a 4th-level priest could affect 2d4+4 Hit Dice of creatures. The caster can affect any animals he wishes to within the spell's range, but all the subjects must be of the same species. The subject creatures are not allowed a saving throw unless they have magical powers, abilities, or are clearly not entirely natural; a priest could calm a normal bear, war dog, or wolf with little trouble, but it's more difficult to affect a winter wolf, hell hound, or owlbear.

While under the influence of this spell, the affected creatures remain where they are and do not attack or flee, unless they are attacked or confronted by a significant hazard such as a fire or a hungry predator. Once roused, the spell's magic is broken and the animals are free to act in whatever fashion they normally would. Note that creatures affected by this spell are not helpless and defend themselves normally if attacked.

Combine

(Evocation)

(Source: Players Handbook)

Sphere: All

Range: Touch

Components: V, S

Duration: Special

Casting Time: 1 rd.

Area of Effect: Circle of priests

Saving Throw: None

Using this spell, three to five priests combine their abilities so that one of them casts spells and turns undead at an enhanced level. The highest-level priest (or one of them, if two or more are tied for highest) stands alone, while the others join hands in a surrounding circle. The central priest casts the combine spell. He temporarily gains one level for

each priest in the circle, up to a maximum gain of four levels. The level increase affects turning undead and spell details that vary with the caster's level. Note that the central priest gains no additional spells and that the group is limited to his currently memorized spells.

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

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Combine:

The central priest gains a boost to the spells and granted abilities he already has. The central priest gains no extra spells or granted abilities from this spell.

Command

(Enchantment/Charm)

(Source: Players Handbook)

Sphere: Charm, Law (before PO: S&M: Charm)

Range: 30 yds.

Component: V

Duration: 1 rd.

Casting Time: 1

Area of Effect: 1 creature

Saving Throw: None

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

Courage

(Enchantment/Charm)

(Source: Tome of Magic)

Sphere: War

Range: 240 yards

Components: V, S, M (a cube of cast iron)

Duration: Special

Casting Time: 1 turn

Area of Effect: One unit up to 200 individuals

Saving Throw: None

This spell imbues the target unit with a temporary burst of courage. To cast this spell, the priest must have an uninterrupted line of sight to the target unit. A *courage* spell enables a unit to automatically pass its first morale check following the casting of this spell. When circumstances arise that would necessitate a morale check, no die roll is made and the unit is assumed to have passed the check. After this occurs, the spell ends and the unit must make all future morale checks normally.

If a unit under the influence of a *courage* spell is not forced to make any morale checks, the spell expires at the first sunset.

When several different events simultaneously trigger morale checks, the BATTLESYSTEM™ rules apply penalties to a single morale check. If this occurs to a unit under the influence of a *courage* spell, the player commanding the unit selects one such event and its modifier is ignored.

No more than one *courage* spell can affect a unit at one time. Once the spell has expired, a priest can cast the spell again on the same unit.

The material component is a cube of cast iron.

Create Water

(Alteration) **Reversible**

(Source: Players Handbook)

Sphere: Elemental (Water)

Range: 30 yds.

Components: V, S, M (a drop of water; reverse: a pinch of dust)

Duration: Permanent

Casting Time: 1 rd.

Area of Effect: Up to 27 cu. ft.

Saving Throw: None

When the priest casts a create water spell, up to four gallons of water are generated for every experience level of the caster (for example, a 2nd-level priest creates up to 8 gallons of water, a 3rd-level priest up to 12 gallons, etc.). The water is clean and drinkable (it is just like rain water). The created water can be dispelled within a round of its creation; otherwise, its magic fades, leaving normal water that can be used, spilled, evaporated, etc.

Reverse: Destroy water

The reverse of the spell, destroy water, obliterates without trace (no vapor, mist, fog, or steam) a like quantity of water. Water can be created or

destroyed in an area as small as will actually contain the liquid, or in an area as large as 27 cubic feet (1 cubic yard).

Note that water can neither be created nor destroyed within a creature. For reference purposes, water weighs about 8 ½ pounds per gallon, and a cubic foot of water weighs approximately 64 pounds.

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

Cure Light Wounds

(Necromancy) **Reversible**

(Source: Players Handbook)

Sphere: Healing

Range: Touch

Components: V, S

Duration: Permanent

Casting Time: 5

Area of Effect: Creature touched

Saving Throw: None

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

Reverse: Cause light wounds

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

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

Detect Evil

(Divination) **Reversible**

(Source: Players Handbook)

Sphere: Divination (before PO: S&M: All)

Range: 0

Components: V, S, M (holy symbol)

Duration: 1 turn + 5 rds./level

Casting Time: 1 rd.

Area of Effect: 10 ft. x 120 yds.

Saving Throw: None

This spell discovers emanations of evil, or of good in the case of the reverse spell, from any creature, object, or area. Character alignment, however, is revealed only under unusual circumstances: characters who are strongly aligned, who do not stray from their faith, and who are of at least 9th level might radiate good or evil if intent upon appropriate actions. Powerful monsters,

such as rakshasas or ki-rin, send forth emanations of evil or good, even if polymorphed. Aligned undead radiate evil, for it is this power and negative force that enable them to continue existing. An evilly cursed object or unholy water radiates evil, but a hidden trap or an unintelligent viper does not. The degree of evil (dim, faint, moderate, strong, or overwhelming) and possibly its general nature (expectant, malignant, gloating, etc.) can be noted. If the evil is overwhelming, the priest has a 10% chance per level of detecting its general bent (lawful, neutral, or chaotic). The duration of a detect evil (or detect good) spell is one turn plus five rounds per level of the priest. Thus, a 1st-level priest can cast a spell with a 15-round duration, a 2nd-level priest can cast a spell with a 20-round duration, etc. The spell has a path of detection 10 feet wide in the direction the priest is facing. The priest must concentrate--stop, have quiet, and intently seek to detect the aura--for at least one round to receive a reading.

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

Reverse: Detect good
s. description above

Detect Magic (Divination)

(Source: Players Handbook)

Sphere: All (before PO:S&M: Divination)
Range: 0
Components: V, S, M (holy symbol)
Duration: 1 turn
Casting Time: 1 rd.
Area of Effect: 10 ft. x 30 yds.
Saving Throw: None

When the detect magic spell is cast, the priest detects magical radiations in a path 10 feet wide and up to 30 yards long, in the direction he is facing. The intensity of the magic can be detected (dim, faint, moderate, strong, or overwhelming). The caster has a 10% chance per level to determine the sphere of the magic, but unlike the wizard version of the spell, the type of magic (alteration, conjuration, etc.) cannot be divined. The caster can turn, scanning a 60 arc per round. The spell is blocked by solid stone at least 1 foot thick, solid metal at least 1 inch thick, or solid wood at least 1 yard thick. The spell requires the use of the priest's holy symbol.

Detect Poison (Divination)

(Source: Players Handbook)

Sphere: Divination
Range: 0
Components: V, S, M (a strip of specially blessed vellum)
Duration: 1 turn + 1 rd./level
Casting Time: 4
Area of Effect: Special
Saving Throw: None

This spell enables the priest to determine if an object has been poisoned or is poisonous. One object, or one 5-foot cubic mass, can be checked per round. The priest has a 5% chance per level of determining the exact type of poison.

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

Detect Snares & Pits (Divination)

(Source: Players Handbook)

Sphere: Divination
Range: 0
Components: V, S, M (holy symbol)
Duration: 4 rds./level
Casting Time: 4
Area of Effect: 10 x 40 ft.
Saving Throw: None

Upon casting this spell, the caster is able to detect snares, pits, deadfalls and similar hazards along a path 10 feet wide and 40 feet long. Such hazards include simple pits, deadfalls, snares of wilderness creatures (for example, trapdoor spiders, giant sundews, ant lions, etc.), and primitive traps constructed of natural materials (mantraps, missile trips, hunting snares, etc.). The spell is directional--the caster must face the desired direction to determine if a pit exists or a trap is laid in that direction. The caster experiences a feeling of danger from the direction of a detected hazard, which increases as the danger is approached. The caster learns the general nature of the danger (pit, snare, or deadfall) but not its exact operation, nor how to disarm it. Close examination, however, enables the caster to sense what intended actions might trigger it. The spell detects certain natural hazards--quicksand (snare), sinkholes (pit), or unsafe walls of natural rock (deadfall). Other hazards, such as a cavern that floods during rain, an unsafe construction, or a naturally poisonous plant, are not revealed. The spell does not detect magical traps (save those that operate by pit, deadfall, or snaring; see the 2nd-level spell trip and the 3rd-level spell snare), nor those that are mechanically complex, nor those that have been rendered safe or inactive. The caster must have his holy symbol to complete the spell.

Dispel Fatigue

(Necromancy)

(Source: Players Option: Spells & Magic)

Sphere: Necromantic

Range: 30 yds.

Components: V, S, M (a sprinkle of fresh, *blessed* springwater)

Duration: Instantaneous

Casting Time: 4

Area of Effect: 1 creature

Saving Throw: None

[Subtlety: +4; Knockdown: None; Sensory: None; Critical: None]

This spell removes physical fatigue or exhaustion from the subject by undoing the physiological effects of his exertions. The subject is instantly restored to his normal, fully rested level of endurance or vigor. This spell can be used to negate the penalties of forced marching, long swims, jogging, running, or sprinting, or even accumulated fatigue points from either the *Player's Option: Combat & Tactics* rules or the magic fatigue rules in Chapter 6. Once this spell has been cast, the subject may start to accumulate fatigue or fatigue-based penalties again, depending on how he continues to exert himself.

The material component is a sprinkle of fresh, *blessed* springwater.

Emotion Read

(Divination)

(Source: Tome of Magic)

Sphere: Thought

Range: 5 yards/level

Components: V, S, M (a square of unmarked white wax)

Duration: Instantaneous

Casting Time: 3

Area of Effect: One creature

Saving Throw: Neg.

This spell allows the priest to perform an instantaneous reading of a single subject's emotional state. It can be used on any subject possessing Intelligence of 3 or better. This reading is neither deep nor specific and cannot pick out mixed emotions or intricate details. For example, it might tell the priest that the subject is fearful, but the spell cannot reveal what the subject is afraid of or why he is afraid.

Emotion read does not reveal individual thoughts or the subject's motivation. Thus, the spell might reveal that the subject is coldly unemotional at the moment, but not the fact that the subject is

contemplating the cold-blooded murder of the priest.

Note that this reading is instantaneous. It reveals only the emotion that is strongest at the instant the spell is used. While this will usually be related to the subject's overall emotional state, it is always possible that the subject might be distracted for a moment or remember and respond to past events.

The subject is allowed a normal saving throw vs. spells to resist this spell. If the saving throw is successful, the priest receives no reading at all. If the subject's roll exceeds the necessary number by six or more, the priest perceives an emotion diametrically opposite to the subject's true emotion.

The material component is a square of unmarked white wax.

Endure Cold/Endure Heat

(Alteration)

(Source: Players Handbook)

Sphere: Protection

Range: Touch

Components: V, S

Duration: 1 ½ hrs./level

Casting Time: 1 rd.

Area of Effect: Creature touched

Saving Throw: None

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

Entangle

(Alteration)

(Source: Players Handbook)

Sphere: Plant

Range: 80 yds.

Components: V, S, M (holy symbol)

Duration: 1 turn

Casting Time: 4

Area of Effect: 40-ft. cube

Saving Throw: ½

By means of this spell, the caster is able to cause plants in the area of effect to entangle creatures within the area. The grasses, weeds, bushes, and even trees wrap, twist, and entwine about the creatures, holding them fast for the duration of the spell. Any creature entering the area is subject to this effect. A creature that rolls a successful saving throw vs. spell can escape the area, moving at only 10 feet per round until out of the area.

Exceptionally large (gargantuan) or strong creatures may suffer little or no distress from this spell, at the DM's option, based on the strength of the entangling plants.

The material component is the caster's holy symbol.

Faerie Fire**(Alteration)**

(Source: Players Handbook)

Sphere: Weather

Range: 80 yds.

Component: V, M (a small piece of foxfire)

Duration: 4 rds./level

Casting Time: 4

Area of Effect: 10 sq. ft./level within a 40-ft. radius

Saving Throw: None

This spell enables the caster to outline one or more objects or creatures with a pale glowing light. The number of subjects outlined depends upon the number of square feet the caster can affect. Sufficient footage enables several objects or creatures to be outlined by the faerie fire spell, but one must be fully outlined before the next is begun, and all must be within the area of effect. Outlined objects or creatures are visible at 80 yards in the dark and 40 yards if the viewer is near a bright light source. Outlined creatures are easier to strike; thus, opponents gain a +2 bonus to attack rolls in darkness (including moonlit nights) and a +1 bonus in twilight or better. Note that outlining can render otherwise invisible creatures visible. However, it cannot outline noncorporeal, ethereal, or gaseous creatures. Nor does the light come anywhere close to sunlight. Therefore, it has no special effect on undead or dark-dwelling creatures. The faerie fire can be blue, green, or violet according to the word of the caster at the time of casting. The faerie fire does not cause any harm to the object or creature thus outlined.

The material component is a small piece of foxfire.

Firelight**(Alteration)**

(Source: Players Option: Spells & Magic)

Sphere: Elemental Fire

AD&D 2nd Edition

Range: Touch

Components: V, S, M

Duration: 4 hrs. + 1 hr./2 levels

Casting Time: 4

Area of Effect: 1 object

Saving Throw: None

[Subtlety: +4; Knockdown: None; Sensory: Large visual; Critical: None]

This variant of the spell *log of everburning* changes one small fire no larger than a campfire into *firelight*. The flame ceases to produce smoke and becomes much cooler; within 1 turn of the spell's casting, the fire cools enough to be handled or touched barehanded without causing harm. The *firelight* is resistant to gusts of wind or poor burning conditions (pouring rain, lack of air, and so on), but complete immersion in water, vacuum, or magical darkness extinguishes the flame immediately. *Firelight* burns brighter and steadier than a normal flame, and a torch enchanted with this spell sheds light in a 30-foot radius instead of the normal 15-foot radius. The fuel source lasts throughout the duration of the spell. Unlike *log of everburning*, this spell is not at all useful for staying warm since *firelight* produces very little heat.

Firelight inflicts 1d2 points of damage per caster level if cast on creatures of living or elemental fire, but has no other effect on these monsters. The material component is a mix of resins and incense, thrown into the flame to be affected.

Invisibility to Animals**(Alteration)**

(Source: Players Handbook)

Sphere: Animal

Range: Touch

Components: S, M (holly)

Duration: 1 turn + 1 rd./level

Casting Time: 4

Area of Effect: 1 creature/level

Saving Throw: None

When an invisibility to animals spell is cast, the creature touched becomes totally undetectable by normal animals with Intelligences under 6. Normal animals includes giant-sized varieties, but it excludes any with magical abilities or powers. The enchanted individual is able to walk among such animals or pass through them as if he did not exist.

For example, this individual could stand before the hungriest of lions or a tyrannosaurus rex and not be molested or even noticed. However, a nightmare, hell hound, or winter wolf would certainly be aware of the individual. For every level the caster has achieved, one creature can be rendered invisible. Any recipient attacking while this spell is in effect ends the spell immediately (for himself only).

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

Invisibility to Undead (Abjuration)

(Source: Players Handbook)

Sphere: Necromantic
Range: Touch
Components: V, S, M (holy symbol)
Duration: 6 rds.
Casting Time: 4
Area of Effect: 1 creature
Saving Throw: Special

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

Know Age (Divination)

(Source: Tome of Magic)

Sphere: Time
Range: 0
Components: V, S, M (a calendar page)
Duration: Instantaneous
Casting Time: 1
Area of Effect: One object or creature
Saving Throw: None

This spell enables the caster to instantly know the age of any single person, creature, or object on which he concentrates. The age is accurate to the nearest year. The material component is a calendar page.

Know Direction (Divination)

(Source: Tome of Magic)

Sphere: Travelers
Range: 0
Components: V, S, M (a small scrap of a parchment map at least 100 years old)
Duration: Instantaneous
Casting Time: 1
Area of Effect: Special
Saving Throw: None

Know direction allows the caster to instantly know the direction of north. The spell is effective in any environment, whether underwater, underground, or in darkness (including magical darkness).

The material component is a small scrap of a parchment map that is at least 100 years old.

Know Time (Divination)

(Source: Tome of Magic)

Sphere: Time
Range: 0
Components: V, S
Duration: Instantaneous
Casting Time: 1
Area of Effect: The caster
Saving Throw: None

Know time is particularly useful when the caster has been unconscious. This spell enables the caster to know the precise time of day to the nearest minute, including the current hour, day, month, and year.

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Know Time:

This spell reveals the correct local time in terms the caster can most readily understand. If the caster has just arrived on a new world where he is unfamiliar with the names of hours, days, months, and years, the spell reveals a generic result that might not be immediately useful until the caster gets more information. For example, the spell might reveal that it is the 10th hour of the 23rd day of the 7th month in the 2,345th year. The hour is always given in relation to local midnight.

If the world where the *know time* spell is cast has a time flow different from that of the base campaign, this spell has a 2% chance per caster level of giving an estimation of the difference. The caster can learn if time flows faster or slower and the general degree of difference; great, moderate, or minor. When using table 2 (page 46), ratings of 2–4 and 18–20 are great; ratings of 5–7 and 15–17 are moderate, and ratings of 8–9 and 13–14 are minor.

Light (Alteration) *Reversible*

(Source: Players Handbook)

Sphere: Creation, Guardian, Sun (before PO:S&M: Sun)
Range: 120 yds.
Components: V, S

Duration: 1 hr. + 1 turn/level
Casting Time: 4
Area of Effect: 20-ft.-radius globe
Saving Throw: Special

This spell causes a luminous glow within 20 feet of the spell's center. The area of light thus caused is equal in brightness to torchlight. Objects in darkness beyond this sphere can be seen, at best, as vague and shadowy shapes. The spell is centered on a point selected by the caster, and he must have a line of sight or unobstructed path to that point when the spell is cast. Light can spring from air, rock, metal, wood, or almost any similar substance. The effect is immobile unless it is specifically centered on a movable object or mobile creature. If this spell is cast upon a creature, any applicable magic resistance and saving throws must be rolled. Successful resistance negates the spell, while a successful saving throw indicates that the spell is centered immediately behind the creature, rather than upon the creature itself. A light spell centered on the visual organs of a creature blinds it, reducing its attack and saving throw rolls by 4 and worsening its Armor Class by 4. The caster can extinguish the light at any time by uttering a single word. Light spells are not cumulative--multiple castings do not provide a brighter light.

Reverse: Darkness

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

Locate Animals or Plants **(Divination)**

(Source: Players Handbook)

Sphere: Animal, Plant (before PO S&M: Divination)
Range: 100 yds. + 20 yds./level
Components: V, S, M (holy symbol)
Duration: 1 rd./level
Casting Time: 1 rd.
Area of Effect: 20 yds./level x 20 ft.
Saving Throw: None

The caster can find the direction and distance of any one type of animal or plant he desires. The caster, facing in a direction, thinks of the animal or plant, and then knows if any such animal or plant is within range. If so, the exact distance and approximate number present is learned. During each round of the spell's duration, the caster can

face in only one direction (i.e., only a 20-foot-wide path can be known). The spell lasts one round per level of experience of the caster, while the length of the path is 100 yards plus 20 yards per level of experience. (At the DM's option, some casters may be able to locate only those animals [or plants] associated closely with their own mythos.)

While the exact chance of locating a specific type of animal or plant depends on the details and circumstances of the locale, the general frequency of the subject can be used as a guideline: common = 50%, uncommon = 30%, rare = 15%, and very rare = 5%. Most herbs grow in temperate regions, while most spices grow in tropical regions. Most plants sought as spell components or for magical research are rare or very rare. The results of this spell are always determined by the DM.

The material component is the caster's holy symbol.

Log of Everburning **(Enchantment)**

(Source: Tome of Magic)

Sphere: Elemental Fire (before PO S&M: Elemental Fire, Plant)
Range: Touch
Components: V, S
Duration: 1 hour/level
Casting Time: 1
Area of Effect: Special
Saving Throw: None

This spell increases the amount of time that a wooden object will burn before being consumed. Wood that is enchanted in this manner burns brightly without being consumed for the duration of the spell. When the spell ends, the wooden object crumbles to ash.

This spell does not cause the wood to catch fire; it must be ignited normally. While it burns, the wood gives off twice the normal amount of heat; thus, a single log can make a cozy fire.

The affected wood radiates magic. The priest may enchant up to 1 cubic foot of wood per level of experience. The spell is effective on torches.

Magical Stone **(Enchantment)**

(Source: Players Handbook)

Sphere: Combat
Range: Touch
Components: V, S, M (holy symbol, and three small pebbles)
Duration: Special
Casting Time: 4
Area of Effect: 3 pebbles
Saving Throw: None

By using this spell, the priest can temporarily enchant up to three small pebbles, no larger than sling bullets. The magical stones can then be hurled or slung at an opponent.

If hurled, they can be thrown up to 30 yards, and all three can be thrown in one round. The character using them must roll normally to hit, although the magic of the stones enables any character to be proficient with them. The stones are considered +1 weapons for determining if a creature can be struck (those struck only by magical weapons, for instance), although they do not have an attack or damage bonus. Each stone that hits inflicts 1d4 points of damage (2d4 points against undead). The magic in each stone lasts only for half an hour, or until used.

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

Mistaken Missive (Alteration)

(Source: Tome of Magic)

Sphere: Chaos

Range: Touch

Components: V, S, M (three drops of ink)

Duration: Permanent

Casting Time: 1

Area of Effect: One page/level

Saving Throw: None

This spell alters the appearance of words written in ink. When the spell is cast upon a written page, the ink imperceptibly begins to move. Over the next few days, the message becomes progressively more illegible. If the page is left undisturbed for six days, an entirely new message forms on the page. The new message is completely legible and is recognizable as the handwriting of the original author, but is contrary in content to the original message.

After the spell is cast, the message will appear different every day. The DM decides the message that the page will carry after the sixth day has passed. Following is a sample of the changes that could take place in a message.

Day One: The words of the letter appear faint, as if the author of the letter was running out of ink as he wrote.

Day Two: The words have moved slightly from their original positions, as if the person writing the letter were shaking or in a moving carriage when the letter was written.

Days Three and Four: The message is gibberish. Although the ink forms groups of letters arranged in lines with punctuation, nearly all the words are meaningless. This may appear to be some sort of code, but it means nothing.

Day Five: The ink has formed real words. However, the sentence construction is still meaningless (e.g., Egg west worse green!).

Day Six (and beyond): The message is coherent, but the opposite intent of the original message has been created. If the original letter read, "Send troops quickly," the new letter reads, "All is fine. Keep your men in reserve."

If *mistaken missive* is cast on the pages of a spellbook or a scroll, the ink on the page reforms into a new spell of the same level as the original spell. Thus, a *darkness* spell might become a *maze* spell. However, the spell formula will be wrong. Although it will look like a proper spell, it will not function when cast.

A coded message that is subjected to *mistaken missive* will appear as a coded message on the sixth day but will hold a different meaning than the original message.

A *glass of preserved words* (S. TOM or item description below) will allow the original message to be read correctly. *Dispel magic* will restore the message to its original form.

The material component is three drops of ink.

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Mistaken Missive:

This spell can affect any document written in ink. For purposes of the spell, ink is any substance that is artificially compounded or altered to render it suitable for use in writing. Documents written with substances that have not been artificially prepared are not subject to this spell. For example, a note written in chalk cannot be altered by this spell, neither can a letter or agreement written in blood.

(please also read the item description of the "Glass of preserved words")

Glass of Preserved Words (S.ToM):

This magical magnifying glass has a band of silver around the lens and an ivory handle. The glass has the ability to make illegible written words readable. Words that were carved into stone but worn away through time, inked letters blurred due to moisture, messages clouded by magic, and magical and normal writings all become clear when read through the glass. The actual words remain illegible; they are not altered in any way. Only a character looking at them through the glass can read them clearly.

The glass does not protect the reader from any harmful effects as a result of a cursed scroll or trapped writings, nor does it make cryptically worded or coded messages understandable.

Morale (Enchantment/Charm)

(Source: Tome of Magic)

Sphere: War

Range: Special

Components: V, S, M (a gem of at least 100 gp value)
Duration: Special
Casting Time: Special
Area of Effect: One unit up to 200 individuals
Saving Throw: None

This spell can be used in two distinct ways. The first is appropriate for battlefield use. The priest can cast this spell on any unit within 240 yards in an uninterrupted line of sight. The casting time for this use is one turn and the material component is a gem of at least 100 gp value which is consumed during the casting. At the conclusion of this use of the spell, the target unit's morale is modified by 1, either positively or negatively, as the caster desires. This modification remains in effect for 1d4+2 turns. The second and more powerful use of the spell requires lengthy preparations. Casting must take place inside or within 100 yards of a place of worship dedicated to the casting priest's deity. Both the priest and the unit to be affected must be present. The casting time for this use is 5 turns. The material component is the priest's holy symbol. At the conclusion of this use of the spell, the unit's morale is raised by 3 (maximum of 19). This morale increase lasts until the next sunset. Only priests of 10th level or higher can cast this version of the spell.

Orison

(Various schools)

(Source: Players Option: Spells & Magic)

Sphere: All
Range: 10 yds.
Components: V, S
Duration: Special
Casting Time: 4
Area of Effect: Varies
Saving Throw: None

[Subtlety: +3; Knockdown: None; Sensory: Small visual/audio; Critical: None]

The most humble of priestly spells is the orison, a brief prayer or invocation of a minor nature. Typically, priests learn a number of *orisons* as acolytes or students in order to hone their spellcasting skills and emphasize concepts, ideals, or phrases of particular importance to the faith. Because an *orison* is not even on par with other 1st-level magic, a priest memorizes a number of individual *orisons* equal to three +1 per level (up to a maximum of nine) when he devotes a 1st-level spell slot to *orison*. In other words, a 1st-level priest can memorize four *orisons* for one 1st-level spell slot, a 2nd-level priest can memorize five, and so on.

Unlike *cantrip*, an *orison* must have a specific effect, although the priest need not decide which incantation he will use until he actually casts the spell. Regardless of the prayer chosen, the *orison's* duration is never more than one round per level. Known *orisons* include the following:

Alleviate: A single creature suffering from nausea or pain is relieved of its discomfort. Magically induced nausea or pain is only alleviated if the victim passes a saving throw vs. spell with a –2 penalty.

Calm: A single creature that has been startled or frightened is soothed. Victims suffering from magical fear may attempt a save vs. spell with a –2 penalty to calm themselves.

Clarity: For the duration of the orison, the priest's speech is clear and free of impediment—useful for readings from sacred texts and other such rites. Magical conditions such as *confuse languages* cannot be overcome by this *orison*.

Courage: The priest gains a +1 bonus to his next attack roll, as long as the attack is made within the spell's duration.

Guidance: The priest gains a +1 bonus to a Wisdom or Intelligence check to determine the right course of action in a moral dilemma or puzzle.

Healing: By his touch, the priest may heal a creature of 1 point of damage.

Magic sense: If there is a persistent spell effect or magical item within 10 yards, the priest feels a recognizable tingle or sensation of some kind. He has no way to determine what item or spell may have caused the reaction.

Memory: Any item the priest commits to memory during the spell duration is more completely and permanently learned; he gains a +2 bonus to any checks to recall the exact appearance, wording, or meaning of an item, text, or message.

Resistance to magic: The caster gains a +1 bonus to his next saving throw against magic of any type, as long as it occurs during the *orison's* duration.

Resistance to poison: The priest gains a +1 bonus to his next saving throw vs. poison, as long as it occurs during the *orison's* duration.

Other orisons of similar power or scope may be permitted by the DM. Generally, an *orison* should not affect more than one creature or die roll at a time, and an *orison* that can actually cause immediate harm to a creature should inflict no more than 1 or 2 points of damage. An offensive *orison* would be quite rare and most probably associated with an evil or chaotic priesthood.

Personal Reading (Divination)

(Source: Tome of Magic)

Sphere: Numbers
Range: 0

Components: V, S, M (a small book of numerological formulae and notes)

Duration: Special

Casting Time: 2 turns

Area of Effect: One creature

Saving Throw: None

This spell allows the priest to mathematically analyze personal information about one human or demihuman character and learn valuable facts about that character. To cast this spell, the priest must know the subject's real name (the name the subject was given as a child) or the date and place of the character's birth. The priest analyzes this information and is able to build a rough picture of the character's life history and personal specifics.

The "historical" information discovered through this spell is generally vague. For example, the priest might learn that the subject was born in the woods and moved to the city only after hardship made his life untenable. Specific information is up to the DM.

The DM might provide some or all of the following information.

- The subject's character class or career
- The subject's approximate level (stated in terms such as "novice," "highly skilled," "moderately competent," etc.)
- The subject's standing in the community ("highly respected," "mistrusted," "considered an enigma," etc.)
- The subject's success or failure in his profession
- The subject's prevailing character traits or mannerisms

If the priest casts the spell based on an alias or incorrect birth information, the reading will be inaccurate. The DM should develop a history and personality at odds with the truth. This might allow the priest to determine whether the name of the subject is correct -- a reading giving information that conflicts with what the priest already knows should be a clue that the name is incorrect.

The subject need not be present during the casting. The priest can cast the spell without ever having met the subject.

The material component is a small book of numerological formulae and notes (different from the book used in *telethaumaturgy*). The book is not consumed in the casting.

A DM may rule that this spell can be cast on humanoids or monstrous creatures. The information available will be similar (considering that words like "profession" will mean something different when applied to an ogre). This spell will categorically fail on creatures that have no concept of a personal name.

Pass Without Trace (Enchantment/Charm)

(Source: Players Handbook)

Sphere: Plant

Range: Touch

Components: V, S, M (a sprig of pine or evergreen)

Duration: 1 turn/level

Casting Time: 1 rd.

Area of Effect: 1 creature

Saving Throw: None

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

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

Protection from Chaos (Abjuration)

(Source: Players Option: Spells & Magic)

Sphere: Law

Range: Touch

Components: V, S, M

Duration: 3 rds./level

Casting Time: 4

Area of Effect: 1 creature

Saving Throw: None

[Subtlety: +4; Knockdown: None; Sensory: Small visual; Critical: None]

Resembling the spell *protection from evil*, this abjuration wards the creature touched from the attacks of minions of chaos. Chaotic creatures suffer a -2 penalty to attack rolls against the spell recipient, and the subject gains a +2 bonus to saving throws against spells or other attacks employed by chaotic creatures. Attempts to possess, dominate, or exercise other forms of mental control against the recipient are automatically blocked by this spell.

Protection from chaos also wards the recipient against contact with extraplanar creatures of chaotic origin, including tanar'ri, slaad, and eladrin. Unlike *protection from evil*, this spell does not necessarily guard against summoned or conjured creatures unless the creatures in question are chaotic in alignment. However, *protection from chaos* does protect the recipient from creatures influenced by confusion and chaos spells and effects. The natural or bodily attacks of such creatures automatically fail, as long as the recipient does not use the spell's power to trap, pin, or

drive back the chaotic creatures in question. The spell ends if the recipient makes a melee attack against creatures that are prevented from attacking him by this spell.

The material component is a small ring of gold or lead tempered by a chaotic smith. Note that this spell is not reversible.

Protection From Evil

(Abjuration) **Reversible**

(Source: Players Handbook)

Sphere: Protection

Range: Touch

Components: V, S, M (holy water or burning incense; reverse: unholy water or smoldering dung)

Duration: 3 rds./level

Casting Time: 4

Area of Effect: 1 creature

Saving Throw: None

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

First, all attacks made by evil or evilly enchanted creatures against the protected creature receive a penalty of -2 to each attack roll, and any saving throws caused by such attacks are made by the protected creature with a +2 bonus.

Second, any attempt to exercise mental control over the protected creature (if, for example, it has been charmed by a vampire) or to invade and take over its mind (as by a ghost's magic jar attack) is blocked by this spell. Note that the protection does not prevent a vampire's charm itself, nor end it, but it does prevent the vampire from exercising mental control through the barrier. Likewise, an outside life force is merely kept out, and would not be expelled if in place before the protection was cast.

Third, the spell prevents bodily contact by creatures of an extraplanar or conjured nature (such as aerial servants, elementals, imps, invisible stalkers, salamanders, water weirds, xorn, and others). This causes the natural (body) weapon attacks of such creatures to fail and the creature to recoil if such attacks require touching the protected creature.

Animals or monsters summoned or conjured by spells or similar magic are likewise hedged from the character. This protection ends if the protected character makes a melee attack against or tries to force the barrier against the blocked creature.

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

Reverse: Protection from good

AD&D 2nd Edition

The Complete Book of Spells – The core spells V. 1.3.1

This spell can be reversed to become protection from good, with the second and third benefits remaining unchanged.

The material components for the reverse are a circle of unholy water or smoldering dung.

Puffball

(Alteration)

(Source: The Complete Druids Handbook)

Druids

Sphere: Plant

Range: Touch

Components: V, S, M (a pinch of ground puffball)

Duration: 2 rounds/level of caster

Casting Time: 4

Area of Effect: 1 mushroom, etc.

Saving Throw: Special

[Editors Note: This spell comes from the Druids Handbook but could also be available for other spellcasters, if the DM allows it.]

A character who casts *puffball* on a normal mushroom, truffle, or toadstool (up to 6 inches in diameter) transforms the fungus into a magical puffball, which the character may drop or throw. The DM should decide what type of roll, if any, is required to hit the target (Strength, Dexterity, etc.) See the *DMG*, pgs. 62-63, for rules on grenadelike missiles or the description below.

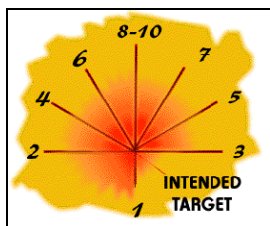
The puffball bursts upon landing, releasing a cloud of spores 10 feet in diameter. Those caught in the spore cloud must save vs. poison or suffer an attack of coughing and choking. Victims can make no attacks and lose all Dexterity bonuses to Armor Class and saving throws. The cloud dissipates in 1d3+1 rounds; residual effects still afflict characters one round after they escape the cloud or it fades.

The spell's effects do not affect undead or similar nonbreathing creatures. If no one throws (or drops) the missile by the time its duration expires, the enchantment is lost.

The caster sprinkles the material component--a pinch of ground puffball--over the fungus to be enchanted.

DMG, Boulders as Missile Weapons

Hurled boulders are handled using the grenade-like missiles rules, even though they do not burst. Boulders tend to bounce beyond their initial point of impact and can hit several characters in a single attack. They are particularly devastating against tightly packed groups. When attacking with a boulder, determine the target, to-hit number, and scatter (in the case of a miss) according to the rules for grenade-like missiles.



Scatter in the case of a "miss"

The distance the boulder scatters should be doubled, however. If the boulder scatters to the left or right, it moves roughly 45 to 60 degrees off the original line of attack. A boulder moves along this line for 3d10 feet. If the targets are in a relatively open area (a group marching through a snow field, for example), there is only a slim chance that anyone will be hit by the bounding missile.

If the boulder moves through a space occupied by a character (or monster), roll again for a hit (recalculating THACO as necessary), applying a -2 penalty for each 10 feet, or fraction thereof, the boulder has bounced since it hit.

If the player characters are in an area where movement is restricted--a formation of pikemen, for example, or a large party in a 10' wide corridor--no additional boulder attack is made. The boulder strikes all targets in its path.

The damage caused by a boulder as a result of scatter is less than from a direct hit. Roll the damage normally, but subtract the distance in feet the boulder has bounced to that point. This is the damage inflicted on the target.

Purify Food & Drink (Alteration) *Reversible*

(Source: Players Handbook)

Sphere: All
Range: 30 yds.
Components: V, S
Duration: Permanent
Casting Time: 1 rd.
Area of Effect: 1 cu. ft./level, in 10 sq. ft.
Saving Throw: None

When cast, this spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. Up to 1 cubic foot of food and drink per level can be thus made suitable for consumption. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by purify food and drink, but the spell has no effect on creatures of any type nor upon magical potions.

Reverse: Putrefy food and drink

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

Recover Trail (Divination)

(Source: The complete Rangers Handbook)

Rangers

Sphere: Plant

AD&D 2nd Edition

The Complete Book of Spells – The core spells V. 1.3.1

Range: Special
Components: V, S
Duration: Special
Casting Time: 4 + Special
Area of Effect: Special
Saving Throw: None

[Editors Note: This spell comes from the Rangers Handbook but could also be available for other spellcasters, if the DM allows it.]

A caster who has lost a quarry's trail while using the tracking proficiency can use this spell to proceed. The spell only works in terrain containing some type of vegetation (such as trees, grass, or seaweed). The quarry must have left some potential trail on which the spell can act (the spell cannot track a creature that has *teleported* or *plane shifted*, for example).

If successful, within an hour after casting the spell, the vegetation in a particular area will begin to flutter, as if being blown by a gentle breeze. If the wind is already blowing, the vegetation moves up and down, or moves in another unusual way to attract the caster's attention. When examining this area, the caster will notice a footprint, broken twig, or other sign previously overlooked, indicating to correct trail. The spell has a success chance of 60% + 2% per level of the caster.

This spell will immediately negate a *pass without trace* spell if cast directly for that purpose, otherwise it will still function normally to allow tracking along the disguised trail.

Any spellcaster with access to both the plant sphere and the tracking proficiency can use this spell.

Remove Fear (Abjuration) *Reversible*

(Source: Players Handbook)

Sphere: Charm
Range: 10 yds.
Components: V, S
Duration: Special
Casting Time: 1
Area of Effect: 1 creature/4 levels
Saving Throw: Special

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

Reverse: Cause fear

The reverse of the spell, cause fear, causes one creature to flee in panic at maximum movement speed away from the caster for 1d4 rounds. A successful saving throw against the reversed effect negates it, and any

Wisdom adjustment also applies. Of course, cause fear can be automatically countered by remove fear and vice versa.

Neither spell has any effect on undead of any sort.

Revitalize Animal

(Necromancy)

(Source: The complete Rangers Handbook)

Rangers

Sphere: Animal

Range: Touch

Components: V, S

Duration: Permanent

Casting Time: 4

Area of Effect: One animal

Saving Throw: None

[**Editors Note:** This spell comes from the Rangers Handbook but could also be available for other spellcasters, if the DM allows it.]

This spell allows the caster to heal an animal by transferring life force (hit points) from himself to the animal. If the animal is touched with one hand, it regains 1d4 hit points, just as if it had received a *cure light wounds* spell. Touching the animal with both hands restores 2d4 hit points. In either case, the caster temporarily loses the number of hit points that the animal regains. The caster will recover his lost hit points 1-4 hours later (if he transferred 3 hit points, he recovers 3 hit points in 1-4 hours). The caster's recovery of these hit points has no effect on the restored animal.

During the 1-4 hours before the caster recovers his transferred hit points, he feels weak and dizzy, making all attack rolls at a -1 penalty during that time. Should the ranger die during that 1-4 hour period, the recovery process stops immediately and no hit points are recovered.

The animal cannot recover hit points beyond the normal allotment. For instance, an animal that normally has 10 hit points, but has been reduced to 6 due an injury, can't receive more than 4 hit points from this spell. Also, the caster will have at least 1 hit point remaining after using this spell; if the caster has 6 hit points, he won't transfer more than 5 to a damaged animal.

Revitalize animal works on animals only; it has no effect on humans, demihumans, humanoids, magical creatures, etc. The spell is not reversible; that is, an injured caster can't receive hit points from an animal.

Ring of Hands

(Abjuration) *Reversible*

(Source: Tome of Magic)

Sphere: Protection

Range: 0

AD&D 2nd Edition

Components: V, S

Duration: 2d10 rounds

Casting Time: 5

Area of Effect: Special

Saving Throw: None

This is a cooperative magic spell. It requires a minimum of two priests and can accommodate a maximum of ten. Each priest must cast *ring of hands* on the same round.

At the end of the casting, the priests involved join hands, thus completing the spell. If any priest breaks the circle, the spell immediately ceases. The priests may not move from their locations but are free to speak. They may not cast spells requiring a somatic or material component while the ring is formed.

The *ring of hands* forms a protective barrier around the priests and everything within their circle. For each priest, assume a five-foot circumference of the circle; thus, three priests would create a circle of 15-foot circumference. For easy calculation, assume that for each priest, the circle can accommodate four persons.

The barrier functions as a *protection from evil* spell. Attacks by evil creatures suffer a -1 penalty for every priest forming the circle. Saving throws made by the priests or anyone in the circle against attacks from such creatures receive a +1 bonus for every priest in the circle.

Attempts at mental control over protected creatures are blocked. Extraplanar and conjured creatures are unable to touch the priests and those within the circle, although melee attacks against such creatures by those within the ring break the barrier.

Because the priests casting the spell cannot move and must hold hands, they do not receive any Dexterity bonuses to Armor Class. Furthermore, opponents gain a +2 bonus on attack rolls against the priests, since there is little they can do to avoid a blow.

Creatures within the ring are free to act as they wish. Melee attacks by those within the ring are limited to piercing weapons and suffer a -1 penalty to attack rolls since the priests intervene.

Reverse: Ring of Woe

The reverse of this spell, *ring of woe*, functions as detailed above except the effect applies to good creatures as would a *protection from good* spell.

Sacred Guardian

(Enchantment/Charm)

(Source: Tome of Magic)

Sphere: Guardian

Range: Touch

Components: V, S, M (a rose petal that has been kissed by the spell recipient)

Duration: 1 day/level

Casting Time: 1

Area of Effect: Creature touched

Saving Throw: None

By use of this spell, a priest becomes instantly aware when the recipient of the spell is in danger, regardless of the distance between the priest and the recipient. The recipient may be on a different plane of existence than the priest. When this spell is cast by a priest of at least 3rd level, he receives a mental image of the endangered person's situation. At no time, however, does the priest know the person's location through the use of this spell. The material component is a rose petal that has been kissed by the spell recipient.

Sanctuary (Abjuration)

(Source: Players Handbook)

Sphere: Charm, Protection (before PO S&M: Protection)
Range: Touch
Components: V, S, M (holy symbol and a small silver mirror)
Duration: 2 rds. + 1 rd./level
Casting Time: 4
Area of Effect: 1 creature
Saving Throw: None

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

Shillelagh (Alteration)

(Source: Players Handbook)

Sphere: Combat, Plant
Range: Touch
Components: V, S, M (holy symbol and a shamrock leaf)
Duration: 4 rds. + 1 rd./level
Casting Time: 2

AD&D 2nd Edition

Area of Effect: 1 oak club
Saving Throw: None

This spell enables the caster to change his own oak cudgel or unshod staff into a magical weapon that gains a +1 bonus to its attack roll and inflicts 2d4 points of damage on opponents up to man size, and 1d4+1 points of damage on larger opponents. The spell inflicts no damage to the staff or cudgel. The caster must wield the shillelagh, of course. The material components of this spell are a shamrock leaf and the caster's holy symbol.

Speak With Astral Traveler (Alteration)

(Source: Tome of Magic)

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

When a priest casts the 7th-level *astral spell*, he leaves his physical body in suspended animation while his astral body travels. By touching the comatose body and casting *speak with astral traveler*, a priest can mentally communicate with the projected individual. Although communication is mental, it takes the same amount of time as a normal, verbal dialogue. The spell ends abruptly when its duration expires.

Strength of Stone (Invocation/Evocation)

(Source: Players Option: Spells & Magic)

Sphere: Elemental Earth
Range: Touch
Components: V, S, M (a chip of granite and a hair from a giant)
Duration: 3 rds.+ 1 rd./level
Casting Time: 4
Area of Effect: 1 creature
Saving Throw: None

[Subtlety: +4; Knockdown: None; Sensory: None
Critical: None]

This spell grants supernatural strength to the recipient by raising his Strength score by 1d4 points or to a minimum of 16, whichever is higher. Each 10% of exceptional Strength counts as 1 point, so a character with a Strength of 17 could be raised as high as an 18/30, but no higher. Both the priest and the recipient must be in contact with solid stone or earth when the spell is cast—standing on the ground will do nicely, but *flying* or *swimming* will not. The spell lasts for 3 rounds

plus 1 round per caster level or until the subject loses contact with the earth. Obviously, this can happen in a number of ways, including being picked up or grappled by a larger creature, being knocked through the air by an impact or explosion, or even being magically moved in some fashion.

The material components are a chip of granite and a hair from a giant.

Sunscorch

(Invocation/Evocation)

(Source: Players Option: Spells & Magic)

Sphere: Sun

Range: 40 yds.

Components: V, S

Duration: Instantaneous

Casting Time: 4

Area of Effect: 1 creature

Saving Throw: Neg.

[Subtlety: +3; Knockdown: d6; Sensory: Moderate visual, Critical: Medium (1 moderate tactile hit) fire]

This spell creates a brilliant ray of scorching heat that slants down from the sky to strike one target of the caster's choice. The victim is entitled to a saving throw vs. spell to avoid the ray—a successful save indicates that it missed altogether. Any creature struck by the ray sustains 1d6 points of damage, plus 1 point per caster level. Undead creatures and monsters vulnerable to bright light sustain 1d6 points of damage, plus 2 points per caster level. In addition to sustaining damage, living victims are also blinded for 1d4 rounds by the spell.

The sun must be in the sky when *sunscorch* is cast, or the spell fails entirely. It cannot be cast underground, indoors, or in hours of darkness, although routine overcasts do not hinder the *sunscorch*.

Thought Capture

(Divination)

(Source: Tome of Magic)

Sphere: Thought

Range: 0

Components: V, S

Duration: Instantaneous

Casting Time: 3

Area of Effect: 10 yards

Saving Throw: None

One of the more bizarre contentions held by priests of the School of Thought is generally scoffed at by outsiders. The theory states that once a thought has occurred in someone's brain, it exists as a "freestanding mental object." This "thought object"

usually remains inside the brain of the creature that created it, but sometimes it escapes (this supposedly explains why people forget things). When this happens, the thought object stays in the geographical area where it was lost. Any receptive brain (usually the brain of the creature that initially created the thought) can pick it up again simply by bumping into the invisible, free-floating thought. According to the theory, this is the reason that people can regain a lost thought by going back to the location where the thought was lost. This supposedly works because the free-floating thought is recaptured, not because the locale reminds them of the thought. Unfortunately for philosophers who disagree with this, *thought capture* seems to be extremely strong evidence for this theory.

This spell makes the priest's brain something of a magnet that attracts thought objects in close proximity. The priest can sense strong thoughts and emotions and can sometimes even see momentary visions of creatures who died or suffered some powerful emotion in the immediate vicinity. Thought objects are always attracted to the priest in the order of the strongest (those attached to powerful emotions or significant events) to the weakest.

Thus, if several thought objects share the same vicinity, the priest will perceive information about the most interesting or significant event. The priest might pick up images of a battle from the point of view of a warrior who died there, or he might gain information about the victor of the battle.

The DM dictates the information provided to the priest, and thus can use this spell to provide players with important background information or can add texture to a campaign world. The information provided might be highly cryptic or symbolic, perhaps in the form of a rhyme or riddle.

The priest gains one thought object per casting of the spell. The spell may be cast a number of times in the same locale, with the priest gaining a different thought object with each casting. A locale contains a finite number of thoughts, however, and once the priest has gained all of them (per the DM), the spell will fail in that locale.

Weighty Chest

(Alteration)

(Source: Tome of Magic)

Sphere: Wards

Range: Touch

Components: V, S, M (a lead ball)

Duration: 1 day/level

Casting Time: 1

Area of Effect: 5-foot cube

Saving Throw: None

This spell enables the caster to enchant a chest, book, package, or any other nonliving object no larger than a 5'x5'x5' cube. When the enchanted object is touched by

anyone other than the caster, the apparent weight of the object increases, becoming 2-5 (1d4+1) times the weight of the person or persons touching it. This condition makes the object extremely difficult to move for anyone but the caster. The caster can move the object normally throughout the duration of the spell.

The material component is a lead ball.

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Weighty Chest:

The weight increase created by this spell is activated only when a creature other than the caster attempts to move or lift the protected chest. It is not possible to use a *weighty chest* as a weapon. For example, the caster cannot cast this spell on a small coffer and then toss it at an opponent, hoping the foe will be bowled over or unbalanced by the coffer's great weight. Note, however, that a foe could be tricked into attempting to lift or move the chest.

Whisperward

(Alteration)

(Source: The Complete Druids Handbook)

Druids

Sphere: Guardian, Weather

Range: Touch

Components: V, S, M (the priest's holy symbol)

Duration: Permanent until triggered

Casting Time: 4

Area of Effect: 1 item

Saving Throw: None

[Editors Note: This spell comes from the Druid's Handbook but could also be available for other spellcasters, if the DM allows it.]

Whisperward can be cast on any single item, portal, or closure (such as a book, door, or lid). It may ward up to a 30-foot radius.

The character keys the ward to become activated (like a *magic mouth* spell) under specific conditions--such as when a certain individual enters the area or opens the warded closure. When the ward is triggered, a soft whispering breeze blows across the caster's face. The caster must stay within 1 mile per experience level of the ward to receive the warning.

The material component is the priest's holy symbol.

Sphere: Elemental Air

Range: 0

Components: S

Duration: 2 rds./level

Casting Time: 1

Area of Effect: The caster

Saving Throw: None

[Subtlety: +1; Knockdown: None; Sensory: Moderate visual; Critical: None]

A priest with access to this spell need not fear most routine falls, since the casting of the *wind column* creates a pillar of strong winds to slow his descent. The spell is most effective in areas or regions where a strong breeze is available, such as the heights of a mountain or the mast of a ship at sea. In areas of dead, calm air, it is much more difficult to muster the windpower necessary to arrest the caster's fall. The caster's rate of descent (and risk of damage) varies with the strength of the prevailing winds, as shown below.

If the wind is very strong, the caster can even choose to gain altitude instead of falling, although he can rise no higher than 5 feet per level above his original height before the *wind column* loses cohesiveness and he starts to fall again. However, a priest could use this to leap out a castle window and allow the winds to bear him to the roof of the tower, if the conditions are right.

Wind Strength	Falling Rate	Damage Sustained
Very strong	±2 ft./sec. (120 ft./rd.)	None
Strong	4 ft./sec. (240 ft./rd.)	None
Moderate	8 ft./sec. (480 ft./rd.)	1 per 10 ft. ¹
Light	16 ft./sec. (960 ft./rd.)	1d2 per 10 ft. ²
None	32 ft./sec. (2000 ft./rd.)	1d3 per 10 ft. ³

¹ Maximum of 8 points

² Maximum of 10d2

³ Maximum of 12d3

If you prefer to use the combat round scale from *Player's Option: Combat & Tactics*, rounds are approximately one-tenth as long, and movement per round is reduced accordingly. For example, in moderate winds, the caster will fall about 48 feet per round in the Combat & Tactics scale.

Wind Column

(Invocation/Evocation)

(Source: Players Option: Spells & Magic)

AD&D 2nd Edition

The Complete Book of Spells – The core spells V. 1.3.1

Second-Level Spells (Pri 2)

Aid

(Necromancy, Conjunction)

(Source: Players Handbook)

Sphere: Combat, Necromantic (before PO S&M: Necromantic)

Range: Touch

Components: V, S, M (a tiny strip of white cloth with a sticky substance and the holy symbol)

Duration: 1 rd. + 1 rd./level

Casting Time: 5

Area of Effect: 1 creature

Saving Throw: None

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

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

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

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

Animal Eyes

(Necromancy)

(Source: The Complete Rangers Handbook)

Rangers

Sphere: Animal

Range: 0

Components: V, S, M

Duration: 3 rounds + 1 rnd/level

Casting Time: 5

Area of Effect: One creature

Saving Throw: None

[**Editors Note:** This spell comes from the Rangers Handbook but could also be available for other spellcasters, if the DM allows it.]

By using this spell, the caster can temporarily see through the eyes of any animal. The caster points at any single animal within 100 yards, then closes his eyes and remains stationary. In his mind's eye, he sees whatever the animal is seeing. If the subject animal is a squirrel studying the party from a tree branch, the caster sees himself and the party from the perspective of the squirrel. If the subject animal is a bird soaring overhead, the caster gets a bird's eye view of the area below.

The spell has no effect on the subject animal, nor can the caster control the animal's actions in any way. The animal is unaware of the spell and acts as it normally would. The spell persists until the end of its duration, or the caster moves or takes another action. The caster may voluntarily negate the spell by opening his eyes. The spell also ends if the animal is killed, or moves more than 100 yards away from the caster.

The subject animal must be one normally found in nature. It may not be supernatural, human, demihuman, nor of extraplanar origin.

The spell requires a glass lens no larger than one inch in diameter as a focus, which is not consumed in the casting.

Animal Spy

(Divination)

(Source: The Complete Druids Handbook)

Druids

Sphere: Animal

Range: 10 yards

Components: V, S

Duration: 1 turn/2 levels of caster

Casting Time: 5

Area of Effect: 1 animal

Saving Throw: Wizard familiars may save vs. spell to negate.

[**Editors Note:** This spell comes from the Druids Handbook but could also be available for other spellcasters, if the DM allows it.]

Only a normal (real-world) animal or a giant version of a normal animal species may become an animal spy. This spell enables the caster to share the animal's senses--see through the animal's eyes, hear with its ears, smell with its nose, and so on. The animal is completely unaware of the spell's effect, unless the druid warns the beast before casting. *Animal spy* grants no control over the creature. However, most casters will use it on a trained animal or one befriended via the *animal friendship* spell.

For the duration of the spell, the caster remains in a trance, unable to move or use human senses. This consequence can prove dangerous; for instance, characters attacked while using the spell cannot feel injuries to their bodies. However, at the start of any round, the caster may choose to return the animal's senses to the creature and resume control of the human body. This decision ends the spell immediately. The

spell also ends if the animal travels more than 100 yards away per level of the caster.

Astral Awareness

(Divination)

(Source: *Players Option: Spells & Magic*)

Sphere: Astral

Range: 0

Components: V, S

Duration: 1 hr./level

Casting Time: 5

Area of Effect: The caster

Saving Throw: None

[Subtlety: +3; Knockdown: None; Sensory: None; Critical: None]

This divination attunes the caster's perceptions to the silver void of the Astral Plane or the misty grayness of the Ethereal Plane. While the spell is in effect, the caster automatically notes the approach of all kinds of astral or ethereal phenomena, including shifting conduits, the psychic wind, ether cyclones, demiplanes and debris, color pools, and curtains of vaporous color. The character has a 90% chance to detect a color pool from its invisible side and a 5% chance per level to determine which plane a curtain or pool leads to simply by studying its color.

In addition to his awareness of physical phenomena, the caster gains a +2 bonus to surprise checks against astral or ethereal monsters. He also has a 5% chance per level to detect the threat of creatures whose gaze extends into the Ethereal (basilisks, for instance) before he enters the range of the monster's gaze weapon.

Augury

(Divination)

(Source: *Players Handbook*)

Sphere: Divination

Range: 0

Components: V, S, M (a set of gem-inlaid sticks, dragon bones, or similar tokens of at least 1,000 gp value)

Duration: Special

Casting Time: 2 rds.

Area of Effect: Special

Saving Throw: None

The priest casting an augury spell seeks to divine whether an action in the immediate future (within one-half hour) will benefit or harm the party. For example, if a party is considering the destruction of a weird seal that closes a portal, an augury spell can be used to find if weal or woe will be the immediate result. If the spell is successful, the DM yields some indication of the probable outcome: "weal," "woe,"

or possibly a cryptic puzzle or rhyme. The base chance for receiving a meaningful reply is 70%, plus 1% for each level of the priest casting the spell; for example, 71% at 1st level, 72% at 2nd, etc. Your DM determines any adjustments for the particular conditions of each augury.

For example, if the question is "Will we do well if we venture to the third level?" and a terrible troll guarding 10,000 sp and a shield +1 lurks near the entrance to the level (which the DM estimates the party could beat after a hard fight), the augury might be:

"Great risk brings great reward." If the troll is too strong for the party, the augury might be: "Woe and destruction await!" Likewise, a party casting several auguries about the same action in quick succession might receive identical answers, regardless of the dice rolls.

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

Aura of Comfort

(Evocation)

(Source: *Tome of Magic*)

Sphere: Travelers

Range: Touch

Components: V, S

Duration: 1 hour/level

Casting Time: 2

Area of Effect: Creature touched

Saving Throw: None

When this spell is cast, a faintly shimmering aura surrounds the recipient. The aura insulates the recipient from the effects of nonmagical heat and cold in a range of -20 F. to 140 F. Any time a traveler encounters temperatures in this range, he maintains a comfortable temperature of 70 F., regardless of prevailing weather conditions.

Additionally, the spell acts as a shield against rain, snow, and hail, which are blocked by the aura.

If a recipient encounters a temperature above or below the stated range, the temperature within the aura is altered by an equal number of degrees. For example, a recipient who encounters a temperature of 150 will actually experience a temperature of 80°F.

All physical objects other than rain, snow, and hail can pass through the aura. The recipient can cast spells normally while the *aura of comfort* is in effect. The spell offers no protection against magically generated weather, such as that caused by *weather summoning* and *ice storm*. It does not protect against fire, nor does it shield against fire or cold-based attacks.

Barkskin

(Alteration)

(Source: *Players Handbook*)

Sphere: Combat, Protection, Plant (before PO S&M: Protection, Plant)

Range: Touch

Components: V, S, M (holy symbol and a handful of bark from an oak)

Duration: 4 rds. + 1 rd./level

Casting Time: 5

Area of Effect: 1 creature

Saving Throw: None

When a priest casts the barkskin spell upon a creature, its skin becomes as tough as bark, increasing its base Armor Class to AC 6, plus 1 AC for every four levels of the priest: Armor Class 5 at 4th level, Armor Class 4 at 8th, and so on. This spell does not function in combination with normal armor or any magical protection. In addition, saving throw rolls vs. all attack forms except magic gain a +1 bonus. This spell can be placed on the caster or on any other creature he touches.

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

Beastspite

(Enchantment/Charm)

(Source: The Complete Druids Handbook)

Druids

Sphere: Animal

Range: 10 yards

Components: V, S

Duration: 1 hour/level of caster

Casting Time: 5

Area of Effect: 1 person

Saving Throw: Neg.

[Editors Note: This spell comes from the Druids Handbook but could also be available for other spellcasters, if the DM allows it.]

Beastspite afflicts a single person with a magical aura that induces one species of animal to hate and fear the character. The character becomes loathed by any species of normal (real-world) animal. While this range excludes monsters, it includes giant animals of the same real-world species. (For example, if *beastspite* causes bats to hate the subject, giant bats will react similarly.)

When the character comes within 30 yards of an animal from the target species, the creature will make warning signals (barks, growls, etc.). Its further reaction depends on the animal's nature.

- Aggressive animals, including all predators and most trained guard animals, attack the spell recipient.
- Nonaggressive beasts shun the character, fleeing or attacking if approached.
- Owners can restrain their domesticated animals,

but the beasts show obvious distress and may become very hostile if the character tries to touch them.

If the subject was riding when the spell took effect, the mount tries to throw off the character. The subject must make a riding proficiency check each round to stay astride and to avoid a fall if thrown off.

An animal extremely loyal to the subject, such as a pet dog, a creature influenced by an *animal friendship* spell, a wizard's familiar, or a paladin's war horse does not become utterly hostile to its owner. Instead it notices something "wrong" about the character and acts unusually nervous.

Calm Chaos

(Enchantment/Charm)

(Source: Tome of Magic)

Sphere: Law

Range: 20 yards

Components: V, S

Duration: Special

Casting Time: 1

Area of Effect: 1d6 creatures/level

Saving Throw: Special

This spell temporarily calms a chaotic situation involving a group of people. The situation may involve any range of emotions from violence (as in a barroom brawl) to joy and merrymaking (as in a festival or carnival).

Unlike the *emotion* spell, *calm chaos* does not cause a change in the emotions of affected creatures--anger, fear, or intense joy remain in each individual. The emotion is simply restrained rather than released. Thus, an angry character intent on attacking someone will still feel the desire to do so, but he will withhold his action as long as the spell remains in effect.

Creatures to be affected are allowed a saving throw vs. spell at a -4 penalty to avoid the effects. If more creatures are present than can be affected, creatures nearest the caster are affected first.

After casting the spell, the priest makes a Charisma check. If successful, all characters affected by the spell are compelled to stop what they are doing. They are filled with the sensation that something important is about to occur. At this time, the priest or a character of his choosing must gain the attention of the affected creatures by giving a speech, performing for the crowd, or casting spells with intriguing visual effects (such as *dancing lights*). The attention of the crowd is then held for as long as the distraction continues. A character could filibuster and maintain control over the affected characters for hours or days.

Two conditions will cause the group to resume its original actions. In the first, the method of entertaining the crowd ceases for one round--the speech ends or the spell expires. If this action is not replaced with another distraction within one round, the crowd is freed of the spell.

In the second condition, if an event occurs that is more immediate than the distraction, the crowd will divert its attention to that event. Thus, if the spell were used to stop a barroom brawl and the building caught fire or was attacked, the crowd's attention would be diverted and the individuals could act freely.

Creatures whose attention is held by the spell cannot be instructed to attack or perform any action. Such creatures will ignore suggestions of this nature. Depending on the nature of the request, the DM may deem that the suggestion causes a distraction that ends the spell.

Camouflage

(Alteration)

(Source: The Complete Book of Elves)

Elves

Sphere: none given (suggested **plant, combat, traveller**)

Range: 20' radius

Components: S, M (a mistletoe berry)

Duration: 1 turn/level

Casting Time: 2

Area of Effect: One person/level

Saving Throw: Neg.

[Editors Note: This spell comes from the "Complete Book of Elves" and should be taken only by elven spellcasters. They zealously guard this magic, and will not trade the secrets of this spell to other races under any circumstances. This magic is meant for elves alone.

It may be chosen by other race only, if the DM allows it. This spell exists both as a wizard spell and a 2nd level priest spell.]

The elves jealously guard this spell. It allows the mage to instantly and completely hide the number of people allowed by the spell, concealing them against even thorough searches. This spell functions only in the wilderness, however, for it changes the appearance of the affected characters into a facsimile of natural surroundings. It is effective even against infravision and is therefore perfect for use by spies and infiltrators. Characters in this form still have all their faculties and abilities, and they can emerge from this cover at any time they desire.

It is even possible for characters to move while within this form. Those affected may move up to 10 feet in a single round, creeping more closely to their targets. If they travel faster than this, the spell dissipates. As long as the movement is surreptitious and stealthy ("Look, Thrag! That bush *moving!*"), they should be safe. As with the *invisibility* spell, if the enspelled characters attack they gain the initiative and a +4 bonus to attack rolls because of total surprise, yet lose the benefits of the spell.

The characters cannot be detected except by magic or by moving stupidly. Until the spell wears off, the characters can enjoy near-total invisibility and gain much-needed information. The material component for the spell is a mistletoe berry.

Chant

(Conjuration/Summoning)

(Source: Players Handbook)

Sphere: All (before PO S&M: Combat)

Range: 0

Components: V, S

Duration: Time of chanting

Casting Time: 2 rds.

Area of Effect: 30-ft. radius

Saving Throw: None

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

Chaos Ward

(Abjuration)

(Source: Players Option: Spells & Magic)

Sphere: Chaos

Range: Touch

Components: V, S, M (a playing card used by a rogue of chaotic alignment)

Duration: 2 rds./level

Casting Time: 5

Area of Effect: Creature touched

Saving Throw: None

[Subtlety: +4; Knockdown: None; Sensory: Small visual; Critical: None]

By using this spell, the priest can create a shimmering aura of whirling light that surrounds the chosen creature. This protective aura makes the spell recipient more difficult to hit in hand-to-hand combat by providing a -1 bonus to the subject's Armor Class. Against missile attacks or ranged spells aimed directly at the recipient, the *chaos ward* is even more effective since it provides a -2 bonus to Armor Class and a +2 bonus to any saving throws required. In addition, there is a chance that missile attacks or directed spells may be deflected or reflected by the chaotic energy of the shield, as shown below:

d% ¹	Effect
-----------------	--------

01–85	No unusual effect, subject gains normal benefits of chaos ward
86–95	Spell or attack automatically defeated
96–99	Spell or attack ricochets, affecting a random creature within 30 feet—normal attack roll or saving throw needs to be rolled for the random creature to be affected
100+	Spell or attack reflected back at originator, normal attack roll or saving throw applies

¹ Add the caster's level to the d% roll.

In order to qualify as a spell aimed directly at the recipient, a spell must affect only the subject in question; a spell such as *hold person* or *sleep* that happens to include the subject in its area of effect does not count as a directed spell and does not trigger the *chaos ward*.

The material component is a playing card used by a rogue of chaotic alignment.

Charm Person or Mammal (Enchantment/Charm)

(Source: Players Handbook)

Sphere: Animal

Range: 80 yds.

Components: V, S

Duration: Special

Casting Time: 5

Area of Effect: 1 person or mammal

Saving Throw: Neg.

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

Thus, a charmed creature would not obey a suicide command, but might believe the caster if assured that the only chance to save the caster's life is for the creature to hold back an onrushing red dragon for "just a minute or two" and if the charmed creature's view of the situation suggests that this course of action still allows a reasonable chance of survival.

The subject's attitudes and priorities are changed with respect to the caster, but basic personality and alignment are not. A request that a victim make itself defenseless, give up a valued item, or even use a charge from a valued item (especially against former associates or allies) might allow an immediate saving throw to see if the charm is

thrown off. Likewise, a charmed creature does not necessarily reveal everything it knows or draw maps of entire areas. Any request may be refused, if such refusal is in character and does not directly harm the caster. The victim's regard for the caster does not necessarily extend to the caster's friends or allies. The victim does not react well to the charmer's allies making suggestions such as, "Ask him this question. . .," nor does the charmed creature put up with verbal or physical abuse from the charmer's associates, if this is out of character.

Note also that the spell does not empower the caster with linguistic capabilities beyond those he normally has. The duration of the spell is a function of the charmed creature's Intelligence, and it is tied to the saving throw. A successful saving throw breaks the spell.

This saving throw is checked on a periodic basis according to the creature's Intelligence, even if the caster has not overly strained the relationship.

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

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

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

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

Create Holy Symbol (Conjuration)

(Source: Tome of Magic)

Sphere: Creation

Range: 0

Component: V

Duration: Permanent

Casting Time: 2

Area of Effect: The caster

Saving Throw: None

When the words of this spell are uttered, a holy symbol appropriate to the priest's deity appears out of thin air. The item appears in the priest's hands. It may be used as a component for spells or for any other purpose for

which the priest would normally use his holy symbol (such as turning undead). He may also opt to give it to a lower level priest of the same deity. The holy symbol is a permanent object.

Cure Moderate Wounds

(Necromancy) **Reversible**

(Source: Players Option: Spells & Magic)

Sphere: Healing

Range: Touch

Components: V, S

Duration: Instantaneous

Casting Time: 5

Area of Effect: Creature touched

Saving Throw: None

[Subtlety: +3; Knockdown: d8; Sensory: Moderate visual; Critical: Medium (1 hit) wounding when reversed]

Somewhat less common than the well-known *cure light wounds* and *cure serious wounds*, this healing spell was created by a priest who found that his heroic companions required his skill at doctoring more than his advice and wisdom. By laying his hand on the subject's body, the priest can heal 1d10+1 points of damage. Noncorporeal, nonliving, or extraplanar creatures cannot be healed by this spell.

Reverse: Cause Moderate Wounds

The reverse of this spell, *cause moderate wounds*, requires the priest to successfully touch the victim and inflicts 1d10+1 points of damage. (The knockdown and critical strike entries above are for spell's reverse.)

Detect Charm

(Divination) **Reversible**

(Source: Players Handbook)

Sphere: Divination

Range: 30 yds.

Components: V, S

Duration: 1 turn

Casting Time: 1 rd.

Area of Effect: 1 creature/rd.

Saving Throw: Neg.

When used by a priest, this spell can detect if a person or monster is under the influence of a charm spell, or similar control such as hypnosis, suggestion, beguiling, possession, etc. The creature rolls a saving throw vs. spell and, if successful, the caster learns nothing about that particular creature from the casting. A caster who learns that a creature is being influenced has a 5% chance per level to determine the exact type of influence. Up to 10 different creatures can be checked before the spell

wanes. If the creature is under more than one such effect, only the information that the charms exist is gained. The type (since there are conflicting emanations) is impossible to determine.

Reverse: Undetectable Charm

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

Dissension's Feast

(Enchantment/Charm, Alteration)

(Source: Tome of Magic)

Sphere: Chaos

Range: Touch

Components: V, S

Duration: 5 turns+2 turns/level

Casting Time: 2 turns

Area of Effect: Special

Saving Throw: Neg.

This spell must be cast by a priest during the preparation of food for a meal. The spell is cast on any one quantity of food; thus, the priest could cast the spell on the batter of a wedding cake, or he could cast the spell on a quantity of onions as they are diced for both a salad and a stew. The spell affects 10 pounds of food per level of the caster. Anyone who eats the affected food (even a character who eats the salad but not the stew) is subject to the effects of the spell.

The effects of the spell begin five rounds after the food has been eaten. At that time, creatures who have eaten the affected food are allowed a saving throw; success indicates that a creature is not affected.

Affected creatures quickly become agitated. Petty events ranging from poor table manners to loud talking bother everyone. After five minutes, tempers flare, characters feel compelled to shout at and insult one another, and threats are hurled. Even normally calm characters will feel compelled to vent their frustrations violently.

Creatures maintain no alliances while under the effect of *dissension's feast*. A king and his wife who are normally madly in love will find themselves bickering with each other in a matter of minutes. Members of a diplomatic delegation might come to blows with each other within minutes of eating the food.

At the end of the spell duration, characters undergo the sensation of waking up. All are free to behave as they wish. Characters at the meal will still be angry, although they will have no idea why they became angry.

Draw Upon Holy Might

(Invocation)

(Source: Tome of Magic)

Sphere: Summoning

Range: 0

Components: V, S, M (the priest's holy symbol and a vial of holy water blessed by the high priest of the character's faith)

Duration: 1 round/level

Casting Time: 2

Area of Effect: The caster

Saving Throw: None

When this spell is cast, the priest's body shudders and glows with a shimmering aura as it becomes a vessel for the power of his god. As a result, the caster may choose to increase one ability score (only Strength, Dexterity, Constitution, and Charisma are eligible) by +1 per three levels of his experience (+1 at 3rd level, +2 at 6th, etc.). Only one attribute may be increased. The effect lasts for the duration of the spell.

Attributes may be increased above the normal restrictions due to race and class, to a maximum of +6. All benefits for exceptional attributes listed in the *Player's Handbook* apply; however, the divine abilities found in the *Legends & Lore* book cannot be gained by use of this spell.

For example, an 18th-level priest with Strength 15 could increase his Strength to 21 for 18 rounds, granting him a +4 attack bonus, a +9 damage adjustment, etc.

When the spell ends, the energy abruptly leaves the priest's body, leaving him physically and mentally drained. He is nearly comatose and can do nothing but rest for the next 4d6 turns. A successful Constitution check (at the priest's normal attribute score) reduces this time by 50%.

The material components are the priest's holy symbol and a vial of holy water that has been blessed by the high priest of the character's faith.

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Draw Upon Holy Might:

This spell cannot increase an ability score beyond 25.

Dust Devil

(Conjuration/Summoning)

(Source: Players Handbook)

Sphere: Elemental (Air)

Range: 30 yds.

Components: V, S

Duration: 2 rds./level

Casting Time: 2 rds.

Area of Effect: 5 x 4 ft. cone

Saving Throw: None

This spell enables a priest to conjure up a weak air elemental--a dust devil of AC 4, 2 HD, MV 180 feet per round, one attack for 1d4 points of damage-

-which can be hit by normal weapons. The dust devil appears as a small whirlwind 1 foot in diameter at its base, 5 feet tall, and 3 to 4 feet across at the top. It moves as directed by the priest, but dissipates if it is ever separated from the caster by more than 30 yards. Its winds are sufficient to put out torches, small campfires, exposed lanterns, and other small, open flames of nonmagical origin. The dust devil can hold a gas cloud or a creature in gaseous form at bay or push it away from the caster (though it cannot damage or disperse such a cloud). If skimming along the ground in an area of loose dust, sand, or ash, the dust devil picks up those particles and disperses them in a 10-foot-diameter cloud centered on itself.

The cloud obscures normal vision, and creatures caught within are blinded while inside and for one round after they emerge. A spellcaster caught in the dust devil or its cloud while casting must make a saving throw vs. spell to keep his concentration, or the spell is ruined. Any creature native to the Elemental Plane of Air--even another dust devil--can disperse a dust devil with a single hit.

Emotion Perception (Divination)

(Source: Tome of Magic)

Sphere: War

Range: 300 yards

Components: V, S, M (the priest's holy symbol)

Duration: Instantaneous

Casting Time: 1 turn

Area of Effect: One unit/five levels

Saving Throw: None

This spell allows the caster to sense the emotional state and the level of determination of one or more military units. The priest must have an uninterrupted line of sight to the entire target unit. When this spell is cast, the priest instantly learns the current morale rating and morale status of the target unit. The DM describes morale using the appropriate term; for example, steady, elite, etc.

The material component is the priest's holy symbol.

Enthrall

(Enchantment/Charm)

(Source: Players Handbook)

Sphere: Charm, Law (before PO S&M: Charm)

Range: 0

Components: V, S

Duration: Special

Casting Time: 1 rd.

Area of Effect: 90-ft. radius

Saving Throw: Neg.

A priest using this spell can enthrall an audience that can fully understand his language. Those in the area of

effect must successfully save vs. spell or give the caster their undivided attention, totally ignoring their surroundings. Those of a race or religion unfriendly to the caster's have a +4 bonus to the roll. Any Wisdom adjustment also applies. Creatures with 4 or more levels or Hit Dice, or with a Wisdom of 16 or better, are unaffected. To cast the spell, the caster must speak without interruption for a full round.

Thereafter, the enchantment lasts as long as the priest speaks, to a maximum of one hour. Those enthralled take no action while the priest speaks, and for 1d3 rounds thereafter while they discuss the matter. Those entering the area of effect must also successfully save vs. spell or become enthralled. Those not enthralled are 50% likely every turn to hoot and jeer in unison. If there is excessive jeering, the rest are allowed a new saving throw. The speech ends (but the 1d3 round delay still applies) if the priest is successfully attacked or performs any action other than speaking.

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

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

Ethereal Barrier

(Abjuration)

(Source: Players Option: Spells & Magic)

Sphere: Astral, Wards

Range: 120 yds.

Components: V, S, M (a special compound of rare earths and lead worth at least 10 gp per application)

Duration: 1 turn/level

Casting Time: 1 turn

Area of Effect: Two 10-ft. squares/level

Saving Throw: None

[Subtlety: +6; Knockdown: None; Sensory: None; Critical: None]

The *ethereal barrier* is a defense against the passage of extradimensional creatures, including characters or monsters that are *phased*, *ethereal*, or travelling via *dimension door* or *shadow walk*. The priest creates an imperceptible barrier of 10 square feet per level that may be arranged in any fashion the priest desires. For example, a 3rd-level character can ward six 10-foot by 10-foot surfaces, which would be sufficient to guard a 10-foot by 10-foot by 10-foot room (four walls, a ceiling, and a floor need to be protected.) Note that some monsters may be capable of abandoning their ethereal approach in order to

simply enter the barred area on their own feet—the *ethereal barrier* only bars their passage as long as they are traveling in the Border Ethereal. Also, while this spell can't be worn down by any form of attack, it does not bar *teleportation*, *gates*, or the passage of astral creatures.

Ethereal barrier may be cast as cooperative magic by several priests working together. As long as all involved characters can cast the spell, the areas of effect of each priest are added together. Total the levels of all priests involved and multiply by two to find the number of 10-foot by 10-foot squares that may be warded. For example, four 6th-level casters (24 total levels) can ward 48 10-foot by 10-foot squares. The duration is determined by the highest level priest involved, plus 1 turn for each additional priest. In the previous example, this would be 6 turns plus 3 turns for three additional priests for a total of 9 turns.

This spell is also suitable for *focus* magic (see the spell *focus* in the *Tome of Magic*).

The material component is a special compound of rare earths and lead worth at least 10 gp per application. One application is required for each 10-foot by 10-foot square to be warded.

Find Traps

(Divination)

(Source: Players Handbook)

Sphere: Divination

Range: 0

Components: V, S

Duration: 3 turns

Casting Time: 5

Area of Effect: 10 ft. x 30 yds.

Saving Throw: None

When a priest casts a find traps spell, all traps--concealed normally or magically--of magical or mechanical nature become apparent to him. Note that this spell is directional, and the caster must face the desired direction in order to determine if a trap is laid in that particular direction.

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

The caster learns the general nature of the trap (magical or mechanical) but not its

exact effect, nor how to disarm it. Close examination will, however, enable the caster to sense what intended actions might trigger it. Note that the caster's divination is limited to his knowledge of what might be unexpected and harmful. The spell cannot predict actions of creatures (hence, a concealed murder hole or ambush is not a trap), nor are natural hazards considered traps (a cavern that floods during a rain, a wall weakened by age, a naturally poisonous plant,

etc.). If the DM is using specific glyphs or sigils to identify magical wards (see the 3rd-level spell glyph of warding), this spell shows the form of the glyph or mark. The spell does not detect traps that have been disarmed or are otherwise inactive.

Fire Trap (Abjuration, Evocation)

(Source: Players Handbook)

Sphere: Elemental (Fire)

Range: Touch

Components: V, S, M (holly berries, stick of charcoal)

Duration: Permanent until discharged

Casting Time: 1 turn

Area of Effect: Object touched

Saving Throw: ½

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

(Under water, this ward inflicts half damage and creates a large cloud of steam.) The item trapped is not harmed by this explosion.

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

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

The material components are holly berries.

Flame Blade (Evocation)

(Source: Players Handbook)

Sphere: Elemental (Fire)

Range: 0

Components: V, S, M (holy symbol and a leaf of sumac)

Duration: 4 rds. + 1 rd./2 levels

Casting Time: 4

Area of Effect: 3-ft. long blade

Saving Throw: None

With this spell, the caster causes a blazing ray of red-hot fire to spring forth from his hand. This bladelike ray is wielded as if it were a scimitar. If the caster successfully hits with the flame blade in melee combat, the creature struck suffers 1d4+4 points of damage, with a damage bonus of +2 (i. e., 7-10 points) if the creature is undead or is especially vulnerable to fire. If the creature is protected from fire, the damage inflicted is reduced by 2 (i.e., 1d4+2 points). Fire dwellers and those using fire as an innate attack form suffer no damage from the spell. The flame blade can ignite combustible materials such as parchment, straw, dry sticks, cloth, etc. However, it is not a magical weapon in the normal sense of the term, so creatures (other than undead) struck only by magical weapons are not harmed by it. This spell does not function under water. In addition to the caster's holy symbol, the spell requires a leaf of sumac as a material component.

Fortifying Stew

(Necromancy)

(Source: The Complete Druids Handbook)

Druids

Sphere: Healing

Range: Touch

Components: V, S, M

Duration: Stew retains enchantment 1 turn

Casting Time: 5

Area of Effect: 1 bowl of stew, etc./level

Saving Throw: None

[Editors Note: This spell comes from the Druids Handbook but could also be available for other spellcasters, if the DM allows it.]

Any bowl of broth, porridge, or stew the priest has concocted can become subject to *fortifying stew*. A character can enchant one bowl of stew (about 8 ounces) per experience level. Someone must consume the enchanted meal within one turn of the casting.

Anyone partaking of an entire bowlful reaps magical benefits. First, the diner gains nourishment for an entire day from the single meal. In addition, for two hours plus one round per the caster's level, the character receives 1d4+1 temporary hit points. Any damage suffered comes off the extra hit points first. The effects of multiple helpings of *fortifying stew* are not cumulative.

For example, Snapdragon, a 7th-level druid, cooks a meaty broth, casts *fortifying stew* on it, and eats the bowlful. A roll of 2 gives her 3 extra hit points. When the spell's effects wear off just over three hours, she loses these extra points. If she suffers 5 points of damage in the meantime, she actually loses only 2 hp of her own, since 3 hp came off the extra hit points.

The material component is a vial of stock made of the first fruit of the harvest.

Frisky Chest

(Enchantment/Charm)

(Source: Tome of Magic)

Sphere: Wards

Range: Touch

Components: V, S, M (a dried frog's leg, a feather, and a fish scale)

Duration: Permanent

Casting Time: 2

Area of Effect: 10-foot cube

Saving Throw: None

With this spell, the caster can enchant a chest, book, or any other nonliving object no larger than a 10'x10'x10' cube. When any creature other than the caster comes within three feet of the enchanted object, it instantly sprouts appendages and moves away from the creature as quickly as possible. The enchanted object continues to move until it is at least 10 feet away from the nearest creatures in the area.

After the enchanted object has moved a satisfactory distance from the nearest creature, the appendages disappear. When a creature again comes within three feet of the enchanted object, the enchanted object sprouts appendages and flees. This process continues until the enchantment is negated (through a *dispel magic* or similar spell) or the enchanted object is subdued or destroyed.

The enchanted object can sprout feet (MV 24), wings (Fl 24, maneuverability class B), or fins (Sw 24), whichever is most advantageous. Thus, a book on a shelf might sprout wings and fly away, while a table might gallop around a room. The enchanted object can freely and instantly trade appendages as necessary.

The enchanted object will move only through open spaces. It will not crash through windows, shatter a closed door, or dig through the earth. It cannot attack or take any actions other than movement. If surrounded or cornered, the enchanted object moves in random directions until it is restrained or destroyed.

The enchantment ends if the caster voluntarily negates it, if the enchanted object is destroyed (the object has the same vulnerabilities as it has in its normal state), or if the enchanted object is restrained for 2-5 (1d4+1) consecutive rounds. Restraint means that the object is prevented from fleeing; if a creature is able to grapple, lift, or sit on the object, it is considered restrained. A creature capable of lifting the object in its normal state is considered strong enough to restrain it (for instance, a person capable of lifting a 50-pound box is also capable of restraining such a box enchanted by *frisky chest*). The object may also be restrained by

tossing a net or heavy blanket over it or by surrounding it with several characters.

The material components are a dried frog's leg, a feather, and a fish scale.

Gift of Speech

(Enchantment/Charm)

(Source: The Complete Druids Handbook)

Druids

Sphere: Animal

Range: 10 yards/level of caster

Components: V, S, M (the priest's holy symbol)

Duration: 1 turn/level of caster

Casting Time: 5

Area of Effect: 1 animal

Saving Throw: None

[Editors Note: This spell comes from the Druids Handbook but could also be available for other spellcasters, if the DM allows it.]

The *gift of speech* spell grants a normal animal (or a giant version of a normal animal) the ability to speak any *one* of the languages the caster knows, whichever the caster chooses, along with the ability to understand words and simple concepts expressed in that language. The affected animal's reactions do not change, nor does its Intelligence increase. The spell has no effect if cast on a creature with an Intelligence score of less than 1.

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

Goodberry

(Alteration, Evocation) **Reversible**

(Source: Players Handbook)

Sphere: Plant

Range: Touch

Components: V, S, M (holy symbol, freshly picked, edible berries)

Duration: 1 day + 1 day/level

Casting Time: 1 rd.

Area of Effect: 2d4 fresh berries

Saving Throw: None

Casting a goodberry spell upon a handful of freshly picked berries makes 2d4 of them magical. The caster (as well as any other caster of the same faith and 3rd or higher level) can immediately discern which berries are affected. A detect magic spell discovers this also. Berries with the magic either enable a hungry creature of approximately man size to eat one and be as well-nourished as if a full normal meal were eaten, or else cure 1 point of physical damage from wounds or other similar causes, subject to a maximum of 8 points of such curing in any 24-hour period.

Reverse: Badberry

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

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

Heat Metal (Alteration) *Reversible*

(Source: Players Handbook)

Sphere: Elemental (Fire)

Range: 40 yds.

Components: V, S, M (?)

Duration: 7 rds.

Casting Time: 5

Area of Effect: Special

Saving Throw: Special

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

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

Metal Temperature Damage per Round

very warm	none
hot	1d4 points
searing*	2d4 points

* On the final round of searing, the afflicted creature must roll a successful saving throw vs. spell or suffer one of the following disabilities: hand or foot--becomes unusable for 2d4 days; body--becomes disabled for 1d4 days; head--fall unconscious for 1d4 turns.

This effect can be completely removed by the 6th-level priest spell *heal* spell or by normal rest.

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

and armor, or a single mass of metal equal to 50 pounds of weight). Thus, a 3rd-level caster would affect one such creature, a 4th- or 5th-level caster two, etc.

Reverse: Chill

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

Metal Temperature	Damage per Round
cold	none
icy	1-2 points
freezing*	1d4 points

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

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

Hesitation (Enchantment/Charm)

(Source: Tome of Magic)

Sphere: Time

Range: 30 yards

Components: V, S, M (a fragment of a turtle's shell)

Duration: 1 round/level

Casting Time: 2

Area of Effect: 20-foot-radius circle

Saving Throw: Neg.

Creatures affected by this spell hesitate before executing their intended actions. This causes them to modify their initiative rolls by +4. The initiative modifier occurs in the round following the round in which *hesitation* is cast.

The spell affects 2-8 Hit Dice or levels of creatures, although only one creature of 4 or more Hit Dice can be affected regardless of the number rolled. All possible victims are allowed saving throws vs. spells; those failing their saving throws modify their initiative rolls by +4 for a number of rounds equal to the caster's level. The material component is a fragment of a turtle's shell.

Hold Person (Enchantment/Charm)

(Source: Players Handbook)

Sphere: Charm *Law* (before PO S&M: Charm)

Range: 120 yds.

Components: V, S, M (a small, straight piece of iron)

Duration: 2 rds./level

Casting Time: 5

AD&D 2nd Edition

Area of Effect: 1d4 persons in 20-ft. cube
Saving Throw: Neg.

This spell holds 1d4 humans, demihumans, or humanoid creatures rigidly immobile and in place for a minimum of six rounds (the spell lasts 2 rounds per caster level, and the priest must be of at least 3rd level to cast the spell).

The hold person spell affects any bipedal human, demihuman, or humanoid of man size or smaller, including brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, halfelves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, troglodytes, and others. Thus, a 10th-level fighter could be held, while an ogre could not.

The effect is centered on a point selected by the caster, and it affects persons selected by the caster within the area of effect. If the spell is cast at three persons, each gets a normal saving throw; if only two persons are being enspelled, each rolls his saving throw with a -1 penalty; if the spell is cast at only one person, the saving throw die roll suffers a -2 penalty. Saving throws are adjusted for Wisdom. Those who succeed on their saving throws are totally unaffected by the spell. Undead creatures cannot be held.

Held creatures cannot move or speak, but they remain aware of events around them and can use abilities not requiring motion or speech. Being held does not prevent the worsening of the subjects' condition due to wounds, disease, or poison. The priest casting the hold person spell can end the spell with a single utterance at any time; otherwise, the duration is six rounds at 3rd level, eight rounds at 4th level, etc.

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

Idea

(Divination)

(Source: Tome of Magic)

Sphere: Thought

Range: 0

Components: V, S, M (a gold coin)

Duration: Instantaneous

Casting Time: 4

Area of Effect: The caster

Saving Throw: None

This spell stimulates the priest's mind to experience a flash of insight. In game terms, the DM reminds the priest's player of a fact or event that has been forgotten, overlooked, or discounted. Thus, the DM might remind the player about an important clue that the priest discovered but the player did not consider significant.

If there are no forgotten facts, the DM may, at his discretion, tell the player of new information relevant to the condition at hand.

The DM must be careful in adjudicating use of this spell. The reminder or information should always be relevant and useful but should not be unbalancing to the situation. The reminder can be cryptic, depending on the DM's campaign.

The material component is a gold coin. This spell can be cast only once in any six hour period.

Iron Vigil

(Alteration)

(Source: Players Option: Spells & Magic)

Sphere: Guardian

Range: 0

Components: V, S

Duration: 1 week + 1 day/level

Casting Time: 1 turn

Area of Effect: The caster

Saving Throw: None

[Subtlety: +5; Knockdown: None; Sensory: None; Critical: None]

This spell allows the priest to ignore hunger, thirst, and extremes of climate for an extended period of time. While the spell is in effect, the priest requires no food or drink. He is effectively immune to exposure, dehydration, and heat or cold injury, since no naturally occurring climatic condition will cause him harm. (Lightning, floods, tornadoes, earthquakes, and other such hazardous phenomena can still cause physical injury, of course.)

During the *iron vigil*, the priest is able to ignore the need to sleep by choosing to meditate instead. While meditating, the priest can keep watch on his surroundings, but he suffers a +1 penalty to any surprise checks. If the character wishes to memorize spells, he must sleep normally.

At the vigil's end, the priest must eat and drink; if no food or water is available, the character must make a Constitution check once every four hours at a cumulative -1 penalty or fall into a coma and perish within 1d3 days if he receives no aid. He also requires at least four hours of rest for each day that he did not eat, drink, or sleep during his vigil.

Know Alignment

(Divination) *Reversible*

(Source: Players Handbook)

Sphere: Divination

Range: 10 yds.

Components: V, S

Duration: 1 turn

Casting time: 1 rd.

Area of Effect: 1 creature or object

Saving Throw: Neg.

A know alignment spell enables the priest to exactly read the aura of a creature or an aligned object (unaligned objects reveal nothing). The caster must remain stationary and concentrate on the subject for a full round. If the creature rolls a successful saving throw vs. spell, the caster learns nothing about that particular creature from the casting. Certain magical devices negate the power of the know alignment spell.

Reverse: Undetectable Alignment

The reverse, undetectable alignment, conceals the alignment of an object or creature for 24 hours.

Lighten Load

(Alteration)

(Source: Tome of Magic)

Sphere: Travelers

Range: 30 yards

Components: V, S, M (a feather and a slip of paper moistened by a soap bubble)

Duration: 1 hour/level

Casting Time: 2

Area of Effect: 10-foot cube

Saving Throw: None

This spell reduces the weight of equipment, supplies, and other objects by 50%. Weapons, supplies, and even disabled characters can all be made more portable by use of a *lighten load* spell.

This spell affects one pile of objects whose volume is equivalent to a 10-foot cube; after the spell has been cast, the affected objects can be divided among several characters or mounts. The spell has no effect on magical items.

An object affected by *lighten load* can be used normally; the spell has no effect on an object's mass, texture, size, strength, or other physical features. The material components are a feather and a slip of paper moistened by a soap bubble.

Locate Animal Follower

(Divination) **Reversible**

(Source: The Complete Rangers Handbook)

Rangers

Sphere: Animal

Range: 60 yards + 10 yards/level

Components: V, S, M (a hair, feather, scale or other physical remnant of the lost follower)

Duration: 8 hours

Casting Time: 5

Area of Effect: 1 animal follower

Saving Throw: None

[Editors Note: This spell comes from the Rangers Handbook but could also be available for other spellcasters, if the DM allows it.]

Occasionally, a ranger's animal follower may wander away in search of food or a mate. An animal follower may also be abducted or trapped. The *locate animal follower* spell helps the ranger find such lost creatures.

The spell takes affect once the ranger fixes in his mind the follower being sought. The spell locates only that specific follower.

Once the spell is cast, the ranger slowly turns in a circle. If the follower is within range, the ranger senses when he is facing in the direction of the sought follower. If the follower isn't within range, the spell doesn't work. If the follower moves out of the area of effect, the spell is immediately negated. As soon as the ranger sees the lost follower, the spell ends. The spell is blocked by lead.

The spell works only on a natural animal follower (including giant animals); not a supernatural creature, human, demihuman, humanoid, or other. If the follower is dead, the spell still seeks it out, providing other conditions of casting are met.

The material component is a hair, feather, scale or other physical remnant of the lost follower.

Reverse: Obscure Follower

The reverse of this spell, *obscure follower*, hides an animal follower from detection by spells, crystal balls, and similar means for eight hours.

Messenger

(Enchantment/Charm)

(Source: Players Handbook)

Sphere: Animal

Range: 20 yds./level

Components: V, S

Duration: 1 day/level

Casting Time: 1 rd.

Area of Effect: 1 creature

Saving Throw: Neg.

This spell enables the priest to call upon a tiny (size T) creature of at least animal intelligence to act as his messenger. The spell does not affect giant animals and it does not work on creatures of low (i.e., 5) Intelligence or higher. If the creature is within range, the priest, using some type of food desirable to the animal as a lure, can call the animal to come. The animal is allowed a saving throw vs. spell. If the saving throw is failed, the animal advances toward the priest and awaits his bidding. The priest can communicate with the animal in a crude fashion, telling it to go to a certain place, but directions must be simple. The spellcaster can attach some small item or note to the animal. If so instructed, the animal will then wait at that location until the duration of the spell expires. (Note that unless the intended recipient of a message is expecting a messenger in the form of a small animal or

bird, the carrier may be ignored.) When the spell's duration expires, the animal or bird returns to its normal activities. The intended recipient of a message gains no communication ability.

Mind Read

(Divination)

(Source: Tome of Magic)

Sphere: Thought

Range: 5 yards/level

Components: V, S

Duration: 1 round/level

Casting Time: 2

Area of Effect: Special

Saving Throw: None

This spell is a sensitive version of the wizard spell *ESP*. In addition to detecting the surface thoughts of any creatures in range, the priest is able to probe deeper into the mind of a single creature. *Mind read* will always reveal the kind of creature being probed, although this identity may be couched in the creature's own language or in a (possibly distorted) body image. The spell has a 20% chance of revealing the character class of an individual.

The details and the usefulness of the creature's thoughts will depend on the intelligence of the subject. While a priest could read the thoughts of an animal, he would probably receive only a confused jumble of emotions and instincts. Reading the mind of a highly intelligent wizard, however, would be much more illuminating; the priest might be amazed by the crystal clarity and deep insight of the wizard's mental processes.

If *mind read* is used as part of an interrogation, an intelligent and wary subject receives a saving throw at a -2 penalty. If successful, the creature resists the spell's effects and the priest learns no information. If the saving throw is failed, the priest may learn additional information according to the DM's ruling.

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Mind Read:

This spell functions just like the wizard spell *ESP* in most respects. Each time a *mind read* spell is cast, however, the priest can conduct a deep probe of a single creature, possibly gaining additional information as detailed in the spell description.

Moment

(Divination)

(Source: Tome of Magic)

Sphere: Numbers

AD&D 2nd Edition

Range: 0

Components: V, S, M (a set of three silver dice)

Duration: 1 round/level

Casting Time: 1 round

Area of Effect: 50-foot radius

Saving Throw: None

Theoretically, every action has a particular moment at which it will have its greatest possible effect. Using the arcane mathematics of this spell, the priest can determine the "ideal moment" for any single action in each round that the spell is in effect. This action must be performed by a character other than the priest.

In practice, another character informs the priest of an action he wants to undertake in a round. The priest concentrates on the action, then informs the character when the "correct moment" has come. The character then gains a bonus of 20% (+4 on a d20) to

the success of his action. The spell can affect only a single action in a given round. When

used in combat, the priest can advise the best moment to initiate an action (affecting initiative) or what moment offers the greatest success in striking (affecting the chance to hit).

If the character seeks advice concerning initiative, he gains a -2 modifier to the initiative roll, but only at the cost of -2 on his chance to hit. Characters who seek the best attack frequently delay their actions. These characters suffer a +1 on their initiative roll but gain a +4 on their chance to hit. The spell cannot affect the amount of damage caused, since the act (striking) has already succeeded at that point.

Characters are not obliged to wait for the moment specified by the priest. For example, a fighter might decide that striking first is more important than gaining +4 to hit. The character can act normally, based on his or her unmodified initiative. The character gains no bonus from the *moment* spell, and the priest can affect no other action in that round.

Noncombat actions can also benefit from the *moment* spell. For example, a thief planning to climb a wall may wait to start her climb until the priest informs her that the moment is right. If she waits, she gains a bonus of 20% to her Climb Walls roll (in this case, the bonus is subtracted from her roll).

While concentrating on this spell, the priest can take no other action. A break in the priest's concentration--taking damage in combat, for example--terminates the spell instantly.

The material component is a set of three silver dice, which the priest tosses in his hand while concentrating on the spell. The dice are not consumed in the casting.

Music of the Spheres

(Enchantment/Charm)

(Source: Tome of Magic)

Sphere: Numbers, Charm

Range: 50 yards

Components: V, S, M (a set of three small bows made from fine silver, each costing 100 gp. The lengths of the bows must be in the ratio of 1 to 4 to 9.)

Duration: 1 turn+1 round/level

Casting Time: 4

Area of Effect: 20-foot-diameter circle

Saving Throw: Neg.

With this spell, the priest creates tones and harmonies of such unearthly beauty and complexity that they entrance the listener, making it difficult for the listener to attack or otherwise harm the priest. The listener receives a normal saving throw against this effect.

Failure means that the listener is entranced and is unable to attack the priest for the duration of the spell.

In addition, the music makes the subject gullible and more susceptible to charm magics such as *charm person*, *suggestion*, and *hypnotism*. While the music spell is in effect, the subject saves against charm spells with a -3 penalty.

This spell does not protect other characters in company with the priest; listeners who have fallen prey to the music are free to attack anyone else. The spell effect ends instantly if the priest takes any hostile action against a creature under the influence of the spell.

Music of the spheres can affect one creature per three levels of the priest (one subject at 3rd level, two at 6th level, etc.). Subjects must be within a 20-foot-diameter circle. Potential victims must have Intelligence of at least 1 (necessary to understand the concept of music) and must be able to hear the music (i.e., they cannot be deaf and there can be nothing obstructing the victim's ears). This also means that the level of background noise must be low enough for the music to be audible. The DM should assume that the music is the same volume as an average human's normal speaking voice.

If the potential subject could not hear speech at the appropriate range under prevailing conditions, the spell cannot affect that subject. The spell would be virtually useless in the midst of a full-scale battle or during a hurricane.

The material component comprises a set of three small bows made from fine silver, each costing 100 gp. The lengths of the bows must be in the ratio of 1 to 4 to 9. The priest strokes these bows together in an intricate sequence while casting the spell. The bows are not consumed in the casting.

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Music of the Spheres:

A successful saving throw against this spell negates only the entrancing effect. An opponent who successfully saves is free to attack the caster but still suffers the -3

penalty to charm-based saving throws for as long as he can hear the music.

Mystic Transfer

(Invocation)

(Source: Tome of Magic)

Sphere: All (before change in PO S&M: Charm)

Range: 0

Components: V, S

Duration: 9 rounds

Casting Time: 1 round

Area of Effect: The caster

Saving Throw: None

This spell is one of the few cooperative spells that requires one priest to cast the transfer spell, but another priest to use its effect. On one round, a priest (or priests) casts the mystic transfer. The spell is then active for the remaining nine rounds of the turn.

Mystic transfer allows a priest to receive spells from another priest of the same ethos.

Any priest of the same religion can cast a spell and transfer it to a second priest within that spell's maximum range. The spell does not take effect; instead, it is channelled through the *mystic transfer* into the receiving priest. This priest must immediately cast the spell or pass it to another priest cloaked in a *mystic transfer* within the spell's range. Any number of transfers can be made in the same round, provided each new recipient is within spell range of the previous recipient. If the spell is not transferred, the spell takes effect.

For example, a 3rd-level priest casts a *mystic transfer*. On the following round, a 10th-level priest "passes" a *flame strike* to the 3rd-level priest. The two priests could be 60 yards apart (the maximum range of the *flame strike*). The 3rd-level priest could then use the *flame strike* to attack any target within 60 yards, or could pass the spell on to another priest who has an active *mystic transfer*.

The spell passed by the *mystic transfer* has the range, area of effect, damage, and other effects equal to the level of the original caster. In the example above, the *flame strike* would function as if cast by a 10th-level priest.

The *mystic transfer* does not require concentration. However, on any round in which a priest is receiving and/or transferring a spell, the caster cannot take any other significant action.

A priest can receive spells only from priests who worship the same deity and who specifically target spells to him. Area effect spells may be passed. A priest can never use *mystic transfer* to pluck an opponent's spells out of the air.

Nap

(Alteration)

(Source: Tome of Magic)

Sphere: Time

Range: Touch

Components: V, S, M (a scrap of pillow ticking, a feather, and a pebble)

Duration: Special

Casting Time: 2

Area of Effect: One creature/level

Saving Throw: None

Creatures affected by this spell are put to sleep for one hour. Upon awakening, the creature is as refreshed as if he had slept for eight hours. The affected person recovers lost hit points as if he rested for a full night. Wizards can memorize spells as if real time had passed. Because the rest is so complete and rejuvenating, a character does not feel fatigued after waking. Attempts to use *nap* more than once in an 18-hour period are ineffective (the character simply is not sleepy). Only willing subjects can be affected by *nap*.

The material components are a scrap of pillow ticking, a feather, and a pebble that the caster has kept in his pocket for seven nights.

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Nap:

This spell does not reduce the study time (10 minutes per spell level) required to memorize spells. The spell has no effect if the recipient is unwilling or has received a *nap* spell in the previous 18 hours.

Obscurement

(Alteration)

(Source: Players Handbook)

Sphere: Weather

Range: 0

Components: V, S

Duration: 4 rds./level

Casting Time: 5

Area of Effect: (level x 10)-ft.-sq.

Saving Throw: None

This spell causes a misty vapor to arise around the caster. It persists in this locale for four rounds per caster level and reduces the visibility ranges of all types of vision (including infravision) to 2d4 feet. The ground area affected by the spell is a square progression based on the caster's level: a 10-foot x 10-foot area at 1st level, a 20-foot x 20-foot area at 2nd level, a 30-foot x 30-foot area at 3rd level, and so on. The height of the vapor is restricted to 10 feet, although the cloud will otherwise expand to fill confined spaces. A strong wind (such as from the 3rd-level wizard spell gust of wind) can cut the duration of an obscurement spell by 75%. This spell does not function under water.

AD&D 2nd Edition

The Complete Book of Spells – The core spells V. 1.3.1

Produce Flame

(Alteration)

(Source: Players Handbook)

Sphere: Elemental (Fire)

Range: 0

Components: V, S

Duration: 1 rd./level

Casting Time: 5

Area of Effect: Special

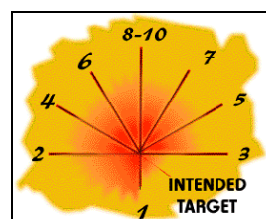
Saving Throw: None

A bright flame, equal in brightness to a torch, springs forth from the caster's palm when he casts a produce flame spell. The flame does not harm the caster, but it is hot and it causes the combustion of flammable materials (paper, cloth, dry wood, oil, etc.). The caster is capable of hurling the magical flame as a missile, with a range of 40 yards (considered short range). The flame flashes on impact, igniting combustibles within a 3-foot diameter of its center of impact, and then it goes out. A creature struck by the flame suffers 1d4+1 points of damage and, if combustion occurs, must spend a round extinguishing the fire or suffer additional damage assigned by the DM until the fire is extinguished. A miss is resolved as a grenadelike missile.

(The rules for boulders as missile weapons apply as described in the *DUNGEON MASTER* Guide.)

DMG, Boulders as Missile Weapons

Hurled boulders are handled using the grenade-like missiles rules, even though they do not burst. Boulders tend to bounce beyond their initial point of impact and can hit several characters in a single attack. They are particularly devastating against tightly packed groups. When attacking with a boulder, determine the target, to-hit number, and scatter (in the case of a miss) according to the rules for grenadelike missiles.



Scatter in the case of a "miss"

The distance the boulder scatters should be doubled, however.

If the boulder scatters to the left or right, it moves roughly 45 to 60 degrees off the original line of attack. A boulder moves along this line for 3d10 feet. If the targets are in a relatively open area (a group marching through a snow field, for example), there is only a slim chance that anyone will be hit by the bounding missile.

If the boulder moves through a space occupied by a character (or monster), roll again for a hit (recalculating THAC0 as necessary), applying a -2 penalty for each 10 feet, or fraction thereof, the boulder has bounced since it hit.

If the player characters are in an area where movement is restricted--a formation of pikemen, for example, or a large party in a 10' wide corridor--no additional boulder attack is made. The boulder strikes all targets in its path.

The damage caused by a boulder as a result of scatter is less than from a direct hit. Roll the damage normally, but subtract the distance

in feet the boulder has bounced to that point. This is the damage inflicted on the target.

If any duration remains to the spell, another flame immediately appears in the caster's hand. The caster can hurl a maximum of one flame per level, but no more than one flame per round.

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

Rally

(Enchantment/Charm)

(Source: Tome of Magic)

Sphere: War

Range: 240 yards

Components: V, S, M (a miniature duplicate of a pennant or standard that represents the cause for which the unit is fighting)

Duration: Instantaneous

Casting Time: 1 turn

Area of Effect: One unit of up to 300 individuals

Saving Throw: None

This spell allows the subject unit to make an immediate rally check. It allows the check during the Magic Phase, rather than forcing the unit to wait for the Rally Phase in the BATTLESYSTEM™ rules. If the priest casting the spell is of 12th level or higher, the subject unit receives a +1 bonus to its rally check die roll. The priest must have an uninterrupted line of sight to the unit.

The material component is a miniature duplicate of a pennant or standard that represents the cause for which the unit is fighting (such as a national flag or the blazon of the unit's liege lord). The pennant is consumed in the casting.

Resist Acid and Corrosion

(Abjuration)

(Source: Players Option: Spells & Magic)

Sphere: Protection

Range: Touch

Components: V, S

Duration: 1 rd./level

Casting Time: 5

Area of Effect: Creature touched

Saving Throw: None

[Subtlety: +3; Knockdown: None; Sensory: None; Critical: None]

This spell provides a subject with a better resistance to acid, corrosives, and caustic substances of all kinds. Mild corrosives cannot harm the subject at all, although they can still

damage his gear. More intense acids and corrosives (black dragon breath, *Melf's acid arrow*, and the natural attacks of various puddings, oozes, slimes, and jellies) inflict only half the normal damage on the protected character. If the attack requires a saving throw, the subject gains a +3 bonus, sustaining half damage with a failed save or one-quarter damage with a successful saving throw.

Resist Fire/Resist Cold

(Alteration)

(Source: Players Handbook)

Sphere: Protection

Range: Touch

Components: V, S, M (a drop of mercury)

Duration: 1 rd./level

Casting Time: 5

Area of Effect: 1 creature

Saving Throw: None

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

Restore Strength

(Necromancy)

(Source: Players Option: Spells & Magic)

Sphere: Necromantic

Range: Touch

Components: V, S

Duration: Instantaneous

Casting Time: 5

Area of Effect: Creature touched

Saving Throw: None

[Subtlety: +3; Knockdown: None; Sensory: Moderate visual; Critical: None]

This spell removes unnatural weakness, debilitation, or exhaustion from the creature touched and restores him to his normal strength and stamina. It is useful in countering the effects of *chill touch*, *ray of enfeeblement*, *ray of fatigue*, the touch of a shadow or roper, and any similar spell or effect. Only temporary ability score losses may be alleviated by this spell; if a character suffers an incapacitating, physical injury, *restore strength* cannot help him. Also, loss of strength or stamina from purely natural causes such as exposure, disease, or exertion is not repaired by *restore strength*. The duration is permanent in that the subject remains at his maximum strength and endurance only until he is drained (or exerts himself) again.

Sanctify (Conjuration/Summoning) *Reversible*

(Source: Tome of Magic)

Sphere: All

Range: 10 yards

Components: V, S, M (the priest's holy symbol and a handful of dirt from the grounds of an existing temple of the same faith)

Duration: Special

Casting Time: 1 turn

Area of Effect: 10 yard 0 10 yard square/priest

Saving Throw: None

This cooperative spell allows the priests to create a beneficial atmosphere within a specified area. Companions of similar alignment to the casters will feel fortified and encouraged while in the sanctified area. The spell can be cast by a single priest or a group of priests.

After casting *sanctify*, the affected area is imbued with the deity's majesty. For followers of that deity, the area radiates a holy aura. These followers gain a +2 bonus to saving throws against all fear- and charm-based powers (a +2 to morale for BATTLESYSTEM™ rules units). Persons of the same alignment as the caster but of different faiths gain a +1 to saving throws (+1 in BATTLESYSTEM rules). The effect applies only as long as the characters remain in the sanctified area.

Creatures intent on harming the priest or his followers suffer a -1 on saving throws vs. fear and charm (-1 to morale for BATTLESYSTEM rules units) when on sanctified ground.

Undead creatures within the area are easier to turn; any priest standing on sanctified ground turns undead as if he were one level higher.

Although this spell can be cast by a single priest, it is most effective when cast by several priests at

once. The duration of the spell is equal to one round per level of the caster. When several priests cast the spell, the level of the most powerful priest is used, with two rounds added for every contributing priest. Thus, one 8th-level and three 6th-level priests would give the spell a duration of 14 rounds (8+2+2+2).

Sanctify is often used in conjunction with *focus* to protect the grounds of a temple or encourage men defending a castle.

The material components are the priest's holy symbol and a handful of dirt from the grounds of an existing temple of the same faith.

Reverse: Defile

The reverse of this spell, *defile*, functions in an identical manner with respect to saving throws for charm and fear. However, priests standing on defiled ground who attempt to turn undead do so at one level lower than their current level.

The material components for the reverse are the priest's holy symbol and a handful of earth from a grave.

Seeking (Enchantment, Invocation)

(Source: The Complete Book of Elves)

Elves

Sphere: none given (suggested: *combat*, *war*)

Range: 100 yards

Components: V, S

Duration: 1 turn

Casting Time: 2

Area of Effect: 1 missile/3 levels of the caster, up to a maximum of five

Saving Throw: None

[Editors Note: This spell comes from the "Complete Book of Elves" and should be taken only by elven spellcasters. They zealously guard this magic, and will not trade the secrets of these spells to other races under any circumstances. This magic is meant for elves alone.]

It may be chosen by other race only, if the DM allows it. This spell exists both as a wizard spell and a 2nd level priest spell.]

The *seeking* spell takes the normal laws of momentum and gravity, and then twists them slightly in a way that is favorable to the caster of the spell.

The caster can ensorcel a number of normal, nonenchanted missiles no larger than a javelin, equal to one-third his level, to a maximum of five missiles. When they have been enchanted, the caster may either use them or distribute them to his or her companions.

When shot or hurled at a target, the missiles unerringly seek the target. They will hit nothing else but that target. The missiles can go around objects of corners if the target was visible when the spell was cast, but the missiles cannot pass through solid obstructions. For example, if the target closes a door, the missiles slam into the door and cannot be removed until the spell wears off.

The normal range can be extended to the distance of the target creature as long as the opponent uses only

ordinary methods of escape. If the target *plane shifts*, *teleports*, *blinks*, or uses some other means of instantaneous transport, the missile can no longer home in on its target. It falls to the ground, useless.

This spell is not an automatic guarantee of success. Rather, it ensures that archers and slingers, when firing into melee, will not accidentally hit those who are on their side. This spell is especially useful for battles or shots in narrow corridors. If the person firing the arrow or bullet can see the target, he can fire for normal damage without fear of damaging comrades.

Silence, 15' Radius

(Alteration)

(Source: Players Handbook)

Sphere: Guardian

Range: 120 yds.

Components: V, S

Duration: 2 rds./level

Casting Time: 5

Area of Effect: 15-ft.-radius

Saving Throw: None

Upon casting this spell, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible, spells cannot be cast (or at least not those with verbal components, if the optional component rule is used), and no noise whatsoever issues from or enters the area. The spell can be cast into the air or upon an object, but the effect is stationary unless cast on a mobile object or creature. The spell lasts two rounds for each level of experience of the priest. The spell can be centered upon a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature receives a saving throw against the spell. If the saving throw is successful, the spell effect is centered about 1 foot behind the position of the subject creature at the instant of casting. This spell provides a defense against sound-based attacks, such as harpy singing, horn of blasting, etc.

Slow Poison

(Necromancy)

(Source: Players Handbook)

Sphere: Healing

Range: Touch

Components: V, S, M (holy symbol, a bud of garlic)

Duration: 1 hr./level

Casting Time: 1

Area of Effect: 1 creature

Saving Throw: None

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

The material components of the slow poison spell are the priest's holy symbol and a bud of garlic that must be crushed and smeared on the wound (or eaten if poison was ingested).

Snake Charm

(Enchantment/Charm)

(Source: Players Handbook)

Sphere: Charm, Animal (before PO:S&M: Animal)

Range: 30 yds.

Components: V, S

Duration: Special

Casting Time: 5

Area of Effect: 30-ft. cube

Saving Throw: None

When this spell is cast, a hypnotic pattern is set up that causes one or more snakes to cease all activity except a semierect, swaying movement. If the snakes are charmed while in a torpor, the duration of the spell is 1d4+2 turns; if the snakes are not torpid, but are not aroused and angry, the charm lasts 1d3 turns; if the snakes are angry or attacking, the spell lasts 1d4+4 rounds. The priest casting the spell can charm snakes whose total hit points are less than or equal to those of the priest. On the average, a 1st-level priest could charm snakes with a total of 4 or 5 hit points; a 2nd-level priest could charm 9 hit points, etc. The hit points can be those of a single snake or those of several of the reptiles, but the total hit points cannot exceed those of the priest casting the spell. A 23-hit point caster charming a dozen 2-hit point snakes would charm 11 of them. This spell is also effective against any ophidian or ophidianoid monster, such as naga, couatl, etc., subject to magic resistance, hit points, and so forth.

Variations of this spell may exist, allowing other creatures significant to a particular mythos to be affected. Your DM will inform you if such spells exist.

Soften Earth and Stone

(Alteration)

(Source: Players Option: Spells & Magic)

Sphere: Elemental Earth

Range: 10 yds./level

Components: V, S, M (a bit of slip (wet clay) from the wheel of a master potter)

Duration: Permanent

Casting Time: 5

Area of Effect: 10-ft. square/level

Saving Throw: None

[Subtlety: +4; Knockdown: None; Sensory: Moderate visual; Critical: None]

When this spell is cast, all natural, undressed earth or stone in the area of effect is softened. Wet earth becomes thick mud; dry earth becomes loose sand or dirt; and stone becomes soft clay, easily molded or chopped. The priest affects a 10-foot square area to a depth of 1 to 4 feet, depending on the toughness or resilience of the ground at that spot (DM option). Magical or enchanted stone cannot be affected by this spell, nor can dressed or worked stone.

Creatures attempting to move through an area softened into mud are reduced to a move of 10 feet per round. Any creatures caught within the mud when the spell takes effect must make a saving throw vs. paralyzation or lose the ability to move, attack, or cast spells for 1d2 rounds as they flounder about in the muck. Loose dirt is not as troublesome as mud, and creatures are only reduced to half their normal movement rate, with no chance of being caught for a round or two. However, it is impossible to run, sprint, or charge over either surface.

Stone softened into clay does not hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before. For example, a party of PCs trying to break out of a cavern might use this spell to soften a wall.

While *soften earth and stone* does not affect dressed or worked stone, vertical surfaces such as cliff faces or cavern ceilings can be affected. Usually, this causes a moderate collapse or landslide as the loosened material peels away from the face or roof and falls. A moderate amount of structural damage can be inflicted to man-made structures by softening the ground beneath a wall or tower, causing it to settle. However, most well-built structures will only be damaged by this spell, not destroyed.

The material component is a bit of slip (wet clay) from the wheel of a master potter.

Speak With Animals (Alteration)

(Source: Players Handbook)

Sphere: Animal (before PO:S&M: Animal, Divination)

Range: 0

Components: V, S

Duration: 2 rds./level

Casting Time: 5

Area of Effect: 1 animal within 30 ft.

Saving Throw: None

This spell empowers the priest to comprehend and communicate with any warm- or cold-blooded normal or giant animal that is not mindless. The priest is able to ask questions of and receive answers from the creature, although friendliness and cooperation are by no means assured. Furthermore, terseness and evasiveness are likely in basically wary and cunning creatures (the more stupid ones will instead make inane comments). If the animal is friendly or of the same general alignment as the priest, it may do some favor or service for the priest (as determined by the DM). Note that this spell differs from the speak with monsters spell, for this spell allows conversation only with normal or giant nonfantastic creatures such as apes, bears, cats, dogs, elephants, and so on.

Spiritual Hammer (Invocation)

(Source: Players Handbook)

Sphere: Combat

Range: 10 yds./level

Components: V, S, M (a normal war hammer)

Duration: 3 rds. + 1 rd./level

Casting Time: 5

Area of Effect: Special

Saving Throw: None

By calling upon his deity, the caster of a spiritual hammer spell brings into existence a field of force shaped vaguely like a hammer. As long as the caster concentrates upon the hammer, it strikes at any opponent within its range, as desired. Each round the caster can choose to attack the same target as the previous round or switch to a new target that he can see anywhere within his maximum range. The spiritual hammer's chance to successfully hit is equal to that of the caster, without any Strength bonuses. In addition, it strikes as a magical weapon with a bonus of +1 for every six experience levels (or fraction) of the spellcaster, up to a total of +3 to the attack roll and +3 to the damage roll for a 13th-level caster. The base damage inflicted when it scores a hit is exactly the same as a normal war hammer (1d4+1 points on opponents of man size or smaller, or 1d4 points on larger opponents, plus the magical bonus). The hammer strikes in the same direction as the caster is facing, so if he is behind the target, all bonuses for rear attack are gained along with the loss of any modifications to the target's AC for shield and Dexterity.

As soon as the caster ceases concentration, the spiritual hammer spell ends. A dispel magic spell that includes either the caster or the force in its area of effect has a chance to dispel the spiritual hammer. If an attacked creature has magic resistance, the resistance is checked the first time the spiritual hammer strikes. If the hammer is successfully resisted, the spell is lost. If not, the hammer has its normal full effect for the duration of the spell.

The material component of this spell is a normal war hammer that the priest must hurl toward opponents while uttering a plea to his deity. The hammer disappears when the spell is cast.

Trip

(Enchantment/Charm)

(Source: Players Handbook)

Sphere: Plant

Range: Touch

Components: V, S

Duration: 1 turn/level

Casting Time: 5

Area of Effect: 1 object up to 10 ft. long

Saving Throw: Neg.

This magic must be cast upon a normal object--a length of vine, a stick, a pole, a rope, or a similar object. The spell causes the object to rise slightly off the ground or floor it is resting on to trip most creatures crossing it, if they fail their saving throws vs. spell. Note that only as many creatures can be tripped as are actually stepping across the enchanted object. Thus, a 3-foot-long piece of rope could trip only one man-sized creature.

Creatures moving at a very rapid pace (running) when tripped suffer 1 point of damage and are stunned for 1d4+1 rounds if the surface they fall upon is very hard (if it is turf or other soft material, they are merely stunned for the rest of that round). Very large creatures, such as elephants, are not affected at all by a trip spell. The object continues to trip all creatures passing over it, including the spellcaster, for as long as the spell duration lasts. A creature aware of the object and its potential adds a +4 bonus to its saving throw roll when crossing the object. The enchanted object is 80% undetectable unless a means that detects magical traps is employed or the operation of the spell is observed. This spell does not function under water.

Warp Wood

(Alteration) *Reversible*

(Source: Players Handbook)

Sphere: Plant

Range: 10 yds./level

Components: V, S

Duration: Permanent

Casting Time: 5

Area of Effect: Special

Saving Throw: Special

When this spell is cast, the priest causes a volume of wood to bend and warp, permanently destroying its straightness, form, and strength. The range of a warp wood spell is 10 yards for each level of experience of the caster. It affects approximately a

15-inch shaft of wood of up to 1-inch diameter per level of the caster. Thus, at 1st level, a caster might be able to warp a hand axe handle or four crossbow bolts; at 5th level, he could warp the shaft of a typical spear. Note that boards or planks can also be affected, causing a door to be sprung or a boat or ship to leak. Warped missile weapons are useless; warped melee weapons suffer a -4 penalty to their attack rolls.

Enchanted wood is affected only if the spellcaster is of higher level than the caster of the prior enchantment. The spellcaster has a 20% cumulative chance of success per level of difference (20% if one level higher, 40% if two levels higher, etc.). Thus, a door magically held or wizard locked by a 5th-level wizard is 40% likely to be affected by a warp wood spell cast by a 7th-level priest. Wooden magical items are considered enchanted at 12th level (or better). Extremely powerful items, such as artifacts, are unaffected by this spell.

Reverse: Straighten Wood

The reversed spell, straighten wood, straightens bent or crooked wood, or reverses the effects of a warp wood spell, subject to the same restrictions.

Watery Fist

(Conjuration/Summoning)

(Source: Players Option: Spells & Magic)

Sphere: Elemental (Water)

Range: 60 yds.

Components: V, S, M (a vial full of blessed water or a sprig of mistletoe)

Duration: 1 rd./level

Casting Time: 5

Area of Effect: Special

Saving Throw: None

[Subtlety: +4; Knockdown: d10; Sensory: Moderate visual; Critical: Medium (1 hit) crushing]

This spell conjures a coherent pseudopod of water from any suitable body of water at least 5 feet across and 2 feet deep (for streams) or 10 feet in diameter and 2 feet deep (for ponds or pools). The pseudopod can stretch up to 10 feet plus 1 foot per caster level from its source, so a 3rd-level priest could command *watery fist* to strike at a creature hovering thirteen feet above a lake or standing on the shore 13 feet from the water. The pseudopod obeys the priest's mental commands, although the priest must concentrate each round in order to maintain control of the watery member.

The pseudopod is incapable of fine manipulation, but it can be used to make bludgeoning or constricting attacks. When used to strike at opponents, it attacks with the caster's THAC0 and inflicts damage as shown below. The priest may add his magical attack adjustment (from his Wisdom score) to his THAC0, but Strength-based adjustments or special weapon skills don't help the priest to control *watery*

fist. The pseudopod may be able to make rear or flank attacks if the priest can direct it into the proper position.

If used to encircle and constrict, the pseudopod must first make an attack roll as described above, inflicting damage based on the priest's level. However, in following rounds, the pseudopod automatically strikes its grappled target for constricting damage, +1 point per round of constricting. In other words, in the first round the victim sustains listed damage, in the second round he sustains listed damage +1, in the third he sustains listed damage +2, and so on. The pseudopod holds its target with an effective Strength equal to the priest's Wisdom score.

Caster Level	Striking Damage	Constricting Damage
1–4	1d6	1d3
5–8	1d10	1d6
9–12	1d12	1d8
13+	2d8	1d10

Watery fist can be released by the priest any time he cares to stop concentrating on maintaining it. The pseudopod immediately resumes its normal state, possibly drenching a grappled creature or extinguishing a small fire if the caster wishes. The pseudopod is AC 6 and has 15 hp plus 1 hp per caster level, but it can only be damaged by magical weapons, fire, or cold; all other attacks simply pass through the water. *Transmute water to dust*, *part water*, *lower water*, and *Otiluke's freezing sphere* all destroy *watery fist* on contact.

The material component is a vial full of blessed water or a sprig of mistletoe that is thrown onto the body of water from which the fist will be summoned.

Withdraw (Alteration)

(Source: Players Handbook)

Sphere: Protection

Range: 0

Components: V, S

Duration: Special

Casting Time: 5

Area of Effect: The caster

Saving Throw: None

By means of a withdraw spell, the priest in effect alters the flow of time with regard to himself. While but one round of time passes for those not affected by the spell, the priest is able to spend two rounds, plus one round per level, in contemplation. Thus, a 5th-level priest can withdraw for seven rounds to cogitate on some matter while one round passes for all others. (The DM should allow the player one

minute of real time per round withdrawn to ponder some problem or question. No discussion with other players is permitted.) Note that while affected by the withdraw spell, **the caster can use only the following spells: any divination spell or any curing or healing spell, the latter on himself only**. The casting of any of these spells in different fashion (for example, a cure light wounds spell bestowed upon a companion) negates the withdraw spell. **Similarly, the withdrawn caster cannot walk or run, become invisible, or engage in actions other than thinking, reading, and the like**. He can be affected by the actions of others, losing any Dexterity or shield bonus. Any successful attack upon the caster breaks the spell.

Wyvern Watch (Evocation)

(Source: Players Handbook)

Sphere: Guardian

Range: 30 yds.

Components: V, S, M (holy symbol)

Duration: up to 8 hrs.

Casting Time: 5

Area of Effect: 10-ft. radius

Saving Throw: Neg.

This spell is known as wyvern watch because of the insubstantial haze brought forth by its casting, which vaguely resembles a wyvern. It is typically used to guard some area against intrusion. Any creature approaching within 10 feet of the guarded area may be affected by the "wyvern." Any creature entering the guarded area must roll a successful saving throw vs. spell or stand paralyzed for one round per level of the caster, until freed by the spellcaster, by a dispel magic spell, or by a remove paralysis spell. A successful saving throw indicates that the subject creature was missed by the attack of the wyvernform, and the spell remains in place. As soon as a subject creature is successfully struck by the wyvern-form, the paralysis takes effect and the force of the spell dissipates. The spell force likewise dissipates if no intruder is struck by the wyvern-form for eight hours after the spell is cast. Any creature approaching the space being guarded by the wyvernform may be able to detect its presence before coming close enough to be attacked; this chance of detection is 90% in bright light, 30% in twilight conditions, and 0% in darkness.

The material component is the priest's holy symbol.

Zone of Truth (Enchantment/Charm)

(Source: Tome of Magic)

Sphere: Wards

Range: 30 yards

Components: V, S, M (the priest's holy symbol and a phony emerald, ruby, or diamond)

Duration: 1 round/level

Casting Time: 2

Area of Effect: 5-foot square/level

Saving Throw: Neg.

This spell prevents creatures within the area of effect (or those who enter it) from speaking any deliberate and knowing lies. Creatures are allowed a saving throw to avoid the effects; those who fail the save are affected fully. Affected characters are aware of this enchantment; therefore, they may avoid answering questions to which they would normally respond with a lie or they may be evasive as long as they remain within the boundaries of the truth. When a character leaves the area, he is free to speak as he chooses.

The spell affects a square whose sides are five feet long per level of the caster; thus, a 4th-level priest could affect a 20 foot by 20 foot square.

The material components are the priest's holy symbol and a phony emerald, ruby, or diamond.

Third-Level Spells (Pri 3)

Accelerate Healing

(Alteration)

(Source: Tome of Magic)

Sphere: Time

Range: Touch

Components: V, S

Duration: 1-4 days

Casting Time: 1 turn

Area of Effect: One creature

Saving Throw: None

This spell enables the affected creature to experience natural healing at twice the normal rate for 1-4 days. In other words, a person affected by *accelerate healing* regains 2 hit points per day of normal rest or 6 hit points per day spent resting in bed. The spell has no effect on *potions of healing* or other magical forms of healing.

Adaptation

(Enchantment/Charm, Alteration)

(Source: Tome of Magic)

Sphere: War

Range: Special

Components: V, S, M (a pinch of clay dust or the priest's holy symbol)

Duration: Special

Casting Time: Special

Area of Effect: One unit of up to 200 individuals

Saving Throw: None

This spell can be cast in two different ways.

The first, appropriate for battlefield use, has a range of 180 yards, a casting time of one turn, and duration of 1d4+2 turns. During this period, the affected unit can fight in one specific type of terrain (specified by the caster) as if it were the favored terrain (per BATTLESYSTEM™ rules) for that unit.

While this spell is in effect, the unit gains no benefit when fighting in their actual favored terrain; the magically-enforced favored terrain takes precedence. The priest can cancel the spell before the duration expires if desired.

The material component is a pinch of clay dust.

The second effect requires preparation in advance. The priest and unit must be within 100 yards of a place of worship dedicated to the casting priest's deity. The casting time is 5 turns.

At the conclusion of the casting, the unit gains the benefit described above, with two main differences. First, the unit does not lose the benefit of fighting in its own actual favored terrain (the unit effectively has two favored terrains). Second, the spell endures until the next sunset. Only priests of 12th level and higher can cast this variation.

The material component is the priest's holy symbol.

Animate Dead

(Necromancy)

(Source: Players Handbook)

Sphere: Necromantic

Range: 10 yds.

Components: V, S, M (requires a drop of blood, a piece of flesh of the type of creature being animated, and a pinch of bone powder or a bone shard)

Duration: Permanent

Casting Time: 1 rd.

Area of Effect: Special

Saving Throw: None

This spell creates the lowest of the undead monsters, skeletons or zombies, usually from the bones or bodies of dead humans, demihumans, or humanoids. The spell causes these remains to become animated and obey the simple verbal commands of the caster, regardless of how they communicated in life. The skeletons or zombies can follow the caster, remain in an area and attack any creature (or just a specific type of creature) entering the place, etc. The undead remain animated until they are destroyed in combat or are turned; the magic cannot be dispelled.

The priest can animate one skeleton or one zombie for each experience level he has attained. If creatures with more than 1+ Hit Dice are animated, the number is determined by the monster Hit Dice. Skeletal forms have the Hit Dice of the original creature, while zombie forms have 1 more Hit Die. Thus, a 12th-level priest could animate 12 dwarven skeletons (or six zombies), four zombie gnolls, or a single zombie fire giant. Note that this is based on the standard racial Hit Die norm; thus, a high-level adventurer would be animated as a skeleton or zombie of 1 or 2 Hit Dice, and without special class or racial abilities. The caster can, alternatively, animate two small animal skeletons (1-1 Hit Die or less) for every level of experience he has achieved.

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

Astral Window

(Divination)

(Source: Tome of Magic)

Sphere: Astral
Range: 5 yards
Components: V, S
Duration: 2 rounds/level
Casting Time: 3
Area of Effect: 10'x10' area
Saving Throw: None

When this spell is cast, a "window" appears in the air before the priest, through which he (and any others present) can see into the Astral plane. The astral window ranges in size from one square foot up to a 10'x10' square, at the caster's choosing. The window is not mobile, and if the priest moves more than 5 yards away from it, it immediately vanishes and the spell ends.

By stating a subject's name, the priest may view a specific creature or object in the window. More than one subject may be viewed during the spell's duration. Each time a new subject is chosen, the window becomes streaked with grey as the Astral plane flies past. This continues for 1d4 rounds, until the window finally focuses upon the chosen subject. If the person is not in the Astral plane, the window instead chooses a random location.

The window operates from both sides; creatures in the Astral plane can see the priest as easily as he can see them. Verbal communication is not possible, however.

Normally, creatures cannot pass through the window. If an attempt is made, there is a base 5% chance of success. This is modified by +1% per level or Hit Dice of the individual. In order to pass through, the creature or object must be small enough to fit through the window; otherwise, only a portion of the subject may reach through (such as a monster's arm or searching tongue).

By casting the *astral window* spell, a character who subsequently casts the 7th-level *astral* spell may choose to arrive in the Astral plane at the place shown in the window.

Call Follower (Conjuration/Summoning)

(Source: Tome of Magic)

Ranger

Sphere: Animal
Range: 0
Components: V, S
Duration: Special
Casting Time: 6
Area of Effect: 10 mile radius/level
Saving Throw: None

[Editors Note: According to the Complete Rangers handbook, the spell can also be added to the animal sphere, when the DM allows it]

A ranger who has not yet received his full

allotment of followers can use this spell in an attempt to summon one. After the spell is cast, the DM secretly consults the list of followers he's chosen for the ranger, or rolls an appropriate table. If the DM decides that a potential follower exists within the area of effect, the follower appears within the next 24 hours. If the DM decides that a follower isn't available within the area of effect, nothing happens (no follower appears). Note that the ranger can't request a specific type of follower; as always, the type of follower is up to the DM. The spell can be attempted no more than once per month.

DM Note: Notes on staging the arrival of the follower are also given in Chapter 3 of the rangers Handbook.

Call Lightning (Alteration)

(Source: Players Handbook)

Sphere: Weather
Range: 360 yds.
Components: V, S
Duration: 1 turn/level
Casting Time: 1 turn
Area of Effect: 10-ft. radius
Saving Throw: ½

When a call lightning spell is cast, there must be a storm of some sort in the area—a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado (including a whirlwind formed by a djinn or air elemental of 7 Hit Dice or more).

The caster is then able to call down bolts of lightning. The caster can call down one bolt per turn. The caster need not call a bolt of lightning immediately—other actions, even spellcasting, can be performed; however, the caster must remain stationary and concentrate for a full round each time a bolt is called. The spell has a duration of one turn per caster level. Each bolt causes 2d8 points of electrical damage, plus an additional 1d8 points for each of the caster's experience levels. Thus, a 4th-level caster calls down a 6d8 bolt (2d8+4d8).

The bolt of lightning flashes down in a vertical stroke at whatever distance the spellcaster decides, up to 360 yards away. Any creature within a 10-foot radius of the path or the point where the lightning strikes suffers full damage unless a successful saving throw vs. spell is rolled, in which case only one-half damage is taken.

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

Caltrops (Evocation)

(Source: Tome of Magic)

Sphere: War
Range: 20 yards/level
Components: V, S, M (a golden caltrop)

Duration: 1 turn/level
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

This spell allows a priest to plant a section of ground with magically created caltrops.

The spell can create two kinds of caltrops: infantry and cavalry. The first are of small size and are designed to harm foot soldiers. The latter are larger and cause serious damage to cavalry or units composed of size L or larger creatures. Cavalry caltrops are so large that size M or smaller creatures can easily step around them. This prevents damage to infantry units.

Each time a unit moves into a planted area, the unit suffers an attack of AD4 (for infantry caltrops) or AD6 (for cavalry caltrops). Units charging through a planted area suffer double damage. If a unit ends its movement in a caltrop-sown region, it suffers another attack when it moves out of the area.

This spell can create a rectangular field of infantry caltrops up to 160 square yards in area (e.g., 4 yards x 40 yards, 2 yards x 80 yards, etc.), or a field of cavalry caltrops up to 90 square yards in area (e.g., 3 yards x 30 yards, 2 yards x 45 yards, etc.).

Ordinary caltrops make no distinction between friend or foe; all creatures entering a caltrop-sown area suffer the same consequences. The same is true of magical caltrops, with one exception: the casting priest can terminate the spell at any time, causing the caltrops to vanish and leaving the terrain clear.

Unlike normal caltrops, a region sown with magical caltrops cannot be "swept" clear; the magical caltrops remain in place until the spell terminates.

The material component is a golden caltrop.

Chatterbark (Divination)

(Source: The Complete Book of Rangers)

Rangers

Sphere: Plant

Range: Touch

Components: V, S

Duration: Special

Casting Time: 1 turn

Area of Effect: One tree

Saving Throw: None

[*Editors Note: According to the Complete Rangers handbook, the spell can also be added to the animal sphere, when the DM allows it*]

A variation of the 4th-level priest spell, *Speak with Plants*, this spell enables a ranger to ask a simple question to a tree and receive a spoken response. The tree can be any species, so long as its trunk is at least 1 foot in diameter. Before casting the spell, the ranger must spend at least an hour carving a humanoid face in the trunk; if the ranger

has a proficiency in wood carving (a variation of artistic ability), he can carve a suitable face in one turn.

After carving the face, the ranger spends 1 turn casting the spell, at which time the face becomes animated, twitching and grimacing as if just awakening from a long sleep. The tree face then looks at the caster expectantly, waiting for a question. The caster may ask the tree any single question that can be answered in a single word or short phrase. Typical questions might include: "Has a dragon passed this way within the last few days?" "Has it rained here recently?" "Are there any fruit trees nearby?" The tree answers the question honestly. If the question is beyond the scope of its knowledge, the tree says, "I don't know." After answering, the face disappears.

The DM should keep in mind that a typical tree doesn't know very much, as it has little experience, never travels, and rarely interacts with other living things in meaningful ways. As a rule of thumb, a tree's knowledge is limited to things it has observed (passersby, weather conditions) and general information about the immediate area (animal populations, location of landmarks). A tree can't give dependable advice or make judgements. If the DM is in doubt about what a particular tree knows, the tree answers, "I don't know."

Choose Future (Divination)

(Source: Tome of Magic)

Sphere: Time

Range: Touch

Components: V, S, M (two grains of sand and a rose petal)

Duration: 1 round

Casting Time: 3

Area of Effect: One creature

Saving Throw: None

In the round immediately following the casting of this spell, the affected creature is allowed two rolls for any normal attack roll, initiative roll, or saving throw. The affected creature can then choose the roll he prefers.

For example, a priest casts *choose future* on a warrior companion. In the next round, the warrior attacks an enemy with his sword. The warrior makes two attack rolls instead of one, then chooses which roll will determine the outcome of his attack.

The material components are two grains of sand and a rose petal.

Continual Light (Alteration) *Reversible*

(Source: Players Handbook)

Sphere: Sun, Guardian (before PO S&M: Sun)

Range: 120 yds.

Components: V, S

Duration: Permanent
Casting Time: 6
Area of Effect: 60-ft. radius
Saving Throw: Special

This spell is similar to a light spell, except that it is as bright as full daylight and lasts until negated by magical darkness or by a dispel magic spell. Creatures with penalties in bright light suffer them in this spell's area of effect. As with the light spell, this can be cast into the air, onto an object, or at a creature. In the third case, the continual light affects the space about 1 foot behind a creature that successfully rolls its saving throw vs. spell (a failed saving throw means the continual light is centered on the creature and moves as it moves). Note that this spell also blinds a creature if it is successfully cast upon the creature's visual organs. If the spell is cast on a small object that is then placed in a light-proof covering, the spell effects are blocked until the covering is removed.

Continual light brought into an area of magical darkness (or vice versa) cancels the darkness so that the otherwise prevailing light conditions exist in the overlapping areas of effect. A direct casting of a continual light spell against a similar or weaker magical darkness cancels both.

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

Reverse: Continual Darkness

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

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Continual Light:

This wizard spell is not reversible, though the priest's version is.

Control Animal

(Enchantment/Charm)

(Source: Players Option: Spells & Magic)

Sphere: Animal
Range: 60 yds. + 10 yds./level
Components: V, S
Duration: 1 round/level
Casting Time: 6
Area of Effect: 1 animal
Saving Throw: Neg.

[Subtlety: +3; Knockdown: None; Sensory: Small audio/tactile; Critical: None]

When a priest casts this spell, he forces an animal to do his bidding. The creature is entitled to a saving throw vs. spell; if it fails, the caster may direct the creature with simple commands to act in any fashion desired. Sample commands include attack, run, fetch, etc. Suicidal or self-destructive commands grant the subject another saving throw to break free of the caster's control, with a +1 to +4 bonus depending on the extremity of the caster's orders. Ordering an animal to engage in combat is not necessarily self-destructive, as long as the prospective opponent is not more than three times the animal's Hit Dice or more than two size categories larger than the subject. For example, a wolf (3 Hit Dice, size M) would attack a troll (6+6 Hit Dice, size L) without hesitation, but it might break free of the caster's control if ordered to attack a size H dragon or an 8+8 HD umber hulk.

Control animal establishes a mental link between the caster and the subject, and the animal can be directed by silent mental command as long as it remains within range. Because the caster's intelligence directs the animal, the creature may be able to take actions normally beyond its own comprehension, such as manipulating objects with its paws and mouth. The caster need not concentrate in order to maintain control of the creature unless he is trying to direct it to do something it normally couldn't.

Control animal only works on normal or giant-sized animals with Intelligence ratings between 1 and 4. Magical animals, monsters, and creatures of low Intelligence or higher are immune to the effects of this spell. Druids always avoid using this spell.

Create Campsite

(Conjuration/Summoning) *Reversible*

(Source: Tome of Magic)

Sphere: Travelers
Range: 0
Components: V, S, M (a piece of string, a bit of wood, and a drop of water)
Duration: Special
Casting Time: 3
Area of Effect: 50-foot radius
Saving Throw: None

With this spell, the caster generates a squadron of tiny invisible servants who create a campsite for the caster and his companions. The caster indicates the desired area for the campsite (an area of 50-foot radius or less) and the number of persons the campsite is to accommodate (a number of persons equal to three times the level of the caster).

The servants clear the area of debris, set up tents and bedrolls, start a campfire, fetch water, and prepare a bland meal. The campsite is so skillfully prepared that it blends with the surrounding terrain, reducing the chance that the camp could be noticed by 50%.

Campfires, loud noises, and other activities can negate this.

The entire process takes 4-16 (4d4) rounds to complete.

The servants make camp with the gear and equipment provided for them; otherwise, the servants will improvise with materials available in the immediate area (50 yards of the designated campsite). For instance, if the party has no tents or beds, the servants will construct crude but comfortable beds of weeds and grass and temporary shelters of leaves and branches. If no materials are available, such as in the desert or similarly barren terrain, the servants will do their best to make the party as comfortable as possible within the environmental limitations.

The servants cannot fight for the party, deliver messages, or take any other actions other than creating the campsite.

The material components are a piece of string, a bit of wood, and a drop of water.

Reverse: Break camp

The reverse, break camp, causes the invisible servants to strike a campsite (an area of 50-foot radius or less). The servants extinguish fires, dispose of debris, and pack gear for a number of people equal to three times the level of the caster. The entire process takes 4- 16 (4d4) rounds to complete. When completed, all traces of the campsite are eliminated.

The material components are the same as those for *create campsite*.

Create Food & Water **(Alteration)**

(Source: Players Handbook)

Sphere: Creation

Range: 10 yds.

Components: V, S

Duration: Special

Casting Time: 1 turn

Area of Effect: 1 cu. ft./level

Saving Throw: None

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

Cure Blindness or Deafness **(Abjuration) *Reversible***

(Source: Players Handbook)

Sphere: Healing (before PO S&M: **Necromantic**)

Range: Touch

Components: V, S

Duration: Permanent

Casting Time: 1 rd.

Area of Effect: 1 creature

Saving Throw: Special

By touching the creature afflicted, the priest employing the spell can permanently cure some forms of blindness or deafness. This spell does not restore or repair visual or auditory organs damaged by injury or disease.

Reverse: Cause blindness or deafness

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

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

Cure Disease **(Abjuration) *Reversible***

(Source: Players Handbook)

Sphere: Healing (before PO S&M: **Necromantic**)

Range: Touch

Components: V, S

Duration: Permanent

Casting Time: 1 rd.

Area of Effect: 1 creature

Saving Throw: None

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

Reverse: Cause disease

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

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

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

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

Detect Spirits (Divination)

(Source: Players Option: Spells & Magic)

Sphere: Divination

Range: 0

Components: V, S, M (a small pendant of copper wire worth at least 20 gp)

Duration: 1 turn + 1 turn/level

Casting Time: 6

Area of Effect: 10 x 60 ft. path

Saving Throw: None

[Subtlety: +4; Knockdown: None; Sensory: Moderate visual; Critical: None]]

This divination reveals the presence of disembodied or noncorporeal spirits of all types, including wraiths, ghosts, spectres, astrally-projecting creatures, characters or monsters employing *magic jar* or possession, and (of course) animal spirits and spirits of nature. Characters or monsters who are simply *invisible*, *phased*, or *ethereal* do not count as spirits, since they are physically present in the flesh despite their unusual status. The caster detects spirits in a path 10 feet wide and 60 feet long; any within the area of effect are revealed in their preferred form or appearance for all to see. Simply detecting a spirit doesn't give the caster any special ability to communicate with or attack the entity.

The material component for this spell is a small pendant of copper wire worth at least 20 gp.

Dictate (Enchantment/Charm)

(Source: Players Option: Spells & Magic)

Sphere: Charm, Law

Range: 30 yds.

Components: V

Duration: 1 rd./level

Casting Time: 6

Area of Effect: Up to 6 creatures in a 20-ft. cube

Saving Throw: Neg.

[Subtlety: +2; Knockdown: None; Sensory: Small audio; Critical: None]

Originally developed by the Harmonium faction of the Outer Planes, this useful spell has come into more widespread use in recent years. While the spell is available as a 2nd-level enchantment for members of the Harmonium, the general version is not quite as efficient and is considered a 3rd-level spell.

The *dictate* spell is an improved version of command, affecting up to 6 creatures in a 20-foot cube. The caster is not limited to a single word and can issue an order of no more than a dozen words in length. All the specified targets who fail their saving throws must attempt to obey the caster's instructions. For example, a priest could issue a dictate such as "Stay here until I return," "Throw down your weapons," or "Seize that elf!" The subjects will continue to obey nonimmediate orders for up to one round per experience level of the caster.

Subjects who cannot understand the caster are not affected, so characters who do not understand the caster's language are immune to this spell. In addition, the order must create an immediate and obvious course of action for the subject; a *dictate* to "Die!" or "Feel sorry for him!" would simply cause the subject to stand still in confusion for one round. Poorly worded or confusing commands grant the subjects a +1 to +4 bonus on their saving throws at the DM's discretion. Similarly, if after the subject fails his saving throw he is given an obviously self-destructive *dictate*, the subject simply loses his next round as he fights off the compulsion.

Dispel Magic (Abjuration)

(Source: Players Handbook)

Sphere: All (before PO S&M: Protection)

Range: 60 yds

Components: V, S

Duration: Special

Casting Time: 6

Area of Effect: 30-ft. cube or 1 item

Saving Throw: None

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

First, it has a chance to remove spells and spell-like effects (including device effects and innate abilities) from creatures or objects. Second, it may disrupt the casting or use of these in the area of effect at the instant the dispel is cast. Third, it may destroy magical potions (which are treated as 12th level for purposes of this spell).

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

A dispel magic can affect only a specially enchanted item (such as a magical scroll, ring, wand, rod, staff, miscellaneous item, weapon, shield, or armor) if it is cast directly upon the item. This renders the item nonoperational for 1d4 rounds. An item possessed or carried by a creature has the creature's saving throw against this effect; otherwise, it is automatically rendered nonoperational. An interdimensional interface (such as a bag of holding) rendered nonoperational is temporarily closed. Note that an item's physical properties are unchanged: A nonoperational magical sword is still a sword.

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

Note that this spell, if successful, will release charmed and similarly beguiled creatures. Certain spells or effects cannot be dispelled; these are listed in the spell descriptions.

Summary of Dispel Effects

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

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

(Please also read the following errata / comment from the DMs
Option High level campaign. As always these are optional and
the DM has the final word on it.)

Dispel Magic:

A *dispel magic* spell cast directly upon an unattended magical item automatically renders the item inoperable for 1d4 rounds. If *dispel magic* is cast upon an item that is in the possession of another creature, the item is unaffected by the dispelling attempt if the creature makes a successful saving throw versus spell. If the creature fails its saving throw, the item is rendered inert for 1d4 rounds.

Temporary effects from potions can be dispelled, see the section on potions for details.

Permanent spells must be individually targeted to be dispelled, requiring a separate *dispel magic* for each permanent effect. Unlike a magical item, a permanent spell is destroyed, not temporarily rendered nonoperational, by a successful *dispel magic*. A creature or item never gains a saving throw to avoid a dispelling attempt against its permanent effects, but the *dispel magic* is not automatically successful either. The caster of the *dispel magic* must still be of higher level than the caster of the *permanency* spell, and he must still make a successful dispelling roll. More detailed information is found at the *permanency* spell description.

Casting *dispel magic* on a creature or object does not radiate an area of effect. Thus, spells such as *stoneskin*, *minor globe of invulnerability*, and *barkskin* could not be dispelled as the result of trying to negate the magic of a *wand of lightning*.

Spells and potions whose basic durations are permanent cannot be dispelled. A *cure light wounds* spell or *potion of extra-healing*, cannot be dispelled after their healing properties have occurred. A *potion of heroism* could be negated while its effects were in operation, however.

A successful *dispel magic* versus a 10th-level spell temporarily negates the spell's effect for 1d4 rounds. It has no effect against a permanent 10th-level spell cast on a creature.

Efficacious Monster Ward (Abjuration)

(Source: Tome of Magic)

Sphere: Wards

Range: 30 yards

Components: V, S, M (the priest's holy symbol and a pinch of salt)

Duration: 1 round/level

Casting Time: 3

Area of Effect: 10-foot cube/level

Saving Throw: Neg.

This spell prevents monsters of 2 or fewer Hit Dice from entering the area of effect.

Such creatures are allowed a saving throw; success indicates that they avoid the spell's effects and are able to enter the area of effect.

The spell affects a cubic area whose sides equal the caster's level times 10 feet (for example, a 9th-level caster could affect an area equal to a 90' x 90' x 90' cube).

Monsters within the area of effect when the spell is cast are not affected; however, when they leave the area of effect, they cannot return. Monsters outside the area of effect can hurl rocks, spears, and other missile weapons at targets inside and can also cast spells into the warded area.

The material components are the priest's holy symbol and a pinch of salt.

Emotion Control (Alteration, Enchantment/Charm)

(Source: Tome of Magic)

Sphere: Thought, Charm

Range: 10 yards

Components: V, S, M (small bunch of fleece or, uncarded wool)

Duration: 1 round/level

Casting Time: 5

Area of Effect: One creature/5 levels of the caster within a 20' cube

Saving Throw: Special

This spell can be cast in one of two ways: in a manner that affects the priest, or in a manner that affects a subject other than the priest.

The first method affects only the priest and allows him to shield his true emotions from magical examination. Thus, it can block wizard spells such as *ESP* or priest spells such as *emotion read*. While *emotion control* is in effect, anyone using one of these spells will sense the emotion designated by the priest rather than his true emotions. When the priest casts *emotion control*, he designates the false emotion he wishes to be revealed.

This use of *emotion control* also gives the priest a +2 bonus to saving throws against the following spells: *spook*, *taunt*, *irritation*, *know alignment*, *scare*, *emotion*, *fear*, and *phantasmal killer*. When any of these spells are cast on the priest, he is immediately aware of the attempt, although he does not learn the source of the spell.

If another character casts *emotion read*, *ESP*, or a similar spell on the priest, the priest must make a saving throw vs. spells with a +1 bonus for each 5 levels of the priest. If the priest successfully saves, the other spellcaster reads the false emotion; if the

priest fails the saving throw, the spellcaster reads the priest's true emotion.

The second use of this spell allows the priest to create a single emotional reaction in the subject(s) (similar to the wizard spell *emotion*). Some typical emotions follow, but the DM may allow other similar effects.

Courage: The subject becomes berserk, gaining +1 to attack rolls and +3 to damage, and temporarily gaining 4 hit points (damage against the subject is deducted from these temporary points first). The subject need never check morale, and receives a +5 bonus to saving throws against the various forms of *fear*. Courage counters (and is countered by) *fear*.

Fear: The subject flees from the priest for the duration of the spell, even if this takes him out of spell range. Fear counters (and is countered by) courage.

Friendship: The subject reacts positively to any encounter; in game terms, any result of a roll on the Encounter Reactions table (Table 59 in the DMG) is moved one column to the left. Thus, a threatening PC becomes cautious, an indifferent PC becomes friendly, etc. Friendship counters (and is countered by) hate.

Happiness: The subject experiences feelings of warmth, well-being, and confidence, modifying all reaction rolls by +3. The subject is unlikely to attack unless provoked.

Happiness counters (and is countered by) sadness.

Hate: The subject reacts negatively to any encounter; in game terms, any result of a roll on the Encounter Reactions table is moved one column to the right (i.e., a friendly PC becomes indifferent, a cautious PC becomes threatening, etc.). Hate counters (and is countered by) friendship.

Hope: The subject's morale is improved by +2. His saving throw rolls, attack, and damage rolls are all improved by +1 while this emotion is in effect. Hope counters (and is countered by) hopelessness.

Hopelessness: The subject's morale suffers a -10 penalty. In addition, in the round in which the emotion is initially established, all subjects must immediately make a morale check. Hopelessness counters (and is countered by) hope.

Sadness: The subject feels uncontrollably glum and is prone to fits of morose introspection. All attack rolls suffer a -1 penalty and initiative rolls suffer a +1 penalty.

The subject's chance of being surprised is increased by -2. Sadness counters (and is countered by) happiness.

All subjects of the second version, even willing targets, must save vs. spell to resist the emotion. In addition to

all other modifiers, the saving throw is modified by -1 for every three levels of the priest casting the spell.

The material component for both versions of the spell is a small bunch of fleece or, uncarded wool that is consumed in the casting.

Etherealness

(Alteration)

(Source: Players Option: Spells & Magic)

Sphere: Astral, Numbers (*Editors Note: according to the PO: S&M the spell description only says: Numbers, but the spell sphere index at the end of the book, states: Astral AND Numbers; so, both spell spheres are recommended*)

Range: 0

Components: V, S

Duration: 1 turn + 1 rd./level

Casting Time: 1

Area of Effect: The caster

Saving Throw: None

[Subtlety: +2; Knockdown: None; Sensory: None; Critical: None]

This spell resembles the 5th-level wizard spell *etherealness* in many respects, but there are a few important differences. First, the priest may not leave the Border Ethereal and venture into the Deep Ethereal; therefore, at the end of the spell's duration, he must return to the Prime Material Plane whether he wants to or not. Secondly, the priest may not use this spell on an unwilling target and can only make another creature ethereal if the subject is willing and in physical contact with the priest when the spell is cast. Besides himself, the caster can bring one creature per two experience levels (three at 5th, four at 7th, five at 9th, and so on) to the Ethereal Plane. Even if the priest abandons his charges in the Border Ethereal, the stranded characters will automatically materialize when the spell ends.

While *ethereal*, the priest cannot be detected by any means short of a *true seeing* or *detect phase* spell. He perceives his surroundings as misty, gray, and otherworldly. No action he takes can affect the physical world, but he can pass through walls, doors, and other solid objects without hindrance. The priest can choose to end the spell voluntarily at any time, materializing in the physical world in one round. If the caster occupies a solid object when the spell ends, he is hurled into the Deep Ethereal and stranded in a catatonic stupor until he can be rescued.

Extradimensional Detection

(Divination)

(Source: Tome of Magic)

Sphere: Numbers, Divination

Range: 0

Components: V, S

Duration: 1 round/level

Casting Time: 3

Area of Effect: One 10'-wide path, 60 feet long

Saving Throw: None

When *extradimensional detection* is cast, the priest detects the existence of any extradimensional spaces or pockets in a path 10 feet wide and 60 feet long in the direction he is facing. The priest may turn, scanning a 60 arc each round, or may move slowly while the spell is in effect to change the sweep of the detection.

Extradimensional spaces include those created by spells such as *rope trick* and those contained within such items as *bags of holding* and *portable holes*. The priest does not automatically know the size of the space or its source.

This spell detects interplanar gates and the "gate" opened by the spell *extradimensional folding*.

The spell can be blocked by a stone wall of one foot thickness or more, a one-inch thickness of solid metal, or one yard or more of solid wood.

Feign Death

(Necromancy)

(Source: Players Handbook)

Sphere: Necromantic

Range: Touch

Components: V

Duration: 1 turn + 1 rd./level

Casting Time: 1/2½

Area of Effect: Person touched

Saving Throw: None

By means of this spell, the caster or any other willing person can be put into a cataleptic state that is impossible to distinguish from actual death. Although the person affected can smell, hear, and know what is going on, no feeling or sight of any sort is possible; thus, any wounding or mistreatment of the body is not felt, no reaction occurs, and damage is only one-half normal. In addition, paralysis, poison, or energy level drain does not affect a person under the influence of this spell, but poison injected or otherwise introduced into the body becomes effective when the spell recipient is no longer under the influence of this spell, although a saving throw is permitted. However, the spell offers no protection from causes of certain death--being crushed under a landslide, etc. Only a willing individual can be affected by a feign death spell. The priest is able to end the spell effect at any time, but it requires a full round for bodily functions to begin again.

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

Flame Walk (Alteration)

(Source: Players Handbook)

Sphere: Elemental (Fire)

Range: Touch

Components: V, S, M (holy symbol, 500 gp of powdered ruby per affected creature)

Duration: 1 rd. + 1/level

Casting Time: 5

Area of Effect: Creature(s) touched

Saving Throw: None

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

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

Fortify (Alteration)

(Source: Players Option: Spells & Magic)

Sphere: War

Range: 60 yds.

Components: V, S, M (the shell of a snail dusted with 100 gold pieces worth of diamond powder)

Duration: Permanent

Casting Time: 1 round

Area of Effect: 10 ft. cube/2 levels

Saving Throw: None

[Subtlety: +6; Knockdown: None; Sensory: Moderate visual; Critical: None]

By means of this spell, the priest prepares an area as a defensive position. *Fortify* may be used to prepare an open outdoors area such as a field, road, or grassland, or a rough or broken outdoors area such as a hillside, forest, or boulder-fall. Large rooms or chambers such as a cavern or a great hall may be *fortified* as well. The exact effects of the spell depend on the nature of the site to be *fortified*.

A. Open Outdoors Site: A rampart or dike of earth and loose stone rises from the ground along the

perimeter of the site, leaving a shallow ditch on the outward face. Creatures defending the dike receive 50% cover against missile fire (+4 bonus to AC), or 25% cover (+2 bonus) if they expose themselves by engaging in melee combat or firing missiles out of the dike. Attackers cannot charge, run, or sprint over the ditch-and-dike. Large, open rooms or chambers with few features may fall into this category.

B. Rough Outdoors Site: Loose stones and boulders, deadwood, and patches of dense briars are arranged to form a defensible wall or rampart along the perimeter of the area of effect. Characters hiding behind the wall receive 75% cover (+7 bonus to AC), or 50% cover if they expose themselves by firing missiles or defending the wall. In hand-to-hand combat, the wall's defenders receive a +1 bonus to attack rolls; man-sized attackers must spend one full round in climbing over the wall in order to enter the *fortified* area. Natural caverns and large, cluttered chambers fall into this category, as well.

C. Marshy or Low-lying Site: In areas such as swamp, marsh, bog, or tundra, *fortify* cannot raise a wall or dike to cover the defenders. Instead, the spell creates a water-filled ditch around the perimeter of the area of effect. This ditch is 10 feet wide and 2 to 4 feet deep; most creatures require 1 full round to negotiate the ditch, and defenders gain a +1 bonus to attack rolls against enemies who are wading the ditch or climbing up the other side.

The fortifications are permanent, although erosion, weathering, and excavations, clearing, or filling can quickly raze the site, returning it to its original state.

The material component is the shell of a snail dusted with 100 gold pieces worth of diamond powder. In Battlesystem® rules, *fortify* provides a defending unit with a +2 bonus to its AR against missile and melee attacks, but no bonus against missile attacks in marshy or low-lying areas.

Glyph of Warding (Abjuration, Evocation)

(Source: Players Handbook)

Sphere: Guardian

Range: Touch

Components: V, S, M (powdered diamond (at least 2,000 gp worth))

Duration: Until discharged

Casting Time: Special

Area of Effect: Special

Saving Throw: Special

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

The priest must set the conditions of the ward; typically any creature violating the warded area without speaking the name of the glyph is subject to the magic it stores. A successful saving throw vs. spell enables the creature to escape the effects of the glyph.

Glyphs can be set according to physical characteristics, such as creature type, size, and weight. Glyphs can also be set with respect to good or evil, or to pass those of the caster's religion. They cannot be set according to class, Hit Dice, or level. Multiple glyphs cannot be cast on the same area; although if a cabinet had three drawers, each could be separately warded.

When the spell is cast, the priest weaves a tracery of faintly glowing lines around the warding sigil. For every 5 square feet of area to be protected, one round is required to trace the warding lines of the glyph. The caster can affect an area equal to a square the sides of which are the same as his level, in feet. The glyph can be placed to conform to any shape up to the limitations of the caster's total square footage. Thus, a 6th-level caster could place a glyph on a 6-foot x 6-foot square, a 4-foot x 9-foot rectangle, a 2-foot x 18-foot band, or a 1-foot by 36-foot strip. When the spell is completed, the glyph and tracery become invisible.

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

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

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

Helping Hand (Evocation)

(Source: Tome of Magic)

Sphere: Travelers

Range: Special

Components: V, S, M (a black silk glove)

Duration: 1 hour/level

Casting Time: 1 round

Area of Effect: Special

AD&D 2nd Edition

Saving Throw: None

When a priest is trapped or otherwise endangered, this spell can summon help. The spell creates a hovering, ghostly image of a hand about one foot high. The caster can command it to locate a character or creature of the caster's choice based on a physical description. The caster can specify race, sex, and appearance, but not ambiguous factors such as level, alignment, or class.

After the hand receives its orders, it begins to search for the indicated creature, flying at a movement rate of 48. The hand can search within a 5-mile radius of the caster.

If the hand is unable to locate the indicated creature, it returns to the caster (provided he is still within the area of effect). The hand displays an outstretched palm, indicating that no such character or creature could be found. The hand then disappears.

If the hand locates the indicated subject, the hand beckons the subject to follow it. If the subject follows, the hand points in the direction of the caster, leading the subject in the most direct, feasible route. The hand hovers 10 feet in front of the subject, moving before him. Once the hand leads the subject to the caster, it disappears.

The subject is not compelled to follow the hand or help the caster. If the subject chooses not to follow the hand, the hand continues to beckon for the duration of the spell, then disappears. If the spell expires while the subject is en route to the caster, the hand disappears; the subject will have to rely on his own devices to locate the caster.

If there is more than one subject within a 5-mile radius that meets the caster's description, the hand locates the closest creature. If that creature refuses to follow the hand, the hand will not seek out a second subject.

The ghostly hand has no physical form. The hand can be seen only by the caster and potential targets. It cannot engage in combat or execute any other task aside from locating the subject and leading him back to the caster. The hand will not pass through solid objects, but can pass through small cracks and slits.

The material component is a black silk glove.

Hold Animal (Enchantment/Charm)

(Source: Players Handbook)

Sphere: Animal

Range: 80 yds.

Components: V, S

Duration: 2 rds./level

Casting Time: 6

Area of Effect: 1-4 animals in 40-ft. cube

Saving Throw: Neg.

By means of this spell, the caster holds one to four animals rigid. Animals affected are normal or giantsized mammals, birds, or reptiles, but not monsters such as centaurs, gorgons, harpies, naga, etc. Apes,

bears, crocodiles, dogs, eagles, foxes, giant beavers, and similar animals are subject to this spell. The hold lasts for two rounds per caster level. The caster decides how many animals can be affected, but the greater the number, the better chance each has to successfully save against the spell. Each animal gets a saving throw: If only one is the subject of the spell, it has a penalty of -4 on its roll; if two are subject, each receives a penalty of -2 on its roll; if three are subject, each receives a penalty of -1 on its roll; and if four are subject, each gets an unmodified saving throw.

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

Hold Poison (Necromancy)

(Source: Players Option: Spells & Magic)

Sphere: Healing

Range: Touch

Components: V, S, M (the priest's holy symbol and a bud of garlic)

Duration: 1 day/level

Casting Time: 1

Area of Effect: Creature touched

Saving Throw: None

[Subtlety: +3; Knockdown: None; Sensory: None; Critical: None]

This spell is an improved version of *slow poison*, with a duration measured in days rather than hours. When cast upon a victim who has been poisoned by any means, *hold poison* arrests the venom and prevents it from doing any additional damage to the victim. (In most cases, the spell must be cast during the poison's onset time in order to be effective.) Damage that has already been inflicted is not restored, but as long as the *hold poison* is in effect, the victim can be cured or healed of damage caused by poison by any normal means.

This spell can be used to indefinitely postpone the onset of a poison if the caster chooses to continue to cast it on the poisoned character before the previous *hold poison* wears off. However, each time a new *hold poison* is used to stop the venom's advance for another few days, there is a 2% cumulative chance that the spell fails and the poison runs its course. Evil priests have been known to deliberately poison a person and then use this spell to grant the victim a stay of death for a few days. This can be an extremely effective threat if the victim doesn't have access to a *neutralize poison* spell.

The material component is the priest's holy symbol and a bud of garlic, crushed and smeared on the injury (or eaten if the poison was ingested).

Invisibility Purge (Abjuration)

(Source: Tome of Magic)

Sphere: Wards

Range: 30 yards

Components: V, S, M (the priest's holy symbol and a silver mirror no more than three inches in diameter)

Duration: 1 turn/level

Casting Time: 1 turn

Area of Effect: 10-foot square/priest

Saving Throw: None

All invisible creatures who enter an area enchanted with *invisibility purge* instantly become visible. *Invisibility* -related spells do not take effect within the boundaries of the enchanted area, and magical devices such as *potions of invisibility* do not function.

Creatures with the natural ability to become invisible are unable to use this ability within the area of effect. Invisible objects carried into the warded area also become visible.

Invisible creatures or persons within the area of effect when *invisibility purge* is cast remain invisible; however, if such creatures exit the area of effect and later re-enter, they instantly become visible. Such creatures also lose any natural ability to turn invisible as long as they remain within the area of effect.

A creature who consumes a *potion of invisibility* outside the warded area becomes invisible normally, but becomes visible when he enters the area of effect; if the duration of the *potion of invisibility* has not yet expired when he exits the area of effect, he becomes invisible again outside the area.

Creatures who are invisible in their natural state or have no visible form (such as invisible stalkers) are not affected by this spell.

The material components are the priest's holy symbol and a silver mirror no more than three inches in diameter.

The *invisibility purge* can be cast as a cooperative magic spell. The potency of this spell can be increased if several priests cast it at the same time. The duration of the spell is then equal to one turn per level of the most powerful priest, plus one turn for every contributing priest. Each priest also increases the area of effect by one 10'x 10' square (these areas must be contiguous). Thus, a 9th-level priest and two 5th-level priests could create a 30'x 10' *invisibility purge* area having a duration of 11 turns.

Know Customs (Divination)

(Source: Tome of Magic)

Sphere: Travelers
Range: Special
Components: V, S
Duration: Special
Casting Time: 3
Area of Effect: The caster
Saving Throw: Neg.

This spell allows a caster to gain general knowledge of the customs, laws, and social etiquette of a tribe or village. The caster must be within 30 yards of a member of the tribe or village for the spell to have effect. The selected villager must possess the knowledge sought by the caster; for instance, he cannot be an infant, nor can he be mentally unstable or dead (although he can be asleep or unconscious). The selected villager is allowed a saving throw; if he succeeds, the spell fails.

If the saving throw fails, the caster gains a general knowledge of the villager's local laws and customs, including those that apply to relevant tribal or clan types (such as customs observed by all giants). Typical information revealed by *know customs* includes common courtesies (outsiders must avert their eyes when addressing local officials), local restrictions (no animals or unaccompanied elves within the city limits), important festivals, and common passwords that are known by the majority of citizens (such as a phrase necessary to pass the guards at the main gate). Additionally, the spell gives the caster a +1 reaction adjustment to encounters with members of the relevant tribe or village.

Knowing the local laws and customs does not guarantee that the caster will conduct himself properly. *Know customs* is to be used as a guide; the DM is free to adjust the quality of information provided by a villager.

Line of Protection

(Abjuration) *Reversible*

(Source: Tome of Magic)

Sphere: Protection
Range: 0
Components: V, S, M (the priests' croziers, staves, or religious standards)
Duration: 1 round/level
Casting Time: 1 round
Area of Effect: 30-yard line
Saving Throw: Neg.

This cooperative spell requires at least two priests to cast the spell simultaneously.

During the casting, the priests determine whether the line will be stationary or portable.

If the spell is stationary, each priest must inscribe a magical sigil on parallel facing surfaces, such as facing walls of a gatehouse or two tree trunks. If the

spell is portable, the priests must stand at each end of the line, thereby anchoring it.

After the spell is cast, a shimmering field of force appears between the two anchors (the sigils or priests). The field is 10 feet high and sparkles with energy. Objects on the opposite side of the translucent field, while recognizable, are hazy and indistinct.

The field causes 1d3 points of damage to all creatures passing through it; evil creatures and undead suffer 1d8 points of damage from the field. Creatures that roll a successful saving throw suffer no damage. Creatures that can fly over the field, burrow under it, or *teleport* to the other side are immune to damage.

If the spell is cast in its portable form, the priests can move at half their movement rates (limited to the rate of the slower priest). The priests can take no other action, since all their energy is spent in walking and maintaining the field.

Once created, the field cannot be increased or decreased in length and must remain straight. The priests could maneuver by pivoting, but could not walk toward each other or bend the field around a corner. If the line of sight between the two priests is blocked by any object of greater than 5' diameter, the spell immediately fails. Thus, creatures, low walls, young trees, pillars, and similar objects will not disrupt the spell.

As a cooperative spell, several priests can link together to create a longer field. Each priest (or sigil) forms the end of one field and the beginning of another, much like fenceposts. Each section of the spell must extend in a straight line, but the field can be bent at each junction. Four priests could form a long line, a square, or a Z pattern. The restrictions on moving the fields apply as outlined above. The DM may apply movement penalties depending on the complexity of the pattern.

The material components are the priests' croziers, staves, or religious standards, held aloft by each caster.

Reverse: *Line of destruction*

The reverse of this spell, *line of destruction*, causes 1d3 damage to all creatures passing through it. It causes 1d8 damage to paladins and creatures of good alignment who pass through it. Creatures that roll a successful saving throw suffer no damage.

Locate Object

(Divination) *Reversible*

(Source: Players Handbook)

Sphere: Divination
Range: 60 yds. + 10 yds./level
Components: V, S, M (a piece of lodestone)
Duration: 8 hrs.
Casting Time: 1 turn
Area of Effect: 1 object
Saving Throw: None

This spell helps locate a known or familiar object. The priest casts the spell, slowly turns, and will sense when he is facing in the direction of the object to be located,

provided the object is within range--for example, 90 yards for 3rd-level priests, 100 yards for 4th, 110 yards for 5th, etc. The spell locates such objects as apparel, jewelry, furniture, tools, weapons, or even a ladder or stairway. Once the caster has fixed in his mind the items sought, the spell locates only that item. Attempting to find a specific item, such as a kingdom's crown, requires an accurate mental image. If the image is not close enough to the actual item, the spell does not work; in short, desired but unique objects cannot be located by this spell unless they are known by the caster. The spell is blocked by lead. The casting requires the use of a piece of lodestone.

Reverse: Obscure object

The reversal, obscure object, hides an object from location by spell, crystal ball, or similar means for eight hours. The caster must touch the object being concealed. Neither application of the spell affects living creatures.

Magical Vestment (Enchantment)

(Source: Players Handbook)

Sphere: Protection

Range: 0

Components: V, S, M (a vestment and a holy symbol)

Duration: 5 rds./level

Casting Time: 1 rd.

Area of Effect: The caster

Saving Throw: None

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

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

Meld Into Stone (Alteration)

(Source: Players Handbook)

Sphere: Elemental (Earth)

Range: 0

Components: V, S, M

Duration: 8 rds. + 1d8 rds.

Casting Time: 6

Area of Effect: The caster

AD&D 2nd Edition

Saving Throw: None

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

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

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

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

The following spells harm the priest if cast upon the stone that he is occupying:

stone to flesh expels the priest and inflicts 4d8 points of damage;

stone shape causes 4d4 points of damage, but does not expel the priest;

transmute rock to mud expels and slays him instantly unless he rolls a successful saving throw vs. spell; and

passwall expels the priest without damage.

Memory Read (Divination)

(Source: Tome of Magic)

Sphere: Thought

Range: 5 yards

Components: V, S, M (a small piece of linen cloth with threads of gold interspersed throughout its weave)

Duration: 1 round/level

Casting Time: 1 round

Area of Effect: One creature

Saving Throw: Neg.

This spell allows the priest to read the memory of a single subject. The priest experiences the memory with the same intensity as the subject. The time required to view a memory is one-fiftieth of the time that the actual event lasted. Thus, a priest can view the memory of an event that lasted for one hour in a little more than one

round. The subject experiences the memory at the same time the caster reads it.

The subject must have an Intelligence score of 5 or more and must remain within range of the priest throughout the time it takes to read the desired memory. Priests can cast this spell on unconscious, sleeping, *held*, or *paralyzed* creatures.

The subject receives a saving throw when the priest casts the spell (this saving throw is allowed even if the subject is asleep or otherwise unaware of the attempt). In addition, if the memory that the priest wants to view concerns something the subject wants to keep secret, or is something that the subject is trying to suppress, the subject receives a +5 bonus to the saving throw. If the memory the priest wishes to view is more than six months old, the subject receives a second saving throw, with bonuses depending on the age of the memory as follows:

Age of	Memory Bonus
6-12 months	0
1 to 4 years	+1
5 years or more	+3

If the subject succeeds either of these saving throws, the spell fails.

This spell creates a mental drain on the priest, causing him to temporarily lose 1-3 points of Constitution. These can be regained only after eight hours of rest. The spell cannot be cast again until the priest's constitution is restored.

The material component is a small piece of linen cloth with threads of gold interspersed throughout its weave. This is consumed during the casting.

Miscast Magic (Invocation/Evocation)

(Source: Tome of Magic)

Sphere: Chaos

Range: 40 yards+10 yards/level

Components: V, S

Duration: Special

Casting Time: 2

Area of Effect: One creature

Saving Throw: Neg.

Miscast magic can be cast only on a wizard. It causes the next spell cast by the affected wizard to be chosen randomly from his memorized spells of the same or lower level.

Thus, if a wizard affected by *miscast magic* had four 1st-level spells memorized (*armor*, *feather fall*, *jump*, and *sleep*) and he attempted to cast the sleep spell, the DM would determine the resulting spell randomly from the wizard's four memorized spells. The wizard has only a 25% chance of casting the *sleep* spell.

AD&D 2nd Edition

Only spells currently memorized are eligible to be exchanged with the desired spell.

If a wizard had only one spell memorized, the *miscast magic* would have no effect and the wizard's spell would be cast normally.

The miscast spell operates normally. If a wizard tried to *levitate* a companion but a *web* spell resulted, the companion would be trapped by the webs and subject to all resulting effects. If the target of the spell were in range of the *levitate* spell but not in range of the *web*, the spell would be lost in a fizzle of energy and the *web* spell would be wiped from the caster's memory.

The wizard who casts the spell performs the proper verbal and somatic components of the spell he wishes to cast; he does not discover the altered results until the wrong spell takes effect. The wizard will also discover that the material component for the resulting spell has vanished (in addition to the material component for the desired spell).

Wizards who are targets of *miscast magic* are allowed a saving throw vs. spell to avoid the effect.

Moment Reading (Divination)

(Source: Tome of Magic)

Sphere: Numbers

Range: 0

Components: V, S, M (a set of 36 small disks made of polished bone engraved with runes that represent numbers)

Duration: Instantaneous

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

This spell allows the priest to determine the "tenor of the now"--in other words, to learn the "force" that is most dominant at the time. To cast the spell, the priest generates a series of random numbers and then studies the pattern contained in that string of numbers. This pattern contains information about current conditions.

In game terms, when this spell is cast, the DM communicates to the priest's player a single word or short phrase (no more than five words) describing the "tone" of the situation. Examples of suitable "tones" are "imminent danger" (the DM knows a dragon is approaching the area); "peace and tranquility" (the woods in which the PCS camp may look threatening, but the area is actually free of evil influence); or "betrayal" (one of the PCS' hirelings is actually a spy of their enemy). The DM can make this comment cryptic, but it should always be accurate and contain some useful information.

This spell has no specified area of effect. The result of *moment reading* will always concern the priest and anyone else in his immediate vicinity, but the definition

of "vicinity" will vary depending on the circumstances. For example, the tenor of the moment might be "severe danger" if the priest is entering the territory of a dragon who attacks interlopers on sight.

The tenor of the moment is always personally applicable to the priest. For example, even if the priest is in a nation dangerously close to war with its neighbor, this condition will not appear in the tenor of the moment unless the priest is personally involved (if he's currently in the direct path of an invading army, for instance).

One casting of this spell tends to "taint" subsequent castings of the same spell unless they are separated by a minimum length of time. If a priest casts this spell twice within 12 hours, the second reading gives the same result as the first, regardless of the actual situation. If a second priest casts the spell within 12 hours of another priest's use of the spell, he receives an accurate reading.

The material component is a set of 36 small disks made of polished bone engraved with runes that represent numbers. These disks are not consumed in the casting.

Negative Plane Protection (Abjuration)

(Source: Players Handbook)

Sphere: Protection, Necromantic

Range: Touch

Components: V, S

Duration: Special

Casting Time: 1 rd.

Area of Effect: 1 creature

Saving Throw: None

This spell affords the caster or touched creature partial protection from undead monsters with Negative Energy plane connections (such as shadows, wights, wraiths, spectres, or vampires) and certain weapons and spells that drain energy levels. The negative plane protection spell opens a channel to the Positive Energy plane, possibly offsetting the effect of the negative energy attack. A protected creature struck by a negative energy attack is allowed a saving throw vs. death magic. If successful, the energies cancel with a bright flash of light and a thunderclap. The protected creature suffers only normal hit point damage from the attack and does not suffer any drain of experience or Strength, regardless of the number of levels the attack would have drained.

An attacking undead creature suffers 2d6 points of damage from the positive energy; a draining wizard or weapon receives no damage.

This protection is proof against only one such attack, dissipating immediately whether or not the saving throw was successful. If the saving throw is failed, the spell recipient suffers double the usual

physical damage, in addition to the loss of experience or Strength that normally occurs. The protection lasts for one turn per level of the priest casting the spell, or until the protected creature is struck by a negative energy attack. This spell cannot be cast on the Negative Energy plane.

Pass Without Trace, 10' Radius (Enchantment/Charm)

(Source: The Complete Druids Handbook)

Druids

Sphere: Plant

Range: 0

Components: V, S, M (a sprig of pine burned to ash)

Duration: 1 turn/level of caster

Casting Time: 1 round

Area of Effect: Radius 10 feet around caster

Saving Throw: None

[Editors Note: This spell comes from the Druids Handbook but could also be available for other spellcasters, if the DM allows it.]

Identical in function to *pass without trace*, *pass without trace, 10' radius* affects everyone within 10 feet of the caster. The effect moves with the caster, so creatures must stay within 10 feet of the caster to continue to avoid leaving tracks. A creature who leaves the area of effect can then be tracked normally. Creatures moving into the area of effect after casting are unaffected.

The material component is a sprig of pine burned to ash. Upon casting the spell, the character scatters the powder in a circle.

Plant Growth (Alteration)

(Source: Players Handbook)

Sphere: Plant

Range: 160 yds.

Components: V, S, M (plants, s.b.)

Duration: Permanent

Casting Time: 1 rd.

Area of Effect: Special

Saving Throw: Special

The plant growth spell enables the caster to choose either of two different uses. The first causes normal vegetation to grow, entwine, and entangle to form a thicket or jungle that creatures must hack or force a way through at a movement rate of 10 feet per round (or 20 feet per round for larger-than-man-sized creatures). Note that the area must have brush and trees in it in order for this spell to take effect. Briars, bushes, creepers, lianas, roots, saplings, thistles, thorn, trees, vines, and weeds become so thick and overgrown in the area of effect as to form a barrier. The area of effect is a square 20 feet on a side per level of experience of the caster, in any square or rectangular shape that the caster

decides upon at the time of the spellcasting. Thus, an 8th-level caster can affect a maximum area of a 160-foot x 160-foot square, a 320-foot x 80-foot rectangle, a 640-foot x 40-foot rectangle, a 1,280-foot x 20-foot rectangle, etc. The spell's effects persist in the area until it is cleared by labor, fire, or such magical means as a *dispel magic* spell.

The second use of the spell affects a one-mile square area. The DM secretly makes a saving throw (based on the caster's level) to see if the spell takes effect. If successful, the spell renders plants more vigorous, fruitful, and hardy, increasing yields by 20% to 50% ($[1d4+1] \times 10\%$), given a normal growing season. The spell does not prevent disaster in the form of floods, drought, fire, or insects, although even in these cases the plants survive better than expected. This effect lasts only for the life cycle of one season, the winter "death" marking the end of a life cycle even for the sturdiest of trees. In many farming communities, this spell is normally cast at planting time as part of the spring festivals.

Prayer (Conjuration/Summoning)

(Source: Players Handbook)

Sphere: Combat
Range: 0
Components: V, S, M (holy symbol, prayer beads or a similar device)
Duration: 1 rd./level
Casting Time: 6
Area of Effect: 60-ft. radius
Saving Throw: None

By means of the prayer spell, the priest brings special favor upon himself and his party and causes harm to his enemies. Those in the area at the instant the spell is completed are affected for the duration of the spell. When the spell is completed, all attack and damage rolls and saving throws made by those in the area of effect who are friendly to the priest gain +1 bonuses, while those of the priest's enemies suffer -1 penalties. Once the prayer spell is uttered, the priest can do other things, unlike a chant, which he must continue to make the spell effective. If another priest of the same religious persuasion (not merely the same alignment) is chanting when a prayer is cast, the effects combine to +2 and -2, as long as both are in effect at once.

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

Protection From Fire (Abjuration)

(Source: Players Handbook)

AD&D 2nd Edition

Sphere: Protection, Elemental (Fire)
Range: Touch
Components: V, S, M (holy symbol)
Duration: Special
Casting Time: 6
Area of Effect: 1 creature
Saving Throw: None

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

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

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

Pyrotechnics (Alteration)

(Source: Players Handbook)

Sphere: Elemental (Fire)
Range: 160 yds.
Components: V, S, M (one fire source)
Duration: Special
Casting Time: 6
Area of Effect: 10 or 100 (TS) fire
Saving Throw: Special

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

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

Second, it can cause a thick, writhing stream of smoke to arise from the source and form a choking cloud that lasts for one round per experience level of the caster. This covers a roughly hemispherical volume from the ground or floor up (or conforming to the shape of a confined area) that totally obscures vision beyond 2 feet. The smoke fills a volume 100 times that of the fire source.

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

Random Causality (Alteration)

(Source: Tome of Magic)

Sphere: Chaos

Range: 10 yards

Components: V, S, M (a bronze die)

Duration: Special

Casting Time: 3 rounds+1 round/level

Area of Effect: One weapon

Saving Throw: Neg.

This spell creates a rift in the nature of cause and effect. The spell is cast upon an opponent's weapon. When the weapon is used, it hits and causes damage normally, but the damage is not applied to the creature struck by the weapon. Instead, the person wielding the weapon or one of his companions suffers the damage. If the weapon misses its target on any round, no damage is caused in that round.

Using a die roll, the DM randomly determines the victim of the damage. The DM selects a die with a value nearest the number of eligible creatures (the wielder of the weapon and his companions). If the number of creatures does not equate to highest value of a die, the wielder of the enchanted weapon takes the extra chances to be hit. For example, if a goblin wields a sword affected by this spell, he and his six companions are eligible to receive the damage. The DM rolls 1d8. On a roll of 1-6, one of the goblin's companions suffers the damage; on a roll of 7 or 8, the goblin with the affected weapon suffers the damage.

The weapon is affected for 3 rounds+1 round/level of the spell caster. If the wielder of the weapon changes weapons while the spell is in effect, the discarded weapon remains enchanted.

The material component is a bronze die.

Remove Curse (Abjuration) *Reversible*

(Source: Players Handbook)

Sphere: All (before PO S&M: Protection)

Range: Touch

Components: V, S

Duration: Permanent

Casting Time: 6

Area of Effect: Special

AD&D 2nd Edition

Saving Throw: Special

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

Reverse: Curse

The reverse of the spell is not permanent; the bestow curse spell lasts for one turn for every experience level of the priest using the spell. The curse can have one of the following effects (roll percentile dice): 50% of the time it reduces one ability of the victim to 3 (the DM randomly determines which ability); 25% of the time it lowers the victim's attack and saving throw rolls by -4; 25% of the time it makes the victim 50% likely to drop whatever he is holding (or do nothing, in the case of creatures not using tools)--roll each round.

It is possible for a priest to devise his own curse, and it should be similar in power to those given here. Consult your DM. The subject of a bestow curse spell must be touched.

If the victim is touched, a saving throw is still applicable; if it is successful, the effect is negated. The bestowed curse cannot be dispelled.

Remove Paralysis (Abjuration)

(Source: Players Handbook)

Sphere: Protection, *Necromantic* (before PO S&M: Protection)

Range: 10 yds./level

Components: V, S

Duration: Permanent

Casting Time: 6

Area of Effect: 1d4 creatures in 20-ft. cube

Saving Throw: None

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

the caster and the creatures to be affected, or the spell fails and is wasted.

Repair Injury

(Necromancy)

(Source: Players Option: Spells & Magic)

Sphere: Healing

Range: Touch

Components: V, S

Duration: Instantaneous

Casting Time: 1 turn

Area of Effect: Creature touched

Saving Throw: None

[Subtlety: +5; Knockdown: None; Sensory: None
Critical: None]

Repair injury is intended for use in campaigns featuring the critical hit or critical strike rules. This spell addresses one specific injury or wound (see Chapter 8). It can be used to knit a broken bone, alleviate the swelling and pain of a sprain or a twist, or repair soft-tissue damage such as an injured eye, ear, or a severed tendon. If used as a simple curing spell, *repair injury* restores 1d10+1 hit points to the injured character, but if used to address the effects of a specific injury, *repair injury* automatically removes one grazed, struck, injured, or broken condition, and alleviates any combat, movement, or maximum hit point penalties associated with the injury in question. The spell does not restore any lost hit points to the victim, other than the 1d10+1 that are incidental to the working of the spell.

Beran, a fighter with 44 hit points, is struck by an ogre's club. The blow inflicts 12 points of damage, but Beran also suffers a broken hip. This injury will reduce him to a maximum of 25% of his normal total, so Beran's current hit points drop from 32 to 11 after the battle ends. In addition, he is not capable of moving or attacking due to the effects of the injury.

When the smoke clears, Talmos the priest comes to Beran's aid. Using repair injury, he knits Beran's broken hip. The spell cures 6 hit points in the process. Beran no longer suffers the movement or attack penalties for a broken hip and has 17 hit points to his credit. With time or additional healing, he can regain his normal total of 44.

Repair injury is also helpful in dealing with wounds that fall in the crushed, shattered, or destroyed category. This spell reduces the severity of the injury to the broken level, which means it heals as if it were 20d6 lost hit points. Only one repair injury can be used on any given wound, so a character with a shattered knee could still require a

lot of time to recover after an application of this spell.

Severed limbs, destroyed eyes or ears, and ability score losses caused by injuries cannot be healed by this spell. Repair injury is the equivalent of cure serious wounds for the purpose of slowing or stopping bleeding.

Rigid Thinking

(Enchantment/Charm)

(Source: Tome of Magic)

Sphere: Law

Range: 60 yards

Components: V, S

Duration: 1 round/level

Casting Time: 1 turn

Area of Effect: One creature

Saving Throw: Neg.

Rigid thinking can be cast only upon a creature with Intelligence of 3 or greater. The creature is allowed a saving throw to avoid the effects.

The creature affected by *rigid thinking* is incapable of performing any action other than the activity he is involved in when the spell takes effect. The creature's mind simply cannot decide on another course of action—it becomes frozen into a single thought and cannot change even if new circumstances would suggest otherwise. Thus, a warrior fighting a kobold will ignore the arrival of a beholder, and a thief picking a lock will pay no heed to the arrival of three guards.

The affected creature does not mechanically repeat the action; he is not an automaton. He will not continue to fire his bow at a dragon if he runs out of arrows, but will choose another means of attacking the dragon to the exclusion of all other activities.

A spellcaster in the process of casting a spell when *rigid thinking* takes effect will not attempt to repeat the spell (unless the spell has been memorized more than once). The spellcaster will, however, devote his attention to the target of that spell until his goal is met (e.g., if the caster were attacking a creature, he would continue to direct attacks at that creature; if the caster were trying to open a door, he would continue to work on the door until it opens).

The spell expires when the creature accomplishes his goal (i.e., the kobold is killed or the lock is opened) or when the duration of the spell has ended.

Shape Wood

(Alteration)

(Source: The Complete Druids Handbook)

Druids

Sphere: Plant

Range: Touch

Components: V, S, M (a pinch of fine sawdust)

Duration: Permanent

Casting Time: 1 round

Area of Effect: 9 cubic feet+1 cubic foot/level
Saving Throw: None

[Editors Note: This spell comes from the Druids Handbook but could also be available for other spellcasters, if the DM allows it.]

By means of *shape wood*, the caster can reform wood. For example, the character can cast it upon any appropriate-sized piece of wood to fashion a wooden weapon, make a rough door, or even create a crude figurine.

The spell also allows the caster to reshape an existing wooden door, perhaps to escape imprisonment. Again, the volume of the wooden object must be appropriate to the desired result and fit in the area of effect.

While a character might form a wooden coffer from a tree stump or a door from a wooden wall, the result does not bear high-quality detail. If a shaping has moving parts, there is a 30% chance they do not work.

The alteration endures permanently, at least until the wood rots or is physically destroyed. The caster blows the material component, a pinch of fine sawdust, over the wooden subject of the spell.

Slow Rot (Abjuration)

(Source: Tome of Magic)

Sphere: Plant
Range: Touch
Components: V, S, M (a pinch of sugar)
Duration: 1 week/level
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

This spell increases the amount of time that fruits, vegetables, and grains remain wholesome and ripe. The spell will not take effect upon meat of any kind.

The caster can affect as much as 100 cubic feet of plant material per level. Thus, even a low level priest could effectively keep a farmer's grain from rotting while in storage or keep the fruit on the trees in his orchard ripe until they are harvested. This spell does not prevent pests (such as rats) from eating the food.

The material component is a pinch of sugar.

Snare (Enchantment/Charm)

(Source: Players Handbook)

Sphere: Plant
Range: Touch
Components: V, S, M (a snake skin and a piece of sinew from a strong animal)

AD&D 2nd Edition

Duration: Until triggered
Casting Time: 3 rds.
Area of Effect: 2-ft. diameter + 2 in./level
Saving Throw: None

This spell enables the caster to make a snare that is 90% undetectable without magical aid. The snare can be made from any supple vine, a thong, or a rope. When the snare spell is cast upon it, the cordlike object blends with its surroundings. One end of the snare is tied in a loop that contracts around one or more of the limbs of any creature stepping inside the circle (note that the head of a worm or snake could be thus ensnared).

If a strong and supple tree is nearby, the snare can be fastened to it. The magic of the spell causes the tree to bend and then straighten when the loop is triggered, inflicting 1d6 points of damage to the creature trapped, and lifting it off the ground by the trapped member(s) (or strangling it if the head/neck triggered the snare). If no such sapling or tree is available, the cordlike object tightens upon the member(s), then wraps around the entire creature, causing no damage, but tightly binding it. Under water, the cord coils back upon its anchor point. The snare is magical, so for one hour it is breakable only by cloud giant or greater Strength (23); each hour thereafter, the snare material loses magic so as to become 1 point more breakable per hour--22 after two hours, 21 after three, 20 after four--until six full hours have elapsed. At that time, 18 Strength will break the bonds. After 12 hours have elapsed, the materials of the snare lose all magical properties and the loop opens, freeing anything it held. The snare can be cut with any magical weapon, or with any edged weapon wielded with at least a +2 attack bonus (from Strength, for example).

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

Speak With Dead (Necromancy)

(Source: Players Handbook)

Sphere: Divination, **Necromantic** (before PO S&M: Divination)
Range: 1
Components: V, S, M (a holy symbol and burning incense)
Duration: Special
Casting Time: 1 turn
Area of Effect: 1 creature
Saving Throw: Special

Upon casting a speak with dead spell, the priest is able to ask several questions of a dead creature in a set period of time and receive answers according to the knowledge of that creature. Of course, the priest must be able to converse in the language that the dead creature once used. The length of time the creature has

been dead is a factor, since only higher level priests can converse with a long-dead creature. The number of questions that can be answered and the length of time in which the questions can be asked depend on the level of experience of the priest. Even if the casting is successful, such creatures are as evasive as possible when questioned. The dead tend to give extremely brief and limited answers, often cryptic, and to take questions literally. Furthermore, their knowledge is often limited to what they knew in life.

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

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

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

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Speak With Dead:

This spell has a range of one yard. The dead do not lie, but they can be evasive, misleading, or obtusely literal if they answer the caster's questions at all (some creatures are allowed saving throws, see the spell description).

Spike Growth

(Alteration, Enchantment)

(Source: Players Handbook)

Sphere: Plant

Range: 60 yds.

Components: V, S, M (holy symbol and either seven sharp thorns or seven small twigs)

Duration: 3d4 turns + 1/level

Casting Time: 6

Area of Effect: 10-ft. sq./level

Saving Throw: None

Wherever any type of plant growth of moderate size or density is found, this spell can be used. The ground-covering vegetation or roots and rootlets in the area becomes very hard and sharply pointed. In

effect, the ground cover, while appearing to be unchanged, acts as if the area were strewn with caltrops. In areas of bare ground or earthen pits, roots and rootlets act in the same way. For each 10 feet of movement through the area, the victim suffers 2d4 points of damage. He must also roll a saving throw vs. spell. If this saving throw is failed, the victim's movement rate is reduced by 1/3 of its current total (but a creature's movement rate can never be less than 1). This penalty lasts for 24 hours, after which the character's normal movement rate is regained.

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

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

Squeaking Floors

(Evocation)

(Source: Tome of Magic)

Sphere: Wards

Range: 30 yards

Components: V, S, M (a rusty iron hinge that squeaks when moved)

Duration: 1 hour/level

Casting Time: 3

Area of Effect: 10-foot square/level

Saving Throw: None

A surface affected by *squeaking floors* squeaks loudly when any creature larger than a normal rat (larger than one-half cubic foot or weighing more than three pounds) steps on it or touches it. The spell affects a square whose sides equal the caster's level times 10 feet (a 9th-level priest could affect a square whose sides are 90 feet long).

The squeaks can be heard in a 100-foot radius, regardless of interposing barriers such as walls and doors. The squeaks occur regardless of the surface, whether wood, stone, dirt, or any other solid material. Listeners automatically know the direction of the sounds.

Characters who successfully move silently reduce the radius of the noise to 50 feet.

Those able to *fly* or otherwise avoid direct contact with the affected surface will not activate the *squeaking floor*.

The material component is a rusty iron hinge that squeaks when moved.

Starshine

(Evocation, Illusion/Phantasm)

(Source: Players Handbook)

Sphere: Sun

Range: 10 yds./level

Components: V, S, M (several stalks from an amaryllis plant (especially Hypoxis) and several holly berries)

Duration: 1 turn/level

Casting Time: 6

Area of Effect: 10-ft. sq./level

Saving Throw: None

A starshine spell enables the caster to softly illuminate an area as if it were exposed to a clear night sky filled with stars. Regardless of the height of the open area in which the spell is cast, the area immediately beneath it is lit by starshine. Vision ranges are the same as those for a bright moonlit night--movement noted out to 100 yards; stationary creatures seen up to 50 yards; general identifications made at 30 yards; and recognition at 10 yards. The spell creates shadows and has no effect on infravision. The area of effect actually appears to be a night sky, but disbelief of the illusion merely enables the disbeliever to note that the "stars" are actually evoked lights. This spell does not function under water.

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

Stone Shape

(Alteration)

(Source: Players Handbook)

Sphere: Elemental (Earth)

Range: Touch

Components: V, S, M (soft clay)

Duration: Permanent

Casting Time: 1 rd.

Area of Effect: 9 cu. ft. + 1 cu. ft./level

Saving Throw: None

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

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

Strength of One

(Alteration)

(Source: Tome of Magic)

Sphere: Law

Range: 10 yards

Components: V, S

Duration: 2d6 rounds

Casting Time: 3

Area of Effect: One creature+1 creature/2 levels

Saving Throw: None

By casting this spell on a group of lawful creatures, the priest imbues each creature with a Strength bonus equal to that of the strongest creature in the group. To be affected by the spell, all creatures must touch the hand of the priest at the time of casting. Only human, demihuman, and humanoid creatures of man-size or smaller may be affected. The characters can be a mixed group of Lawful Neutral, Lawful Good, or Lawful Evil alignments. The spell will not take effect if any creature of Neutral or Chaotic alignment is included in the group.

Prior to casting, one creature is designated the keystone. There may never be more than one keystone in a group, even if another creature has equal strength. Upon completion of the spell, all affected characters gain a bonus to damage equal to the keystone's bonus to damage from Strength. Any magical bonuses belonging to the keystone are not added; only the keystone's natural strength is conferred on the group.

This bonus supersedes any bonus a character might normally receive. Thus, a warrior with 16 Strength (a +1 bonus to damage) who benefits from this spell with a keystone who has Strength 18/07 (a damage bonus of +3) gains a total bonus of +3 to damage (not +4 to damage). The keystone receives no bonus. Affected creatures gain no improvements to THAC0, bend bars/lift gates, or other functions of Strength.

The spell ends if the keystone is killed before the duration expires. The bonus and duration are not affected if a member of the group is killed within the duration of the spell.

Summon Animal Spirit

(Necromancy)

(Source: Players Option: Spells & Magic)

Sphere: Summoning

Range: 10 yds./level

Components: V, S, M (a small whistle carved from a bone)

Duration: 1 round/level

Casting Time: 6

Area of Effect: Special

Saving Throw: None

[Subtlety: +4; Knockdown: d8; Sensory: Moderate visual;
Critical: Medium (1 hit) slashing]

This spell summons a minor spirit or entity to the caster's aid. Clerics usually summon minor elementals of some kind, while shamans typically conjure an animal spirit or spirit of nature. Regardless of the spirit's origin, it appears as a ghostly beast of some kind—wolves, bears, tigers, or lions are most common. The *animal spirit* obeys the mental commands of the priest, attacking his enemies or performing any other task that it could reasonably accomplish. The creature is incorporeal and cannot handle or manipulate objects of any kind, but it can see and hear as a normal animal of its archetype and could be used to scout a dangerous area or act as a distraction of some kind.

In combat, the *animal spirit* has the following statistics: MV 24; AC 4; THAC0 15; Dmg 2d4. It can only be injured by magical weapons and can strike monsters hit only by +1 or better weapons. The spirit has a number of hit points equal to 10 plus the caster's level, so a 6th-level priest conjures a *animal spirit* with 16 hit points. The creature is not affected by *charm*, *sleep*, *hold*, or other mind-affecting spells and suffers no damage from cold-based attacks. However, it is vulnerable to *dispel magic* or turning as an undead monster of the caster's Hit Dice. If the *animal spirit* is turned, destroyed, or dispelled, the priest who summoned it must make a saving throw vs. spell or be stunned for 1d4 rounds.

Because the spirit is intelligent and free-willed under the caster's direction, the priest need not concentrate in order to direct its attacks—an *animal spirit* could be ordered to attack a spellcaster in the back of an enemy party, while the cleric waded into hand-to-hand combat. The *animal spirit* makes use of flank or rear attacks when it can and gains any normal combat bonuses that a living creature in its position would be entitled to. The priest enjoys instantaneous, silent communication with the *animal spirit* and can order it to stop attacking, to change its target, or to undertake almost any conceivable action desired. However, the spirit must remain within the spell's range; if it is ever more than 10 yards per caster level away from the priest, it dissipates harmlessly.

The material component is a small whistle carved from a bone taken from the appropriate type of animal.

Summon Insects (Conjuration/Summoning)

(Source: Players Handbook)

Sphere: Animal

Range: 30 yds.

Components: V, S, M (holy symbol, a flower petal, and a bit of mud or wet clay)

AD&D 2nd Edition

Duration: 1 rd./level

Casting Time: 1 rd.

Area of Effect: 1 creature

Saving Throw: None

The summon insects spell attracts a cloud or swarm of normal insects to attack the foes of the caster. Flying insects appear 70% of the time, while crawling insects appear 30% of the time. The exact insects called are bees, biting flies, hornets, or wasps, if flying insects are indicated; biting ants or pinching beetles, if crawling insects are indicated. A cloud of the flying type, or a swarm of the crawling sort, appears after the spell is cast.

This gathers at a point chosen by the caster, within the spell's range, and attacks any single creature the caster points to. The attacked creature sustains 2 points of damage if it does nothing but attempt to flee or fend off the insects during the time it is attacked; it suffers 4 points of damage per round otherwise. If the insects are ignored, the victim fights with a -2 penalty to his attack roll and a +2 penalty to his Armor Class. If he attempts to cast a spell, an initiative roll should be made for the insects to see if their damage occurs before the spell is cast. If it does, the victim's concentration is ruined and the spell is lost.

The insects disperse and the spell ends if the victim enters thick smoke or hot flames. Besides being driven off by smoke or hot flames, the swarm might possibly be outrun, or evaded by plunging into a sufficient body of water. If evaded, the summoned insects can be sent against another opponent, but there will be at least a 1 round delay while they leave the former opponent and attack the new victim. Crawling insects can travel only about 10 feet per round (maximum speed over smooth ground) and flying insects travel 60 feet per round. The caster must concentrate to maintain the swarm; it dissipates if he moves or is disturbed.

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

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

Telepathy (Divination, Alteration)

(Source: Tome of Magic)

Sphere: Thought

Range: 30 yards

Components: V, S

Duration: 1 turn+2 rounds/level

Casting Time: 5

Area of Effect: One creature

Saving Throw: Neg.

This spell establishes direct, two-way mental contact between the priest and a single subject. The subject must have Intelligence of at least 5 for the spell to take

effect. While the spell is in effect, the two participants can communicate silently and rapidly, regardless of whether they share a common language.

Telepathy does not give either participant access to the other's thoughts, memories, or emotions. Participants can only "hear" the thoughts that the other participant actively "sends."

Mind-to-mind communication is approximately four times faster than verbal communication. The level of complexity that can be communicated is only that which can be expressed through language. Gestures, expressions, and body language cannot be conveyed.

A priest can establish separate "telepathic channels" to multiple individuals. Each linkage is established through a separate casting of the spell. There is no network between the channels. For example, Balfas the priest establishes *telepathy* with Alra the warrior and Zymor the thief by casting this spell twice. Balfas can communicate a single thought to both Alra and Zymor, but Alra and Zymor cannot communicate with each other. Balfas, however, can "target" a thought so that only one of the two participants receives it.

If the priest casts this spell on an unwilling subject (for example, if the priest wants to silently threaten or taunt the subject), the subject receives a saving throw vs. spell to resist the effect. Willing subjects need not make a saving throw.

Lead sheeting of more than $\frac{1}{2}$ " thickness will totally block *telepathy*.

Telethaumaturgy (Enchantment/Charm)

(Source: Tome of Magic)

Sphere: Numbers

Range: 0

Components: V, S, M (a small book of numerological formulae and notes)

Duration: Special

Casting Time: 2 rounds

Area of Effect: One creature

Saving Throw: None

This spell requires the priest to perform a numerological analysis of a subject's correct name. The result is that the priest may cast another spell that affects the subject individual at a range much greater than normal. In other words, by gaining deep knowledge of the individual, the priest creates a "channel" to that individual that makes a subsequent spell easier to cast on that subject. Only certain spells can benefit from telethaumaturgy:

*bless**

command

charm person or mammal

detect charm

hold person

know alignment

*remove curse**

probability control

quest

confusion (one creature only)

exaction

For spells marked with an asterisk (*), *telethaumaturgy* also increases the range of the reversed spell. Unless indicated, *telethaumaturgy* does not increase the range of the reversed spells.

The increase in range depends on the level of the priest casting *telethaumaturgy*:

Level	Range Multiplier
1-6	x2
7-11	x3
12-16	x4
17+	x5

Thus, a 12th-level priest who has cast *telethaumaturgy* on an individual could subsequently cast *charm person* on that individual at a range of 320 yards, rather than the normal range of 80 yards.

A spell to be enhanced by *telethaumaturgy* must be cast on the round immediately following the completion of *telethaumaturgy*. Spells that normally affect more than one individual (such as *confusion*) will affect only the selected subject when cast following *telethaumaturgy*.

When *telethaumaturgy* is cast by a priest of 11th level or higher, it has an additional effect. If the target is within the normal range of the subsequent spell (e.g., 80 yards for *charm person*), the subject's saving throw suffers a penalty of -2.

Like the *personal reading* spell, *telethaumaturgy* functions only if the priest knows the correct name of his subject. If the priest casts the spell using an alias, he will not know that *telethaumaturgy* has not taken effect until the subsequent spell fails. The priest does not automatically know why the subsequent spell failed (the subject might simply have made a successful saving throw).

The material component is a small book of numerological formulae and notes. This book is different from the book used in *personal reading*. The book is not consumed in the casting.

Thief's Lament (Alteration)

(Source: Tome of Magic)

Sphere: Wards

Range: 10 yards/level

Components: V, S, M

Duration: 1 hour/level

Casting Time: 3

Area of Effect: 5-foot cube/level

Saving Throw: Neg.

A thief entering an area enchanted with *thief's lament* suffers a great reduction in his thieving skills. The thief is allowed a saving throw to resist the effects of the spell; failure indicates that he suffers the full effects of the lament. All attempts to pick pockets, open locks, find/remove traps, move silently, detect noise, climb walls, and hide in shadows are reduced by 25% (although a skill cannot be reduced below 5%, presuming the character has at least a score of 5% in any skill). The spell affects a cube whose sides equal the caster's level times five feet (a 10thlevel caster could affect a cube whose sides equal 50 feet). The material components are the priest's holy symbol and a silver key.

Tree (Alteration)

(Source: Players Handbook)

Sphere: Plant

Range: 0

Components: V, S, M (holy symbol and a twig from a tree)

Duration: 6 turns + 1 turn/level

Casting Time: 6

Area of Effect: The caster

Saving Throw: None

By means of this spell, the caster is able to assume the form of a small living tree or shrub or that of a large dead tree trunk with only a few limbs. Although the closest inspection cannot reveal that this plant is actually a person, and for all normal tests he is, in fact, a tree or shrub, the caster is able to observe all that goes on around him just as if he were in normal form. The Armor Class and hit points of the plant are those of the caster. The caster can remove the spell at any time, instantly changing from plant to his normal form and having full capability for any action normally possible (including spellcasting). Note that all clothing and gear worn or carried change with the caster. The material components of this spell are the priest's holy symbol and a twig from a tree.

Unearthly Choir (Invocation)

(Source: Tome of Magic)

Sphere: Combat

Range: 0

Component: V

Duration: Instantaneous

Casting Time: 5

Area of Effect: Special

Saving Throw: _

This cooperative spell requires at least three priests casting the spell simultaneously.

At the time of casting, the priests must be within 10 feet of each other. Upon completion of the spell, the priests sing a single, dissonant chord. The result of the spell depends on the number of voices in the choir.

Trio. In this form, the spell projects a cone of sonic force 120 feet long and 40 feet wide at the base. All creatures within the area of effect must save vs. spells or suffer 2d4 points of damage. Those who successfully save suffer only 1d4 points. Undead suffer a -2 penalty to their saving throws.

Quartet. With four voices, the spell has the same area of effect as described above. However, all those who fail their saving throw suffer 2d4 points of damage and are deafened for one round. Those who successfully save suffer half damage and are not deafened. Undead creatures are not allowed a saving throw.

Quintet. Five singers produce a chord of major power. All within the area of effect suffer 3d4 points of damage (saving throw for half damage). Undead are not allowed a saving throw. All creatures are deafened for one round. Furthermore, pottery, glassware, crystal, and similar breakable goods must save vs. fall or be shattered.

Ensemble. An ensemble of singers consists of six to ten priests. In this case, the area of effect increases to a cone 180 feet long and 60 feet wide at the base. All creatures within this area suffer 1d4 points of damage per priest and are deafened for 1d4 rounds.

A successful saving throw vs. spell reduces the damage and duration of deafness by half. Undead creatures of 3 hit dice or less are immediately destroyed. All other undead suffer normal damage, but are not allowed a saving throw. Glass, pottery, crystal, bone, and all wooden items that are the strength of a door or less (chests, tables, chairs, etc.) must save vs. crushing blow or be shattered.

Choir. The most powerful group, a choir, requires eleven or more priests. In this case, the area of effect expands to a cone 300 feet long and 100 feet wide at the base. All within the area of effect suffer 1d6 points of damage per priest to a maximum of 20d6. A saving throw vs. spells reduces the damage to half. Those who fail to save are deafened for 1d10 rounds; those who succeed are deafened only 1d6 rounds. Undead creatures of 5 hit dice or less are immediately destroyed. Undead with more hit dice are not allowed a saving throw. Structures within the area of effect are damaged as if they suffered a direct hit from a catapult (one hit per four priests in the choir). Doors, chests, and other breakable items are instantly shattered.

Unfailing Premonition

(Divination)

(Source: Players Option: Spells & Magic)

Sphere: Time

Range: 0

Components: V, S

Duration: 1 turn + 2 rds./level

Casting Time: 6

Area of Effect: The caster

Saving Throw: None

[Subtlety: +3; Knockdown: None; Sensory: None; Critical: None]

By anticipating possible futures and outcomes of the caster's actions, this spell provides the character with a temporary sixth sense or feel for danger. The spell operates on a subconscious level, and the caster receives strong intuitive impulses when he contemplates courses of action that may bring immediate physical injury or harm to him. For example, if the priest was about to open a trapped chest, the *unfailing premonition* would create a flash of insight or a gut feeling telling him that he shouldn't do so. Similarly, opening a door that leads into the lair of a ferocious troll may also trigger the spell's warning. Threatening a NPC who is likely to respond by drawing a weapon and attacking the PC would create a warning, but threatening a NPC who will get even with the priest in an hour or two will not trigger the *premonition*.

The *unfailing premonition* is also quite useful in combat, as long as the priest obeys his instincts and ducks, dodges, or withdraws when his subconscious tells him to. While the spell is in effect, the priest gains a +2 bonus to his Armor Class and saving throws, but in any given round there is a 25% chance that he will have to forego his intended action in order to obey the spell's warning impulses.

The *premonition* only works on actions undertaken by the priest himself. If his companion is about to pull a mysterious lever that will drop a 10-ton block of stone on the priest, he receives no warning.

Water Breathing

(Alteration) *Reversible*

(Source: Players Handbook)

Sphere: Elemental (Water) (Before PO S&M: Elemental Water, **Elemental Air**)

Range: Touch

Components: V, S

Duration: 1 hr./level

Casting Time: 6

Area of Effect: 1 creature

Saving Throw: None

The recipient of a water breathing spell is able to breathe under water freely for the duration of the spell--i.e., one hour for each experience level of the caster. The priest can divide the base duration between multiple characters. Thus, an 8th-level priest can confer this ability to two characters for four hours, four for two hours, eight for one hour, etc., to a minimum of one half-hour per character.

Reverse: Air breathing

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

Water Walk

(Alteration)

(Source: Players Handbook)

Sphere: Elemental (Water)

Range: Touch

Components: V, S, M (a piece of cork and the priest's holy symbol)

Duration: 1 turn + 1 turn/level

Casting Time: 6

Area of Effect: Special

Saving Throw: None

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

The recipient's rate of movement remains normal. If cast under water, the recipient is borne toward the surface.

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

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

Weather Prediction

(Divination)

(Source: Players Option: Spells & Magic)

Sphere: Weather

Range: 0

Components: V, S

Duration: Instantaneous

Casting Time: 1 rd.

Area of Effect: The caster

Saving Throw: None

[Subtlety: +5; Knockdown: None; Sensory: None; Critical: None]

By casting this spell, the priest can predict the weather conditions at his location for a period of time equal to one day per level. The caster becomes aware of the prevailing conditions, trends, and weather systems that may affect his present location. Temperature, wind speed and direction, cloud cover, and precipitation can all be predicted with 95% accuracy for the next day, less 10% for each day after that. In other words, the priest's prediction is 95% accurate for the first day, 85% accurate for the second, 75% accurate for the third, and so on. In addition, magical or supernatural phenomena cannot be predicted.

Priests of powers concerned with weather may use this spell to determine the best time for certain ceremonies or observances. Other priests find *weather prediction* useful for planning journeys or selecting campsites.

Wind Servant

(Conjuration/Summoning)

(Source: Players Option: Spells & Magic)

Sphere: Elemental (Air)

Range: 20 yds./level

Components: V, S

Duration: 1 rd./level

Casting Time: 6

Area of Effect: Special

Saving Throw: None

[Subtlety: +3; Knockdown: None; Sensory: Moderate audio/tactile; Critical: None]

This spell allows the priest to exert fine control over air currents and winds, possibly extinguishing small fires or manipulating light objects as he sees fit within the spell's range. Generally, the priest is limited to one discrete action per round since he must focus his wind servant tightly on any given task. The *wind servant* can affect objects or creatures weighing up to 1 pound per caster level, twice as much if the object is reasonably light or airy (a cloak, scroll, or haystack, for instance), or 10 times as much if the object is designed to be carried by the wind, such as a ship's sail or a bird in flight.

If an object is within the spell's weight limit, the caster may direct the *wind servant* to carry it along in gusts and air currents at a flying movement rate of 12 (E). If the object leaves the limits of the spell's range, the *wind servant* fails, and the object drops or falls normally from that point. Flying creatures of size M or smaller can be forced to land or be driven away by use of the spell if they fall within the weight limit, or slowed by 50% if they exceed the weight limit. Employing the *wind servant* against an arrow or light missile adds a penalty of -4 to the attack roll.

In dusty, snowy, or sandy regions, the caster can instead use *wind servant* to create a vicious zephyr of stinging dust around an enemy. This zephyr inflicts damage equal to the opponent's base AC less 2d6 points and creates a -2 penalty to the victim's attack rolls. For example, an enemy in leather armor +1 (AC 7) would suffer 7 - 2d6 damage if attacked by means of this spell. Note that any use of the *wind servant* requires the priest's undivided attention; he can take no other actions while directing the spell.

Zone of Sweet Air

(Abjuration)

(Source: Tome of Magic)

Sphere: Elemental Air, Wards (before PO S&M: Wards)

Range: 10 yards/level

Components: V, S, M (the priest's holy symbol, a silk handkerchief, and a strand of spider web)

Duration: 1 turn/level

Casting Time: 3

Area of Effect: 10-foot cube/level

Saving Throw: None

Zone of sweet air creates an invisible barrier around the area of effect that repels all noxious elements from poisonous vapors, including those created magically (such as a *stinking cloud*). The spell offers no protection against poisonous vapors created by a dragon's breath weapon (such as the chlorine gas of a green dragon). Noxious gases already within the area of effect when the spell is cast are not affected. Fresh air passes into the area normally.

If a poisonous vapor is expelled within the area of effect (for example, a *stinking cloud* is cast), the spell takes effect normally but dissipates in half the time normally required.

The spell affects a cube whose sides equal the caster's level times 10 feet (for instance, a 10th-level caster could affect a cube whose sides are 100 feet long).

The material components are the priest's holy symbol, a silk handkerchief, and a strand of spider web.

Fourth-Level Spells (Pri 4)

Abjure (Abjuration)

(Source: Players Handbook)

Sphere: Summoning, **Guardian** (before PO S&M: Summoning)

Range: 10 yds.

Components: V, S, M (holy symbol, holy water, and some material inimical to the creature)

Duration: Special

Casting Time: 1 rd.

Area of Effect: 1 creature

Saving Throw: Special

This spell can send an extraplanar creature back to its own plane of existence. The spell fails against entities of demigod status or greater, but their servants or minions can be abjured. If the creature has a specific (proper) name, it must be known and used. Any magic resistance of the subject must be overcome, or the spell fails. The priest has a 50% chance of success (a roll of 11 or better on 1d20). The roll is adjusted by the difference in level or Hit Dice between the caster and the creature being abjured; the number needed is decreased if the priest has more Hit Dice and increased if the creature has more Hit Dice.

If the spell is successful, the creature is instantly hurled back to its own plane. The affected creature must survive a system shock check. If the creature does not have a Constitution score, the required roll is 70% + 2%/Hit Die or level. The caster has no control over where in the creature's plane the abjured creature arrives. If the attempt fails, the priest must gain another level before another attempt can be made on that particular creature.

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

Adamantite Mace (Alteration)

(Source: Players Option: Spells & Magic)

Sphere: Elemental (Earth)

Range: Touch

Components: V, S, M (a special powder made from a diamond worth 100 gp)

Duration: 1 rd./level

Casting Time: 7

Area of Effect: Caster's weapon

Saving Throw: None

[Subtlety: +5; Knockdown: d12; Sensory: Small visual; Critical: Medium (1 hit) impact]

By means of this spell, the priest transmutes his own cudgel, mace, or staff into an enchanted weapon of adamantite, the most magical mineral known. The *adamantite mace* gains a +2 bonus to attack and damage rolls, but it can strike creatures normally hit only by +4 or better weapons. As an incarnation of elemental earth, the mace inflicts up to twice the damage (roll twice the required damage dice) against creatures of elemental air or magical avians such as griffons, perytons, pegasi, and winged baatezu or tanar'ri. The *adamantite mace* retains its special properties for one round per level of experience of the caster.

The material component is a special powder made from a diamond worth 100 gp, sprinkled over the weapon.

Addition (Alteration)

(Source: Tome of Magic)

Sphere: Numbers, Creation

Range: 30 yards

Components: V, S, M (a small table of numerological formulae inscribed on an ivory plaque, plus a length of silken cord)

Duration: Special

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

The philosophy of the Sphere of Numbers holds that the structure of reality—the "equation of the moment"—can be analyzed and modified by someone with sufficient knowledge and power. The *addition* spell allows a priest to add a new mathematical term to the equation of the moment. This effectively allows a new object or even a living creature to be brought into existence temporarily.

The effect of this spell varies depending on the level of the caster. At 10th level or lower, *addition* can create a single, inanimate object weighing up to 10 pounds. The spell gives the priest only rudimentary control over the creation process, so the object cannot be complex. The object must be described in a single word or short phrase (e.g., "a water pitcher" or "a block of stone"). The caster has no control over elements such as shape or color; thus, the water pitcher might be short, squat, and blue, or tall, slender, and red. Objects created with this spell cannot be of any greater mechanical complexity or technological level than a crossbow. If the priest tries to create an object that breaks this prohibition, the spell fails and nothing is created. Thus, if the priest tried to create "a pistol," assuming he had heard the word somewhere, the spell would fail.

Objects cannot contain any information in an abstract form such as writing or diagrams. If the priest tries to create an object that breaks this prohibition, there are two possible results: the spell may fail, or the object

may be created without the information. Thus, if the priest were to attempt to create "a spellbook," the result would be either a book similar to a spellbook with blank pages, or nothing at all.

The object appears at whatever location the caster wills, as long as it is within spell range. The object cannot appear in the same space occupied by another object or creature, or within a hollow object (for example, the priest cannot create an object blocking the trachea of an enemy).

The object created by *addition* remains in existence for 1 turn per level of the caster. During this time, it obeys all the laws of physics as if it were a "real" object. The object cannot be disbelieved and spells such as *true seeing* cannot distinguish it from a naturally-occurring object.

Priests of 11th to 15th level can create a single inanimate object of up to 20 pounds in mass or two identical objects, each of up to five pounds in mass. The object(s) so created remains in existence for two hours (12 turns) per level of the caster.

Priests of 16th to 19th level can create a single inanimate object of up to 50 pounds in mass or up to 10 identical objects, each of up to five pounds in mass. The object(s) is permanent unless destroyed. Since these objects are not magical constructs, but real additions to the "equation of the moment," *dispel magic* has no effect on them.

Alternatively, the caster can create a single normal (nonmonstrous) living creature of up to 20 pounds in weight. The creature, once created, behaves as a normal member of its species; the caster has no control over its actions. This creature remains in existence for 5 rounds per level of the caster.

Priests of 20th level and above can create a single inanimate object of up to 100 pounds in mass or up to 10 identical objects, each of up to 10 pounds in mass. The object(s) are permanent. Alternatively, the caster can create a single normal (nonmonstrous) living creature of up to 100 pounds in weight and up to 2 hit dice. The creature, once created, behaves as a normal member of its species; the caster has no control over its actions. This creature remains in existence for 2 turns per level of the caster.

The material component is a small table of numerological formulae inscribed on an ivory plaque, plus a length of silken cord. During the casting, the priest ties the cord into a complex knot. As the magical energy is discharged, the cord vanishes in a flash of light.

The plaque is not consumed in the casting.

Age Plant

(Alteration)

(Source: Tome of Magic)

Sphere: Time

Range: 30 yards

Components: V, S, M (the priest's holy symbol and the petal from an apple blossom)

Duration: Permanent

Casting Time: 1 round

Area of Effect: One plant, seed, or tree/level

Saving Throw: None

This spell enables the caster to affect the aging of any plant, seed, or tree. The process can operate either forward or backward, causing flowers to blossom, seeds to sprout and grow, and trees to bear fruit; or fruit to turn to blossoms, trees to become saplings, and new shoots to turn to seeds.

The change in age, either forward or backward, is chosen by the priest at the time of casting. The changes associated with normal or reversed growth occur instantaneously.

Plants can be altered in age up to 10 years per level of the caster. The caster can stop the aging at any point within the limits imposed by his level; he could cause a tree to grow from a sapling until it withers and dies from old age or he could stop the tree's growth at a stage at which it would shelter his home.

The spell does not alter the appearance or characteristics of a plant except those that result from normal aging (or regression). *Age plant* has no effect on magically-generated plants or plant-type monsters.

The material components are the priest's holy symbol and the petal from an apple blossom.

Animal Summoning I

(Conjuration, Summoning)

(Source: Players Handbook)

Sphere: Animal (before PO S&M: Animal, Summoning)

Range: 1 mi. radius

Components: V, S

Duration: Special

Casting Time: 7

Area of Effect: Special

Saving Throw: None

By means of this spell, the caster calls up to eight animals that have 4 Hit Dice or less, of whatever sort the caster names when the summoning is made. Only animals within range of the caster at the time the spell is cast will come. The caster can try three times to summon three different types of animals. For example, a caster first tries to summon wild dogs to no avail, then unsuccessfully tries to call hawks, and finally calls wild horses that may or may not be within summoning range. The DM must determine the chance of a summoned animal type being within the range of the

spell. The animals summoned aid the caster by whatever means they possess, staying until a fight is over, a specific mission is finished, the caster is safe, he sends them away, etc. Only normal or giant animals can be summoned; fantastic animals or monsters cannot be summoned by this spell (no chimerae, dragons, gorgons, manticores, etc. *Please see table below*).

Conjured Animals			
HD	Roll	Animal	Value
1	01-10	Baboon	1 ^{1/4}
	11-25	Dog, wild	1 ^{1/4}
	26-35	Hawk, large	1
	36-40	Hawk, blood	1 ^{1/4}
	41-50	Jackal	1/2
	51-55	Mammal, small	varies
	56-60	Minimal	varies
	61-65	Otter	3/4
	66-70	Otter, sea	1 ^{1/4}
	71-80	Owl, common	1
	81-90	Rat, giant	1/2
	91-00	Skunk	1/4
2	01-70	Animal, herd	2
	71-80	Badger	1 ^{1/2}
	81-00	Horse, wild	2
3	01-05	Badger, giant	3
	06-10	Boar, warthog	3
	11-15	Cattle, wild	2 ^{1/2}
	16-20	Cheetah	3
	21-30	Dog, war	2 ^{1/2}
	31-35	Hyena, wild	3
	36-45	Lion, mountain	3 ^{1/4}
	46-50	Lynx, giant	2 ^{1/2}
	51-60	Mule	3
	61-70	Camel	3
	71-80	Stag	3
	81-90	Wolf	2 ^{1/2}
	91-00	Wolverine	3
4	01-10	Bear, black	3 ^{3/4}
	11-25	Boar, wild	3 ^{3/4}
	26-40	Eagle, giant	4
	41-50	Jaguar	4 ^{1/4}
	51-60	Leopard	3 ^{1/2}
	61-75	Owl, giant	4
	76-90	Weasel, giant	3 ^{3/4}
	91-00	Wolf, dire	3 ^{3/4}

Animal Trick (Enchantment)

(Source: The Complete Book of Rangers)

AD&D 2nd Edition

The Complete Book of Spells – The core spells V. 1.3.1

Rangers

Sphere: Animal

Range: 30 yards

Components: V, S

Duration: 1 round/level

Casting Time: 6

Area of Effect: One animal

Saving Throw: Special

[Editors Note: This spell comes from the Complete Rangers handbook, but can also be made available for other spellcasters, when the DM allows it]

This spell temporarily enables any animal to perform a trick it normally doesn't know or lacks the intelligence to execute.

The animal must be within 30 yards of the caster and must be able to hear his spoken commands. If these conditions are met, the animal will do exactly what the ranger tells it. A lion will batter down the door of a cell, a cat will fetch a key and carry it in its mouth, a parrot will draw a circle in the sand with its claw. A creature with less than 5 hit dice and no prior allegiances receives no saving throw. Any willing creature predisposed to aid the caster (such as an animal follower) will not resist this spell at all.

The animal can't execute a trick or task that exceeds its physical limitations. A snake can't pick a lock, and a horse can't play a trumpet. Note also that the caster must give specific instructions, not general commands. If the caster commands a lion to "Get something to help me put out this fire," the puzzled lion won't know what to do. However, if the caster says, "Take this bucket in your mouth, dip it in the stream, and carry the water back to me," the lion will do as it's told.

The caster can take other actions while the animal is completing the trick. Once the animal completes its trick, the caster may give it additional tricks to complete until the spell expires. If the spell expires while the animal is in the middle of a trick, or if the spell is broken by some means, the animal immediately stops what it's doing.

Blessed Warmth (Alteration)

(Source: Tome of Magic)

Sphere: Sun

Range: Touch

Components: V, S

Duration: 1 round/level

Casting Time: 4

Area of Effect: Special

Saving Throw: None

When this spell is cast, a narrow shaft of light shines down upon the priest, making him immune to the effects of natural cold (such as a blizzard) and granting him a +3 bonus to saving throws vs. magical cold (such as a white dragon's breath weapon).

For each level of the priest above 7th, an additional beam of light may be created to protect another creature, who must be standing within 3' of the priest. Thus, a 10th-level priest could protect four other creatures in a 3' radius.

Body Clock (Alteration)

(Source: Tome of Magic)

Sphere: Time

Range: Touch

Components: V, S, M (a kernel of corn, a drop of water, and a stoppered glass bottle)

Duration: 1 hour/level

Casting Time: 4

Area of Effect: One creature

Saving Throw: None

Body clock affects a subject in the following ways.

- The subject's need for sleep is reduced. For every hour that a subject sleeps, he is as refreshed as if he slept 10 hours. For every two hours that a subject sleeps during the spell (20 hours of rest), he regains hit points as if he spent a day of complete rest. However, wizards are not able to memorize spells; "real" time must pass for this to occur.
- The subject's need to breathe is reduced. He breathes only 10% as often as normal for the duration of the spell, enabling him to hold his breath 10 times longer than normal and use less air in enclosed situations.
- The subject can set an internal "alarm clock" to alert him when a specific amount of time has passed. The subject then hears a brief ringing in his ears, audible only to him. The ringing is loud enough to wake the subject. He can set as many internal alarm clocks as he wishes, as long as they all occur within the duration of the spell.

The spell has no effect on movement, spellcasting, or any other normal activities.

The material components are a kernel of corn, a drop of water, and a stoppered glass bottle.

Call Woodland Beings (Conjuration/Summoning)

(Source: Players Handbook)

Sphere: **Animal**, Summoning (before PO S&M: Summoning)

Range: 100 yds./level

Components: V, S, M (a pine cone and eight holly berries)

Duration: Special

Casting Time: Special

Area of Effect: Special

Saving Throw: Neg.

[Editors Note: According to the Complete druid handbook, the spell can also be added to the animal sphere, when the DM allows it]

By means of this spell, the caster is able to summon certain woodland creatures to his location. Naturally, this spell works only outdoors, but not necessarily only in wooded areas. The caster begins the incantation and continues uninterrupted until some called creature appears or two turns have elapsed. (The verbalization and somatic gesturing are easy, so this is not particularly exhausting to the spellcaster.) Only one type of the following sorts of beings can be summoned by the spell. They come only if they are within the range of the call.

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

The creature(s) called by the spell are entitled to a saving throw vs. spell (with a -4 penalty) to avoid the summons. Any woodland beings answering the call are favourably disposed to the spellcaster and give whatever aid they are capable of. However, if the caller or members of the caller's party are of evil alignment, the creatures are entitled to another saving throw vs. spell (this time with a +4 bonus) when they come within 10 yards of the caster or another evil character with him. These beings immediately seek to escape if their saving throws are successful. In any event, if the caster requests that the summoned creatures engage in combat on his behalf, they are required to roll a loyalty reaction check based on the caster's Charisma and whatever dealings he has had with them.

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

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

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

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

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

Chaotic Combat (Invocation/Evocation)

(Source: Tome of Magic)

Sphere: Chaos

Range: 30 yards

Components: V, S

Duration: 1 round/level

Casting Time: 3

Area of Effect: One creature

Saving Throw: None

When *chaotic combat* is cast on a fighter, he is inspired beyond his years of training and is suddenly struck with numerous insights for variations on the standard moves of attack and defense. The spell affects only warriors.

Unfortunately, these insights are helpful in only two-thirds of the warrior's attacks. In the remaining attacks, the spell actually impairs the warrior's standard performance. At the beginning of each round, after the player has declared his character's actions, 1d6 is rolled for the affected warrior. On a roll of 1, 2, 3, or 4, the warrior gains bonuses of +2 to attack rolls and +2 to armor class. On a roll of 5 or 6, the warrior suffers a -2 penalty to attack rolls and a -2 penalty to armor class. This must be determined at the beginning of the round so that both the warrior and his opponents can apply the necessary changes.

The insight imparted by this spell is lost after the spell expires. The insight is generated by chaos, which is nearly impossible to contain. After the spell expires, the warrior remembers the battle but not the specifics of his actions. He is unable to duplicate the maneuvers.

Chaotic Sleep (Alteration)

(Source: Tome of Magic)

Sphere: Chaos

Range: Touch

Components: V, S, M (a pinch of sand and three coffee beans)

Duration: Permanent

Casting Time: 1 turn

AD&D 2nd Edition

Area of Effect: One creature

Saving Throw: Neg.

After casting this spell, the priest must successfully touch his victim. The victim is then allowed a saving throw to avoid the spell's effect. If the saving throw is failed, the spell takes effect at the next sunrise or sunset (whichever comes first).

From the time the spell takes effect until the spell is negated, the sleeping pattern of the victim is randomly disrupted. At sunset and sunrise of every day, a check is made to determine the effects of *chaotic sleep*. In the 12-hour period that follows the check, there is an equal chance that the character will be unable to sleep or unable to remain awake (roll 1d6; on a roll of 1-3, the character is awake, on a roll of 4-6, he sleeps). This condition lasts until the next sunrise (or sunset) when the check is made again.

For example, a fighter fails to save against *chaotic sleep*. For the next few hours, the spell has no effect. At sundown, the first check is made, resulting in a 2. The fighter does not notice anything until he tries to sleep that night, at which time he is wide awake, fidgeting and restless. At sunrise, another die roll is made, resulting in a 6. The fighter is suddenly exhausted and sleeps until sunset.

Characters who sleep as a result of this spell can be roused only by physical stimuli—a slap or a wound, for example. Once awake, the character remains conscious only as long as there are active stimuli around him, such as a fight. Walking through caves or riding a horse will not keep the character awake. Unlike a *sleep* spell, characters affected by *chaotic sleep* doze off as soon as they are left relatively undisturbed. Keeping an affected character awake is difficult at best.

Lack of sleep will eventually take a physical toll on any character under the influence of the spell. For every 12-hour period that a character remains awake beyond the first, he suffers a -1 penalty to THAC0. Such characters do not regain hit points as a result of normal healing. Spellcasters cannot memorize spells until they have had sufficient sleep.

Chaotic sleep can be removed with a remove curse.

The material components are a pinch of sand and three coffee beans.

Circle of Privacy (Alteration)

(Source: Tome of Magic)

Sphere: Travelers

Range: Special

Components: V, S, M (a hair from a skunk, a whisker from a mouse, and enough salt to make a 50-foot-diameter circle)

Duration: 1 hour/level

Casting Time: 4

Area of Effect: 50-foot-diameter circle

Saving Throw: None

This spell helps to discourage predators and trespassers from disturbing a campsite. The caster sprinkles salt in a circle enclosing an area up to 50 feet in diameter.

For the duration of the spell, all sounds and scents generated within the circle are muted, making the area less noticeable to those outside the circle. Therefore, the group's chance of encounter is reduced by 50% for the duration of the spell. The spell provides no protection against infravision or other forms of magical detection.

The material components are a hair from a skunk, a whisker from a mouse, and enough salt to make a 50-foot-diameter circle.

Cloak of Bravery (Conjuration/Summoning) *Reversible*

(Source: Players Handbook)

Sphere: Charm

Range: Touch

Components: V, S, M (feather of an eagle or hawk; reverse: tail feathers of a vulture or chicken)

Duration: Special

Casting Time: 6

Area of Effect: 1 to 4 creatures

Saving Throw: Neg.

The cloak of bravery spell can be cast upon any willing creature. The protected individual gains a bonus to his saving throw against any form of fear encountered (but not awe--an ability of some lesser and greater powers). When cast, the spell can affect one to four creatures (caster's choice). If only one is affected, the saving throw bonus is +4. If two are affected, the bonus is +3, and so forth, until four creatures are protected by a +1 bonus. The magic of the cloak of bravery spell works only once and then the spell ends, whether or not the creature's saving throw is successful. The spell ends after eight hours if no saving throw is required before then.

Reverse: Cloak of fear

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

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

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

AD&D 2nd Edition

The Complete Book of Spells – The core spells V. 1.3.1

Compulsive Order (Enchantment/Charm)

(Source: Tome of Magic)

Sphere: Law

Range: 10 yards

Components: V, S, M (a perfect cube made of metal)

Duration: Permanent

Casting Time: 5

Area of Effect: One creature

Saving Throw: Neg.

The victim of *compulsive order* is compelled to place everything he encounters into perfect order. If he discovers treasure, he divides it into tidy piles or containers of silver, gold, and copper. He is reluctant to enter a dungeon because it is a messy place, but once inside, he is obsessed with cleaning it. A character under the power of this spell will sweep dirt from dungeon corridors into neat piles, arrange the corpses of a defeated orc band according to size, dash forward to remove a bit of lint on clothing, and insist that the party organize themselves alphabetically, then by size, and then by age. While the spell does not affect a character's abilities, the overwhelming desire for order impairs the character's usefulness in most adventures.

When a character afflicted by this spell attempts to undertake a new event (begin a battle, haggle with the merchant, etc.), the player must rationalize the action on the basis of his compulsion for order. Thus, the character cannot simply attack a goblin; he must announce a condition such as attacking the tallest goblin and fighting his way down according to size. Once stated, the character must follow through with this plan.

If the player cannot conceive a rationale for his character's behavior, the character is forced to delay his actions for 1d6 rounds, with the time spent in preparation for the subsequent action. The character spends time arranging spell components artistically, deciding how to hold his sword, cleaning his weapon, etc.

Anyone affected by *compulsive order* may become violent if he is prevented from being neat. He will do what he must to make the world around him more orderly. If he is allowed to organize his surroundings, he will quickly calm down again. The victim will constantly petition the people around him to be neat and organized.

The victim is allowed a saving throw to avoid the effects of the spell. *Compulsive order* can be removed with a *dispel magic* spell.

The material component is a perfect cube made of metal.

Control Temperature, 10' Radius (Alteration)

(Source: Players Handbook)

Sphere: Weather

Range: 0

Components: V, S, M (a strip of willow bark or raspberry leaves)

Duration: 4 turns + 1 turn/level

Casting Time: 7

Area of Effect: 10-ft. radius

Saving Throw: None

When this spell is cast, the temperature surrounding the caster can be altered by 10 F., either upward or downward, per level of experience of the spellcaster. Thus, a 10th-level caster could raise or lower the surrounding temperature from 1 to 100 degrees. The spell can be used to ensure the comfort of the caster and those with him in extreme weather conditions. The party could stand about in shirt sleeves during the worst blizzard (although it would be raining on them) or make ice for their drinks during a scorching heat wave.

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

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

Cure Serious Wounds

(Necromancy) **Reversible**

(Source: Players Handbook)

Sphere: Healing

Range: Touch

Components: V, S

Duration: Permanent

Casting Time: 7

Area of Effect: 1 creature

Saving Throw: None

This spell is a more potent version of the cure light wounds spell. When laying his hand upon a creature, the priest heals 2d8+1 points of wound or other injury damage to the creature's body. This healing cannot affect noncorporeal, nonliving, or extraplanar creatures.

Reverse: Cause serious wounds

Cause serious wounds, the reverse of the spell, operates similarly to the cause light wounds spell, the victim having to be touched first. If the touch is successful, 2d8+1 points of damage are inflicted.

Defensive Harmony

(Enchantment/Charm)

(Source: Tome of Magic)

Sphere: Law

Range: 5 yards

Components: V, S

Duration: 1 round+2d4 rounds

Casting Time: 1

Area of Effect: One creature/two levels

Saving Throw: None

This spell must be cast on at least two creatures. The priest may affect one creature per two levels of his experience, and all creatures to be affected must be within three feet of each other at the time of casting. After the spell is completed, affected characters may move about freely.

Defensive harmony grants affected creatures a defensive bonus by bestowing an enhanced coordination of their attacks and defenses. The affected creatures must be involved in a single battle so that their efforts harmonize to the benefit of all involved.

For example, the affected creatures can attack one dragon or a group of orcs in a single area. They can also attack additional enemy forces that arrive in the same combat. If the enemy forces divide and flee, the affected creatures can follow, continue to attack, and benefit from the spell. If the affected group is split into two smaller groups when attacked, however, it gains no benefit from *defensive harmony*.

While the spell is in effect, each affected creature gains a +1 bonus to armor class for every other creature benefitting from the spell, to a maximum bonus of +5 (although more than five characters may be affected by the spell). Thus, if four creatures are affected by *defensive harmony*, each creature gains a +3 bonus to armor class.

This bonus represents a mystical coordination of effort on the part of all affected creatures. A fighter will naturally wage his attack to distract the troll attacking the thief.

The ranger will instinctively block the swing of an orc, thereby protecting the wizard.

Creatures affected by the spell are not consciously aware of these efforts, and they are unable to create specific strategies and tactics.

Detect Animal Attacker

(Divination)

(Source: The Complete Druids Handbook)

Druids

Sphere: Animal

Range: Touch

Components: V, S, M (the priest's holy symbol)

Duration: Instantaneous

Casting Time: 1 turn

Area of Effect: 1 creature

Saving Throw: None

[**Editors Note:** This spell comes from the *Druids Handbook* but could also be available for other spellcasters, if the DM allows it.]

Depending on how it is cast, *detect animal attacker* gives the druid a visual image either of a creature that injured an animal or of an animal that attacked any victim.

While casting the spell upon any victim of an attack by a natural animal (a victim whose body still bears the marks of claws, fangs, or other natural weapons), the druid touches the victim's wound. This brief touch gives the caster a fleeting vision of the animal that caused the injuries as it looked at the time of the attack.

Likewise, a druid casting the spell upon an injured real-world animal can touch its wound and receive a vision of the person, monster, or animal that harmed it.

Even if the caster receives a vision of an unfamiliar attacker, the character usually can get an idea of its size, primary attack method, and alignment. (The druid senses good, evil, or neutrality.)

In addition, if the creature still lives and fails a saving throw vs. spell, the caster senses its current position, location, and direction of travel.

Detect animal attacker works only within one hour per level of the caster after the victim receives the injury in question. The spell is effective regardless of whether the attack proved fatal.

The material component is the priest's holy symbol.

Detect Lie

(Divination) **Reversible**

(Source: Players Handbook)

Sphere: Divination

Range: 30 yds.

Components: V, S, M (one gp worth of gold dust)

Duration: 1 rd./level

Casting Time: 7

Area of Effect: 1 creature

Saving Throw: Neg.

A priest who casts this spell is immediately able to determine if the subject creature deliberately and knowingly speaks a lie. It does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions. The subject receives a saving throw vs. spell, which is adjusted only by the Wisdom of the caster—for example, if the caster has a Wisdom of 18, the subject's saving throw roll is reduced by 4 (see Table 5: Wisdom).

The material component for the detect lie spell is one gp worth of gold dust.

Reverse: Undetectable Lie

AD&D 2nd Edition

The spell's reverse, undetectable lie, prevents the magical detection of lies spoken by the creature for 24 hours. The reverse requires brass dust as its material component.

Dimensional Anchor

(Alteration)

(Source: Players Option: Spells & Magic)

Sphere: Guardian

Range: 10 yds./level

Components: V, S

Duration: 1 turn + 1 rd./level

Casting Time: 1

Area of Effect: 1 creature

Saving Throw: None

[Subtlety: +2; Knockdown: None; Sensory: Moderate visual; Critical: None]

When a priest casts this spell, a green ray springs from his outstretched hand and unerringly strikes a creature within line of sight and the range of the spell, covering the subject with a shimmering emerald field that completely blocks bodily extradimensional travel. Forms of movement barred by the *dimensional anchor* include *blinking*, *dimension door*, *etherealness*, *gate*, *phasing*, *plane shift*, *maze*, *shadow walk*, *teleportation*, and similar spell-like or psionic abilities. The field persists for one turn plus one round per caster level and has no effect other than blocking extradimensional travel. The *dimensional anchor* does not interfere with the movement of creatures in astral form, nor does it block extradimensional perception or attack forms such as a basilisk's gaze.

Dimensional Folding

(Alteration)

(Source: Tome of Magic)

Sphere: Numbers

Range: 5 feet

Components: V, S, M (a sheet of platinum "tissue" worth at least 15 gp)

Duration: 1 round

Casting Time: 1 round

Area of Effect: 10-foot circle

Saving Throw: None

This spell allows the caster to selectively warp the fabric of space, folding it into higher dimensions.

This effect can be best explained through an example. If an ant crawling along the west edge of a map decided to travel to the east edge of the map, it would have to crawl the full width of the map. But if the map were folded in two so that the east and west edges were touching, the ant would travel almost no distance at all. The ant's world (the map) would have been folded

through the third dimension. The *dimensional folding* spell does something similar with the three-dimensional world: it folds it through a higher dimension (the fourth), allowing instantaneous travel between two locales on the same plane of existence.

Although this effect may seem similar to the wizard spell *teleport*, in practice, it is much different. The *dimensional folding* spell opens a gate that allows instantaneous, bidirectional access to a distant locale on the same plane. This gate is circular, of any size up to 10' in diameter, and remains in existence for up to 1 full round. The caster and any other creatures can pass through the gate in either direction while it remains open. Missile weapons and magic spells can also pass through the gate.

The gate appears as a shimmering ring, glowing with a faint light equivalent to starshine. Vision through the gate is clear and unobstructed in both directions, allowing the priest to "look before he leaps." However, anyone on the other side of the gate is able to see the priest and his point of origin. The "near side" of the gate always appears within 5 feet of the priest. The location of the "far side" of the gate always opens within 5 feet of the place the priest desires. Thus, there is no chance of arriving at the wrong destination, as with the wizard spell *teleport*.

There is a risk involved in using *dimensional folding*, however. Many philosophers believe that what we know as time is simply another dimension, and the behavior of this spell seems to support this thesis. Unless the priest is extremely familiar with the destination, there is a significant chance that any creature passing through a *dimensional folding* gate will suffer instantaneous aging. Theorists believe that this is the same kind of "slippage" that can cause a *teleporting* wizard to land high or low, except that in this case, the slippage is in the time dimension.

The chance of this instantaneous aging occurring depends on how familiar the priest is with the destination. The table that follows outlines the conditions and effects of aging.

Destination is:	Chance of aging	Amount of aging
Very familiar*	2%	1 year
Studied carefully	5%	1d2 years
Seen casually	10%	1d3 years
Viewed once	15%	1d6 years
Never seen	25%	1d10 years

* Use this row if the desired location is within view of the priest.

If the die roll indicates that aging occurs, every creature that passes through the gate in either direction suffers the aging effect. Multiple creatures passing through the gate in the same direction all age by the same amount determined by a single die

roll. Although the chance of aging is low and the potential amount of aging is minimal for familiar destinations, the effects can add up and become significant over time.

Although the word "destination" is used to refer to the "far end" of the gate, the priest need not be the one doing the traveling. For example, a priest may open the gate near a distant ally so he may travel instantaneously to join the priest.

The material component is a sheet of platinum "tissue" worth at least 15 gp, which the priest folds intricately during the casting. The tissue is consumed when the gate closes.

Divination

(Divination)

(Source: Players Handbook)

Sphere: Divination

Range: 0

Components: V, S, M (a sacrificial offering, incense, and the holy symbol)

Duration: Special

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

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

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

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

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

Earthmaw

(Alteration)

(Source: The Complete Druids Handbook)

Druids

Sphere: Elemental (earth)

Range: 50 yards

Components: V, S, M (a tooth from any predatory creature)

Duration: 1 round

Casting Time: 7

Area of Effect: 10-foot diameter circle

Saving Throw: Neg.

[**Editors Note:** This spell comes from the *Druids Handbook* but could also be available for other spellcasters, if the DM allows it.]

Earthmaw causes a patch of ground 10 feet in diameter to open and form a gigantic mouth with stalactite teeth. The mouth springs forth on a short serpentine neck, much like a water weird, and attacks once in a direction the caster dictates. Then it retracts into the earth and closes solidly. The site of an *earthmaw* spell appears as if the ground has been tilled recently.

The mouth can attack one large creature, two man-sized creatures, or four small-sized creatures within 10 feet of its outer edge. It can strike multiple creatures only if they remain clustered within a 10-foot diameter circle adjacent to the maw.

The *earthmaw* attacks as a monster with Hit Dice equal to the caster's level. Creatures standing on the site of the maw suffer a +3 penalty to Armor Class for purposes of this attack only. Creatures standing next to the maw suffer no AC penalty.

A successful hit inflicts 1d4 points of damage per level of the caster. An *unmodified* roll of 19 or 20 means the maw has swallowed the victim whole, burying the character 2d4 feet below ground. Victims can be dug out manually, with appropriate spells (such as *dig*), or with magical items (such as a *spade of colossal excavation*). A creature trapped underground will suffocate unless freed within a number of rounds equal to one-third its Constitution score.

Earthmaw may be cast on any area of loose or packed earth, sand, or vegetation-covered soil. It may be cast indoors on an earthen surface: for example, on the dirt floor of a barn or basement, but not on the marble floor of a home or temple. It may not be cast on an area containing a tree, any portion of a building, or any type of pavement.

An object present on the site of the maw (such as a campfire or a tent, etc.) counts as a creature of that object's size in attacks.

The material component is a tooth from any predatory creature.

Entrench

(Alteration, Invocation/Evocation)

(Source: Players Option: Spells & Magic)

Sphere: War

Range: 60 yds.

Components: V, S, M (the shell of a giant nautilus)

Duration: Permanent

Casting Time: 3 rds.

Area of Effect: 10-ft. cube/2 levels

Saving Throw: None

[Subtlety: +3; Knockdown: None; Sensory: Moderate visual; Critical: None]

An improved version of the *fortify* spell, *entrench* has much the same effect, but prepares an even more formidable set of defenses. Like *fortify*, *entrench* may be used to prepare an open outdoors area such as a field or grassland, or a rough outdoors area such as a hillside or forest. Large rooms or chambers may be *entrenched* as well. In addition to the ditches and ramparts of the *fortify* spell, *entrench* makes use of local materials to create a small palisade and an array of stakes or sharp stones to discourage attackers.

A. Open Outdoors Site: A rampart or dike of earth faced by a staked ditch rises from the ground along the perimeter of the site. Creatures defending the dike receive 75% cover against missile fire (+7 bonus to AC), or 25% cover (+2 bonus) if they expose themselves by engaging in melee combat or firing missiles out of the dike. Attackers cannot charge, run, or sprint over the rampart, and must spend one full round negotiating the defenses in order to attack. The dike's defenders receive a +1 bonus to attack rolls against any creatures trying to move through the stakes or stones.

B. Rough Outdoors Site: Loose stones, deadwood, and briars are arranged to form a defensible wall along the perimeter of the area of effect, faced by an array of sharp stakes or stones. Characters hiding behind the wall receive 90% cover (+10 bonus to AC), or 50% cover (+4 bonus) if they expose themselves by firing missiles or defending the wall. Attacking creatures cannot run, charge, or sprint through the defenses, and must spend one full round to get through the stakes plus an additional round climbing over the wall in order to enter the fortified area. The wall's defenders gain a +1 bonus to attacks against creatures negotiating the defenses.

C. Marshy or Low-lying Site: In swamps or bogs, *entrench* creates a water-filled ditch around the perimeter of the area of effect. This ditch is 15 feet wide and 3 to 6 feet deep; most creatures require two full rounds to negotiate the ditch and climb up the far side, and defenders gain a +1 bonus to attack rolls

against enemies who are wading the ditch or climbing up the other side.

The fortifications created by this spell are permanent, although erosion, weathering, and clearing or filling can return the site to its original state.

The material component is the shell of a giant nautilus. In the Battlesystem rules, *entrench* provides the defending units with a +3 bonus to their AR versus missile and melee attacks, but only a +1 bonus against missile attacks in marshy areas.

Fire Purge (Abjuration)

(Source: Tome of Magic)

Sphere: Wards

Range: 10 yards/level

Components: V, S, M (the priest's holy symbol and a scorched sliver of wood)

Duration: 1 turn/level

Casting Time: 1 turn

Area of Effect: 10-yard square/priest

Saving Throw: None

An area enchanted with *fire purge* is protected against all types of normal and magical fires. Normal fires (including camp fires, torches, and oil fires) cannot burn in the area of effect. Magical fires (including fiery dragon breath, other creature-generated fires, and spell-related fires such as *burning hands* and *fireball*) cause only 50% of their normal damage. Additionally, creatures within the area of effect receive a +4 bonus to saving throws made vs. fire attacks, regardless of whether the attacks originate inside or outside the warded area. *Fire purge* has no effect on fires that are within the area of effect when the spell is cast, (i.e., it does not extinguish existing fires).

The material components are the priest's holy symbol and a scorched sliver of wood.

Fire purge can be cast as cooperative magic. If a number of priests cast this spell simultaneously, its effectiveness is significantly increased. The duration of the spell is then equal to 1 turn per level of the most powerful priest plus 1 turn for every other contributing priest. The area of effect is a square whose sides equal the number of priests times 10 yards (thus, six priests could create a 60-yard by 60-yard square of protection).

Focus (Invocation)

(Source: Tome of Magic)

Sphere: All

Range: 10 feet

Components: V, S, M (The material components are many, including special vestments, incense, oils, waters, and other equipment the DM deems appropriate. The cost of these materials is never less than 1,000 gp plus 100 gp per level of spell being amplified.)

Duration: Special (up to 1 year)

Casting Time: 1 day

Area of Effect: Special

Saving Throw: None

This spell creates the necessary conditions for devotional energy to be used. For faith magic to work, the priest must create a focus to harness the necessary devotional energy.

This spell creates that focus. *A focus cannot function without a source of devotional energy.*

The focus gathers devotional energy and reshapes it in order to amplify other spells cast by the priest (or priests). The same energy keeps the focus in existence. If the spell is cast and there is no immediate source of devotional energy within 100 feet, the *focus* immediately fails.

Once created, most foci cannot be moved. This condition and the need for a constant supply of devotional energy tends to limit the use of foci to temples, churches, monasteries, shrines, and seminaries--permanent structures where followers of the religion gather on a regular basis. Sometimes a focus is created for a special gathering such as a holy day, conclave, grand wedding, or yearly festival.

Not all foci are identical. The particular form of the focus depends on the power and nature of the spell being amplified. All foci can be seen by *detect magic*. There are three basic types of foci: site, item, and living.

Site foci are connected to a place, whether a room, building, field, or forest. Once cast, the foci cannot be moved. It causes no disturbance in the surroundings; it is invisible and intangible.

Item foci are centered on a single object. Customarily, this object is large and immovable, such as an altar, but it is possible for the focus to be as small as is practical. The item can be as elaborate or plain as desired, but should have some significance to the religion.

Living foci are the rarest of all types. In this case, the focus is created on a living plant, animal, or person. *Detect charm* reveals the person is somehow enchanted, although not under the influence of a typical charm spell.

The type of focus created (site, item, or living) depends on the religion and nature of the spell amplified. These choices are listed in Table 3: Focused Spell Effects.

Casting the *focus* spell is a long and complicated process, accompanied by many ceremonies and rituals.

During the day spent casting the spell, the priest will need the assistance of at least two other priests of the same faith. These aides need not memorize the spell (or even be capable of casting it). Their duty is to provide the extra hands and voices needed at specific points of the casting. A large number of worshipers must also be present since the focus requires their energy. Not surprisingly, the casting of this spell is often incorporated into important holy festivals or special occasions.

The duration of the focus is one year. If the devotional energy falls below a minimum level, the spell ends sooner. A focus requires the devotional energy of at least 100 devout worshipers. Lay monks (those dedicated to the religion but not priests) count as two worshipers, while priests (of any level) count as ten. A focus could be maintained by a congregation of 100, a monastery of fifty, or a seminary of as few as 10 priests (or any combination of the above). The focus must receive this energy for at least 10 hours out of every day. If these conditions are not met, the focus weakens. The area of effect of the amplified spell decreases by 20% each day until it fades away completely.

Once the focus is created, the priest or priests have 1 turn in which to cast the desired spell upon the focus. A focus can amplify only one spell, and each item, creature, or place can receive only one focus. Spells that can be cast upon a focus are listed on Table 3.

Table 3: FOCUSED SPELL EFFECTS

Possible Spell	Focus Type
Anti-animal shell	S/I/L
Anti-plant shell	S/I/L
Bless	S/I
Control temperature, 10' radius	S*
Control winds	S/I*
Cure disease	I/L
Cure blindness or deafness	I/L
Detect poison	S/I
Detect lie	I
Detect magic	I
Dispel evil	S/I
Dragonbane**	S
Endure cold/endure heat	S*
Ethereal Barrier**	S
Know alignment	I/L
Negative plane protection	S/I
Protection from evil	S/I
Protection from lightning	S
Protections from fire	S
Purify food and drink	I
Remove fear	S/I/L
Remove curse	I
Repel insects	S/I
Resist fire/resist cold	S
Sanctify**	S
Speak with animals	S/I/L

<i>Tongues</i>	S/I
<i>True seeing</i>	S

* *The caster must state a desired range (temperature, wind strength, etc.) within the spell's normal limitations at the time it is cast.*

** *These spells were added later in different sourcebooks (please s. spell decription)*

Once the spell is cast, the normal duration and area of effect for that spell are ignored.

The focus begins to increase these factors of the spell's power. After one day, the amplified spell reaches its full area of effect. Thereafter, it remains over that area until the focus fails.

The area affected by the focus (and its amplified spell) depends on the level of the caster. The spell expands in a radius from the focus, 20 feet per level of the caster, although it can deliberately be created smaller. Within that area of effect, the amplified spell exerts its normal effect. A 13th-level priest could create a focus up to 260 feet in diameter.

The material components are many, including special vestments, incense, oils, waters, and other equipment the DM deems appropriate. The cost of these materials is never less than 1,000 gp plus 100 gp per level of spell being amplified. These items are given up as offerings to the deity (perhaps to be distributed to the poor), and new ones must be obtained each time the spell is cast.

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Dragonbane:

This spell can be the subject of a site focus (s. Dragonbane spell, Pri 6).

Fortify

(Necromancy)

(Source: Tome of Magic)

Sphere: Healing

Range: 0

Components: V, S, M (the priest's holy symbol)

Duration: Special

Casting Time: 6

Area of Effect: Creature touched

Saving Throw: None

This is a simple cooperative magic spell. Only one priest can cast the spell, but like *mystic transfer*, another priest is required for the spell to have any effect. Through this spell, the priest improves the quality of another priest's healing spells.

For the *fortify* spell to work, it must be cast simultaneously with a *cure light wounds*, *cure serious wounds*, or *cure critical wounds*. The priest casting *fortify* must lay his hand on the priest attempting the cure. When both spells are cast, additional energy flows through the second priest and into the creature being healed. *Fortify* automatically causes the cure spell to

function at maximum effect. Thus, a *cure serious wounds* would automatically heal 17 points of damage and a *cure critical wounds* would heal 27 points of damage.

The material component is the priest's holy symbol.

Free Action (Abjuration, Enchantment)

(Source: Players Handbook)

Sphere: Charm

Range: Touch

Components: V, S, M (a leather thong)

Duration: 1 turn/level

Casting Time: 7

Area of Effect: 1 creature

Saving Throw: None

This spell enables the creature touched to move and attack normally for the duration of the spell, even under the influence of magic that impedes movement (such as web or slow spells) or while under water. It even negates or prevents the effects of paralysis and hold spells. Under water, the individual moves at normal (surface) speed and inflicts full damage, even with such cutting weapons as axes and swords and with such smashing weapons as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The free action spell does not, however, allow water breathing without further appropriate magic.

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

Genius (Divination)

(Source: Tome of Magic)

Sphere: Thought

Range: 0

Components: V, S, M (a gem of at least 50 gp value)

Duration: Instantaneous

Casting Time: 5

Area of Effect: Caster

Saving Throw: None

This spell is similar to *idea*, except that the priest's player can ask the DM one question about any event occurring at the moment. The question must be somehow related to evaluation of the current situation, such as "What are these monsters?"

Speculation about the future, such as "What's on the other side of the door?" is not permitted.

As with *idea*, the DM must be careful in adjudicating this spell. The answer to the question should always be relevant and correct, although not

necessarily complete, and should not be unbalancing to the situation. The answer can also be cryptic, in the form of a riddle or rhyme, depending on the DM's assessment of the situation. In general, the answer will be a single word or a short phrase of no more than five words.

The material component is a gem of at least 50 gp value. This spell can be cast only once in any 12-hour period. Subsequent attempts to cast the spell result in no answer.

Giant Insect (Alteration) *Reversible*

(Source: Players Handbook)

Sphere: Animal

Range: 20 yds.

Components: V, S, M (holy symbol)

Duration: Permanent

Casting Time: 7

Area of Effect: 1 to 6 insects

Saving Throw: None

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

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

For example, an 8th-level priest can grow three insects to 3 Hit Dice, four insects to 2 Hit Dice, or nine insects to 1 Hit Die. Flying insects of 3 Hit Dice or more can carry a rider of human size (assume that such can carry 80 pounds per Hit Die).

If the casting is interrupted for any reason, or if the insects are currently subject to any other magical effect (including this one), the insects die and the spell is ruined. The DM decides how many normal insects of what type are available; this is often a greater limitation on the spell than the limits above. If the insect created by this spell matches an existing monster description, use the monster description. Otherwise, unless the DM creates a special description, the giant form has an Armor Class of between 8 and 4, one attack, and inflicts 1d4 points of damage per Hit Die.

For example, a 14th-level priest uses the giant insect spell to enlarge one beetle (all that is available) to 6 HD size. The DM decides the beetle has AC 5 and bites once for 6d4 points of damage.

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

Reverse: Shrink

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

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

Hallucinatory Forest

(Illusion/Phantasm) Reversible

(Source: Players Handbook)

Sphere: Plant

Range: 80 yds.

Components: V, S

Duration: Permanent

Casting Time: 7

Area of Effect: 40-ft. sq./level

Saving Throw: None

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

The area shape is either roughly rectangular or square, in general, and at least 40 feet deep, in whatever location the caster desires. The forest can be of less than maximum area if the caster wishes. One of its edges can appear up to 80 yards away from the caster.

Hold Plant

(Enchantment/Charm)

(Source: Players Handbook)

Sphere: Plant

Range: 80 yds.

Components: V, S

Duration: 1 rd./level

Casting Time: 7

Area of Effect: 1d4 plants in 40-ft. sq.

Saving Throw: Neg.

The hold plant spell affects vegetable matter as follows: 1) it causes ambulatory vegetation to cease moving; 2) it prevents vegetable matter from entwining, grasping, closing, or growing; 3) it prevents vegetable matter from making any sound or movement that is not caused by wind. The spell effects apply to all forms of vegetation, including parasitic and fungoid types, and those magically animated or otherwise magically empowered. It affects such monsters as green slime, molds of any sort, shambling mounds, shriekers, treants, etc. The duration of a hold plant spell is one round per level of experience of the caster. It affects 1d4 plants in a 40-foot x 40-foot area, or a square 4 to 16 yards on a side of small ground growth such as grass or mold. If only one plant (or 4 yards square) is chosen as the target for the spell by the caster, the saving throw of the plant (or area of plant growth) is made with a -4 penalty to the die roll; if two plants (or 8 yards square) are the target, saving throws suffer a -2 penalty; if three plants (or 12 yards square) are the target, saving throws suffer a -1 penalty; and if the maximum of four plants (or 16 yards square) are the target, saving throws are unmodified.

Hunger

(Alteration)

(Source: The Complete Druids Handbook)

Druids

Sphere: Animal, Plant

Range: 10 yards

Components: V, S, M (a pinch of the food)

Duration: 1 day/level of caster

Casting Time: 7

Area of Effect: 1 person

Saving Throw: Neg.

[Editors Note: This spell comes from the Druids Handbook but could also be available for other spellcasters, if the DM allows it.]

Those affected by *hunger* no longer gain sustenance from food. No matter how much they eat, they still feel hungry. If the spell did not end, victims eventually would starve, visibly wasting away.

After one day under the spell's effect, victims' concentration suffers (due to their preoccupation with their constant hungry feeling), causing them to suffer a -2 penalty to all ability and proficiency checks. On the

eighth day without food, victims who have been maintaining normal activity levels lose 1 Strength point; on the ninth day, they lose 1 Constitution point. This alternating pattern continues until one of the character's ability scores falls to 3; at this point, the character becomes comatose. If a score reaches 0 before the *hunger* spell ends, the recipient dies. The victim regains lost points after the spell ends at a rate of 1 Strength and 1 Constitution point per day.

When casting the spell, the character secretly whispers a particular type of food; by eating the specified food, the victim breaks the spell. It must be a single, natural food (such as lamb, honey, or an apple) but can be exotic (dragon meat) as long as the caster has tasted it personally at some point.

Hunger cannot be dispelled, but can be broken by the *remove curse* spell. Failing all else, a sufferer must wait to find relief until the spell's duration elapses.

The spell's material component is a pinch of the food that can end the spell.

Imbue With Spell Ability (Enchantment)

(Source: Players Handbook)

Sphere: Charm

Range: Touch

Components: V, S, M (holy symbol, plus some minor item from the recipient that is symbolic of his profession (a lockpick for a thief, etc.))

Duration: Until used

Casting Time: 1 turn

Area of Effect: Person touched

Saving Throw: None

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

Level of Recipient	Spells Imbued
1	One 1st-level spell
3	Two 1st-level spells

5+	Two 1st- and one 2nd-level spells
----	-----------------------------------

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

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

The material components for this spell are the priest's holy symbol, plus some minor item from the recipient that is symbolic of his profession (a lockpick for a thief, etc.).

This item, and any material component for the imbued spell, is consumed when the imbue with spell ability spell is cast.

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Imbue with Spell Ability:

If the recipient dies before the imbued spells are cast, the *imbue with spell ability* caster regains the ability to cast the imbued spells.

Inverted Ethics (Enchantment/Charm)

(Source: Tome of Magic)

Sphere: Chaos

Range: 120 yards

Components: V, S, M (a miniature golden balance (i.e., similar to the scales of justice))

Duration: 1 turn

Casting Time: 1

Area of Effect: Special

Saving Throw: Neg.

This spell reverses the ethics of a person or group of people. While under the influence of this spell, a creature behaves in a manner opposite to the way he normally would behave. Thus, a shopkeeper influenced by inverted ethics will think it perfectly normal for someone to pick up an item from his shop and walk out the door without paying for it. If someone tried to pay for an item, he would be insulted. If the spell is cast on a shopper in a store, he would find it natural to steal the item, thinking that he is behaving in a proper way. If

the spell is cast on a professed thief, he will no longer steal, choosing to pay for his goods instead. *Inverted ethics* does not cause a creature to actively commit evil deeds (or good deeds). Thus, an affected creature will not go on a shoplifting rampage; he will steal only as the opportunity presents itself.

The spell affects one character per level of the caster within a 20' radius. Each target of the spell is allowed a saving throw vs. spell to avoid the effect. The material component is a miniature golden balance (i.e., similar to the scales of justice).

Join With Astral Traveler

(Alteration)

(Source: Tome of Magic)

Sphere: Astral

Range: 0

Components: V, S

Duration: Special

Casting Time: 1 turn

Area of Effect: The caster

Saving Throw: None

When a priest casts the 7th-level *astral spell*, he leaves his physical body in suspended animation while his astral body travels. By touching the comatose body and casting *join with astral traveler*, a priest can cause his own astral body to leave his physical body in suspended animation. His astral body then travels along the silver cord of the originally projected priest. The caster joins the projected priest as if he were part of the original casting of the *astral spell*; i.e., his own silver cord is connected to the priest's silver cord, and he is dependent upon the originally projected priest.

A priest who casts the 7th-level *astral spell* can project as many as seven other creatures along with himself. However, priests casting *join with astral traveler* are an exception to this limit. Any number of priests may join another priest in the Astral plane by use of this spell.

Knurl

(Alteration)

(Source: The Complete Druids Handbook)

Druids

Sphere: Plant

Range: 5 yards/level of caster

Components: V, S, M (a small twig)

Duration: 1 turn/level of caster

Casting Time: 7

Area of Effect: 1 person

Saving Throw: Neg.

[**Editors Note:** This spell comes from the *Druids Handbook* but could also be available for other spellcasters, if the DM allows it.]

Casting a *knurl* spell transforms a creature's arm into a tree branch of the same thickness, covered with bark and twigs. The new limb possesses neither elbow nor wrist joints not even a hand. The "arm" remains attached to the shoulder. The spell's recipient can use it as a club but not to manipulate tools, weapons, or spell components.

The caster chooses which of the recipient's arms to affect. A character could use multiple *knurl* spells to transform both arms of a humanoid. The arm is treated for all purposes as a tree branch: It becomes subject to fire, wood-altering spells, and tree diseases. *Dispel magic* ends the spell's effects.

The material component is a small twig.

Leadership

(Enchantment/Charm, Alteration) **Reversible**

(Source: Tome of Magic)

Sphere: War

Range: Special

Components: V, S, M (a pinch of steel dust or the priest's holy symbol)

Duration: Special

Casting Time: Special

Area of Effect: One creature

Saving Throw: None

This spell can be cast in one of two variations.

The first, appropriate for battlefield use, has a range of 240 yards, duration of 1d4+6 turns, and a casting time of 1 turn. The priest can cast the spell on any single individual (a commander or hero) within his line of sight.

While under the influence of this spell, the subject's command radius is increased by 50% (round fractions up).

The reverse of this variation, *doubt*, requires the target to make a saving throw vs. spell. If failed, *doubt* halves the command radius (round fractions down) of the targeted individual for 1d3+4 turns.

The material component for this variation is a pinch of steel dust.

The second variation must take place in or within 100' of a place of worship officially dedicated to the casting priest's deity. Both the priest and the individual to be affected must be present. The casting time is 5 turns and involves an intricate ritual and many prayers. At the conclusion of the spell, the subject's command radius is doubled. This effect lasts 2d12 hours.

The priest can cast either aspect (but not both at once) on himself. No individual can be the subject of more than one casting of this spell at one time, whether different aspects or cast by different priests. If more than one spell is attempted on the individual, only the most recent casting takes effect.

The material component for the second variation is the priest's holy symbol.

Lower Water

(Alteration) *Reversible*

(Source: Players Handbook)

Sphere: Elemental (Water)

Range: 120 yds.

Components: V, S, M (holy symbol and a pinch of dust)

Duration: 1 turn/level

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

The lower water spell causes water or similar fluid in the area of effect to sink away to a minimum depth of 1 inch. The depth can be lowered by up to 2 feet for every experience level of the priest. The water is lowered within a square area whose sides are 10 feet long per caster level. Thus, an 8th-level priest affects a volume up to 16 feet x 80 feet x 80 feet, a 9th-level caster affects a volume up to 18 feet x 90 feet x 90 feet, and so on. In extremely large and deep bodies of water, such as deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a slow spell:

The creature moves at half speed and makes half its usual number of attacks each round. The spell has no effect on other creatures.

Reverse: Raise water

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

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

Mental Domination

(Enchantment/Charm)

(Source: Tome of Magic)

Sphere: Thought

Range: 50 yards

Components: V, S, M (a mesh of fine threads)

Duration: 3 rounds/level

Casting Time: 4

Area of Effect: One creature

Saving Throw: Neg.

This spell is similar to the wizard spell *domination* in that it establishes a telepathic link between the priest and the subject through which the priest can control the subject's bodily movements. There are some significant differences between the spells, however.

Elves and half-elves have no innate resistance to this spell. Priest and subject need not share a common language. The priest can force the subject into combat, but the subject's attack rolls suffer a -2 penalty. The priest cannot force the subject to cast spells or use any innate magical or magiclike abilities. The priest can force the subject to speak, although the priest cannot inject a full range of emotions into the subject's voice (everything said by the subject is in a monotone).

This spell gives the priest no access to the subject's thoughts, memory, or sensory apparatus. Thus, the priest cannot see through the subject's eyes. To control the subject, the priest must be within the range of the spell *and* must be able to see the subject.

Breaking either of these conditions causes the spell to terminate immediately.

This spell requires a moderate level of concentration by the priest. While maintaining this spell, he can move or enter combat, but cannot cast another spell. If the priest is wounded, rendered unconscious, or killed, the spell immediately terminates.

If the priest is 10th level or lower, he or she cannot force the subject to perform particularly delicate actions, such as picking a lock. At 11th level or higher, however, this restriction is removed. The priest could thus force a thief to pick a lock. Any such delicate actions suffer a -15% penalty (or -3 on 1d20) to reflect the "remote control" nature of the action.

The material component is a mesh of fine threads that the priest loops around the fingertips of one hand and manipulates in the way that a puppeteer controls a puppet.

Modify Memory

(Enchantment/Charm)

(Source: Tome of Magic)

Sphere: Thought (before PS S&M: **Time**)

Range: 30 feet

Components: V, S

Duration: Permanent

Casting Time: Special

Area of Effect: One creature

Saving Throw: Neg.

This spell enables the caster to reach into the subject's mind and modify up to five minutes of his memory in one of the following ways:

- Eliminate all memory of an event the subject actually experienced. This spell cannot negate *charm*, *suggestion*, *geas*, *quest*, or similar spells.
- Allow the subject to recall with perfect clarity an event he actually experienced. For instance, he could

recall every word from a five-minute conversation or every detail from a passage in a book.

- Change the details of an event the subject actually experienced.
- Implant a memory of an event the subject never experienced.

Casting the spell takes one round. If the subject fails to save vs. spell, the caster proceeds with the spell by spending up to five minutes visualizing the memory he wishes to modify in the subject. If the caster's concentration is disturbed before the visualization is complete, the spell is lost.

Modified memory will not necessarily affect the subject's actions, particularly if they contradict his natural inclinations. An illogical *modified memory*, such as the subject recalling how much he enjoyed drinking poison, will be dismissed by the subject as a bad dream or a memory muddled by too much wine. More useful applications of *modified memory* include implanting memories of friendly encounters with the caster (inclining the subject to act favorably toward the caster), changing the details of orders given to the subject by a superior, or causing the subject to forget that the caster cheated him in a card game. The DM reserves the right to decide whether a *modified memory* is too nonsensical to significantly affect the subject.

Needlestorm

(Alteration)

(Source: The Complete Druids Handbook)

Druids

Sphere: Plant

Range: 60 yards

Components: V, S, M (a spine from a needle-bearing tree or plant)

Duration: Instantaneous

Casting Time: 7

Area of Effect: 1 tree or plant

Saving Throw: Save vs. spell for half damage

[**Editors Note:** This spell comes from the *Druids Handbook* but could also be available for other spellcasters, if the DM allows it.]

A favorite of cold-forest and desert druids, *needlestorm* causes the spines on any pine tree or similar needle-bearing plant to spray out in a deadly barrage. The shower of needles has a radius of approximately 1 foot for every 2 feet of the subject plant's height.

Everyone within this area suffers one attack, which inflicts 1d12 points of damage for every three full levels the caster has achieved. Thus, a spruce tree enchanted by a 7th-level character attacks with a THAC0 of 16 and inflicts 2d12 points of damage.

The material component is a spine from a needle-bearing tree or plant.

Neutralize Poison

(Necromancy) *Reversible*

(Source: Players Handbook)

Sphere: Healing

Range: Touch

Components: V, S

Duration: Permanent

Casting Time: 7

Area of Effect: 1 creature or 1 cu. ft. of substance/2 levels

Saving Throw: None

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

Reverse: Poison

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

Omniscient Eye

(Divination)

(Source: Players Option: Spells & Magic)

Sphere: Divination

Range: 0

Components: V, S, M (a special ointment for the eyes that is composed of rare powders and herbs. The ointment costs at least 100 gold pieces for a single application)

Duration: 1 turn + 1 rd./level

Casting Time: 7

Area of Effect: The caster

Saving Throw: None

[Subtlety: +5; Knockdown: None; Sensory: None; Critical: None]

This divination enhances the caster's vision by allowing him to see through any normal or magical darkness, fog, or mist to a range of 60 feet. In addition, the caster has a chance of piercing magical illusions, blending, and invisibility equal to 70% plus 1% per level of experience, less 2% per spell level. For example, a 7th-level priest has a 70% + 7% - 4%, or

73% chance, to spot a wizard concealing himself by using the 2nd-level spell *invisibility*.

Unlike the 5th-level spell *true seeing*, the *omniscient eye* does not grant the caster the ability to perceive secret doors, traps, lost or misplaced objects, or creature alignments; it simply ensures that the caster can see the surroundings as they would appear without the interference of weather, lighting, or illusionary magic. Thus, the *omniscient eye* can be deceived by careful camouflage, concealment, or other purely physical precautions. Other phenomena that may bypass this spell's power include psionic invisibility, true transparency, or extradimensional objects or creatures.

The material component of this spell is a special ointment for the eyes that is composed of rare powders and herbs. The ointment costs at least 100 gold pieces for a single application.

Plant Door (Alteration)

(Source: Players Handbook)

Sphere: Plant

Range: Touch

Components: V, S, M (a piece of charcoal and the caster's holy symbol)

Duration: Special

Casting Time: 7

Area of Effect: Special

Saving Throw: None

The plant door spell opens a magical portal or passageway through trees, undergrowth, thickets, or any similar growth—even growth of a magical nature. The plant door is open to the caster who cast the spell, casters of a higher level, or dryads; others must be shown the location of the door. The door even enables the caster to enter a solid tree trunk and remain hidden there until the spell ends. The spell also enables the passage or hiding of any man-sized or smaller creature; hiding is subject to space considerations. If the tree is cut down or burned, those within must leave before the tree falls or is consumed, or else they are killed also. The duration of the spell is one turn per level of experience of the caster. If the caster opts to stay within an oak, the spell lasts nine times longer than normal; if within an ash tree, it lasts three times longer. The path created by the spell is up to 4 feet wide, 8 feet high, and 12 feet long per level of experience of the caster. This spell does not function on plant-based monsters (shambling mounds, molds, slimes, treants, etc.).

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

Polymorph Plant (Alteration)

(Source: The Complete Rangers Handbook)

Rangers

Sphere: Plant

Range: Touch

Components: V, S, M (any seed)

Duration: Permanent

Casting Time: 6

Area of Effect: One plant

Saving Throw: None

[Editors Note: This spell comes from the Rangers Handbook but could also be available for other spellcasters, if the DM allows it.]

This spell enables a ranger to transform any single plant, including a fungus or mold, into any other type of plant of the ranger's choice. The change is permanent.

The changed plant has the physical appearance of its new form, but not all of the associated properties. If edible, the new form tastes as bland as cotton. If normally used as a spell component, the new form has only a 50% chance of actually functioning as a component. If normally used for medical purposes (such as for a healing salve or poison antidote), the new form has only a 50% chance of having any beneficial properties.

Only living plants can be polymorphed; the spell won't work on a fallen leaf, a nut, or a picked fruit. The size of the plant is not relevant; a blade of grass may be polymorphed into a towering oak tree and vice versa. The new form doesn't have to be indigenous to the environment; an evergreen tree on a frigid mountain may be polymorphed into a cactus (although it may not thrive for long).

Neither the original vegetation nor its polymorphed form can be an intelligent plant or a plant-like creature. Nor are unnatural plant forms allowed; a mushroom may be transformed into a normal-sized cornstalk, but not a 50-foot-tall cornstalk or a stalk that produces apples instead of corn.

The material component for this spell is any seed.

Produce Fire (Alteration) *Reversible*

(Source: Players Handbook)

Sphere: Elemental (Fire)

Range: 40 yds.

Components: V, S, M (a paste of sulfur and wax)

Duration: 1 rd.

Casting Time: 7

Area of Effect: 12-ft. sq.

Saving Throw: None

By means of this spell, the caster creates a common fire of up to 12 feet per side in area. Though it lasts only a

single round (unless it ignites additional flammable material), the fire produced by the spell inflicts 1d4 points of damage plus 1 point per caster level (1d4 + 1/level) upon creatures within its area. It ignites combustible materials, such as cloth, oil, paper, parchment, wood, and the like, so as to cause continued burning.

Reverse: Quench fire

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

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

Probability Control (Alteration)

(Source: Tome of Magic)

Sphere: Numbers

Range: 30 yards

Components: V, S, M (a small cube of a thickened sugar-and-milk mixture and a cubic die of matching size)

Duration: Special

Casting Time: 4

Area of Effect: One creature

Saving Throw: Neg.

This spell allows the priest to increase or decrease by a small margin the probability of success for one action. This action can be anything that requires a die roll--an attack, a saving throw, an attempt to use thieving skills, an ability check, or even an attempt to successfully *teleport* on target. The action must be something performed by a single creature.

The basic modification is 15% (15 on 1d100 or 3 on 1d20), plus an additional 5% per five levels of the caster. This modification can be either positive or negative, as deemed by the spellcaster. Thus, a 10th-level priest can modify a subject's saving throw or attack roll by +5 or -5, or a thief's "climb walls" roll by +25% or -25%. The priest may cast this spell on himself.

For a noncombat action such as an attempt to climb a wall, the priest simply casts the spell on the subject immediately before the action is attempted, informing the DM whether the modification is positive or negative. To use this spell in combat, the priest must specify the action to be affected (e.g., the target's next attack roll) and whether the modification will be positive or negative. The spell remains in effect until the subject attempts the specified action or until a number of rounds equal to the caster's level passes.

If the latter occurs, the spell ends without effect. Once the spell is cast, the priest does not need to maintain any level of concentration; the spell will function even if the casting priest is killed before the spell takes effect.

The subject of the spell has no way of knowing whether any modification made by this spell is positive or negative (or even whether he was the subject of the spell at all). Thus, a lying priest could claim to raise a thief's chance of climbing the wall, while actually lowering it. The thief would be none the wiser. However, an unwilling subject of this spell receives a normal saving throw to negate its effect.

The material components are a small cube of a thickened sugar-and-milk mixture and a cubic die of matching size. Both are consumed in the casting.

Protection From Evil, 10' Radius (Abjuration) *Reversible*

(Source: Players Handbook)

Sphere: Protection

Range: Touch

Components: V, S, M (holy water, incense; reverse: unholy water, smoldering dung)

Duration: 1 turn/level

Casting Time: 7

Area of Effect: 10-ft. radius

Saving Throw: None

The globe of protection of this spell is identical in all respects to that of a protection from evil spell, except that it encompasses a much larger area and its duration is greater.

The effect is centered on and moves with the creature touched. Any protected creature within the circle will break the warding against enchanted/summoned monsters if he attacks those monsters. A creature unable to fit completely into the area of effect (for example, a 21-foot-tall titan) remains partially exposed and subject to whatever penalties the DM decides. If such a creature is the recipient of the spell, the spell acts as a normal protection from evil spell for that creature only.

Reverse: Protection from good, 10' radius

The reverse, *protection from good, 10' radius*, wards against good creatures. To complete this spell, the priest must trace a circle 20 feet in diameter using holy (or unholy) water and incense (or smoldering dung), according to the protection from evil spell.

Protection From Lightning (Abjuration)

(Source: Players Handbook)

Sphere: Protection, Weather

Range: Touch

Components: V, S, M (a holy symbol)

Duration: Special

Casting Time: 7

Area of Effect: 1 creature

Saving Throw: None

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

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

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

Rapport

(Divination, Alteration)

(Source: Tome of Magic)

Sphere: Thought

Range: 30 yards

Components: V, S

Duration: 1 turn+1 round/level

Casting Time: 1 round

Area of Effect: One creature

Saving Throw: None

This spell is a deeper and more intense version of *telepathy*. It allows the priest to communicate silently and instantly with a single willing subject. Participants may share deeper thoughts than with *telepathy*, including emotions and memories. Each participant sees, hears, and otherwise senses everything experienced by the other, although such vicarious experiences feel diluted and cannot be mistaken for direct sensations.

The participants can quickly share such personal concepts as plans, hopes, and fears, but they *cannot* share skills or spells. Thus, it is impossible to communicate the procedure for casting a particular spell or for picking a lock.

Communication through *rapport* is approximately 15 times faster than verbal communication. As with *telepathy*, the priest can establish separate "channels" to multiple individuals; each such linkage costs one casting of the spell. There is no "crosstalk" between the channels, however. *Rapport* cannot be used on unwilling subjects.

Recitation

(Abjuration, Invocation/Evocation)

(Source: Players Option: Spells & Magic)

Sphere: Combat

Range: 0

Components: V, S, M (the priest's holy symbol and a copy of whatever text or scroll he holds sacred)

Duration: 1 rd./level

Casting Time: 7

Area of Effect: 60-ft. radius

Saving Throw: None

[Subtlety: +5; Knockdown: None; Sensory: Moderate audio; Critical: None]

By reciting a sacred passage or declaration, the priest invokes his deity's blessing upon himself and his allies, while causing confusion and weakness among his enemies. All creatures within the area of effect at the instant of the spell's completion are affected. Allies of the priest gain a +2 bonus to attack rolls and saving throws, or a +3 bonus if they are of the same faith (not just alignment) as the caster. Enemies suffer a -2 penalty to attack rolls and saving throws. After the *recitation*, the priest is free to take further actions during the spell's duration as he sees fit—he need not concentrate to maintain the spell. As a result, it is possible for the priest to cast a *prayer* spell, which increases the bonuses and penalties provided to +3 and -3 respectively. If another priest is using *chant* at the same time, then the bonuses and penalties given by it are also allowed to add to the total.

The material spell component is the priest's holy symbol and a copy of whatever text or scroll he holds sacred. Neither are consumed by the spell.

Reflecting Pool

(Divination)

(Source: Players Handbook)

Sphere: Elemental Water (before PO:S&M: Divination)

Range: 10 yds.

Components: V, S, M (oil extracted from such nuts as the hickory and the walnut, refined)

Duration: 1 rd./level

Casting Time: 2 hrs.

Area of Effect: Special

Saving Throw: None

This spell enables the caster to cause a pool of normal water found in a natural setting to act as a scrying device. The pool can be of no greater diameter than 2 feet per level of the caster. The effect is to create a scrying device similar to a crystal ball. The scrying can extend only to the Ethereal Plane and the Inner Planes (which includes the paraelemental planes, the Demiplane of Shadow, etc.). General notes on scrying, detection by the subject, and penalties for attempting to

scry beyond the caster's own plane are given in the DMG, as well as a description of the crystal ball item. (s. description below)

The following spells can be cast through a reflecting pool, with a 5% per level chance for operating correctly: detect magic, detect snares and pits, and detect poison. Each additional detection attempt requires a round of concentration, regardless of success. Infravision, if available, operates normally through the reflecting pool. The image is nearly always hazy enough to prevent the reading of script of any type.

The material component is the oil extracted from such nuts as the hickory and the walnut, refined, and dropped in three measures upon the surface of the pool. (A measure need be no more than a single ounce of oil.) At the DM's option, the casting of this spell may be limited to once per day.

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Reflecting Pool:

This spell requires a natural pool—a small body of water fed by a natural water source and contained in a setting generally free of artificial constructions. A naturally occurring puddle of rainwater could be considered a pool if it lies in a meadow but not if it lies in a city street.

See the notes on the wizard spells *magic mirror* and *clairvoyance* for more information on how this spell functions.

Crystal Ball (DMG)

This is the most common form of scrying device: a crystal sphere about 6 inches in diameter. A wizard can use the device to see over virtually any distance or into other planes of existence. The user of a crystal ball must know the subject to be viewed. Knowledge can be from personal acquaintance, possession of personal belongings, a likeness of the object, or accumulated information. Knowledge, rather than distance, is the key to how successful location will be:

Chance of Subject is Locating*

Personally well known	100%
Personally known slightly	85%
Pictured	50%
Part of in possession	50%
Garment in possession	25%
Well informed of	25%
Slightly informed of	20%
On another plane	-25%

* Unless masked by magic.

The chance of locating also dictates how long and how frequently a wizard will be able to view the subject.

Chances of Locating*	Viewing Period Frequency
100% or more	1 hour 3 times/day
99% to 90%	30 minutes 3 times/day

89% to 75%	30 minutes 2 times/day
74% to 50%	30 minutes 1 time/day
49% to 25%	15 minutes 1 time/day
24% or less	10 minutes 1 time/day

* Unless masked by magic.

Viewing beyond the periods or frequencies noted will force the wizard to roll a saving throw vs. spell each round. A failed saving throw permanently lowers the character's Intelligence by one point and drives him insane until healed.

Certain spells cast upon the user of the crystal ball can improve his chances of using the device successfully. These are comprehend languages, read magic, infravision, and tongues. Two spells—detect magic and detect evil/good—can be cast through a crystal ball. The chance of success is 5% per level of experience of the wizard.

Certain crystal balls have additional powers. These spell functions operate at 10th level. To determine whether a crystal ball has extra powers, roll percentile dice and consult the table below:

D100 Roll	Additional Power
01-50	crystal ball
51-75	crystal ball with clairaudience
76-90	crystal ball with ESP
91-00	crystal ball with telepathy*

*Communication only.

Only creatures with Intelligence of 12 or better have a chance of noticing that they are the subjects of scrying. The base chance is determined by class.

Fighter	2%
Paladin	6%
Ranger	4%
Bard	3%
Thief	6%
Spell-User	8%

For each point of Intelligence above 12, the creature has an additional arithmetically ascending cumulative chance beginning at 1% (i.e., 1% at Intelligence 13, 3% at 14, 6% at 15, 10% at 16, 15% at 17, 21% at 18 Intelligence, and so on). These creatures also have a cumulative chance of 1% per level of experience or Hit Dice of detecting scrying. Treat monsters as the group as which they make saving throws. Check each round of scrying, and if the percentage or less is rolled, the subject becomes aware of being watched. A dispel magic will cause a crystal ball to cease functioning for one day. The various protections against crystal ball viewing will simply leave the device hazy and nonfunctioning.

You may allow other scrying devices for clerics and druids—water basins and mirrors are suggested. Have them function as normal crystal balls.

Repel Insects

(Abjuration, Alteration)

(Source: Players Handbook)

Sphere: Animal, Protection

Range: 0

Components: V, S, M (crushed marigold flowers, a whole crushed leek, seven crushed stinging nettle leaves, or a small lump of resin from a camphor tree)

Duration: 1 turn/level
Casting Time: 1 rd.
Area of Effect: 10-ft. radius
Saving Throw: None

When this spell is cast, the priest creates an invisible barrier to all sorts of insects, and normal insects do not approach within 10 feet of the caster while the spell is in effect.

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

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

Solipsism (Alteration)

(Source: Tome of Magic)

Sphere: Thought
Range: 10 yards/level
Components: V, S, M (a lotus blossom)
Duration: Special
Casting Time: 1 round
Area of Effect: 100 sq. ft.+100 sq. ft./level
Saving Throw: Special

This unusual spell is similar to *phantasmal force* and other illusion magic, except that the priest who casts the spell is the only creature who automatically believes the results of the spell. The spell creates the illusion of any object, creature, or force, as long as it is within the boundaries of the spell's area of effect. The illusion is visual and tactile (that is, it can be seen and felt), but no other sensory stimuli are created.

Solipsism is the opposite of normal illusions in that anyone other than the caster must make an active effort to *believe* (rather than *disbelieve*) the illusion. Characters trying to believe the reality of a solipsistic illusion must make a saving throw vs. breath weapon, modified by the magical defense adjustment for Wisdom. A successful save means that the character believes the illusion and it is part of reality for him. A failed save means that the character cannot convince himself of the illusion's reality, and the illusion has no effect on him. A character can make a single attempt to believe each round.

AD&D 2nd Edition

Unlike true illusions, the image created by this spell does more than just duplicate reality. The image formed is *real* for those who believe in it. The illusion has all the normal properties that its form and function allow. Thus, a solipsistic bridge spanning a chasm could be crossed by the priest and those who believed. All others would see the priest apparently walking out onto nothingness. Likewise, a solipsistic giant would cause real damage to those who believed it.

The illusion remains in effect for as long as the priest continues to concentrate on it, until the priest is struck in combat, or until he is rendered unconscious. The level of concentration required is not extreme; the priest can move normally and may engage in combat, but is unable to cast any spell while maintaining a *solipsistic* illusion.

Solipsism can create only illusions that are external to the priest. Thus, the priest cannot create an illusion that he is the size of a giant, is unwounded, or has sprouted wings.

The material components are a lotus blossom that the priest must swallow and a bit of fleece.

Speak With Plants (Alteration)

(Source: Players Handbook)

Sphere: Plant
Range: 0
Components: V, S, M (a drop of water, a pinch of dung, and a flame)
Duration: 1 rd./level
Casting Time: 1 turn
Area of Effect: 30-ft. radius
Saving Throw: None

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

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

Spell Immunity (Abjuration)

(Source: Players Handbook)

Sphere: Protection

Range: Touch

Components: V, S, M (as that for the spell to be protected against)

Duration: 1 turn/level

Casting Time: 1 rd.

Area of Effect: 1 creature

Saving Throw: None

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

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

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

Sticks to Snakes

(Alteration) *Reversible*

(Source: Players Handbook)

Sphere: Plant

Range: 30 yds.

Components: V, S, M (a small piece of bark and several snake scales)

Duration: 2 rds./level

Casting Time: 7

Area of Effect: 1d4 sticks + 1 stick/level in a 10-ft. cube

Saving Throw: None

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

effect are changed. The type of snake created varies, but a typical specimen has 2 Hit Dice, Armor Class 6, a movement rate of 9, and either constricts for 1d4+1 points of damage per round or bites for 1 point plus poison (if any). The chance of a snake thus changed being venomous is 5% per caster level, if the spellcaster desires. Thus, an 11th-level priest has a maximum 55% chance that any snake created by the spell is poisonous. The spell lasts for two rounds for each experience level of the spellcaster.

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

Reverse: Snakes to sticks

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

Suspended Animation

(Necromancy)

(Source: Players Option: Spells & Magic)

Sphere: Necromantic

Range: Touch

Components: V, S, M (a rare herb that must be prepared with exacting care. The treatment costs at least 200 gold pieces and requires 1d3 days of the priest's time and attention)

Duration: Special

Casting Time: 4

Area of Effect: Creature touched

Saving Throw: None

[Subtlety: +8; Knockdown: None; Sensory: None; Critical: None]

By using this spell, the caster can place one willing subject in a state of *suspended animation*. The victim's breathing, heartbeat, and other vital processes slow to the point of nonexistence, although he or she seems to be deeply asleep, not dead. A caster of 7th to 10th level can maintain the suspended animation for up to one week plus one day per level; a caster of 11th to 15th level can maintain the state for up to one month plus one week per level; and a caster of 16th level or higher can place someone in *suspended animation* for one year plus one month per level.

This spell has many useful applications. First, all bodily or mental afflictions become quiescent during the victim's slumber. Poison, insanity, and many curses (lycanthropy, geas, and mummy rot included) can be arrested, if not cured, and have no effect on the subject while he sleeps. Of course, if the spell is broken prematurely, all the conditions that were halted by the spell will start once again. Second, the subject requires no food or water, but he still needs air and dies if deprived of oxygen. Third, for every month that the subject is in *suspended animation*, he recovers one hit point.

The caster can awaken the subject at any time within the spell's duration, although he must be in the subject's presence to do so. Optionally, the priest may pre-specify an amount of time within his normal duration or a special condition to awaken the sleeper. A condition must include a physical stimulus to the subject, such as a change in temperature, the touch of the sun, the kiss of a princess, or whatever the priest desires. If the priest maintaining the spell dies or is not able to awaken the sleeper, then the subject can be taken to another priest of the same deity to be awakened.

If the subject is attacked, he is completely helpless and can be killed by a single blow. However, if the subject is attacked without being slain for some reason, he gains a saving throw vs. spell each round to emerge from his suspended animation. The subject will be extremely groggy and disoriented if his slumber is disturbed in this fashion, suffering a -2 penalty to all die rolls for 1d6 turns, but if he awakens in the normal or prescribed fashion, he is disoriented for only one round.

Some of the drawbacks to this spell affect the casting priest. First of all, it takes all of the priest's concentration to cast and maintain this spell. This means that the priest cannot cast any other spell while a subject is being held under the influence of the *suspended animation*. For each week that the subject is in *suspended animation*, the priest loses one point of Constitution. This happens each week until the priest transfers the spell to another priest of the same alignment. Transferring this spell requires a successful saving throw vs. spell. If the saving throw is successful, then the priest who transfers the spell can start recovering Constitution at a rate of one point per hour of bedrest. If the saving throw doesn't succeed, then the priest loses another point of Constitution and cannot try to transfer the spell again for 8 hours. Either way, because of the temporary lapse of the spell, the subject will automatically lose 1 hit point each time a transfer is attempted.

The material component for this spell is a rare herb that must be prepared with exacting care. The treatment costs at least 200 gold pieces and requires 1d3 days of the priest's time and attention.

Tanglefoot

(Alteration, Abjuration) **Reversible**

(Source: Tome of Magic)

Sphere: War

Range: 240 yards

Components: V, S, M (a drop of molasses for tanglefoot, and a pinch of powdered graphite for selective passage)

Duration: 2 turns/level

Casting Time: 2 turns

Area of Effect: 100 sq. yards/level

Saving Throw: None

This spell temporarily doubles the movement cost of one region of ground. Units allied to the priest are unaffected and movement is made at normal cost; only enemy units suffer the penalty.

A variety of effects result from the spell depending on the terrain: grass twists hinderingly around troops' ankles, swamp becomes more viscous, rocks and gravel shift underfoot, etc.

The spell affects only units--that is, groups of soldiers moving in regular or irregular formation. The spell does not affect individuals or monsters moving and operating alone.

(When using the BATTLESYSTEM™ rules, figures that represent individual heroes are not affected by this spell.)

When casting this spell, the priest must have an uninterrupted line of sight to the terrain to be affected. The priest can choose the shape of the area, up to the maximum area of effect. This spell can create only one continuous area of *tanglefoot*. There is no way of detecting that a particular area is under the influence of this spell simply by looking at the area. *Detect magic* will reveal that the area is magically affected.

Reverse: Selective Passage

The reverse of this spell, *selective passage*, cuts the movement cost of an area in half (round fractions up) for friendly units. Again, individual heroes and creatures are not affected by this spell (which means that advancing troops must be careful not to leave their leader behind!).

The material component is a drop of molasses for tanglefoot, and a pinch of powdered graphite for selective passage.

Thought Broadcast

(Alteration)

(Source: Tome of Magic)

Sphere: Thought

Range: 30 yards

Components: V, S, M (a small balloon)

Duration: 1 turn+3 rounds/level

Casting Time: 5

Area of Effect: One creature

Saving Throw: Neg.

This spell turns the subject into a "thought broadcaster." For the duration of the spell, everyone within 30 yards of the subject senses the subject's thoughts, making it impossible for him to lie, keep secrets, conceal motives, etc. The subject is not automatically aware that his thoughts are being sensed. Everyone who senses these thoughts, on the other hand, knows their source.

This spell causes the broadcast of only surface thoughts and motivations, not memories. There is no need for a common language between broadcaster and receivers; for this purpose, thoughts are considered to be symbolic, not dependent on language. The detail level

of the thoughts is insufficient for others to learn specific skills from the subject. Thus, if the subject casts a spell, everyone within range knows what spell is being cast before it takes effect, but no one learns any knowledge about how the spell is cast.

If the broadcaster is *invisible* or hiding in shadows, the broadcast functions normally, and all receivers are aware that someone is in the vicinity whom they cannot see. While receivers cannot pinpoint the broadcaster's location, the broadcaster's thoughts will inevitably reveal his general position ("Oh no, he's looking right at me," etc.). A character hiding in shadows will be automatically detected, while attacks against an *invisible* broadcaster suffer a -2 penalty, rather than the normal -4. This spell totally negates the chance of surprise by the broadcaster.

The subject must have an Intelligence score of 1 or more to become a broadcaster, and must have a "normal" mind as understood by PCs. Thoughts that are broadcast can be received only by individuals with Intelligence scores of 3 or better. An unwilling subject receives a normal saving throw vs. spell to avoid the effects. A willing subject can waive this saving throw.

The material component is a small balloon that the priest inflates upon casting. This balloon is consumed in the casting.

Tongues

(Alteration) **Reversible**

(Source: Players Handbook)

Sphere: All (before PO:S&M: Divination)

Range: 0

Components: V, S

Duration: 1 turn

Casting Time: 7

Area of Effect: The caster

Saving Throw: None

This spell enables the caster to speak and understand additional languages, whether they are racial tongues or regional dialects, but not communications of animals or mindless creatures. When the spell is cast, the spellcaster selects the language or languages to be understood. The spell then empowers the caster with the ability to speak and understand the language desired with perfect fluency and accent. The spell enables the priest to be understood by all speakers of that language within hearing distance, usually 60 feet. This spell does not predispose the subject toward the caster in any way.

The priest can speak one additional tongue for every three levels of experience.

Reverse: Tongues, Reverse Reverse

The reverse of the spell cancels the effect of the tongues spell or confuses verbal communication of any sort within the area of effect.

AD&D 2nd Edition

The Complete Book of Spells – The core spells V. 1.3.1

Tree Steed

(Alteration, Enchantment/Charm)

(Source: Tome of Magic)

Sphere: Travelers

Range: 10 yards

Components: V, S, M (a log or plank of suitable size and a horseshoe)

Duration: 1 hour/level

Casting Time: 4

Area of Effect: One log or plank

Saving Throw: None

This spell enchants a log, plank, or similar piece of wood to become a temporary steed. The log or plank must be at least one foot wide, three inches thick, and three to ten feet long. Any type of wood is suitable.

When the spell is cast, the log sprouts four wooden, horselike legs. The *tree steed* may be ridden like a normal horse and may be used to carry equipment. The *tree steed* can carry up to 600 pounds of riders and gear before breaking. If the *tree steed* breaks under the weight of the riders or gear, the enchantment instantly ends and the *tree steed* again becomes a normal (although broken) log or plank.

The *tree steed* obeys all of the caster's verbal commands to move, slow, speed up, stop, and turn. It has a movement rate of 12 on land. It can move in the water (Sw 6), floating on the surface and paddling with its legs. The *tree steed* must remain within 10 yards of the caster in order to move; if the distance between the *tree steed* and the caster exceeds 10 yards, the *tree steed* stops until the caster is again within range.

The *tree steed* will not fight for the caster and is incapable of any action other than movement. The *tree steed* does not become fatigued and does not eat. It has all the vulnerabilities of normal wood, including fire, and can be damaged by both magical and physical attacks. It has AC 8 and 20 hit points.

The material components are a log or plank of suitable size and a horseshoe.

Unfailing Endurance

(Necromancy)

(Source: Players Option: Spells & Magic)

Sphere: Necromantic

Range: Touch

Components: V, S

Duration: 1 day/level

Casting Time: 1 round

Area of Effect: 1 creature/level

Saving Throw: None

[Subtlety: +5; Knockdown: None; Sensory: None; Critical: None]

This spell enhances the natural hardiness and stamina of the affected creatures by rendering them

virtually immune to fatigue or exhaustion. During the casting of the spell, the caster must touch each creature to be affected. While under the spell's influence, the subjects may force march with no penalty, engage in up to 12 hours of hard labor per day with no fatigue (or up to 16 hours with moderate fatigue), and gain a +4 bonus to Strength/Stamina or Constitution/Fitness checks. In addition, the subjects gain a +4 bonus to saving throws against spells or magical effects that cause *weakness*, *fatigue*, or *enfeeblement*. Finally, an affected creature's fatigue rating (from *Player's Option: Combat & Tactics*) is doubled, and the subject gains a +4 bonus to his saving throws to recover from a fatigued or exhausted state.

Uplift (Alteration)

(Source: Tome of Magic)

Sphere: All

Range: 0

Components: V, M (the priests' holy symbols and an offering worth at least 500 gp from each priest)

Duration: 1 turn

Casting Time: 12 hours

Area of Effect: One priest

Saving Throw: None

Uplift bestows increased spellcasting ability on one priest, including additional spells per level and use of spells beyond the caster's normal level. This cooperative spell requires two priests who must spend the day casting this spell. During the casting, the priests must decide which additional spells (of all levels) are desired. Upon completion of the casting, the priests touch palms, and the priest of higher level receives a charge of magical energy. This charge temporarily boosts the level of the priest for spellcasting purposes. The amount of increase is one level per five levels of the lower level caster (fractions rounded up). If both priests are of equal level, the casters must decide who benefits from the spell.

The spell grants the priest the spellcasting ability of the new level. It does not improve hit points, attack rolls, or other abilities. If the increase allows more spells per level, the additional spells are instantly placed in the character's memory. A priest is also enabled to cast spells normally beyond his level. Range, duration, area of effect, and other variables are all based on the character's temporary level.

The increased effect lasts only 1 turn. At the end of the turn, all additional spells are lost and the character reverts to his normal level.

As an example, consider a party with a fallen comrade. The two priests in the party are 7th and 8th level, both unable to cast *raise dead*. After a night's rest, each priest adds *uplift* to his memorized spells. After casting the spell, the 8th-level priest

suddenly gains the casting abilities of a 10th-level priest, including the ability to cast *raise dead*. At the end of one turn, the priest's abilities revert to 8th-level.

Casting this spell is an arduous task, causing a severe drain on the priests. When the spell expires, the uplifted character suffers 2d6 points of damage from mental exhaustion.

This damage cannot be healed by any means until the character has had at least eight hours of rest.

The material components are the priests' holy symbols and an offering worth at least 500 gp from each priest.

Weather Stasis (Abjuration)

(Source: Tome of Magic)

Sphere: Wards, Weather

Range: 30 yards

Components: V, S, M (the priest's holy symbol and a drop of rain)

Duration: 1 hour/level

Casting Time: 1 turn

Area of Effect: 10-foot cube/level

Saving Throw: None

Weather stasis maintains the weather conditions prevalent in the area of effect when the spell is cast. The spell affects a cube whose sides equal the caster's level times 10 feet (a 10th-level caster could affect a 100' x 100' x 100' cube).

An area protected by *weather stasis* is unaffected by temperature variations in the surrounding environment. The spell also acts as a shield against rain, snow, and hail, which cannot enter the protected area. If conditions of precipitation existed in the area of effect when the spell was cast, the identical weather will continue for the duration of the spell.

For example, *weather stasis* is cast in an area where the temperature is 75 F. and no precipitation is falling. Half an hour later, the temperature drops to 60 degrees and rain begins to fall. The protected area remains dry and the temperature stays at 75 degrees. If the spell had been cast while rain was falling in the area of effect, rain would continue to fall for the duration of the spell, even after it stopped raining in the surrounding area.

All physical objects other than rain, snow, and hail can pass into the protected area.

All creatures and characters can move freely into and out of the area. The spell does not prevent water-based spells or water-based creatures (such as water elementals) from operating in the area.

The spell protects against both natural and magically generated weather. Night and day pass normally in the protected area, although temperature variations associated with night and day do not occur.

The material components are the priest's holy symbol and a drop of rain.

Windborne

(Conjuration/Summoning)

(Source: *Players Option: Spells & Magic*)

Sphere: Elemental (Air)

Range: 0

Components: V, S, M (the feather from a giant eagle)

Duration: Special

Casting Time: 7

Area of Effect: The caster

Saving Throw: None

[Subtlety: +5; Knockdown: None; Sensory: Moderate visual; Critical: None]

This spell provides a priest of elemental air with the ability to conjure a powerful column of wind that can bear his weight, permitting him to fly or glide for long distances. If used from a high place such as a mountainside or tower, the caster can glide a maximum horizontal distance of 20 feet per foot of initial altitude—for example, if the priest used this spell and launched himself from a hilltop 800 feet high, he could glide a maximum distance of 16,000 feet, or about 3 miles.

If *windborne* is cast by a priest on level ground, the initial gust carries him aloft to a maximum altitude of 10 feet per caster level. From that point, he may then glide 10 feet per foot of initial altitude. For example, a 7th-level priest would ascend to an altitude of 70 feet and thus be able to glide for a total horizontal distance of 700 feet. He can choose to glide for a much shorter distance, but never less than his initial altitude.

While gliding, the priest moves at a rate of 15 (or about 450 feet) with a maneuverability class of D. Each round, he drops between 20 and 40 feet. He can choose to descend at a much more rapid pace, dropping up to 200 feet per round without risk of a damaging impact upon landing. The caster doesn't gain a mastery of aerial combat with this spell and suffers a –2 penalty to his attack rolls and Armor Class if he becomes involved in combat while gliding.

The material component for this spell is the feather from a giant eagle.

Fifth Level Spells (Pri 5)

Age Object

(Alteration) **Reversible**

(Source: Tome of Magic)

Sphere: Time

Range: 10 yards

Components: V, S, M (a flask of seawater and a piece of coal a piece of eggshell; **reverse:** a hair from the head of a human or humanoid infant)

Duration: Permanent

Casting Time: 1 round

Area of Effect: 1 cubic foot/level

Saving Throw: None

With this spell, the caster can cause an amount of nonliving, nonmagical matter to age dramatically. Matter can be aged up to 20 years per level of the caster. The following table gives typical results of 100 years of aging for various objects, arranged in order of descending severity:

Object	Result of Aging
diamond	none
silver	becomes tarnished
masonry	cracks and weakens
iron	rusts and corrodes
parchment	cracks, turns brittle
wood	rots, crumbles, turns to sawdust

The caster controls the extent of the aging; thus, he could age a book so its pages become yellowed and brittle but stop short of causing the book to crumble to dust. As a guideline, each additional 100 years of aging causes an increasingly severe reaction. Thus, after 200 years, parchment might become little more than powder, while iron might begin to flake away at a touch.

Many items (especially gems) show little reaction to age. The DM must adjudicate all effects.

The material components are a flask of seawater and a piece of coal.

Reverse: Youthful object

The reverse of this spell, *youthful object*, returns an object ravaged by the effects of time to its original condition; thus, rusty iron becomes strong and shiny, crumbled masonry becomes firm, and rotten wood becomes solid. The age of matter can be reduced by 20 years per level of the caster.

The material components for *youthful object* are a piece of eggshell and a hair from the head of a human or humanoid infant.

Air Walk

(Alteration)

AD&D 2nd Edition

(Source: Players Handbook)

Sphere: Elemental (Air)

Range: Touch

Components: V, S, M (holy symbol and a bit of thistledown)

Duration: 1 hour + 1 turn/level

Casting Time: 8

Area of Effect: 1 creature

Saving Throw: None

This spell enables a creature, which can be as big as the largest giant, to tread upon air as if it were walking on solid ground. Moving upward is similar to walking up a hill. A maximum upward angle of 45 degrees is possible at one-half the creature's movement rate, as is a maximum downward angle of 45 degrees at the normal movement rate. An air-walking creature is in control of its movement, except when a strong wind is blowing.

In this case, the creature gains or loses 10 feet of movement for every 10 miles per hour of wind velocity. The creature can, at the DM's option, be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control of movement or suffering physical damage.

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

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

Animal Growth

(Alteration) **Reversible**

(Source: Players Handbook)

Sphere: Animal

Range: 80 yds.

Components: V, S, M (holy symbol and a scrap of food)

Duration: 2 rds./level

Casting Time: 8

Area of Effect: Up to 8 animals in a 20-ft. sq.

Saving Throw: None

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

Reverse:

The reverse reduces animal size by one-half, and likewise reduces Hit Dice, hit points, attack damage, etc.

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

Animal Summoning II (Conjuration/Summoning)

(Source: Players Handbook)

Sphere: Animal (before PO S&M: Animal, Summoning)

Range: 60 yds./level

Components: V, S

Duration: Special

Casting Time: 8

Area of Effect: Special

Saving Throw: None

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

Conjured Animals

HD	Roll	Animal	Value
1	01-10	Baboon	1 ^{1/4}
	11-25	Dog, wild	1 ^{1/4}
	26-35	Hawk, large	1
	36-40	Hawk, blood	1 ^{1/4}
	41-50	Jackal	1/2
	51-55	Mammal, small	varies
	56-60	Minimal	varies
	61-65	Otter	3/4
	66-70	Otter, sea	1 ^{1/4}
	71-80	Owl, common	1
	81-90	Rat, giant	1/2
	91-00	Skunk	1/4
2	01-70	Animal, herd	2
	71-80	Badger	1 ^{1/2}

3	81-00	Horse, wild	2
	01-05	Badger, giant	3
	06-10	Boar, warthog	3
	11-15	Cattle, wild	2 ^{1/2}
	16-20	Cheetah	3
	21-30	Dog, war	2 ^{1/2}
	31-35	Hyena, wild	3
	36-45	Lion, mountain	3 ^{1/4}
	46-50	Lynx, giant	2 ^{1/2}
	51-60	Mule	3
	61-70	Camel	3
	71-80	Stag	3
4	81-90	Wolf	2 ^{1/2}
	91-00	Wolverine	3
	01-10	Bear, black	3 ^{3/4}
	11-25	Boar, wild	3 ^{3/4}
	26-40	Eagle, giant	4
	41-50	Jaguar	4 ^{1/4}
	51-60	Leopard	3 ^{1/2}
	61-75	Owl, giant	4
	76-90	Weasel, giant	3 ^{3/4}
	91-00	Wolf, dire	3 ^{3/4}
5	01-15	Ape, carnivorous	5
	16-25	Buffalo	5
	26-40	Hyena, giant	5
	41-55	Otter, giant	5
	56-70	Skunk, giant	5
	71-85	Stag, giant	5
	86-00	Wolverine, giant	5
6	01-25	Bear, brown	6 ^{1/4}
	26-50	Lion	5 ^{1/2}
	51-75	Porcupine, giant	6
	76-00	Tiger	6 ^{1/4}
7	01-50	Boar, giant	7
	51-00	Lion, spotted	6 ^{1/2}
8	01-50	Bear, cave	7 ^{1/2}
	51-00	Tiger, sabre-tooth	7 ^{1/2}

Animate Flame (Alteration)

(Source: Players Option: Spells & Magic)

Sphere: Elemental (Fire)

Range: 120 yds.

Components: V, S

Duration: 1 rd./level

Casting Time: 8

Area of Effect: 1-ft. diameter/level

Saving Throw: None

[Subtlety: +4; Knockdown: None; Sensory: Large visual, moderate tactile/olfactory; Critical: Varies]

While using this spell, the priest can command a flame to leave its source of fuel and move at his direction. The flame is magically preserved at the intensity it possessed when animated and does not weaken or fail even if it has nothing to burn. The priest can affect any natural fire within range, but magical fires (including breath weapons) can only be animated and controlled on a roll of 11 or higher on a d20, -1 per level or Hit Dice difference between the caster and the creature or spellcaster who created the flame in question. For example, a 9th-level priest can animate a *flaming sphere* cast by a 4th level wizard on a roll of 6 or better on 1d20. In order to animate instantaneous effects such as a red dragon's breath or a *fireball*, the priest must beat his opponent's initiative in the round he casts this spell and succeed in his attempt to take control of the flame.

Under the priest's direction, an animated flame can move at a rate of 12, although it cannot cross water or wet or muddy ground. If the priest directs the flame to leave the spell's range, the spell ends and the flame stops and burns whatever it may be resting on. *Animate flame* can be a very effective weapon; the fire attacks with a THAC0 of 10 and may be able to strike several creatures in the same round, depending on its size. It inflicts damage as shown below:

Size	Diameter	Number of Targets	Damage
Torch or lantern	less than 1 ft.	1	1d3
Small campfire	1–2 ft.	1	1d4
Large campfire	3–5 ft.	2	1d6
Bonfire	6–10 ft.	4	2d6
Conflagration	11–20 ft.	8	3d6
Inferno	21 ft. or more	20	5d6

Creatures actually caught within the fire's diameter are automatically hit (without an attack roll) for the listed damage. Very hot or unusually cold fires may inflict damage (at the DM's discretion) as if they were one category larger or smaller. In addition to attacking the caster's enemies, the fire will naturally cause any combustibles it comes into contact with to burn, as well; an animated fire can easily torch a small town, given a few rounds to move from building to building.

The animated flame can be dispelled normally. It can also be defeated by contact with a significant volume of water, ice, cold, or earth or dirt, just as a normal fire can be drowned or smothered.

The priest can affect a single fire of up to 1 foot in diameter per level of experience; if a natural fire is too large for him to animate, he can animate a smaller portion of it and command the portion he

controls. Magical fires cannot be divided in this way, so it requires a very high-level priest to deflect the breath weapon of a red dragon!

Anti-Plant Shell

(Abjuration)

(Source: Players Handbook)

Sphere: Plant, Protection

Range: 0

Components: V, S

Duration: 1 turn/level

Casting Time: 8

Area of Effect: 15-ft. diameter

Saving Throw: None

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

Atonement

(Abjuration)

(Source: Players Handbook)

Sphere: All

Range: Touch

Components: V, S, M (religious symbol, prayer beads or wheel or book, burning incense)

Duration: Permanent

Casting Time: 1 turn

Area of Effect: 1 person

Saving Throw: None

This spell is used by the priest to remove the burden of unwilling or unknown deeds from the person who is the subject of the atonement. The spell removes the effects of magical alignment changes as well. The person seeking the atonement spell must either be truly repentant or not have been in command of his own will when the acts to be atoned for were committed. The DM will judge this spell in this regard, noting any past instances of its use upon the person. Deliberate misdeeds and acts of knowing and wilful nature cannot be atoned for with this spell (see the quest spell). A character who refuses to accept an atonement is automatically considered to have committed a willful misdeed.

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

Barrier of Retention

(Abjuration)

(Source: Tome of Magic)

Sphere: Wards
Range: Special
Components: V, S, M (a small cage made of silver wire)
Duration: 1 turn/level
Casting Time: 1 turn
Area of Effect: 10'-cube/level
Saving Throw: Neg.

This spell creates a one-way invisible force field around the area of effect. The spell creates one 10' x 10' x 10' cube for every level of the caster. These can be arranged into any rectangular shape the caster desires.

Intruders entering the protected area suffer no ill effects, but the *barrier of retention* prevents them from leaving. The spell affects all creatures who fail a saving throw vs. spell. The caster can pass in and out of the barrier freely.

Intruders trapped by the *barrier of retention* can cast spells out of the barrier and can use spells such as *teleport* to escape the protected area. Objects cannot be hurled out of the barrier but can be carried out by an escaping creature. *Dispel magic* and similar spells negate the *barrier*.

The material component is a small cage made of silver wire. The caster must walk around the perimeter of the area of effect when casting.

Blessed Abundance (Conjuration)

(Source: Tome of Magic)

Sphere: Creation
Range: Touch
Components: V, S, M (the priest's holy symbol)
Duration: Permanent
Casting Time: 1 round
Area of Effect: 1 cubic foot/level
Saving Throw: None

This spell allows a priest to duplicate a specified amount of animal or vegetable matter. Magical items and minerals (including rocks, metals, and gemstones) cannot be duplicated. Although organic materials (such as food or living plants) can be duplicated, living creatures cannot be copied by this spell.

The caster can create 1 cubic foot of material per his experience level. The material to be duplicated must be equal to or less than 1 cubic foot in size or volume. For example, a 9th-level priest can create up to 9 cubic feet of animal or vegetable matter. Using a loaf of bread 1 cubic foot in size, he can produce nine such loaves; using a bucket of apples totaling 1 cubic foot in volume, he can create nine such buckets.

The material component is the priest's holy symbol.

Champion's Strength (Alteration)

(Source: Tome of Magic)

Sphere: Law
Range: 0
Components: V, S, M (a chain of five gold links worth at least 1,000 gp)
Duration: Special
Casting Time: 2
Area of Effect: Special
Saving Throw: None

Champion's strength bestows one member of a group with attack and damage bonuses from the rest of the group. The recipient of the spell can then fight as the group's champion.

The spell draws bonuses from one person for every two levels of the priest. All characters involved must be within a 30'-radius of the priest. At the time of casting, the priest designates the recipient of the spell and the contributors. All characters who contribute to the spell must do so willingly.

When the spell is completed, the designated character (the group's champion) gains any non-magical bonuses to THAC0 and damage possessed by the characters who contributed to the spell. Characters without bonuses or with combat penalties could conceivably be included in the spell; such characters count against the maximum number of creatures that can be affected. Penalties are likewise applied to the champion; contributors to this spell must be chosen carefully. The bonuses gained through this spell are added to the character's own bonuses (if any). The champion channels the energy of others through himself, improving his fighting ability.

The champion must be in the line of sight and within 30 feet of the characters aiding him. Characters who contribute their bonuses must concentrate on the champion for the duration of the spell. If this concentration is broken (by moving more than 10 feet per round, fighting, being struck, or losing sight of the champion), that character's contribution is immediately lost.

The spell expires when the last character contributing power to the champion ceases concentration. A champion may benefit from only one *champion's strength* spell at one time. Contributors can aid only one champion at one time.

The material component is a chain of five gold links worth at least 1,000 gp.

Chaotic Commands (Enchantment/Charm)

(Source: Tome of Magic)

Sphere: Chaos
Range: Touch
Components: V, S, M (a piece of eelskin)
Duration: 1 turn/level
Casting Time: 3
Area of Effect: One creature
Saving Throw: Special

Chaotic commands renders a creature immune to magical commands. *Taunt, forget, suggestion, domination, geas, demand, succor, command, enthrall, quest, exaction*, and other spells that place a direct verbal command upon a single individual automatically fail.

In addition, anyone casting one of these spells on a creature protected by *chaotic commands* must save vs. spell. Failure means that the caster must obey his own magic; the spell's effect has backfired on the caster.

The material component is a piece of eelskin.

Clear Path (Alteration) *Reversible*

(Source: Tome of Magic)

Sphere: Travelers
Range: 0
Components: V, S, M (a knife blade and a straw from a broom; **reverse:** a handful of pebbles and a handful of weeds)
Duration: 1 hour/level
Casting Time: 5
Area of Effect: Special
Saving Throw: None

This spell clears away weeds, stones, and other debris in a 10-foot-wide path extending 10 feet in front of the caster. The caster can create a continuous path for the duration of the spell, clearing a 10-foot-square ahead of him as long as he continues to move forward. The spell affects jungles, forests, rocky ground, and snow.

The result of the cleared path is that movement costs are reduced by half. This is reflected in a reduction of the penalty against movement in rough terrain. (See Table 74 of the *Dungeon Master's Guide* for terrain costs for movement.) For example, if *clear path* is used in heavy jungle, the movement cost is reduced from 8 to 4. In no case can *clear path* reduce movement cost below 1. *Clear path* has no effect on rivers, lakes, or other bodies of water, nor does it affect quicksand, lava, or similar natural obstacles. It also has no effect on magically-created terrain or manmade barricades.

A priest using the *clear path* spell can be tracked easily. Tracking proficiency is not required. The material components are a knife blade and a straw from a broom.

Reverse: Clutter Path

The reverse, *clutter path*, causes weeds, small stones, and similar debris to litter a 10-foot path extending 10 feet behind the caster. This hides a trail, making tracking more difficult. The caster can create a continuous path for the duration of the spell. The chance to successfully track on a cluttered path is reduced by 50%.

The material components are a handful of pebbles and a handful of weeds.

Table 74 lists the effects of different terrain. These are listed as points of movement spent per mile of travel through that terrain type. When a character or creature moves through the listed terrain, that number is subtracted from the total movement available to the character or creature that day.

Table 74:
Terrain Costs for Overland Movement

Terrain Type	Movement Cost
Barren, wasteland	2
Clear, farmland	½
Desert, rocky	2
Desert, sand	3
Forest, heavy	4
Forest, light	2
Forest, medium	3
Glacier	2
Hills, rolling	2
Hills, steep (foothills)	4
Jungle, heavy	8
Jungle, medium	6
Marsh, swamp	8
Moor	4
Mountains, high	8
Mountains, low	4
Mountains, medium	6
Untraveled plains, grassland, heath	1
Scrub, brushland	2
Tundra	3

Cloud of Purification (Evocation)

(Source: Tome of Magic)

Sphere: Elemental Air (before PO S&M: Elemental Air, Water)
Range: 30 yards
Components: V, S
Duration: 1 round/level
Casting Time: 5
Area of Effect: 20-foot cube
Saving Throw: None

This spell creates a billowy cloud of magical vapors that moves in the direction of the prevailing wind at a rate of 20 feet per round. A strong wind (greater than 15 miles per hour) breaks it up in 4 rounds, and a greater wind (25 MPH or more) prevents the use of the spell. Thick vegetation disperses the cloud in 2 rounds.

The *cloud of purification* transmutes organic filth, garbage, and vermin (mice, rats, rot grubs, and so on) into an equal quantity of pure water. For example, a nest of rot grubs caught in the cloud would "melt," becoming small puddles of clean water. If the spell is cast over a body of water, the cloud merges with a portion of the water equal to its own size, transmuting any filth, microbes, small fish, or other "impurities" into clean water.

The cloud's vapors are heavier than air, so they sink to the lowest level of the land (even down holes in the ground). Thus, this spell is perfect for cleansing a sewer or well.

This spell in no way affects magical creatures or creatures larger than a normal rat.

Cloudscape

(Alteration)

(Source: *The Complete Druids Handbook*)

Druids

Sphere: Weather

Range: 120 yards

Components: V, S

Duration: 3 turns/level of caster

Casting Time: 8

Area of Effect: 1,000 cubic feet/level of caster

Saving Throw: None

[**Editors Note:** *This spell comes from the Druids Handbook but could also be available for other spellcasters, if the DM allows it.*]

A character can cast *cloudscape* on a single cloud or part of a cloud bank, usually from a nearby mountaintop or while flying. It causes 1,000 cubic feet of cloud per level of the caster to become solid enough to support any weight. The solidified clouds remain airborne and feel like a thick carpet.

A creature that falls onto the magically strengthened cloud sustains falling damage per the *PH*, p. 104. An animal or individual that flies into the solidified cloud falls, stunned, for a round and must make a successful Dexterity check to recover. If a creature is flying through a cloud at the moment it becomes solidified, it may make a saving throw vs. petrification. Those who succeed escape the cloud in time. Creatures that fail the save become trapped as the cloud solidifies around them. However, as the cloud is porous, they can continue to breathe until the spell's duration elapses.

The solidified cloud itself continues to drift with the wind as usual. While the caster cannot use this particular spell to propel the cloud at all, a *control winds* spell can summon a great gust of air to turn the cloudscape into a unique flying conveyance easily enough.

Commune

(Divination)

(Source: *Players Handbook*)

Sphere: All (before PO S&M: Divination)

Range: 0

Components: V, S, M (holy symbol, holy (unholy) water, and incense)

Duration: Special

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

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

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

Commune With Nature

(Divination)

(Source: *Players Handbook*)

Sphere: Animal, Plant, Divination, Elemental (before PO S&M: Divination, Elemental)

Range: 0

Components: V, S

Duration: Special

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

[**Editors Note:** *According to the Complete druid handbook, the spell can also be added to the animal and plant sphere, when the DM allows it*]

This spell enables the caster to become one with nature, thus being empowered with knowledge of the surrounding territory. For each level of experience of the caster, he can "know" one fact--ahead, left, or right,

about the following subjects: the ground, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, etc. The presence of powerful unnatural creatures also can be detected, as can the general state of the natural setting. The spell is most effective in outdoor settings, operating in a radius of one-half mile for each level of the caster. In natural underground settings--caves, cavern, etc.--the range is limited to 10 yards per caster level. In constructed settings (dungeons and towns), the spell will not function. The DM may limit the casting of this spell to once per month.

Consequence (Divination)

(Source: Tome of Magic)

Sphere: Numbers, Divination

Range: 0

Components: V, S, M (three special coins or dice made of platinum (total value of at least 1,000 gp)

Duration: Instantaneous

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

This spell allows the priest to determine how one recent event fits into the "grand scheme." By casting this spell, the priest can determine whether the sequence or situation that gave rise to the specific event is complete or whether it is ongoing; whether it was a significant or insignificant event in the larger picture; or whether it will continue to have repercussions for the participants.

Using his knowledge of circumstances, the DM communicates these facts to the caster's player. This "arcane message" is normally straightforward and easy to understand, but in the case of highly complex circumstances, the message might be cryptic. In any case, the message will always be truthful.

As an example, consider a priest and his party who are on a holy quest to retrieve an item of power. On the way to the location of this item, the party is ambushed by evil creatures from the Inner Planes but manages to defeat them. Concerned that these creatures might be outlying guards protecting the item of interest, the priest casts *consequence*, hoping for guidance. The DM knows that these creatures have nothing to do with the quest; the encounter was coincidental. However, the surviving monsters will soon be returning with reinforcements to avenge their dead. Therefore, the DM tells the priest's player, "To your goals these have no place, but still they can cause more woe."

Casting this spell "taints" subsequent castings of the same spell within a 24-hour span. A second attempt within this period always results in the same message as the first, regardless of the true situation.

AD&D 2nd Edition

The Complete Book of Spells – The core spells V. 1.3.1

If a second priest casts the spell within 24 hours of another casting, he receives an accurate reading.

The material component is three special coins or dice made of platinum (total value of at least 1,000 gp), which the priest tosses in his hand while concentrating on the spell.

The coins or dice are not consumed in the casting.

Control Winds (Alteration)

(Source: Players Handbook)

Sphere: Elemental Air, Weather (before PO S&M:Weather)

Range: 0

Components: V, S

Duration: 1 turn/level

Casting Time: 8

Area of Effect: 40-ft./level radius

Saving Throw: None

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

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

Winds in excess of 19 miles per hour drive small flying creatures--those eagle-sized and under--from the skies, severely affect missile accuracy, and make sailing difficult.

Winds in excess of 32 miles per hour drive even man-sized flying creatures from the skies and cause minor ship damage.

Winds in excess of 55 miles per hour drive all flying creatures from the skies, uproot small trees, knock down wooden structures, tear off roofs, and endanger ships.

Winds in excess of 73 miles per hour are of hurricane force.

An "eye" of 40-foot radius, in which the wind is calm, exists around the caster. Note that while the spell can be used underground, if the spell is cast in an area smaller than the area of effect, the eye shrinks 1 foot for every foot of confinement. For example, if the area of effect is a 360-foot area, the eye shrinks by 10 feet to a 30-foot radius; a space under 320 feet in a radius would eliminate the eye and subject the spellcaster to the

effects of the wind. Once the spell is cast, the wind force increases or decreases by 3 miles per hour per round until the maximum or minimum speed is attained. The caster, with one round of complete concentration, can stabilize the wind at its current strength, or set it to increase or decrease. However, the rate of the change cannot be altered. The spell remains in force for one turn for each level of experience of the caster. When the spell is exhausted, the force of the wind wanes or waxes at the same rate, until it reaches the level it was at before the spell took effect. Another caster can use a control winds spell to counter the effects of a like spell up to the limits of his own ability.

Cure Critical Wounds (Necromancy) *Reversible*

(Source: Players Handbook)

Sphere: Healing
Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 8
Area of Effect: 1 creature
Saving Throw: None

The cure critical wounds spell is a very potent version of the cure light wounds spell. The priest lays his hand upon a creature and heals 3d8+3 points of damage from wounds or other damage. The spell does not affect creatures without corporeal bodies, those of extraplanar origin, or those not living.

Reverse: Cause critical wounds

The reversed spell, cause critical wounds, operates in the same fashion as other causes wounds spells, requiring a successful touch to inflict the 3d8+3 points of damage. Caused wounds heal via the same methods as do wounds of other sorts.

Dimensional Translocation (Alteration)

(Source: Players Option: Spells & Magic)

Sphere: Numbers, Summoning
Range: 60 yds.
Components: S
Duration: 1 rd./level
Casting Time: 3
Area of Effect: 1 creature
Saving Throw: Special

[Subtlety: +1; Knockdown: None; Sensory: Small visual; Critical: None]

By using this spell, the priest seals off the multidimensional existence of a magical, undead, or

extraplanar creature. The affected creature can be forced entirely into its extraplanar dimension, which removes it from the physical world, or its extraplanar existence can be severed, forcing it entirely into the Prime Material Plane. If the priest's level exceeds the subject's level or Hit Dice, the subject is not allowed a saving throw, but creatures of higher level or Hit Dice than the caster are entitled to a saving throw vs. spell to negate the effect. Also note that magic resistance may apply, as well.

If used to banish an extraplanar or multidimensional creature, *dimensional translocation* prevents the creature from returning to the Prime Material Plane for the duration of the spell. The creature may be able to take other actions, such as using magical items or spell-like abilities on itself while it waits to return. If the caster instead forces an extradimensional creature into the Prime Material Plane, one or more of the following effects may apply, at the DM's option:

- The creature's Armor Class may be reduced by 1d6 points for the duration of the spell.
- The quality of a magical weapon needed to strike the creature may be reduced by one "plus"; for example, a monster normally hit by +2 or better weapons may become vulnerable to +1 weapons for the spell's duration.
- The creature may suffer permanent death upon the loss of all its hit points.
- Use of 1d6 spell-like powers (such as *gating* in allies) may be limited or negated.
- Undead creatures lose the ability to drain life energy levels.

This spell does not prevent extradimensional travel on the Prime Material Plane (i.e., *dimension door*, *blinking*, *teleport*, or similar effects), but it does prevent the subject from *plane shifting* or becoming *ethereal* while in effect.

Disguise (Illusion/Phantasm)

(Source: Tome of Magic)

Sphere: War
Range: 200 yards
Components: V, S, M (a fine silk veil and a length of woven platinum wire)
Duration: 1 turn/3 levels
Casting Time: 2 turns
Area of Effect: One unit up to 300 individuals
Saving Throw: None

This spell changes the appearance of a single unit so it resembles another unit. The *disguise* can cause the affected creatures to appear to be of another class, nationality, rank, race, alignment, or military affiliation (i.e., a unit from one army may appear wearing the armor and carrying the colors of another army).

Disguise cannot change the size category of the unit's members. Thus, a unit of humans may appear to be a unit of elves, but may not appear as a unit of giants or halflings. The spell does not affect the size of the overall unit; a unit of 50 creatures will still appear to be a unit of 50 creatures.

The disguised unit may appear to be carrying any melee or personal missile weapons (e.g., axes, long swords, crossbows, etc.), and may appear to be wearing any type of armor. In combat, however, the unit attacks and defends with its real weapons and armor regardless of the gear they may appear to be carrying.

Disguise is most effective at long range. If another unit moves within 20 yards of a disguised unit, it automatically sees through the illusion.

The caster automatically sees through the illusion. Members of the subject unit see no change in their appearance. *True seeing* or similar magic is required for other individuals to see through the disguise (unless they move within 20 yards of the unit).

The material components are a fine silk veil and a length of woven platinum wire.

The wire is consumed during the casting.

Dispel Evil

(Abjuration) **Reversible**

(Source: Players Handbook)

Sphere: Summoning, **Guardian** (before PO S&M: Protection, Summoning)

Range: Touch

Components: V, S, M (are the priest's religious object and holy (or unholy) water)

Duration: 1 rd./level

Casting Time: 8

Area of Effect: 1 creature

Saving Throw: Neg.

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

While the spell is in effect, all creatures that could be affected by it fight with a -7 penalty to their attack rolls when engaging the spellcaster.

Reverse: Dispel good

The reverse of the spell, dispel good, functions against summoned or enchanted creatures of good

alignment or creatures that have been sent to aid the cause of good.

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

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Dispel Evil:

In addition to driving away evil extra-planar and summoned creatures, this spell is effective against evil enchantment/charm spells and all forms of domination and possession.

Easy March

(Invocation)

(Source: Tome of Magic)

Sphere: Travelers

Range: 50 feet

Components: V, S, M (a piece of shoe leather)

Duration: 1 day/level

Casting Time: 1 turn

Area of Effect: One creature/level

Saving Throw: None

This spell enables a number of creatures equal to the caster's level to force march for a number of days equal to the caster's level. Creatures affected by *easy march* can travel 2 _ times their normal movement rate without any risk of fatigue; thus, they are not required to make a Constitution check at the end of the day.

All creatures affected by this spell suffer a -1 penalty to their attack rolls for the duration of the spell; this modifier is not cumulative (that is, a party experiencing its second day of *easy march* suffers only a -1 penalty). The modifier cannot be negated by resting.

Easy march has no effect on modifiers to movement due to terrain, fatigue, weather, or other normal factors. (Refer to Chapter 14 of the *Player's Handbook* for more about force marching.)

The material component is a piece of shoe leather.

Elemental Forbiddance

(Abjuration)

(Source: Tome of Magic)

Sphere: Wards, Elemental--Air, Earth, Fire, Water

Range: Special

Components: V, S, M (the priest's holy symbol and four glass beads, each of a different color (green, blue, red, and yellow))

Duration: 1 turn/level

Casting Time: 1 turn

Area of Effect: 5'-cube/level

Saving Throw: None

This spell prevents the entry of all elementals into the area of effect. Further, elementals outside the area of

effect cannot make physical attacks against those inside.

Spells and missile attacks can be cast into the area by elementals. The spell affects a cube whose sides equal the caster's level times 5 feet (a 12th-level priest could affect an area equal to a 60' x 60' x 60' cube).

Elemental forbiddance has no effect on elementals that are within the area of effect when the spell is cast. If such elementals leave the area of effect, they cannot reenter.

The material components are the priest's holy symbol and four glass beads, each of a different color (green, blue, red, and yellow). The priest must pace out the perimeter of the warded area at the time of casting.

Extradimensional Manipulation (Alteration)

(Source: Tome of Magic)

Sphere: Numbers

Range: 10 yards

Components: V, S, M (a strip of gold tissue worth at least 5 gp that is twisted into a Moebius strip)

Duration: 2d 12 rounds+4 rounds/level

Casting Time: 5

Area of Effect: One extradimensional space up to 20 feet x 20 feet

Saving Throw: Special

This spell allows the priest to alter the characteristics of certain extradimensional spaces such as those created by rope trick and similar spells or those contained in items like *bags of holding* or *portable holes*.

Extradimensional manipulation can increase or reduce the size of a single extradimensional space. The amount of increase or decrease depends on the level of the caster:

Level	Multiplier
Up to 10	x2
11 to 16	x3
17 or above	x4

This means that a 10th-level priest can double the capacity of a *bag of holding* or decrease it to half its normal size. A 15th-level priest can triple the capacity or reduce it to one-third capacity.

If the size and capacity of an extradimensional space is decreased, any contents of the space that exceed the current capacity are expelled (determined randomly). These contents are expelled from the space in the same way they originally entered it, if that path is still open. If the path is closed, as it would be if a bag of holding were tied shut or a portable hole were folded up, the "extra" contents are expelled into the Astral plane. Any

items in an enlarged space when the spell duration expires suffer the same fate.

Placing an extradimensional space inside another such space, such as placing a *bag of holding* inside a *portable hole* (see the *Dungeon Master's Guide*), is a dangerous undertaking. *Extradimensional manipulation* may be cast for the purpose of removing this danger. When used in this manner, the size of the space cannot be affected. However, while this version is in effect, the affected extradimensional space can be placed within another such space (or another extradimensional space may be placed within the affected space) with no adverse consequences. If one space is within the other when the spell expires, the usual consequences ensue immediately.

If the space to be affected is being maintained by a spellcaster, as in the case of a *rope trick*, that spellcaster receives a saving throw to resist the manipulation. If the space is created by a magical item, however, no saving throw is allowed.

The material component is a strip of gold tissue worth at least 5 gp that is twisted into a Moebius strip. The strip is consumed in the casting.

Extradimensional Pocket (Alteration)

(Source: Tome of Magic)

Sphere: Numbers

Range: Touch

Components: V, S, M (a strip of gold tissue worth at least 5 gp that is twisted into a Moebius strip)

Duration: 1d 12 rounds+2 turns/level

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

This spell allows the priest to create a single extradimensional space or pocket like the one inside a *bag of holding*. The spell must be cast on a container such as a sack, bag, or backpack. Once under the influence of the spell, the container opens into a nondimensional space and is much larger inside than its outside dimensions. The container always weighs a fixed amount, regardless of what is put inside. This weight and the capacity of the extradimensional space depend on the level of the caster:

Level	Apparent Weight	Weight Cap.	Volume Cap.
9-13	15 lbs.	250 lbs.	30 cu.ft.
14-16	25 lbs.	500 lbs.	70 cu.ft.
17-19	35 lbs.	750 lbs.	100 cu.ft.
20+	60 lbs.	1,000 lbs.	150 cu.ft.

If the container is overloaded or if it is pierced by a sharp object, the bag immediately ruptures and the contents are lost into the Astral plane. Any items within

the bag when the spell duration ends are also lost in the Astral plane.

The material components, in addition to the container, are 200 gp worth of powdered diamond and a sheet of platinum worth 500 gp. The platinum sheet must be inscribed with a drawing of a Klein bottle (a paradoxical figure with only one surface--the three-dimensional analogue of the Moebius strip). The diamond dust is consumed during the casting--the platinum sheet is not.

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Extradimensional Pocket:

The extradimensional space created by this spell functions as a *bag of holding* in all respects while its duration lasts.

Flame Strike

(Evocation)

(Source: Players Handbook)

Sphere: Combat

Range: 60 yds.

Components: V, S, M (a pinch of sulphur)

Duration: Instantaneous

Casting Time: 8

Area of Effect: 5 ft. radius x 30 ft. column

Saving Throw: ½

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

Grounding

(Abjuration)

(Source: Tome of Magic)

Sphere: Wards

Range: 30 yards

Components: V, S, M (the priest's holy symbol and a coil of silver wire)

Duration: 1 turn/level

Casting Time: 1 turn

Area of Effect: 10-yard square/priest

Saving Throw: None

Grounding offers protection against normal and magical electrical attacks within the area of effect. The protected area and creatures within it suffer no damage from normal electrical attacks (such as those caused by lightning bolts in a thunderstorm and nonmagical creatures such as electric eels).

Magical electrical attacks (including lightning bolt breath weapons) cause only 50% of their normal damage. Additionally, creatures within the area of effect receive a +2 bonus to saving throws made against electrical attacks, regardless of whether the attacks originate inside or outside the warded area.

The material components are the priest's holy symbol and a coil of silver wire.

Illusory Artillery

(Enchantment/Charm)

(Source: Tome of Magic)

Sphere: War

Range: 300 yards

Components: V, S, M (a small, empty cylinder made of brass)

Duration: Instantaneous

Casting Time: 1 turn

Area of Effect: 30 yard x 30 yard square

Saving Throw: None

This spell creates a vivid illusion of incoming artillery fire (ballista bolts, catapult stones, etc.) at a target indicated by the caster. The illusion is complete, comprising both audial and visual elements. It is impossible for victims to determine where the missiles were fired from; creatures under attack notice the missiles only when they are about to strike.

The missiles never actually strike--they vanish inches above the victims' heads and do no damage. The illusion is so terrifying, however, that victims must immediately make a morale check. The first time a group or unit is the target of this spell, this morale check is made with no modifier. The second and subsequent times that the same unit is attacked with this spell, the unit receives a +1 bonus to its morale score (for checks against this effect only) *unless* the unit has been the target of *real* artillery fire in the interim. In this case, the bonus does not apply.

The material component is a small, empty cylinder made of brass.

Impeding Permission

(Enchantment/Charm)

(Source: Tome of Magic)

Sphere: Law

Range: 150 yards

Components: V, S

Duration: 1 turn/level

Casting Time: 3

Area of Effect: One creature

Saving Throw: Neg.

This spell may be cast only on creatures with Intelligence of 2 or greater and the ability to communicate with the caster. The spell interferes with

the victim's ability to make decisions. It prevents the victim from performing any action without first gaining the permission of the caster or a character designated by the caster. The victim will heed only the person designated by the caster.

Before the victim undertakes any action, he must gain permission. He will not follow through with an action until he gains permission. If permission is denied, the victim cannot act until he thinks of an alternate action and gains permission for that action.

Every round, the victim must decide his action for that round; at the victim's initiative, he must ask permission to perform his action. If permission is denied, the victim can take no other action that round.

The only actions exempt from the need for permission are involuntary actions such as breathing.

Asking and gaining permission takes only a short amount of time in most cases. A simple request, such as asking for permission to swing a sword in the middle of combat, can be accomplished quickly. Complicated requests, such as getting permission to act on a complicated plan, will naturally take more time. The DM may consider adding a modifier to the victim's initiative roll in such cases.

Impregnable Mind (Enchantment/Charm)

(Source: Players Option: Spells & Magic)

Sphere: Protection, Thought

Range: Touch

Components: V, S

Duration: 1 turn + 1 rd./level

Casting Time: 1

Area of Effect: Creature touched

Saving Throw: None

[Subtlety: +2; Knockdown: None; Sensory: None; Critical: None]

This spell guards the spell recipient against magical or psionic attacks that affect the mind. This includes *beguiling*, *charm*, *domination*, *feeblemind*, *hold*, and similar effects, as well as most telepathic psionic powers and attacks. Against magical influences, *impregnable mind* grants a +4 bonus to saving throws; if the attack normally allows no saving throw, the spell recipient may attempt one at no modifier. Against telepathic psionics, the spell inflicts a –6 penalty to the attacking psionics' power checks, making it more likely that a psionic attack or telepathic contact will fail. *Impregnable mind* offers no protection against nontelepathic psionics, such as a telekinetic thrashing or other psionics that affect the body.

Insect Plague (Conjuration/Summoning)

(Source: Players Handbook)

Sphere: Animal, Combat (before PO S&M: Combat)

Range: 120 yds.

Components: V, S, M (a few granules of sugar, some kernels of grain, and a smear of fat)

Duration: 2 rds./level

Casting Time: 1 turn

Area of Effect: 180 ft. x 60 ft. cloud

Saving Throw: None

[*Editors Note:* According to the Complete druid handbook, the spell can also be added to the animal sphere, when the DM allows it]

When this spell is cast by the priest, a horde of creeping, hopping, and flying insects gather and swarm in a thick cloud. In an environment free of normal insects, the spell fails. The insects obscure vision, limiting it to 10 feet. Spellcasting within the cloud is impossible. Creatures in the insect plague, regardless of Armor Class, sustain 1 point of damage for each round they remain within, due to the bites and stings of the insects. Invisibility is no protection. All creatures with 2 or fewer Hit Dice will automatically move at their fastest possible speed in a random direction until they are more than 240 yards away from the insects. Creatures with fewer than 5 Hit Dice must check morale; failure means they run as described above.

Heavy smoke drives off insects within its bounds. Fire also drives insects away. For example, a *wall of fire* in a ring shape keeps a subsequently cast insect plague outside its confines, but a fireball spell simply clears insects from its blast area for one round. A single torch is ineffective against this vast horde of insects. Lightning, cold, or ice are likewise ineffective, while a strong wind that covers the entire plague area disperses the insects and ends the spell. The plague lasts two rounds for each level of the caster, and thereafter the insects disperse. The insects swarm in an area that centers around a summoning point determined by the spellcaster. The point can be up to 120 yards away from the priest. The insect plague does not move thereafter for as long as it lasts. Note that the spell can be countered by a dispel magic spell.

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

Magic Font (Divination)

(Source: Players Handbook)

Sphere: Divination

Range: Touch

Components: V, S, M (holy symbol and the font and its trappings)

Duration: Special

Casting Time: 1 hour
Area of Effect: Special
Saving Throw: None

The spell causes a holy water font to serve as a scrying device. The spell does not function unless the priest is in good standing with his deity. The basin of holy water becomes similar to a crystal ball. For each vial of capacity of the basin, the priest may scry for one round, up to a maximum of one hour. Thus, the duration of the magic font spell is directly related to the size of the holy water receptacle. The DM will know the chances of a character being able to detect scrying.

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

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Magic Font:

This spell requires a specially prepared font for creating holy water (see page 96 DMs Option High level campaign). The spell's maximum duration depends on the font's capacity, but the actual time the caster can scry depends on the caster's knowledge of the subject, as given in the *crystal ball* description in the *Dungeon Master Guide*. For example, a magic font spell cast on a basin with a capacity of 60 vials remains active for one hour, but the actual time the caster can safely use the font is 30 minutes if the subject being viewed is known slightly.

Several other spells can make a *magic font* more useful, see the *crystal ball* description in the *DMG* for the list. See the notes on the *magic mirror* and *clairvoyance* spells for more information on scrying.

Meld

(Enchantment)

(Source: Tome of Magic)

Sphere: All (before PO S&M: Charm)
Range: 10 yards
Components: V, S, M (a chalice worth no less than 1,000 gp which must be given as a gift to the host)
Duration: 12 hours
Casting Time: 1 turn
Area of Effect: One priest
Saving Throw: Special

This cooperative spell requires only one priest to cast it, but can be cast only on another priest of the same faith. The recipient of the spell must voluntarily surrender himself to the spell. The recipient becomes a host for the caster. While the

recipient does not lose his own persona or ability to act, the host can be dominated by the caster at any time. For the most part, this domination is complete.

For the duration of the spell, the caster is essentially detached from his own body. He can neither move nor act on his own. His mind is connected to the host's. He sees, hears, smells, tastes, and otherwise senses everything the host does. He can telepathically communicate with the host. Once the spell is completed, there is no limit to the range over which it can function. However, both the caster and host must remain on the same plane. Since the spell relies on telepathic communication, thin lead sheeting will effectively block the connection.

When desired, the caster can dominate the host. When this happens, the host's own mind is pushed to the background and the caster's personality dominates. The host's personality, memories, proficiencies, and spells are temporarily replaced by those of the caster. While occupying the host, the caster can cast any spell he himself has memorized, provided that the necessary components are on hand. These spells function exactly as if the priest had cast them from his own body.

The caster can return control to the host at any time, restoring the character's abilities and personality without harm.

The spell is not without limitations and risks. The domination must be voluntary. If the host resists the casting of the spell, it automatically fails. Once the spell is in effect, the host can attempt to resist the domination. He is then allowed a saving throw. If successful, the spell immediately ends.

Whenever the host suffers damage, the caster must make a saving throw vs. death to maintain the spell. If the save is failed, a wave of pain is transmitted to the priest, causing 1d6 points of damage and canceling the spell. If the host should die, the caster must make a system shock roll with the risk of suffering instant death.

The material component is a chalice worth no less than 1,000 gp. This chalice must be given as a gift to the host (who cannot return it to the donor for any reason).

Memory Wrack

(Alteration, Enchantment/Charm)

(Source: Tome of Magic)

Sphere: Thought
Range: 10 yards
Components: V, S, M (a ruby of at least 200 gp value)
Duration: 2 rounds/level
Casting Time: 1 round
Area of Effect: One creature
Saving Throw: Neg.

This nasty spell "disconnects" the subject's short-term and long-term memory. While the spell is in effect, the subject is incapable of storing information in long-term memory.

Every moment is virtually an independent event for the subject; he or she can remember recent events, thoughts, and sensations for no more than a few seconds (the amount of time they remain in short-term memory).

Memories of events that happened before the onset of the spell are not affected at all; these are safely stored in long-term memory. This means that the subject can cast any spells memorized before the *memory wrack* took effect, but he is likely to have difficulty casting the spell as described below.

The subject of this spell has a limited ability to act. He is restricted to one action at a time and must concentrate mightily to keep the situation and any planned actions in short-term memory. As long as the subject is able to maintain concentration, he may act normally within these limits.

If the subject is distracted (he is struck in combat, affected by a spell, startled, surprised, or a similar event occurs), he forgets everything that occurred from the onset of the spell to the moment of distraction. The subject must re-evaluate the situation as if it had just come to pass.

Consider the following example. The subject of the spell is a soldier assigned to guard the entrance to a building. The priest arrives and casts *memory wrack* on the guard.

The guard has no problem remembering his orders, since he received them before the onset of the spell. He also remembers the arrival of the priest. The priest now tries to convince the guard that he is authorized to enter the building. The guard refuses him entry. The priest now picks up a rock and throws it at the guard, striking him and distracting him. The guard forgets everything that happened between the onset of the spell and the moment the rock struck. He forgets that the priest has already tried to con him and that he threw a rock at him. He must reevaluate the situation as though the priest had just arrived. The priest is free to make another attempt at entering the building.

When the spell expires, the subject remembers nothing that happened while the spell was in effect, possibly leading to amusing consequences ("By the gods, how did I get here?").

The material component is a ruby of at least 200 gp value, which is crushed during the casting.

Mindshatter

(Enchantment/Charm)

(Source: Tome of Magic)

Sphere: Thought

Range: 3 yards/level

Components: V, S, M (a small bust of a human head, about 3" in height, made from fine, delicate china)

Duration: Special

Casting Time: 1 round

Area of Effect: One creature

Saving Throw: Neg.

AD&D 2nd Edition

This spell allows the priest to create one specific form of insanity in the subject. Five forms of insanity are possible through this spell.

Schizophrenia: This form of insanity is characterized by personality loss. The subject has no personality of his own, so he selects a role model and makes every possible attempt to behave like that character. The chosen role model will be as different from the subject as possible. (Thus, an insane wizard might begin to follow the habits of a warrior.) Obviously, a warrior who believes himself to be a wizard will be unable to cast spells (he might *think* that he's casting spells, or he might construct a sophisticated series of excuses explaining why he's "not in the mood for magic" at the moment). A character who emulates a member of another class does not gain any of the skills of that class and makes all attacks and saving throws as appropriate to his true class. Certain consequences might arise if the character's emulation causes him to break restrictions of his class. For example, a priest emulating a warrior might break his deity's prohibition against edged weapons, or a paladin might emulate a Neutral Evil thief. Both will suffer the appropriate consequences as if they had been compelled to violate their beliefs while *charmed*. Such characters will certainly have to atone for their actions once they return to normal.

Dementia praecox: The subject is totally uninterested in any undertaking. Nothing seems worthwhile, and the individual is lethargic and filled with tremendous feelings of boredom and dissatisfaction. No matter how important the situation, it is 50% likely that the subject will ignore it as meaningless.

Delusional insanity: The subject is convinced that he is a famous figure: a monarch, demi-god, or similar personage. Characters who fail to recognize the subject with the honor he deserves incur great hostility or disbelief. The subject acts appropriately to a station that he does not hold. He directs orders at real and imaginary creatures and draws upon resources that do not exist.

Paranoia: The subject is convinced that "they" (whoever they are) are spying on him and plotting against him. Everyone around the subject, even friends and allies, is part of the plot. If any other character acts in a way that the subject can interpret as reinforcing this delusion, the subject has a 20% chance of reacting with violence.

Hallucinatory insanity: The subject sees, hears, and otherwise senses things that do not exist. The more stressful the situation is to the subject, the more likely he will hallucinate. Although most hallucinations are external to the subject (that is, he perceives creatures, objects, and conditions that do not exist), there is a 10% chance that any hallucination will involve the subject's self-perception. For example, the subject might

suddenly believe and act as if he had sprouted wings, grown to giant size, etc.

When this spell is cast by a priest of 13th level or lower, the DM chooses or randomly selects one of these forms of insanity (and should feel free to invent other interesting symptoms). If the priest is 14th level or higher, he can personally select the form of insanity to afflict the subject.

While under the effect of this spell, the subject can cast spells and use innate powers; the use of these abilities will be in accordance with the symptoms of the insanity, however. Player characters affected by this spell should be encouraged to role-play the appropriate effects to the limit.

The duration of this spell depends on the sum of the subject's Intelligence and Wisdom scores. A saving throw is allowed on a periodic basis depending on this total.

The spell is broken if a successful saving throw is rolled. Refer to the table that follows.

Int+Wis	Time Between Checks
8 or less	1 month
9 to 18	3 weeks
19 to 24	2 weeks
25 to 30	1 week
31 to 35	3 days
36 or more	1 day

The effects of this spell can be removed by a *limited wish*, *wish* (or equally powerful magic), or by a *heal* spell cast for this specific purpose.

The material component is a small bust of a human head, about 3" in height, made from fine, delicate china. The priest shatters this bust during the casting.

Moonbeam

(Evocation, Alteration)

(Source: Players Handbook)

Sphere: Sun

Range: 60 yds. + 10 yds./level

Components: V, S, M (several seeds of any moonseed plant and a piece of opalescent feldspar (moonstone))

Duration: 1 rd./level

Casting Time: 7

Area of Effect: 5 ft. radius + special

Saving Throw: None

By means of this spell, the caster is able to cause a beam of soft, pale light to strike down from overhead and illuminate whatever area he is pointing at. The light is exactly the same as moonlight, so that colors other than shades of black, gray, or white are vague.

The spellcaster can easily make the moonbeam move to any area that he can see and point to. This makes the spell an effective way to spotlight something, an opponent, for example. While the moonbeam spell does not eliminate all shadows, a creature centered in a moonbeam is most certainly visible. The reflected light from this spell enables dim visual perception 10 yards beyond the area of effect, but it does not shed a telltale glow that would negate surprise. The light does not adversely affect infravision. The caster can dim the beam to near darkness if desired. The beam has, in addition, all the properties of true moonlight and can induce a lycanthropic change (of a creature in the beam), unless the DM rules otherwise.

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

Nature's Charm

(Enchantment/Charm)

(Source: The Complete Druids Handbook)

Druids

Sphere: Elemental (earth, water)

Range: Touch

Components: V, S, M (the druid's holy symbol)

Duration: 2 hours/level of caster

Casting Time: 1 round

Area of Effect: 15-foot radius/level of caster

Saving Throw: Creatures native to the area of effect are not affected.

[Editors Note: This spell comes from the Druids Handbook but could also be available for other spellcasters, if the DM allows it.]

Nature's charm causes a particular place to exert a special fascination beyond mere beauty to anyone entering the area except the spellcaster.

This spell must target a site of notable natural splendor that possesses both edible plants and fresh water. The spot may not be larger than the spell's area of effect. For instance, a 12th-level druid could cast this spell on a forest glade up to 360 feet across, with flowers and fruit-bearing trees centered around a waterfall.

Anyone coming upon the enchanted region must save vs. spell; those who fail invariably make up excuses to remain there long after they should have left. They say they want only to bathe, rest, admire the beauty a bit longer, eat the berries or fruit, paint a picture of the area, or defend the spot jealously from others.

Whatever the reason, those who fall victim to the enchantment forcefully resist all attempts to make them leave until the spell's duration ends.

The spell's material component is the druid's holy symbol.

Othertime (Alteration)

(Source: Players Option: Spells & Magic)

Sphere: Time

Range: 0

Components: V, S, M (an hourglass filled with rare salts, worth at least 100 gold pieces)

Duration: Special

Casting Time: 7

Area of Effect: The caster

Saving Throw: None

[Subtlety: +5; Knockdown: None; Sensory: Small visual; Critical: None]

When a priest enters *othertime*, he steps into a different reality in which the world around him is frozen at a moment in the future. Until time catches up to him, he may move about unhindered and observe his surroundings; no force known can detect his presence or harm him in the alternate reality, although he in turn cannot affect any creature or object in the physical world. For instance, he could read a book at the page it was opened to, but he could not turn the page since that would require him to move an object that is temporarily immovable for him. To his companions or enemy in real time, the priest appears to simply vanish altogether, only to reappear at some later point.

The duration of this spell is a little odd, to say the least. The priest may choose a duration of up to 1 round at 7th to 9th level, 2 rounds at 10th to 12th level, 3 rounds at 13th to 16th, 4 rounds at 17th to 19th, up to a maximum of 5 rounds at 20th level or higher. The duration chosen by the priest governs the length of the *othertime*; if the priest decides that the spell will last 2 rounds, then he is instantly transported to that point in time, surrounded by the frozen still-life of the world as it will appear 2 rounds after the priest cast *othertime*. The caster then has 2 rounds to himself to take any actions he cares to, although he cannot affect the real world by any physical, magical, or mental means.

While the caster is in the *othertime*, he is completely unaware of the intervening events. In the example above, if the caster's friends were *teleported* away 1 round after the caster left and replaced by an identical group of dopplegangers, the caster would have no chance to detect the switch; all he sees are the bodies of his "friends," frozen in the positions they will occupy when he emerges from the *othertime*. This also means that nasty things like dragon breath, *cloudkills*, or *mind blasts* that pass through the spot where the caster happens to be have no effect on him—he simply does not exist in the real world while he waits for everyone else to catch up to him.

As noted above, the caster gains an amount of subjective time equal to the duration of the spell. By leaping 3 rounds into the future, the caster gains 3 rounds of actions in the *othertime*. He could drink a potion, cast a spell, and then maneuver for an attack, for example, or he could gain a 3-round head start by running for his life while no one else can pursue him. If the priest uses this time to study a battle and position himself for an attack, he gains a –4 bonus to his initiative roll on the round he emerges from *othertime*, and a +4 attack bonus with his first strike.

Leaping in and out of the time stream is a dangerous activity; every time the priest employs this spell, there is a 1% noncumulative chance that he becomes stuck in *othertime*, doomed to death by thirst or starvation when his own rations run out. Only the most extraordinary measures (a *wish* spell, divine intervention, etc.) can save a character in this predicament. Once a priest is in *othertime*, he cannot pray for further spells. After all, if the priest is going to attract his deity's attention by praying for spells, the deity will most likely allow him out! The material component for this spell is an hourglass filled with rare salts, worth at least 100 gold pieces.

Pass Plant (Alteration)

(Source: Players Handbook)

Sphere: Plant

Range: Touch

Components: V, S, M (none given in the description)

Duration: Special

Casting Time: 8

Area of Effect: Special

Saving Throw: None

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

Type of Tree	Range of Area of Effect
Oak	600 yards
Ash	540 yards
Yew	480 yards
Elm	420 yards
Linden	360 yards
deciduous	300 yards
coniferous	240 yards
other	180 yards

The tree entered and that receiving the caster must be of the same type, must both be living, and of girth at least equal to that of the caster. Note that if the caster enters a tree, an ash, for example, and wishes to pass north as far as possible (540 yards), but the only appropriate ash

in range is to the south, the caster will pass to the ash in the south.

The pass plant spell functions so that the movement takes only one round. The caster can, at his option, remain within the receiving tree for a maximum of one round per level of experience. Otherwise, he can step forth immediately. Should no like tree be in range, the caster simply remains within the first tree, does not pass elsewhere, and must step forth in the appropriate number of rounds. If the occupied tree is chopped down or burned, the caster is slain if he does not exit before the process is complete.

Plane Shift

(Alteration)

(Source: Players Handbook)

Sphere: Astral

Range: Touch

Components: V, S, M (a small, forked metal rod)

Duration: Permanent

Casting Time: 8

Area of Effect: 1 creature (special)

Saving Throw: Neg.

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

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

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

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

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Plane Shift:

This spell sends the caster and up to seven other creatures on a one-way trip to another plane. This spell also allows travel between crystal spheres on the Prime Material Plane (though conditions within a particular sphere might prevent the spell from working). Each sphere requires a unique forked rod made of metal, just as

each plane or dimension does. The travelers can return home via a second *plane shift* spell if they have a rod attuned to their home plane or world.

Two-way travel is possible with a single *plane shift* spell if the DM chooses to allow it. To return home without a second spell, the travelers need the same rod that was used in the original spell, and they must be on the same plane as their original destination. For example, a group of travelers who *plane shift* to the Outlands and then pass through a gate to the Abyss cannot use the original rod to return home unless they return to the Outlands first. They also cannot return home without another spell if they lose the original rod.

Acquiring rods: When a priest gains access to this spell, he usually discovers the type of rod required to reach his home world and to reach the plane where his deity resides. The DM must decide how easy or difficult it is to discover additional rods. The surest way to obtain a rod attuned to a specific plane is to find a priest who has been there before. Otherwise, the priest must conduct his own research to discover what sort of rod is required to reach a particular place. The table of suggested costs assumes that planar travel is intended to be fairly rare, but not unknown. The DM should adjust costs up or down as appropriate.

The priest must be in good health and refrain from adventuring while researching a rod. If the priest has access to *commune* spells, the required research time is reduced one step (one year of research time is reduced to one month), but costs are not reduced. At the end of the research time, the priest must attempt a Wisdom/Intuition check. If failed, the research is unsuccessful but may be conducted again. If the check succeeds, the priest discovers the type of rod required to reach the plane he was researching; the priest knows the rod's shape and what materials are required to make it. Finding the materials and a craftsman to make the rod are another problem.

The DM is free to decide what rods look like (there are many possible objects that can be described as forked rods). See volume two of the *Encyclopedia Magica* for examples.

(please also see paragraph below)

Planar Travel Research Time and Costs

Plane Type ¹	Research Cost ²	Research Time ²	Rod Cost ³
Inner Plane ¹	500/1,500	Week/6 Weeks	100
Outer Plane	1,000/3,000	Weeks/3 Months	300
Demiplane	5,000/15,000	Months/1 Year	400
Pocket Dimension ⁴ +2,000		+1 Month	—

Prime Material	750/3,000	3 Weeks/9 Weeks	250
World			

¹ The Astral and Ethereal Planes are treated as known Inner Planes for purposes of research.

² The numbers before the slashes are the cost and time requirements for planes that are generally known by the campaign's spellcasters. The numbers after the slash are the cost and time requirements for destinations about which little is known in the home campaign. All prices are in gold pieces.

³ The number is the typical cost in gold pieces for constructing one rod, provided that the proper materials are available. Rods made of extremely rare materials can cost considerably more.

⁴ Add these modifiers to the type of plane the Pocket Dimension is attached to. For example, researching a Pocket Dimension that is attached to the Ethereal Plane would cost 2,500 gp and take five weeks. The cost for the rod would remain 100 gp.

Produce Ice (Conjuration/Summoning)

(Source: Players Option: Spells & Magic)

Sphere: Elemental (Water)
Range: 60 yds.
Components: V, S, M (a scale from a white dragon)
Duration: 2 rds./level
Casting Time: 8
Area of Effect: Cube 1 ft./level
Saving Throw: Special

[Subtlety: +5; Knockdown: None; Sensory: Moderate visual, small tactile; Critical: None]

This spell creates supernatural cold in the area of effect, condensing all atmospheric and standing water into a thick rime of ice. If there is no source of water or even enough humidity to support this spell, then the DM can rule that the spell has no effect. The caster affects a cubic area of 1 foot per level to a side, so a 12th-level caster affects a 12-foot by 12-foot by 12-foot cube (up to a maximum of 25 feet to a side). This can have several effects; first of all, any creature caught in the area of effect when the temperature is lowered suffers 2d4 damage plus 1 point per level of the caster (or 2d4+12, for the 12th-level caster described above), or half that damage with a successful saving throw vs. spell. Any fires in the

area are suppressed and may (50% chance) be extinguished.

Creatures entering the area of effect after the initial creation of ice suffer no additional damage, although the air will be noticeably dry and cold. However, the ice formed by the spell coats all surfaces and may cause creatures to slip and fall. Any creature moving into or out of the affected area must make a saving throw vs. spell or fall, losing their action for the round. The ice lasts at least 2 rounds per caster level, and then begins to melt at whatever rate nature decrees.

If cast on a body of water, this spell creates an iceberg of the stated dimensions. A swimmer or aquatic creature could be caught in the ice and trapped until the ice melts; most air-breathers will suffocate from this treatment, but a few aquatic creatures (fish, amphibians, etc.) may survive being frozen, at the DM's discretion.

The material component is a scale from a white dragon.

Quest (Enchantment/Charm)

(Source: Players Handbook)

Sphere: All (before POS&M: Charm)
Range: 60 yds.
Components: V, S, M (holy symbol)
Duration: Until fulfilled
Casting Time: 8
Area of Effect: 1 creature
Saving Throw: Neg.

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

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

intervention by a deity. Likewise, an unjust or undeserved quest grants bonuses to saving throws, or might even automatically fail.

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

Rainbow

(Evocation, Alteration)

(Source: Players Handbook)

Sphere: Weather, Sun

Range: 120 yds.

Components: V, S, M (holy symbol and a vial of holy water)

Duration: 1 rd./level

Casting Time: 7

Area of Effect: Special

Saving Throw: None

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

Bow: The spell creates a shimmering, multi-layered short composite bow of rainbow hues. It is light and easy to pull, so that any character can use it without penalty for nonproficiency. It is magical: Each of its shimmering missiles is the equivalent of a +2 weapon, including attack and damage bonuses. Magic resistance can negate the effect of any missile fired from the bow. The bow fires seven missiles before disappearing. It can be fired up to four times per round. Each time a missile is fired, one hue leaves the bow, corresponding to the color of arrow that is released. Each color of arrow has the ability to cause double damage to certain creatures, as follows:

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

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

Bridge:

AD&D 2nd Edition

The Complete Book of Spells – The core spells V. 1.3.1

The caster causes the rainbow to form a seven-hued bridge up to 3 feet wide per level of the caster. It must be at least 20 feet long and can be as long as 120 yards, according to the caster's desire. It lasts as long as the spell's duration or until ordered out of existence by the caster.

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

Raise Dead

(Necromancy) *Reversible*

(Source: Players Handbook)

Sphere: Necromantic

Range: 30 yds.

Components: V, S

Duration: Permanent

Casting Time: 1 rd.

Area of Effect: 1 person

Saving Throw: Special

When the priest casts a raise dead spell, he can restore life to a dwarf, gnome, half-elf, halfling, or human (other creatures may be allowed, at the DM's option). The length of time that the person has been dead is of importance, as the priest can raise persons dead only up to a limit of one day for each experience level of the priest (i.e., a 9th-level priest can raise a person who has been dead for up to nine days).

Note that the body of the person must be whole, or otherwise missing parts are still missing when the person is brought back to life. Likewise, other ills, such as poison and disease, are not negated. The raised person must roll a successful resurrection survival check to survive the ordeal (see Table 3: Constitution) and loses 1 point of Constitution.

Further, the raised person is weak and helpless, needing a minimum of one full day of rest in bed for each day or fraction he was dead. The person has 1 hit point when raised and must regain the rest by natural healing or curative magic.

A character's starting Constitution is an absolute limit to the number of times he can be revived by this means. The somatic component of the spell is a pointed finger.

Reverse: Slay living

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

Repeat Action (Enchantment/Charm)

(Source: Tome of Magic)

Sphere: Time

Range: 30 yards

Components: V, S M (two identical glass spheres, each an inch or less in diameter, s.b.)

Duration: Special

Casting Time: 5

Area of Effect: One creature

Saving Throw: Neg.

This spell compels its victim to repeat the action of the previous round. The result of the repetition is always identical to the original result.

For example, if a character fired an arrow and inflicted 4 points of damage, a *repeat action* spell will cause him to fire a second arrow that will also inflict 4 points of damage.

As long as the victim of the first arrow is within range, the subject affected by *repeat action* will adjust his aim and fire the second arrow at him. If the victim of the arrow moves out of range, the subject will fire his second arrow in the direction of the recipient.

If the recipient is out of sight, the subject will fire in the direction of the recipient's original location.

The subject of a *repeat action* spell must be capable of performing the indicated action a second time. If a character has no arrows in his quiver, he cannot fire an arrow. If a wizard were ordered to repeat a spell, he would attempt the spell only if he had the spell memorized and had sufficient material components. If a subject discovered a gem during a given round, *repeat action* will only compel him to hunt again; he will not recover another gem unless a second gem is actually present.

An unwilling subject is allowed a saving throw vs. spell to resist the effects of *repeat action*.

The material components are two identical glass spheres, each an inch or less in diameter.

Righteous Wrath of the Faithful (Enchantment/Charm)

(Source: Players Option: Spells & Magic)

Sphere: Combat, War (*Editors Note: the spell description in the PO:S&M states that the spell is in the War sphere, but the index at the end of the book places the spell only in the combat sphere, so both are recommended, which seems plausible*)

Range: 0

Components: V, S, M (the priest's holy symbol)

Duration: 1 rd./level

Casting Time: 8

Area of Effect: 30-ft. radius

Saving Throw: None

[Subtlety: +5; Knockdown: None; Sensory: None; Critical: None]

When a priest casts this spell, he fires his allies and companions with a divine madness or fury that greatly enhances their combat ability. Allies who are fighting on the side of the priest are affected as if they had received an aid spell, gaining a +1 bonus to attack rolls and saving throws, plus 1d8 additional hit points for the duration of the spell.

Allies who share the same faith (not just alignment) of the caster are transported into the *righteous wrath*; they gain one additional melee attack each round and a +2 bonus to saving throws and attack and damage rolls. Creatures under the influence of the *righteous wrath* gain 1d8 additional hit points, which are the first points lost if the subject sustains any injury (see *aid*, on page 257 of the *PHB*). Characters in a state of divine frenzy are difficult to *charm* or *hold*. Against spells or effects that target the subject's mind or emotions, the saving throw bonus increases to +3.

When the spell ends, all remaining additional hit points are lost. Characters who fought under the righteous wrath find themselves extremely fatigued and must rest for one full turn before exerting themselves again; if forced to fight in this state, they are treated as if they were *exhausted* under the *Combat & Tactics* fatigue rules. The material component of this spell is the priest's holy symbol.

Shrieking Walls (Enchantment)

(Source: Tome of Magic)

Sphere: Wards

Range: Touch

Components: V, S, M (a small golden bell and a bee's wing)

Duration: 1 day/level

Casting Time: 1 turn

Area of Effect: 20'-cube

Saving Throw: None

This spell enchants any single room no larger than the area of effect. When any creature larger than a normal rat (larger than one-half cubic foot or weighing more than three pounds) enters the room, shrill shrieks begin to emanate from the walls. The shrieks persist for 2-5 (1d4+1) rounds. The walls do not undergo any physical change.

The shrieks can be heard only by creatures inside the room. Creatures hearing the shrieks experience no ill effects on the first round, allowing them time to leave the room or cover their ears. *Silence*, 15' radius protects against the effects.

Creatures who remain in the room during the second or subsequent rounds of the shrieks who have not protected their hearing are penalized as follows:

- Creatures whose levels or Hit Dice are greater than the level of the caster are stunned for 2-8 (2d4) rounds.
- Creatures whose levels or Hit Dice are less than or equal to the level of the caster become deaf for 1-4 hours, suffering a -1 penalty to surprise; deafened spellcasters have a 20% chance of miscasting any spell with a verbal component.

The material components are a small golden bell and a bee's wing.

Spike Stones (Alteration, Enchantment)

(Source: Players Handbook)

Sphere: Elemental (Earth)
Range: 30 yds.
Components: V, S, M (four tiny stalactites)
Duration: 3d4 turns +1/level
Casting Time: 6
Area of Effect: 10 ft. sq./level, 1 spike/sq. ft.
Saving Throw: None

The spike stones spell causes rock to shape itself into long, sharp points that tend to blend into the background. It is effective on both natural rock and worked stone. The spike stones serve to impede progress through an area and to inflict damage. If an area is carefully observed, each observer is 25% likely to notice the sharp points of rock.

Otherwise, those entering the spell's area of effect suffer 1d4 points of damage per round.

The success of each attack is determined as if the caster of the spell were actually engaging in combat. Those entering the area are subject to attack immediately upon setting foot in the area and for each round spent in the area thereafter. The initial step enables the individual to become aware of some problem only if the initial attack succeeds; otherwise movement continues and the spike stones remain unnoticed until damage occurs. Charging or running victims suffer two attacks per round.

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

The material component of this spell is four tiny stalactites.

Strengthen Stone (Alteration)

(Source: The Complete Druids Handbook)

Druids

Sphere: Elemental (earth)
Range: 10 yards

Components: V, S, M (a diamond chip worth at least 500 gp)

Duration: Permanent

Casting Time: 1 hour

Area of Effect: 1 building or wall

Saving Throw: None

[Editors Note: This spell comes from the Druids Handbook but could also be available for other spellcasters, if the DM allows it.]

Strengthen stone can reinforce any stone construction (house, tower, wall segment, aqueduct, etc.), against physical damage. The DM adds +4 to the structure's saving throw against any kind of damage, from siege engines to natural earthquakes. The stone object gains a saving throw vs. the *earthquake* spell. (See the *PH*, p. 233.) The spell may be cast only once on any stone object.

If a character casts this spell on a stone golem or other animated stone being (like one created by *animate rock*), the creature receives a -1 bonus to its Armor Class and adds a +1 bonus to its saving throws for the duration of the spell. *Strengthen stone* has no effect on earth elementals or galeb duhr.

The material component, a diamond chip worth at least 500 gp, must be crushed and sprinkled on the construction.

Thornwrack (Alteration)

(Source: The Complete Druids Handbook)

Druids

Sphere: Plant
Range: Touch
Components: V, S
Duration: 1 thorn/level of caster
Casting Time: 8
Area of Effect: 1 person
Saving Throw: Neg.

[Editors Note: This spell comes from the Druids Handbook but could also be available for other spellcasters, if the DM allows it.]

Thornwrack causes long, painful thorns to grow out of the spell recipient's flesh, piercing the skin from the inside. One thorn appears each round, inflicting 1d3 points of damage, until all the thorns have appeared. When the number of thorns exceeds the subject's experience level or HD, a victim still conscious becomes immobilized by the pain, unable to take any action.

One round after the last thorn erupts from the victim's flesh, the first one disappears. The thorns continue receding at a rate of one per turn. Immobilized subjects can move again once the number of thorns falls below their HD or experience level. For instance, say the body of a 4th-level character has seven thorns. After four turns had passed, only three thorns would remain, so the victim would no longer be immobile.

Cure spells can restore hit points but do not eliminate the thorns. *Dispel magic* will end the spell but prevents existing thorns from receding. A *heal* spell cancels the *thornwrack*, eliminates all existing thorns, and cures all damage. Without the benefit of magical remedies, the spell ends when the last thorn has receded.

Thoughtwave (Divination)

(Source: Tome of Magic)

Sphere: Thought (before PO S&M: **Divination**)

Range: 0

Components: V, S

Duration: Instantaneous

Casting Time: 1

Area of Effect: Special

Saving Throw: Special

This cooperative spell can be cast by either a single priest or a group of priests.

Thoughtwave allows the priest to send a short but powerful message to one or more specific individuals, informing them of his situation and general location. The spell instantly generates a powerful mental impulse indicative of the caster's general mental state--anger, fear, pain, despair, etc.

The caster can designate as many as ten persons to receive this message, provided they can all be specifically named or grouped in a general category. Thus, the caster could designate a group of characters by name or could target "fellow priests," "superiors," "adventuring companions," "knights of Lord Harcourt," or "villagers of Dopp." If more than ten individuals are in the group, those closest to the source will receive the impulse.

There is no range limitation to the spell, although it cannot be projected outside the plane occupied by the caster.

Creatures receiving the impulse automatically know who sent it (even if they have never met the priest before) and gain a clear indication of the mood and situation of the caster. Recipients also intuitively know the general source of the spell, although they are unable to pinpoint rooms, dungeon levels, or landmarks. For example, a fighter could suddenly be struck by an image of Father Rastibon, who is injured and in great pain somewhere along the forest road. A priest might suddenly sense that his patriarch is being tortured in the dungeons of Castle Varrack.

The spell can also be cast by more than one priest, allowing them to either contact greater numbers of individuals or increase the intensity of the message. If greater numbers are desired, ten characters are contacted per priest involved in the casting.

Increasing the intensity of the message makes it more compelling. Doubling the intensity (requiring

at least three priests) causes the message to act as a *suggestion*. In this case, the effect is limited to a single target. Tripling the intensity (requiring at least five priests) gives the spell the force of a *quest*. This effect is also limited to a single target. In both cases, the target is allowed a saving throw to avoid the effect of the *suggestion* or *quest*.

Time Pool (Divination)

(Source: Tome of Magic)

Sphere: Time

Range: Touch

Components: V, S, M (a suitable reflective surface and a pinch of powdered quartz)

Duration: 1 round/level

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

This spell allows the caster to cause a mirror, a pool of water, or any other reflective surface to reveal a specific event from the past. The image provides a perfectly clear picture with normal sounds, as if the caster were present at the scene. The image continues for the duration of the spell.

Time pool will not reveal images from other planes of existence.

The spell's success is not automatic. The caster must know the general nature of the event he wishes to view (i.e., "Show me the murder of King Thamak"). The caster's base chance of viewing the desired scene is 50%, modified as follows, to a maximum of 90%:

- Add 5% for each point of the caster's Wisdom above 15.
- Add 20% if the caster has successfully used *time pool* to observe the same event before.

Only **one** of the following may apply:

- Add 20% if the event is one in which the caster participated.
- Add 10% if the caster is well informed about the event.
- Add 5% if the caster is slightly informed about the event.

The caster cannot communicate or otherwise interact with the image. Spells cannot be cast into the *time pool*. The material components are a suitable reflective surface and a pinch of powdered quartz.

Transmute Rock to Mud (Alteration) *Reversible*

(Source: Players Handbook)

Sphere: Elemental (Earth) (before PO S&M: Elemental (Earth, Water))

Range: 160 yds.

Components: V, S, M (clay and water (or sand, lime, and water for the reverse))

Duration: Special

Casting Time: 8

Area of Effect: 20-ft. cube/level

Saving Throw: None

This spell turns natural rock of any sort into an equal volume of mud. If it is cast upon a rock, for example, the rock affected collapses into mud. Magical or enchanted stone is not affected by the spell. The depth of the mud created cannot exceed 10 feet. Creatures unable to levitate, fly, or otherwise free themselves from the mud sink at the rate of 1/3 of their height per round and eventually suffocate, save for lightweight creatures that could normally pass across such ground. Brush thrown atop the mud can support creatures able to climb on top of it, with the amount required decided by the DM. Creatures large enough to walk on the bottom can move through the area at a rate of 10 feet per round.

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

Reverse: Transmute mud to rock

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

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

True Seeing

(Divination) Reversible

(Source: Players Handbook)

Sphere: All (before PO S&M: Divination)

Range: Touch

Components: V, S, M (an ointment made from very rare mushroom powder, saffron, and fat costing no less than 300 gp)

Duration: 1 rd./level

Casting Time: 8

Area of Effect: 1 creature

Saving Throw: None

When the priest employs this spell, he confers upon the recipient the ability to see all things as they actually are. The spell penetrates normal and magical darkness. Secret doors become plain. The

exact location of displaced things is obvious. Invisible things become quite visible. Illusions and apparitions are seen through. Polymorphed, changed, or enchanted things are apparent. Even the aura projected by creatures becomes visible, so that alignment can be discerned. Further, the recipient can focus his vision to see into the Ethereal plane or the bordering areas of adjacent planes. The range of vision conferred is 120 feet. True seeing, however, does not penetrate solid objects; it in no way confers X-ray vision or its equivalent. In addition, the spell effects cannot be further enhanced with known magic.

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

Reverse: False seeing

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

Unceasing Vigilance of the Holy Sentinel

(Alteration)

(Source: Tome of Magic)

Sphere: Guardian

Range: 0

Components: V, S, M (a special ink containing the powder of a crushed sapphire (at least 1,000 gp value) and a drop of holy water)

Duration: 1 hour/level

Casting Time: 1 turn

Area of Effect: 5-foot-radius sphere

Saving Throw: None

This spell enhances a priest's ability to guard a person, place, or object. The spell's effect must be centered on a specific area, for it creates an invisible spherical boundary up to 10 feet in diameter. The effect is not mobile; it cannot move with a living creature.

While within the area of effect of this spell, the priest (and only the priest) gains several special abilities:

- His sense of sight is magically enhanced. He can see through normal darkness and can see invisible creatures and objects. He cannot see through solid objects, however, and the range of his magical sight is limited to 60 feet.
- The priest has no need for food, water, or rest. He does not feel fatigue and regenerates 1 hit point per hour spent within the circle. However, he does not actually rest and therefore cannot regain spells until he sleeps.

- He is totally immune to the effects of magical and natural fear, as well as *sleep* and *charm* spells.

If the priest leaves the circle, the spell is broken. When the spell ends, the priest must rest for 1 turn per hour (or portion thereof) spent in the circle. If the priest is forced into action (by being attacked, for example), he can move at only half his normal movement rate, has an Armor Class penalty of -2, an attack penalty of -2, and loses all Dexterity combat bonuses.

To cast this spell, the priest must trace a circle of sigils and runes 10 feet in diameter using a special ink containing the powder of a crushed sapphire (at least 1,000 gp value) and a drop of holy water. This procedure takes 1 turn to complete.

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Unceasing Vigilance of the Holy Sentinel:

A priest recovering from this spell must rest unless compelled to act by some external cause. Generally, the priest cannot respond to threats that he cannot perceive (though the priest always perceives a threat to himself if he suffers damage). A *nap* spell grants the priest 48 turns of rest.

Undead Ward

(Abjuration, Necromancy)

(Source: Tome of Magic)

Sphere: Wards

Range: Special

Components: V, S, M (the priest's holy symbol)

Duration: 1 turn/level

Casting Time: 2 turns

Area of Effect: 5-foot cube/level

Saving Throw: None

This spell prevents most types of undead creatures from entering the area of effect (a cube whose sides equal the caster's level times 5 feet--a 15th-level caster could affect a cube whose sides equal 75 feet).

When an undead creature attempts to enter the protected area, the creature is affected by the ward as if it were being turned by a priest two levels lower than the caster. The casting priest need not have the ability to turn undead himself. Thus, an *undead ward* created by a 10th-level priest would turn creatures as if by an 8th-level priest.

The results of the turning attempt are calculated normally. If a large number of undead assault the warded area, not all of them are turned by the spell, since the normal limitations apply. Undead who are unaffected by the turning attempt ignore the *undead ward* for its duration. Undead within the area of

effect when the spell is cast are not affected. However, when such undead leave the area of effect, they are subject to the effects of the spell if they attempt to reenter.

The material component is the priest's holy symbol, which must be carried around the perimeter of the area to be warded.

Wall of Fire

(Conjuration/Summoning)

(Source: Players Handbook)

Sphere: Elemental (Fire)

Range: 80 yds.

Components: V, S, M (phosphorus)

Duration: Special

Casting Time: 8

Area of Effect: Special

Saving Throw: None

The wall of fire spell brings forth an immobile, blazing curtain of magical fire of shimmering color--yellow-green or amber (different from the 4th-level wizard version).

The spell creates an opaque sheet of flame up to one 20-foot square per level of the spellcaster, or a ring with a radius of up to 10 feet + 5 feet for every two levels of experience of the wizard, and 20 feet high.

The wall of fire must be cast so that it is vertical with respect to the caster. One side of the wall, selected by the caster, sends forth waves of heat, inflicting 2d4 points of damage upon creatures within 10 feet and 1d4 points of damage upon those within 20 feet. In addition, the wall inflicts 4d4 points of damage, plus 1 point of damage per level of the spellcaster, to any creature passing through it. Creatures especially subject to fire may take additional damage, and undead always take twice normal damage. Note that attempting to directly catch moving creatures with a newly created wall of fire is difficult. A successful saving throw enables the creature to avoid the wall, while its rate and direction of movement determine which side of the created wall it is on. The wall of fire lasts as long as the priest concentrates on maintaining it, or one round per level of experience of the priest in the event he does not wish to concentrate upon it.

The material component of the spell is phosphorus.

Sixth-Level Spells (Pri 6)

Age Creature

(Alteration) *Reversible*

(Source: Tome of Magic)

Sphere: Time

Range: Touch

Components: V, S, M (a pinch of powdered ruby)

Duration: Permanent

Casting Time: 1 round

Area of Effect: One creature

Saving Throw: Neg.

This spell ages the targeted creature one year per level of the caster. Unwilling subjects may attempt a saving throw to resist the spell. Subjects affected by *age creature* must make a successful system shock roll to survive the change.

Subjects cannot be aged beyond their natural life spans. If the priest's level indicates that a creature would be aged beyond this level, the creature is aged to one year short of his maximum age. The spell cannot cause a subject to die.

Human and humanoid characters affected by the spell experience changes in appearance associated with increased age, such as gray hair and wrinkles. More significantly, they suffer losses in Strength, Dexterity, and Constitution when they reach certain age levels. These are summarized in Table 12: Aging Effects in the *Player's Handbook*. The *Player's Handbook* also provides rules for determining a character's base age.

Nonmagical monsters can be affected by *age creature*. The DM determines a monster's current age and natural life span based on its description in the *MONSTROUS COMPENDIUM* or based on his own judgment. To determine the effects of aging on a monster, assume the following: a monster is middle-aged when it reaches half its natural life span; a monster reaches old age at two-thirds of its natural life span; a monster reaches venerable age in the last one-sixth of its years. A monster suffers the penalties which follow when it reaches these age levels. The penalties are *cumulative and permanent* (unless the affected monster becomes younger).

Age	Penalty
Middle Age	-1 to all saving throws
Old Age	-1 to all saving throws -1 to all attack rolls
Venerable	-1 to all saving throws -1 to all attack rolls

The material component is a pinch of powdered emerald.

Reverse: Restore youth

The reverse of this spell, *restore youth*, permanently restores age that has been lost as a result of magic (such as an *age creature* spell). *Restore youth* reduces the age of the targeted creature by one year per level of the caster. The subject must make a successful system shock roll to survive the change. Subjects who become younger regain the lost ability scores described above. A subject cannot become younger than his actual age as a result of this spell.

The material component is a pinch of powdered ruby.

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Age Creature:

The reverse of this spell, *restore youth*, negates most sorts of magical aging, provided the aging is the magic's primary effect. It negates aging from *age creature* spells, *staffs of withering*, and attacks by ghosts. It does not reverse incidental aging effects, such as those inflicted by casting a *wish* or receiving a *haste* spell.

Aerial Servant

(Conjuration/Summoning)

(Source: Players Handbook)

Sphere: Summoning

Range: 10 yds.

Components: V, S

Duration: 1 day/level

Casting Time: 9

Area of Effect: Special

Saving Throw: None

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

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

If the creature to be fetched cannot detect invisible objects, the aerial servant attacks, automatically gaining surprise. If the creature involved can detect invisible objects, it still suffers a -2 penalty to all surprise rolls caused by the aerial servant. Each round of combat, the

aerial servant must roll to attack. When a hit is scored, the aerial servant has grabbed the item or creature it was sent for.

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

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

Animal Summoning III

(Conjuration, Summoning)

(Source: Players Handbook)

Sphere: Animal (before PO S&M: Animal, Summoning)

Range: 100 yds./level

Components: V, S

Duration: Special

Casting Time: 9

Area of Effect: Special

Saving Throw: None

This spell is the same in duration and effect as the 4th-level animal summoning I spell, except that up to four animals of no more than 16 Hit Dice each can be summoned, or eight of no more than 8 Hit Dice, or 16 creatures of no more than 4 Hit Dice. Only animals within range of the caster at the time the spell is cast will come. The caster can try three times to summon three different types of animals[md]e.g., suppose that wild dogs are first summoned to no avail, then hawks are unsuccessfully called, and finally the caster calls for wild horses that may or may not be within summoning range. Your DM will determine the chance of a summoned animal type being within range of the spell.

The animals summoned will aid the caster by whatever means they possess, staying until a fight is over, a specific mission is finished, the caster is safe, he sends them away, etc.

Only normal or giant animals can be summoned; fantastic animals or monsters cannot be summoned by this spell (no chimerae, dragons, gorgons, manticores, etc.).

Conjured Animals

HD	Roll	Animal	Value
1	01-10	Baboon	1 ^{1/4}
	11-25	Dog, wild	1 ^{1/4}
	26-35	Hawk, large	1
	36-40	Hawk, blood	1 ^{1/4}
	41-50	Jackal	1/2
	51-55	Mammal, small	varies
	56-60	Minimal	varies

	61-65	Otter	3/4
	66-70	Otter, sea	1 ^{1/4}
	71-80	Owl, common	1
	81-90	Rat, giant	1/2
	91-00	Skunk	1/4
2	01-70	Animal, herd	2
	71-80	Badger	1 ^{1/2}
	81-00	Horse, wild	2
3	01-05	Badger, giant	3
	06-10	Boar, warthog	3
	11-15	Cattle, wild	2 ^{1/2}
	16-20	Cheetah	3
	21-30	Dog, war	2 ^{1/2}
	31-35	Hyena, wild	3
	36-45	Lion, mountain	3 ^{1/4}
	46-50	Lynx, giant	2 ^{1/2}
	51-60	Mule	3
	61-70	Camel	3
	71-80	Stag	3
	81-90	Wolf	2 ^{1/2}
	91-00	Wolverine	3
4	01-10	Bear, black	3 ^{3/4}
	11-25	Boar, wild	3 ^{3/4}
	26-40	Eagle, giant	4
	41-50	Jaguar	4 ^{1/4}
	51-60	Leopard	3 ^{1/2}
	61-75	Owl, giant	4
	76-90	Weasel, giant	3 ^{3/4}
	91-00	Wolf, dire	3 ^{3/4}
5	01-15	Ape, carnivorous	5
	16-25	Buffalo	5
	26-40	Hyena, giant	5
	41-55	Otter, giant	5
	56-70	Skunk, giant	5
	71-85	Stag, giant	5
	86-00	Wolverine, giant	5
6	01-25	Bear, brown	6 ^{1/4}
	26-50	Lion	5 ^{1/2}
	51-75	Porcupine, giant	6
	76-00	Tiger	6 ^{1/4}
7	01-50	Boar, giant	7
	51-00	Lion, spotted	6 ^{1/2}
8	01-50	Bear, cave	7 ^{1/2}
	51-00	Tiger, sabre-tooth	7 ^{1/2}
9	--	Oliphant	8 ^{1/2}
10	--	Bear, polar	10
11	--	Elephant 11 (African)	
12	--	Mastodon	12

13	--	Mammoth	13
14	--	Whale	(to 36)

Stag: This is a large male deer that can butt for 2-8 or strike with its hooves for 1-3/1-3.

Giant stag: A very large stag, 7' at the shoulder and weighing about 1,500 pounds. It can butt for 4-16 (4d4) or strike with its hooves for 1-4/1-4.

Animate Object (Alteration)

(Source: Players Handbook)

Sphere: Summoning (before PO S&M: **Creation**, Summoning)

Range: 30 yds.

Components: V, S

Duration: 1 rd./level

Casting Time: 9

Area of Effect: 1 cu. ft./level

Saving Throw: None

This powerful spell enables the priest casting it to imbue inanimate objects with mobility and a semblance of life. The animated object, or objects, then attacks whomever or whatever the priest first designates. The animated object can be of any nonmagical material whatsoever[md]wood, metal, stone, fabric, leather, ceramic, glass, etc.

Attempting to animate an object in someone's possession grants that person a saving throw to prevent the spell's effect. The speed of movement of the object depends on its means of propulsion and its weight. A large wooden table would be rather heavy, but its legs would give it speed. A rug could only slither along. A jar would roll. Thus a large stone pedestal would rock forward at 10 feet per round, a stone statue would move at 40 feet per round, a wooden statue 80 feet per round, an ivory stool of light weight would move at 120 feet per round. Slithering movement is about 10 feet to 20 feet per round; rolling is 30 feet to 60 feet per round. The damage caused by the attack of an animated object depends on its form and composition. Light, supple objects can only obscure vision, obstruct movement, bind, trip, smother, etc. Light, hard objects can fall upon or otherwise strike for 1d2 points of damage or possibly obstruct and trip, as do light, supple objects. Hard, medium-weight objects can crush or strike for 2d4 points of damage, while larger and heavier objects may inflict 3d4, 4d4, or even 5d4 points of damage.

The frequency of attack of animated objects depends on their method of locomotion, appendages, and method of attack. This varies from as seldom as once every five melee rounds to as frequently as once per round. The Armor Class of the object per round. The Armor Class of the object

animated is basically a function of material and movement ability. Damage depends on the type of weapon is effective against fabric, leather, wood, and like substances. Heavy smashing and crushing weapons are useful against wood, stone, and metal objects. Your DM will determine all of these factors, as well as how much damage the animated object can sustain before being destroyed. The priest can animate one cubic foot of material for each experience level he has attained. Thus, a 14th-level priest could animate one or more objects whose solid volume did not exceed 14 cubic feet, e.g. a large statue, two rugs, three chairs, or a dozen average crocks.

Anti-Animal Shell (Abjuration)

(Source: Players Handbook)

Sphere: Animal, Protection

Range: 0

Components: V, S, M (holy symbol and a handful of pepper)

Duration: 1 turn/level

Casting Time: 1 rd.

Area of Effect: 10-ft. radius

Saving Throw: None

By casting this spell, the caster brings into being a hemispherical force field that prevents the entrance of any sort of living creature that is wholly or partially animal (not magical or extraplanar). Thus a sprite, a giant, or a chimera would be kept out, but undead or conjured creatures could pass through the shell of force, as could such monsters as aerial servants, imps, quasits, golems, elementals, etc. The anti-animal shell functions normally against crossbreeds, such as cambions, and lasts for one turn for each level of experience the caster has attained. Forcing the barrier against creatures strains and ultimately collapses the field.

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

Blade Barrier (Evocation)

(Source: Players Handbook)

Sphere: Guardian, Creation

Range: 30 yds.

Components: V, S

Duration: 3 rds./level

Casting Time: 9

Area of Effect: 5-60 ft. sq.

Saving Throw: Special

The priest employs this spell to set up a wall of circling, razor-sharp blades. These whirl and flash around a central point, creating an immobile barrier. Any creature attempting to pass through the blade barrier

suffers 8d8 points of damage. The plane of rotation of the blades can be horizontal, vertical, or in between. Creatures within the area of the barrier when it is invoked are entitled to a saving throw vs. spell. If this is successful, the blades are avoided and no damage is suffered; the creature escapes the area of the blade barrier by the shortest possible route. The barrier remains for three rounds for every experience level of the priest casting it. The barrier can cover an area from as small as 5 feet square to as large as 60 feet square.

Call Phoenix (Conjuration/Summoning)

(Source: Monster Manual)

Sphere: Animal
Range: 0
Components: V, S, M (three diamonds worth at least 500 gp and a hot coal)
Duration: 1 rds./level
Casting Time: 2 rounds
Area of Effect: Special
Saving Throw: None

This potent priest spell enables the caster to actually summon a phoenix that will come and aid him. **The most stringent restriction to this is that the caster must be of good alignment or a druid.** Evil or nondruid neutral priests cannot summon a phoenix.

When cast, a phoenix will *always* come to aid. (s. Monster manual). However, depending on how far away the nearest phoenix is, it may take some time for it to appear. One of these powerful creatures will appear in 1d8-1 rounds. A modified roll of '0' indicates that a phoenix will appear right away in a huge burst of smoke and flame.

Because the caster must be good or be a druid, there is seldom a conflict of interest between the phoenix and the summoner. However, a phoenix will never attack beings of good alignment (unless there is an *extremely* good reason for it). It will, however, risk its own life if the cause mandates such action and will further the aims of good that the summoner has undertaken.

When the spell has expired, the phoenix does not disappear, but it is then free to do what it will. This may in fact be what the caster summoned it for, or it may leave if it feels the reasons for its summoning were insufficient.

The material components for this spell are three diamonds of at least 500 gp value (which are consumed by the energies of the spell) and a red hot coal.

Command Monster (Enchantment/Charm)

AD&D 2nd Edition

(Source: Players Option: Spells & Magic)

Sphere: Charm
Range: 60 yds.
Components: V
Duration: 1 rd./2 levels
Casting Time: 1
Area of Effect: 1 creature
Saving Throw: Special

[Subtlety: +1; Knockdown: None; Sensory: Small audio; Critical: None]

This spell allows the priest to issue a *command* to any one creature within the spell's range. The magic of the spell translates the priest's order into a language or form the subject creature can understand. The creature must have an Intelligence of at least 1 in order to be affected by this spell; nonintelligent creatures (those with a score of 0) cannot comprehend any order, no matter how the priest phrases it. Other creatures gain a saving throw vs. spell to resist *command monster*, but only if they have an Intelligence of Exceptional (15) or better, or the creature's levels or Hit Dice are equal to or greater than the caster's.

Just like the 1st-level spell *command*, this spell coerces the subject into obeying the priest's one-word order to the best of its ability. The order must be absolutely clear and unequivocal; the subject will continue to obey for one round per two caster levels—six rounds at 12th level, seven at 14th, and so on. If this action places the subject in mortal peril, he may attempt a saving throw (whether he was originally entitled to one or not) in order to break free of the spell's power. Therefore, ordering a character standing at the edge of a cliff to "jump" will create an opportunity for the subject to break free. A command to "die" or "sleep" renders the creature unconscious for the spell's duration.

Undead creatures are immune to this spell.

Conjure Animals (Conjuration/Summoning)

(Source: Players Handbook)

Sphere: Summoning
Range: 30 yds.
Components: V, S
Duration: 2 rds./level
Casting Time: 9
Area of Effect: Special
Saving Throw: None

The conjure animals spell enables the priest to magically create one or more mammals to attack his opponents. The total Hit Dice of the mammals cannot exceed twice his level, if the creature conjured is determined randomly. If a specific animal type is requested, the animal's Hit Dice cannot exceed his level. The DM selects the type of animal that appears if it is randomly called. Thus, a priest of 12th level could

randomly conjure two mammals with 12 Hit Dice each, four with 6 Hit Dice each, six with 4 Hit Dice each, eight with 3 Hit Dice each, 12 with 2 Hit Dice each, or 24 with 1 Hit Die each. Count every +1 hit point added to a creature's Hit Dice as $\frac{1}{4}$ of a Hit Die. Thus a creature with 4 + 3 Hit Dice equals a $4\frac{3}{4}$ Hit Dice creature. The conjured animals remain for two rounds for conjured animals remain for two rounds for each level of the conjuring priest, or until slain, and they follow the caster's verbal commands. Conjured animals unfailingly attack the priest's opponents, but resist being used for any other purpose--they do not like it, become noticeably more difficult to control, and may refuse any action, break free, or turn on the caster, depending on the nature of the creature and the details of the situation. The conjured animals disappear when slain.

Conjure Fire Elemental (Conjuration/Summoning) *Reversible*

(Source: Players Handbook)

Sphere: Elemental (Fire)

Range: 80 yds.

Components: V, S

Duration: 1 turn/level

Casting Time: 6 rds.

Area of Effect: Special

Saving Throw: None

Upon casting a conjure fire elemental spell, the caster opens a special gate to the elemental plane of Fire, and a fire elemental is summoned to the vicinity of the spellcaster. It is 65% likely that a 12 Hit Dice elemental appears, 20% likely that a 16 Hit Dice elemental appears, 9% likely that two to four salamanders appear, 4% likely that an efreeti appears, and 2% likely that a huge fire elemental of 21 to 24 Hit Dice appears. The caster need not fear that the elemental force summoned will turn on him, so concentration upon the activities of the fire elemental (or other creatures summoned) or protection from the creature is not necessary. The elemental summoned helps the caster however possible, including attacking the caster's opponents. The fire elemental or other creature summoned remains for a maximum of one turn per level of the caster, or until it is slain, sent back by a dispel magic spell, the reverse of this spell, dismiss fire elemental, or similar magic.

Reverse: Dismiss Fire Elemental

This spell dismisses fire elementals or creatures conjured from the elemental plane of fire without a saving throw. The number of creatures depends on the type. (S. description above)

Crushing Walls (Enchantment)

(Source: Tome of Magic)

Sphere: Wards

Range: Touch

Components: V, S, M (1-inch iron cube and a walnut shell)

Duration: Permanent until activated

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

This spell enables the caster to enchant a floor, ceiling, or single wall of a room to crush intruders. The enchanted surface can be no larger than a square whose sides equal the caster's level times 2 feet (a 13th-level priest could affect a 26' x 26' surface).

The spell activates 1d4 rounds after any creature other than the caster enters the room. The intruder must be larger than a normal rat (larger than one-half cubic foot or weighing more than three pounds). When activated, the enchanted surface moves toward the opposite surface at a rate of 3 feet per round. Unless the spell is canceled by the caster, the enchanted surface continues to move until one of the following events occurs:

- A creature with sufficient Strength (minimum score of 19) stops the enchanted surface from moving by succeeding a Strength check. Such a creature suffers no damage from the enchanted surface. If the creature prevents the enchanted surface from moving for three consecutive rounds, the wall returns to its original position and the spell is negated. If multiple creatures attempt to stop the wall, the highest strength score is used as a base score; one point is added to that score for every creature assisting. Thus, a creature with 16 Strength assisted by three creatures could attempt to stop the wall.
- A strong or heavy object made of stone, wood, or metal is placed in the path of the wall. If the item survives a saving throw vs. crushing blow, the object successfully braces the wall. If the object holds for three consecutive rounds, the surface returns to its original position and the spell is negated. The DM must use discretion in determining the types of objects that will brace the wall.
- *Dispel magic* or a similar spell or magical item is used to cancel the crushing wall. Creatures can avoid being crushed by using a *potion of diminution*, *potion of gaseous form*, or other devices or spells that reduce size. The *crushing wall* almost never touches the opposite wall, usually being stopped by debris. A gap of two inches or more usually remains between the walls.

If the wall is not stopped, it causes crushing damage to everyone in the room. All creatures must make a saving throw vs. death. Those who fail are crushed to death.

Those who save successfully suffer 5d10 points of damage. When the wall can move no farther, it returns to its original position and the spell is negated.

The material components are a 1-inch iron cube and a walnut shell.

Disbelief

(Enchantment/Charm)

(Source: Tome of Magic)

Sphere: Thought

Range: 0

Components: V, S

Duration: 1 round/level

Casting Time: 5

Area of Effect: Special

Saving Throw: Special

This spell allows the caster to temporarily convince himself that certain objects or as many as four creatures within the area of effect do not actually exist. While *disbelief* remains in effect, these objects or creatures cannot harm or hinder the caster. He can pass through them as if they did not exist and takes no damage from their attacks or actions.

However, since these objects or creatures temporarily do not exist for the priest, he can take no action against them. If the creatures attack, the caster receives no Dexterity bonus to armor class (since this bonus represents dodging, and the priest is unable to dodge a creature that does not exist for him).

The caster can attempt to disbelieve as many as four creatures within 60 feet of his position at the time of casting. He disbelieves the same four creatures for the duration of the spell. Alternatively, the priest can disbelieve any or all inanimate objects of up to 20- cubic-yard volume (thus, he may disbelieve a 12 foot by 15 foot area of 3-foot-thick wall). This volume must be centered on a point no more than 20 yards from the caster.

These two options are mutually exclusive; the priest can disbelieve only creatures or objects, not a combination of both.

Disbelieving a creature includes all gear, equipment, or treasure carried or worn by that creature; it does not include other objects that come into contact with that creature, such as walls, doors, chairs, etc.

Disbelief is not automatic; it requires an extreme effort. To successfully disbelieve, the priest must make a saving throw vs. paralyzation. A *successful* save means the priest has disbelieved; an *unsuccessful* check means that the spell has failed and the priest has not convinced himself of the creatures' or objects' non-existence.

While this spell is in effect, the DM must record any damage suffered by the priest from disbelieved

creatures. When the spell ends, the caster makes a saving throw vs. spell. If the saving throw is successful, the priest suffers only one-eighth of any damage inflicted by the creatures (round all fractions down); if the priest fails the saving throw, he suffers one-half of any damage inflicted (round fractions down).

Dragonbane

(Abjuration)

(Source: Tome of Magic)

Sphere: Wards

Range: 10 yards/level

Components: V, S, M (the priest's holy symbol and a dragon scale)

Duration: 1d4 rounds+1 round/2 levels

Casting Time: 1 round

Area of Effect: 5'-cube/level

Saving Throw: Neg.

This spell prevents any dragon who fails its saving throw from entering the area of effect. The spell affects a cubic area whose sides equal the caster's level times 5 feet; thus, a 16th-level caster could affect a cube whose sides each equal 80 feet. The dragon can cast spells, blast breath weapon, or hurl missiles (if possible) into the area of effect.

Dragons within the area of effect when the spell is cast are not affected. If such dragons leave the area of effect, they must succeed a saving throw to reenter the area.

The material components are the priest's holy symbol and a dragon scale.

The spell's effectiveness can be greatly increased with the casting of a *focus* spell.

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Dragonbane:

This spell can be the subject of a site focus (S. Focus spell, Pri 4).

Earthwrack

(Alteration)

(Source: The Complete Druids Handbook)

Druids

Sphere: Necromantic, Plant

Range: 20 yards/level of caster

Components: V, S, M

Duration: 2d4+10 years

Casting Time: 1 round

Area of Effect: 30-foot radius/level of caster

Saving Throw: None

[Editors Note: This spell comes from the Druids Handbook but could also be available for other spellcasters, if the DM allows it.]

This spell causes an area of soil to become barren

and blighted. Healthy plants wither and die within 1d4 days of casting. No seed planted there will grow for the duration of the spell. Plant-based creatures entering the despoiled area can see the ruin and feel an intense "wrongness" within the soil. Each round they remain within the area, they suffer 1d4 points of damage.

The blight can be cured using a *limited wish*, a *wish*, or by casting a *remove curse* spell (at the 12th level of experience) and a plant growth spell simultaneously.

Most druids consider *earthwrack* an abomination, although some Shadow Circle druids use it as last-ditch "scorched earth" vengeance against an unruly hamlet.

The material component is the priest's holy symbol.

Entropy Shield

(Abjuration)

(Source: Players Option: Spells & Magic)

Sphere: Chaos

Range: 0

Components: V, S, M (a gemstone worth at least 100 gold pieces that has been exposed to the chaotic energies of Limbo)

Duration: 1 rd./level

Casting Time: 9

Area of Effect: The caster

Saving Throw: None

[Subtlety: +5; Knockdown: None; Sensory: Moderate visual/tactile; Critical: None]

This potent defense surrounds the caster in a chaotic maelstrom of energy and demimatter that blocks or deflects many attacks. The *entropy shield* extends about two feet in all directions from the caster's body. The warping effect of the field causes any melee or hand-to-hand attack to miss 50% of the time—even if the roll allows an attack to continue, the priest still gains a –2 bonus to his Armor Class. Normal missiles or hurled weapons miss automatically as the *entropy shield* deflects them from the caster. Even magical missile attacks (*produce flame*, *magic missile*, or *Melf's acid arrow*, for example), siege engines, and giant-thrown boulders may be deflected as if they were hand-to-hand attacks.

Against spells or effects that produce energy, gas, or other physical attack forms (*fireball*, *lightning bolt*, *cloudbolt*, and other such spells) the *entropy shield* provides a 50% chance that the attack simply does not affect the protected priest. Even if the harmful energy or matter penetrates the shield, the caster gains a +2 bonus on his saving throw. This does not cause a spell to fizzle or fail; a priest standing in the middle of a *fireball* is simply not touched by the spell, which will inflict its

normal damage on anyone else in the area of effect. Any spell or effect that does not create matter or energy to harm or hinder the victim can pass through the *entropy shield* normally, so mind-based attacks and magical effects such as *petrification*, *paralyzation*, *enfeeblement*, or *polymorph* (to name a few) can still affect the priest.

In addition to its defensive benefits, the *entropy shield* has the ability to repel normal or giant-sized animals and creatures of lawful alignment, such as extraplanar monsters from the lawful planes. Any such creature attempting to attack the shielded priest in hand-to-hand combat must roll a saving throw vs. spell at the end of the round. If the creature fails, it recoils from the priest and cannot attack him physically for the remainder of the spell's duration (although it could decide to turn on one of the priest's companions).

The material component for this spell is a gemstone worth at least 100 gold pieces that has been exposed to the chaotic energies of Limbo.

Find the Path

(Divination) *Reversible*

(Source: Players Handbook)

Sphere: Divination

Range: Touch

Components: V, S, M (bones, ivory counters, sticks, carved runes, or whatever)

Duration: 1 turn/level

Casting Time: 3 rds.

Area of Effect: 1 creature

Saving Throw: None

The recipient of this spell can find the shortest, most direct physical route that he is seeking, be it the way into or out of a locale. The locale can be outdoors or under ground, a trap, or even a maze spell. Note that the spell works with respect to locales, not objects or creatures within a locale. Thus, the spell could not find the way to "a forest where a green dragon lives" or to the location of "a hoard of platinum pieces." The location must be in the same plane as the caster.

The spell enables the subject to sense the correct direction that will eventually lead him to his destination, indicating at the appropriate times the exact path to follow or physical actions to take. For example, with concentration the spell enables the subject to sense trip wires or the proper word to bypass a glyph. The spell ends when the destination is reached or when one turn for each caster level has elapsed. The spell frees the subject, and those with him, from a maze spell in a single round, and will continue to do so as long as the spell lasts.

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

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

Reverse: Lose the path

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

Fire Seeds (Conjuration)

(Source: Players Handbook)

Sphere: Elemental (Fire)

Range: Touch

Components: V, S, M (four acorns or eight holly berries)

Duration: Special

Casting Time: 1 rd./seed

Area of Effect: Special

Saving Throw: 1/2

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

Fire seed missiles: This casting turns up to four acorns into special grenadelike missiles that can be hurled up to 40 yards. An attack roll is required to strike the intended target, and proficiency penalties are considered. Each acorn bursts upon striking any hard surface, causing 2d8 points of damage and igniting any combustible materials within a 10-foot diameter of the point of impact. If a successful saving throw vs. spell is made, a creature within the burst area receives only one-half damage, but a creature struck directly suffers full damage (i.e., no saving throw).

Fire seed incendiaries: This casting turns up to eight holly berries into special incendiaries. The holly berries are most often placed, being too light to make effective missiles. They can be tossed only up to 6 feet away. They burst into flame if the caster is within 40 yards and speaks a word of command. The berries instantly ignite, causing 1d8 points of damage to any creature and igniting any combustible within a 5-foot-diameter burst area. Creatures within the area that successfully save vs. spell suffer half damage.

All fire seeds lose their power after a duration equal to one turn per experience level of the caster--e.g., the seeds of a 13th-level caster remain potent for a maximum of 13 turns after their creation. No other material components beyond acorns or holly berries are needed for this spell.

Forbiddance (Abjuration)

(Source: Players Handbook)

Sphere: Guardian (before PO S&M: **Protection**)

Range: 30 yds.

Components: V, S, M (holy symbol, holy water, rare incenses worth at least 1,000 gp per 60-foot cube)

Duration: Permanent

Casting Time: 6 rds.

Area of Effect: 60-ft. cube/level

Saving Throw: Special

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

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

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

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

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

In addition to the priest's holy symbol, components include holy water and rare incenses worth at least 1,000 gp per 60-foot cube. If a password lock is desired, this also requires the burning of rare incenses worth at least 5,000 gp per 60-foot cube.

Gravity Variation (Alteration)

(Source: Tome of Magic)

Sphere: War

Range: 10 yards/level

Components: V, S, M (a tiny plumb bob; the plumb line must be made of platinum wire while the bob itself must be a gem of at least 1,000 gp value)

Duration: 1 turn/3 levels
Casting Time: 2 turns
Area of Effect: 120-yard x 120-yard square
Saving Throw: None

This spell changes the characteristics of a square region of terrain. The area can be no more than 120 yards on a side. The priest can effectively turn a flat plain into a slope of any direction, or may flatten an existing slope. The spell does not allow the priest to alter the pull of gravity, however.

This spell lets the priest create or negate a height differential of as much as 20 feet (a 2" slope in BATTLE SYSTEM™ rules measurements) within the area of effect. This can have various consequences; the best way to discuss the effects is by example.

Example 1: Two units face each other on a flat plain. The priest can alter the slope of the terrain so that one unit is 2" of elevation higher than the other. The unit that is upslope gains the combat benefits for higher ground, and the unit that is downslope must pay the movement cost for moving uphill if it wishes to approach the other unit.

Example 2: One unit is on flat terrain; another unit, 6" away, is on a hill of 2" elevation. Using this spell, the priest can effectively eliminate this difference in elevation (raising the low ground or lowering the high ground). All combat and movement involving these two units is then conducted as if there were no elevation difference (i.e., no movement penalty, no combat benefit for higher ground, etc.). Alternatively, the priest could increase the height differential by 2". Combat and movement would now be conducted as if the total difference in elevation were 4".

Example 3: A unit faces a hill of 3" elevation. The priest casts *gravity variation*, decreasing the effective elevation of the hill to 1". The unit pays a lower movement point cost to climb the hill. Alternatively, if the unit facing the hill were an enemy unit, the priest could increase the effective elevation to 5". The priest must specify the degree and direction of change at the moment of casting. These parameters cannot be changed while the spell remains in effect.

Gravity variation can have dramatic effects on siege engines and towers. Most siege engines can be moved only on the most gentle of slopes. By raising or lowering the effective elevation of siege engines by 2", the priest can totally immobilize them by positioning them on a slope too steep to negotiate. In the case of siege towers, there is a 50% chance that the structures will topple over (totally destroying them).

The material component is a tiny plumb bob; the plumb line must be made of platinum wire while the bob itself must be a gem of at least 1,000 gp value. The device is consumed in the casting.

Group Mind (Divination, Enchantment/Charm)

(Source: Tome of Magic)

Sphere: Thought
Range: 0
Components: V, S
Duration: 1 turn+1 round/level
Casting Time: 1 round
Area of Effect: 30-yard-diameter circle
Saving Throw: None

This spell is a deeper and more extensive version of *rapport*, in that it lets the priest communicate silently and instantly with several willing subjects. The number of subjects (in addition to the priest) depends on the caster's level:

Level	Number of participants
13 and below	2
14-16	4
17	6
18	7
19+	8

As with *rapport*, the spell lets the participants share thoughts, emotions, and memories. Each participant sees, hears, and otherwise senses everything experienced by the other, although such "vicarious" experiences feel weak and cannot be mistaken for direct sensations. Participants can shut off these experiences at will if they find them confusing or distracting.

The participants can share such personal concepts as plans, hopes, and fears, although they cannot communicate complex or detailed information. It is impossible to communicate the procedure for casting a spell or picking a lock.

Communication through *group mind* is approximately 30 times faster than verbal communication. The priest can maintain only one group mind spell at any time; thus, he cannot communicate with multiple groups.

This spell cannot be used on unwilling subjects.

Heal (Necromancy) Reversible

(Source: Players Handbook)

Sphere: Healing
Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 1 rd.
Area of Effect: 1 creature

Saving Throw: None

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

Reverse: Harm

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

Heroes' Feast (Evocation)

(Source: Players Handbook)

Sphere: Creation

Range: 10 yds.

Components: V, S, M (holy symbol and specially fermented honey)

Duration: 1 hour

Casting Time: 1 turn

Area of Effect: 1 feaster/level

Saving Throw: None

This spell enables the priest to bring forth a great feast that serves as many creatures as the priest has levels of experience. The spell creates a magnificent table, chairs, service, and all the necessary food and drink. The feast takes one full hour to consume, and the beneficial effects do not set in until after this hour is over. Those partaking of the feast are cured of all diseases, are immune to poison for 12 hours, and are healed of 1d4+4 points of damage after imbibing the nectarlike beverage that is part of the feast. The ambrosialike food that is consumed is equal to a bless spell that lasts for 12 hours. Also, during this same period, the people who consumed the feast are immune to fear, hopelessness, and panic. If the feast is interrupted for any reason, the spell is ruined and all effects of the spell are negated.

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

Ivy Siege (Enchantment)

(Source: The Complete Druids Handbook)

Druids

Sphere: Plant

Range: 90 yards

Components: V, S, M (an ivy leaf)

Duration: 6 turns

Casting Time: 9

Area of Effect: 1 building or similar structure

Saving Throw: Special

[Editors Note: This spell comes from the Druids Handbook but could also be available for other spellcasters, if the DM allows it.]

The *ivy siege* spell must be cast upon a stone or brick building constructed upon the earth; flying castles and the like remain unaffected.

Immediately after casting, ivy begins to grow at a fantastic rate, climbing from the ground up the building's walls. At the end of one turn, the ivy has climbed the walls. At the end of the second turn, green creepers have covered the structure. On the third turn, the ivy has deepened to a black-green and begins to squeeze the building.

Starting on the third turn and every turn thereafter, the building must make a saving throw vs. siege damage, as if attacked by a small catapult (*DMG*, p. 76). Two cubic feet of the building crumbles away for each point by which the saving throw misses each turn. This cycle continues until the spell's duration expires or the building is destroyed. The ivy rots away instantly at the spell's end.

A druid can cast only one *ivy siege* per building at a time. After the ivy has rotted away, the druid may cast the spell on the same building again. However, multiple druids can cast several *ivy siege* spells on the same building. In the case of a large, interconnected series of buildings (like a castle), each casting affects only a single tower, keep, or wall segment, to a maximum of 1,000 cubic feet per level of the caster.

The DM may choose to prohibit arctic and desert druids from using this spell if they are not familiar with ivy.

The material component is an ivy leaf.

Land of Stability (Abjuration)

(Source: Tome of Magic)

Sphere: Wards

Range: 10 yards/level

Components: V, S, M (the priest's holy symbol and a pinch of volcanic ash)

Duration: 1 day/level

Casting Time: 6

Area of Effect: 10-foot-cube/level

Saving Throw: None

Land of stability protects the area of effect and all creatures and objects within it from the following natural disasters:

- Earthquakes--vibrations do not affect the warded area and fissures will not open beneath the warded area;
- Floods--the warded area remains dry, even if submerged;
- Windstorms--the warded area suffers no damage from strong winds and objects cannot be blown into the warded area;
- Lava and ash eruptions--lava and ash flow around the warded area; and
- Avalanches--stones and snow will not fall on the warded area.

Land of stability offers no protection against magically-generated disasters or spells that duplicate natural disasters. Disasters in progress in the area when the spell is cast are not affected.

This spell affects a cubic area whose sides equal the caster's level times 10 feet; thus, a 15th-level caster could affect a 150' x 150' x 150' cube.

The material components are the priest's holy symbol and a pinch of volcanic ash.

Legal Thoughts

(Enchantment/Charm)

(Source: Tome of Magic)

Sphere: Law

Range: 10 yards

Components: V, S

Duration: Permanent

Casting Time: 1 turn

Area of Effect: One creature

Saving Throw: Neg.

A priest casting this spell forces the victim of the spell to follow one specific law. The priest may choose any law prevalent in the area in which the priest and the victim currently reside. Thus, if a city has no laws about murder, the priest cannot command the person not to kill.

The victim of the spell is forced to obey the letter of the law to the best of his ability.

Thus, if a victim were commanded not to commit murder, he would go to any length to avoid murdering someone.

Since the essence of this spell is tied to legal (and not moral) interpretation, characters may find loopholes that will allow them to work around the law in specific cases or to ignore the law in light of extenuating circumstances.

When casting the spell, the priest must speak the law to the recipient in such a way that he can hear it. The victim is allowed a saving throw vs. spell to avoid the effect. If the save is failed, the victim will never willingly violate the stated law as long as the spell is in effect.

Legal thoughts can be negated by *dispel magic*. The victim of this spell never perceives anything wrong

with adhering to the law, and therefore never seeks to have the spell removed.

Liveoak

(Enchantment)

(Source: Players Handbook)

Sphere: Plant

Range: Touch

Components: V, S, M (holy symbol)

Duration: 1 day/level

Casting Time: 1 turn

Area of Effect: 1 oak tree

Saving Throw: None

This spell enables the caster to charm a healthy oak tree (or other type if the DM allows) to cause it to serve as a protector. The spell can be cast on a single tree at a time. While a liveoak spell cast by a particular caster is in effect, he cannot cast another such spell. The tree upon which the spell is cast must be within 10 feet of the caster's dwelling place, within a place sacred to the caster, or within 100 yards of something that the caster wishes to guard or protect.

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

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

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

The caster needs his holy symbol to cast this spell.

Monster Mount

(Enchantment/Charm)

(Source: Tome of Magic)

Sphere: Travelers
Range: 30 yards
Components: V, S
Duration: 1 hour/level
Casting Time: 6
Area of Effect: 20-foot radius circle
Saving Throw: Neg.

This spell compels one or more living creatures to serve as mounts for the caster and his companions. The spell affects up to 10 Hit Dice or levels of creatures with Intelligence of 4 or lower. Creatures used as mounts must be of suitable size to carry at least one rider; smaller creatures can be used as pack animals.

Each intended mount receives a saving throw vs. spell. Creatures failing their rolls become docile and obedient, allowing riders to mount them, and moving at the speed and direction indicated by the caster.

To maintain the enchantment, the caster must remain within 10 yards of one of the affected creatures, and each affected creature must remain within 10 yards of another.

The affected creatures will do nothing for the caster other than carrying riders and gear; they will not fight (although they will fight to defend themselves), nor will they intentionally endanger themselves. Any overtly hostile act by the caster or a rider against any mount breaks the enchantment for all the mounts.

When the enchantment ends or is broken, the creatures take no action for one round, then behave as their natural instincts direct.

Part Water

(Alteration)

(Source: Players Handbook)

Sphere: Elemental (Water)
Range: 20 yds./level
Components: V, S, M (holy symbol)
Duration: 1 turn/level
Casting Time: 1 turn
Area of Effect: 3 ft./level x 20 yds./level x 30 yds.
Saving Throw: None

By employing a part water spell, the priest is able to cause water or similar liquid to move apart, thus forming a trough. The depth and length of the trough created by the spell depends on the level of the priest. A trough 3 feet deep per caster level, by 30 yards wide, by 20 yards long per level is created. Thus at 12th level, the priest would part water 36 feet deep by 30 yards wide by 240 yards long. The trough remains as long as the spell lasts or until the priest who cast it opts to end its effects. Existing currents appear to flow through the parted water, although swimming creatures and physical objects

such as boats do not enter the rift without strenuous and deliberate effort. If cast underwater, this spell creates an air cylinder of appropriate length and diameter. If cast directly on a water elemental or other water-based creature, the creature suffers 48 points of damage and must roll a successful saving throw vs. spell or flee in panic for 3d4 rounds.

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

Physical Mirror

(Alteration)

(Source: Tome of Magic)

Sphere: Numbers
Range: 30 yards
Components: V, S, M (a tiny mirror of polished platinum, worth at least 500 gp)
Duration: 1d4+8 rounds
Casting Time: 6
Area of Effect: Special
Saving Throw: None

This spell causes a localized folding of space. The folded space takes the form of an invisible disk up to 20 feet in diameter. Any missile weapon or spell that intersects this disk is instantaneously reversed in direction. Melee factors such as speed, range, and damage are unaffected; the direction of the object or force is simply rotated through a 180 degree arc. The sender of the spell or missile finds himself the target of his own attack.

The *physical mirror* operates from only one direction; that is, only one side of the mirror reflects attacks. The caster of the mirror may direct spells and missile attacks normally through the space occupied by the mirror. In the case of physical attacks, the attacker must roll to hit himself (without the armor class benefits of Dexterity or shield). Spells turned back may require the caster to make a saving throw vs. his own spell. In both of these cases, range is important. If the distance between the initiator of the attack and the *physical mirror* is more than twice the range of the attack, the attacker is safe; the attack has insufficient range to travel from the attacker to the mirror and back again.

When the priest casts the spell, he must specify the location and orientation of the *physical mirror* disk. Once it is created, the disk cannot be moved.

If two *physical mirror* disks touch or intersect, they destructively interact and both immediately vanish. The resulting "ripples" in the space-time continuum are exceedingly destructive and inflict 3d10 hit points of damage on any creature within 35 yards (a saving throw is allowed for half-damage). This always includes the casters of the physical mirror spells.

The material component is a tiny mirror of polished platinum, worth at least 500 gp.

Reverse Time (Alteration)

(Source: Tome of Magic)

Sphere: Time

Range: 30 yards

Components: V, S, M (an etched silver arrow bent into a circle. The arrow must be no more than 3 inches long and worth no less than 500 gp)

Duration: 1-4 rounds

Casting Time: 6

Area of Effect: One creature

Saving Throw: Neg.

This spell is similar to the 9th-level wizard spell *time stop*. When *reverse time* is cast, time stops within a 30-foot diameter of the subject. All creatures and items in the area of effect stand motionless, rivers stop running, and arrows hang suspended in the air. Any creature, person, or object entering the area of effect is likewise frozen in time. The caster is affected if he is within the area of effect, unless he is the subject of the spell.

An unwilling subject is allowed a saving throw vs. spell; if successful, the spell is immediately negated. Otherwise, the victim is forced to relive all the actions taken in the previous 1-4 rounds in reverse. Beginning with the most recent round, the subject moves backward, arrows fired by the subject return to his bow, and so on. All effects of these actions are negated. At the end of the spell's duration, normal time resumes and all creatures immediately continue their activities, picking up right where they had stopped.

Consider the following example. A party is battling a spellcasting red dragon. In the first round, the dragon breathes fire, roasting the party's wizard. The rest of the group attacks and injures the dragon. On the second round, the dragon bites and kills the group's thief. More damage is caused to the beast, but it is still alive in the third round, when it uses *magic missile* to kill the ranger. At this point, the priest casts *reverse time* on the beast. Fortunately, it fails its saving throw and is forced to reverse the last four rounds.

While everyone else freezes, the dragon goes into reverse. The *magic missiles* zoom back to the dragon (and it regains the ability to cast that spell), it "unbites" the thief (removing that damage from the character), and then inhales its fiery breath (leaving the roasted wizard alive and uncooked). The dragon is then reversed through one more round—the round before it encountered the party. The spell then ends and actions resume.

The dragon must now roll for surprise since it is encountering the party for the first time. The party is immune to surprise, since it was fighting the beast previously. All damage suffered by the dragon remains, since these actions were caused by the group and not the beast.

AD&D 2nd Edition

The material component is an etched silver arrow bent into a circle. The arrow must be no more than 3 inches long and worth no less than 500 gp. The arrow is destroyed in the casting.

Seclusion (Alteration)

(Source: Tome of Magic)

Sphere: Numbers

Range: Touch

Components: V, S, M (a tiny crystal box of the finest workmanship (worth at least 1,500 gp) and a gem of at least 250 gp value)

Duration: 3d12 rounds+4 rounds/level

Casting Time: 6

Area of Effect: One creature

Saving Throw: Neg.

This spell encloses one individual in an extradimensional space. Creatures to be affected must be of size M or smaller. The space can contain only one creature, regardless of size. The priest may use the spell on himself or any creature he touches. Unwilling targets are allowed a saving throw vs. spell to avoid the entrapment.

While inside the space, the enclosed character is invisible and totally undetectable by any form of scrying. Powerful magic such as *contact other plane* will indicate that the character is "elsewhere," but will give no more information.

The creature within the extradimensional space can see and hear everything that occurs around him. However, he cannot cast spells, and no action of his can affect anyone or anything in the "real world."

While occupied, the extradimensional space is totally immobile. If the caster chooses to occupy the space, he can pass in and out of the space at will. Other creatures can leave or reenter the space only if the caster allows it. To an outside observer, an enclosed character who exits the space simply appears from nowhere. If the space is occupied when the spell terminates, the occupant is immediately ejected back into the real world and suffers 1d6 hit points of damage in the process.

Any time the extradimensional space is empty, or when the occupant is someone other than the priest, the space follows the priest around. Thus, the priest may *seclude* a comrade in the extradimensional space, walk past some guards into a building, then release the comrade. If any other form of extradimensional space (such as a *bag of holding*) is taken into the space created by *seclusion*, both spaces are ruptured and all contents are expelled onto the Astral plane. *Extradimensional manipulation* can temporarily prevent this.

The material components are a tiny crystal box of the finest workmanship (worth at least 1,500 gp) and a gem of at least 250 gp value. The gem is consumed in the casting; the box is not.

Skip Day (Invocation/Evocation)

(Source: Tome of Magic)

Sphere: Time

Range: 0

Components: V, S

Duration: Instantaneous

Casting Time: 1 round

Area of Effect: 10-foot radius

Saving Throw: Neg.

When this spell is cast, all persons and intelligent creatures within 10 feet of the caster are instantly transported 24 hours into the future. Creatures outside the area of effect will believe that the affected characters have disappeared. Unwilling creatures can attempt a saving throw vs. spell to resist the effect of *skip day*.

No time passes for creatures affected by *skip day*; they are in the exact condition that they were in before the spell was cast. They are fatigued, have recovered no hit points, and carry the same spells. Wizards must wait for actual time to pass before they can memorize spells.

The affected creatures remain in the same location as they were before *skip day* was cast. Their immediate environment is likely to have changed; for instance, fires have burned out, enemies who were attacking have departed, and weather has changed for better or worse.

Although *skip day* is a possible substitute for *teleporting* out of a dangerous situation, it is not without risk; characters could reappear in a situation more threatening than the one they left behind (for instance, a forest fire may have started or a pack of hungry wolves may have arrived).

Sol's Searing Orb (Invocation)

(Source: Tome of Magic)

Sphere: Sun

Range: 30 yards

Components: V, S, M (a topaz gemstone worth at least 500 gp)

Duration: Instantaneous

Casting Time: 6

Area of Effect: One gem

Saving Throw: Special

This spell must be cast upon a topaz. When the spell is complete, the stone glows with an inner light. The gem must be immediately thrown at an opponent, for it quickly becomes too hot to hold. (The acts of casting and throwing occur in the same round.) It is not possible for the priest to give the stone to another character to throw.

The stone can be hurled up to 30 yards. The priest must roll normally to hit; he gains a +3 bonus to his attack roll and suffers no penalty for nonweapon proficiency. In addition, the glowing gem is considered a +3 weapon for determining whether a creature can be struck (creatures hit only by magical weapons, for example). There is no damage bonus, however. When it hits, the gem bursts with a brilliant, searing flash that causes 6d6 points of fire damage to the target and blinds him for 1d6 rounds. The victim is allowed a saving throw vs. spell. If successful, only half damage is sustained and the target is not blinded.

Undead creatures suffer 12d6 points of damage and are blinded for 2d6 rounds (if applicable) if their save is failed. They receive 6d6 points of damage and are blinded for 1d6 rounds if the save is successful.

If the gem misses its target, it explodes immediately, causing 3d6 points of damage (or 6d6 against undead) to all creatures within a 3' radius. It blinds them for 1d3 rounds (1d6 rounds vs. undead). All victims are allowed a saving throw vs. spell, with success indicating half damage and no blindness. The DM should use the rules for grenade-like missiles found in the *Dungeon Master Guide* for determining where the stone hits.

The material component is a topaz gemstone worth at least 500 gp.

Speak With Monsters (Alteration)

(Source: Players Handbook)

Sphere: All (before PO S&M: Divination)

Range: 30 yds.

Components: V, S

Duration: 2 rd./level

Casting Time: 9

Area of Effect: The caster

Saving Throw: None

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

of creatures during the spell duration, but he must speak separately to each type. The spell lasts for two rounds per caster level.

Stone Tell (Divination)

(Source: Players Handbook)

Sphere: Elemental (Earth), Divination

Range: Touch

Components: V, S, M (a drop of mercury and a bit of clay)

Duration: 1 turn

Casting Time: 1 turn

Area of Effect: 1 cu. yd.

Saving Throw: None

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

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

Spiritual Wrath (Invocation)

(Source: Tome of Magic)

Sphere: Combat

Range: 300 yards

Components: V, S

Duration: Instantaneous

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: ½

This powerful cooperative spell is rarely invoked since it requires the concerted effort of six or more high-level priests. The casting effort severely weakens the priests, discouraging casual use of this spell.

To cast the spell, six or more priests must be within a 15-foot radius. Each priest must cast *spiritual wrath* at the same time. Before beginning the spell, the priests must decide upon the area of effect. The spell causes 10d6+1d6 points of damage per priest casting the spell. (The minimum damage, therefore, is 16d6.) Creatures within the area of effect are allowed a saving throw vs. spell to reduce the damage to half.

The spell strikes as a great wave of force that descends from the sky. Small objects must save vs. crushing blow. Structures suffer damage as if hit by a heavy catapult (2d12). The force of this spell

often raises a great cloud of dirt and dust, obscuring the area for 1d4+1 rounds.

The spell's area of effect is determined by the number of casters. Each priest contributes 10 feet to the radius of the spell. Six casters would create a spell with a radius of 60 feet. No more than twelve casters can cooperate to cast this spell (maximum of 22d6 damage and a 120-foot radius area of effect). This converts to an 8-inch circle in the BATTLESYSTEM™ rules ground scale.

The spell is difficult to cast, physically taxing the spellcasters so much that each caster suffers 3d10 points of damage from the effort. There is no saving throw allowed to avoid this damage.

The Great Circle (Abjuration) *Reversible*

(Source: Tome of Magic)

Sphere: Sun

Range: 0

Components: V, S

Duration: 1 round

Casting Time: 6 turns

Area of Effect: Special

Saving Throw: Special

The great circle is a powerful cooperative spell that can be used only by four or more priests, each casting the spell simultaneously. Because of the nature of this spell and its casting time, it is often used to cleanse grounds in preparation for the construction of a temple or sanctuary.

When casting *the great circle*, the priests stand in a circle of no more than 20-foot diameter. Each faces inward; when the spell is completed, each priest faces outward, directing the energy of the spell.

When the casting is complete, the spell takes the form of a radiant halo of golden light 20 feet above the ground. This halo quickly expands in a shimmering wave. It can pass through objects, with small arcs of the halo disappearing momentarily and reappearing on the far side. As the halo moves, it generates a high-pitched hum that varies in pitch, almost like a chorus. The halo moves slowly at first, but builds speed, reaching its maximum range at the end of one round.

The radius of the golden halo is dependent on the number of priests casting the spell.

Each priest adds 60 feet to the radius. Thus, four priests could generate a halo that extends 240 feet in all directions from the circle of priests. Theoretically, there is no limit to the number of priests who may contribute to this spell, but the need for the priests to be within a 20-foot diameter circle sets a practical limit of 20 casters.

The halo is pure energy tapped from the Positive Material plane. It causes harm to undead and evil beings within the area of effect. Undead creatures of 8 or fewer hit dice are instantly destroyed and are not allowed a saving throw to avoid the effect. More

powerful undead suffer 1d8 points of damage per caster. A successful saving throw vs. death magic reduces this damage to half. Creatures of evil alignment suffer 1d6 points of damage per caster (a saving throw is allowed for half-damage).

Reverse: The black circle

The reverse of this spell, *the black circle*, creates a ring of shimmering black energy.

Paladins and priests of good alignment suffer 1d10 points of damage per priest in the circle. All other good creatures suffer 1d4 points of damage per caster. Affected creatures are allowed a saving throw vs. death magic to reduce the damage to one-half.

Transmute Water to Dust

(Alteration) **Reversible**

(Source: Players Handbook)

Sphere: Elemental (Water, Earth)

Range: 60 yds.

Components: V, S, M (diamond dust at least 500 gp worth, a bit of sea shell, and the holy symbol)

Duration: Permanent

Casting Time: 8

Area of Effect: 1 cu. yd./level

Saving Throw: Special

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

Only the liquid actually in the area of effect at the moment of spellcasting is affected. Potions that contain water as a component part are rendered useless. Living creatures are unaffected, except for those native to the elemental plane of Water. Such creatures must roll a successful saving throw vs. death or be slain. However, only one such creature can be affected by any single casting of this spell, regardless of the creature's size or the size of the spell's area of effect.

Reverse: Transmute dust to water

The reverse of this spell is simply a very high-powered create water spell that requires a pinch of normal dust as an additional material component. For either usage of the spell, other components required are diamond dust of at least 500 gp value, a bit of sea shell, and the caster's holy symbol.

Transport Via Plants

(Alteration)

(Source: Players Handbook)

Sphere: Plant

Range: Touch

Components: V, S

Duration: Special

Casting Time: 4

Area of Effect: Special

Saving Throw: None

By means of this spell, the caster is able to enter any plant (human-sized or larger) and pass any distance to a plant of the same species in a single round, regardless of the distance separating the two. The entry plant must be alive. The destination plant need not be familiar to the caster, but it also must be alive. If the caster is uncertain of the destination plant, he need merely determine direction and distance, and the transport via plants spell moves him as close as possible to the desired location. There is a 20% chance, reduced by 1% per level of experience of the caster, that the transport delivers the caster to a similar species of plant from 1 to 100 miles away from the desired destination plant. If a particular destination plant is desired, but the plant is not living, the spell fails and the caster must come forth from the entrance plant within 24 hours. Note that this spell does not function with plantlike creatures such as shambling mounds, treants, etc.

The destruction of an occupied plant slays the caster (see the plant door spell).

Turn Wood

(Alteration)

(Source: Players Handbook)

Sphere: Plant

Range: 0

Components: V, S

Duration: 1 rd./level

Casting Time: 9

Area of Effect: 20 ft./level x 120 ft.

Saving Throw: None

When this spell is cast, waves of force roll forth from the caster, moving in the direction he faces and causing all wooden objects in the path of the spell to be pushed away from the caster to the limit of the area of effect. Wooden objects above 3 inches in diameter that are fixed firmly are not affected, but loose objects (movable mantles, siege towers, etc.) move back. Objects less than 3 inches in diameter that are fixed splinter and break, and the pieces move with the wave of force. Thus, objects such as wooden shields, spears, wooden weapon shafts and hafts, and arrows and bolts are pushed back, dragging those carrying them with them. If a spear is planted to prevent this forced movement, it splinters. Even magical items with

wooden sections are turned, although an anti-magic shell blocks the effects. A successful dispel magic spell ends the effect. Otherwise, the turn wood spell lasts for one round for each experience level of the caster.

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

Wall of Thorns (Conjuration/Summoning)

(Source: Players Handbook)

Sphere: Plant, Creation

Range: 80 yds.

Components: V, S

Duration: 1 turn/level

Casting Time: 9

Area of Effect: One 10-ft. cube/level

Saving Throw: None

The wall of thorns spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a person's finger. Any creature breaking through (or crashing into) the wall of thorns suffers 8 points of damage, plus an additional amount of damage equal to the creature's AC. Negative ACs subtract from the base 8 points of damage, but no adjustment is made for Dexterity. Any creature within the area of effect of the spell when it is cast, crashes into the wall of thorns and must break through to move. The damage is based on each 10-foot thickness of the barrier. If the wall of thorns is chopped at, it takes at least four turns to cut a path through a 10-foot thickness. Normal fire cannot harm the barrier, but magical fires burn away the barrier in two turns, creating a wall of fire effect while doing so (see wall of fire spell). In this case, the cool side of the wall is that closest to the caster of the thorn wall. The nearest edge of the wall of thorns appears up to 80 yards distant from the caster, as he desires. The spell's duration is one turn for each level of experience of the caster, and it covers one 10-foot cube per level of the caster in whatever shape the caster desires. Thus a 14th-level caster could create a wall of thorns up to 70 feet long by 20 feet high (or deep) by 10 feet deep (or high), a 10-foot-high by 10-foot-wide by 140-foot-long wall to block a dungeon passage, or any other sort of shape that suited his needs. The caster can also create a wall of 5-foot thickness, which inflicts half damage but can be doubled in one of the other dimensions. Note that those with the ability to pass

through overgrown areas are not hindered by this barrier. The caster can dismiss the barrier on command.

Weather Summoning (Conjuration/Summoning)

(Source: Players Handbook)

Sphere: Weather

Range: 0

Components: V, S

Duration: Special

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

By this spell, the caster calls forth weather appropriate to the climate and season of the area he is in. Thus, in spring a tornado, thunderstorm, sleet storm, or hot weather could be summoned. In summer a torrential rain, heat wave, hail storm, etc., can be called for. In autumn, hot or cold weather, fog, sleet, etc., could be summoned. Winter enables great cold, blizzard, or thaw conditions to be summoned. Hurricane-force winds can be summoned near coastal regions in the later winter or early spring. The summoned weather is not under the control of the caster. It might last but a single turn, in the case of a tornado, or for hours or even days in other cases. The area of effect likewise varies from about 1 square mile to 100 square miles. Note that several casters can act in concert to greatly affect weather, controlling winds, and working jointly to summon very extreme weather conditions.

Within four turns after the spell is cast, the trend of the weather to come is apparent—e.g., clearing skies, gusts of warm or hot air, a chill breeze, overcast skies, etc.

Summoned weather arrives 1d12+5 turns after the spell is cast. Note that the new weather condition cannot be changed by the caster once it has been summoned. Once the weather is fully summoned, it cannot be dispelled. If the summoning is successfully dispelled before it has been completed, the weather slowly reverts to its original condition.

Whirlwind (Invocation/Evocation)

(Source: Players Option: Spells & Magic)

Sphere: Elemental (Air)

Range: 60 yds. + 10 yds./level

Components: V, S, M (a handful of dust collected from a zephyr or snow from a williwaw)

Duration: 1 rd./level

Casting Time: 9

Area of Effect: Cone 10 ft. wide at base and 30 ft. tall

Saving Throw: Special

[Subtlety: +6; Knockdown: d20; Sensory: Huge visual/audio, large tactile; Critical: Large (1d3 hits) crushing]

This spell creates a powerful cyclone of raging wind that moves as directed by the priest. The *whirlwind* can move by zigzagging along the ground or over water at a movement rate of 6. The *whirlwind* always moves after all other creatures have moved, and many creatures can avoid it simply by keeping their distance. If the cyclone exceeds the spell's range, it moves in a random, uncontrolled fashion for 1d3 rounds—possibly endangering the caster or his allies—and then dissipates.

Any creature of size L (large) or smaller that comes in contact with the *whirlwind* must make a saving throw vs. breath weapon or suffer 2d8 damage. Size M (man-sized) or smaller creatures who fail their first saving throw must attempt a second one, or be picked up bodily by the *whirlwind* and held suspended in its powerful winds, suffering 1d8 points of damage each round with no save allowed. The caster may direct the cyclone to eject any carried creatures whenever he wishes, depositing the hapless souls wherever the *whirlwind* happens to be when they are released.

Maintaining the *whirlwind* requires the caster's full attention, and he cannot cast other spells or make any attacks while directing the spell's course. If his concentration fails for some reason, he cannot simply cancel the spell. Instead, the spell becomes uncontrolled as described above and dissipates after 1d3 rounds.

In truly desperate circumstances, priests of elemental air have been known to deliberately overrun their companions in order to carry them out of the path of some certain doom. Few care to repeat the experience. The material component for this spell is a handful of dust collected from a zephyr or snow from a williwaw.

place. The actual point of arrival is a designated area no larger than 10' x 10'. The priest can be transported any distance, from above or below ground.

Transportation by the word of recall spell is safe within a plane, but for each plane the priest is removed, there is a 10% cumulative chance that the priest is irrevocably lost. The priest is able to transport, in addition to himself, 25 pounds of weight per experience level. Thus, a 15th-level priest could transport his person and an additional 375 pounds.

This extra matter can be equipment, treasure, or even living material, such as another person. Exceeding this limit causes the spell to fail. Note that unusually strong physical fields, such as magnetic or gravitational forces, or even magical applications can, at the DM's option, make the use of this spell hazardous or impossible.

Word of Recall (Alteration)

(Source: Players Handbook)

Sphere: **Combat**, Summoning (before PO S&M: Summoning; *Editors Note: the Combat sphere was added with the PO:S&M, but possibly is an error, since the spell grants no combat abilities, the **protection** sphere could possibly fit better, but this is up to the DM*)

Range: 0

Components: V

Duration: Special

Casting Time: 1

Area of Effect: The caster

Saving Throw: None

The word of recall spell takes the priest instantly back to his sanctuary when the word is uttered. The sanctuary must be specifically designated in advance by the priest and must be a well-known

Seventh-Level Spells (Pri 7)

Age Dragon

(Alteration)

(Source: Tome of Magic)

Sphere: Time

Range: 30 yards

Components: V, S, M (a handful of dirt taken from a dragon's footprint)

Duration: 1 round/level

Casting Time: 1 round

Area of Effect: One dragon

Saving Throw: Neg.

This spell allows the caster to cause any dragon to temporarily gain or lose one age level per five levels of the caster. For instance, a 14th-level caster could cause a dragon to gain or lose two age levels; a mature adult dragon could be temporarily transformed into a young adult dragon or into a very old dragon.

A dragon's age cannot be reduced below hatchling or increased beyond great wyrm. Unwilling dragons are allowed a saving throw vs. spells with a -4 penalty to avoid the effect.

A dragon affected by *age dragon* temporarily acquires the armor class, hit points, spell abilities, combat modifiers, size, and other attributes of his new age level. The dragon retains his memories and personality. At the end of the spell's duration, the dragon returns to his normal age level.

If the dragon suffered damage while experiencing his modified age, these hit points remain lost when he resumes his normal age. If the dragon loses more hit points at his modified age than he has at his actual age, he dies when the spell expires. For example, a young adult bronze dragon with 110 hit points is aged to a mature adult with 120 hit points. The dragon suffers 115 hit points in combat. Unless the dragon is healed of 6 points of damage before the spell expires, the dragon dies at the end of the spell since his damage is greater than his actual hit points.

If a dragon is killed while under the effect of *age dragon*, he is dead at the end of the spell's duration. The material component is a handful of dirt taken from a dragon's footprint.

Animate Rock

(Alteration)

(Source: Players Handbook)

Sphere: Elemental (Earth)

Range: 40 yds.

AD&D 2nd Edition

Components: V, S, M (a stone and drop of the caster's blood)

Duration: 1 rd./level

Casting Time: 1 rd.

Area of Effect: 2 cu. ft./level

Saving Throw: None

By employing an animate rock spell, the caster causes a stone object of up to the indicated size to move (see the 6th-level animate object spell.). The animated stone object must be separate (not a part of a huge boulder or the like). It follows the desire of the caster--attacking, breaking objects, blocking--while the magic lasts. It has no intelligence or volition of its own, but it follows instructions exactly as spoken. Only one set of instructions for one single action can be given to the animated rock, and the directions must be brief, about a dozen words or so. The rock remains animated for one round per experience level of the caster. The volume of rock that can be animated is also based on the experience level of the caster--2 cubic feet of stone per level, such as 24 cubic feet, a mass of about man-sized, at 12th level.

While the exact details of the animated rock are decided by the DM, its Armor Class is no worse than 5, and it has 1d3 hit points per cubic foot of volume. It uses the attack roll of the caster. The maximum damage it can inflict is 1d2 points per caster level. Thus, a 12th-level caster's rock might inflict 12 to 24 points of damage. Movement for a mansized rock is 60 feet per round. A rock generally weighs from 100 to 300 pounds per cubic foot.

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

Antimineral Shell

(Abjuration)

(Source: Players Option: Spells & Magic)

Sphere: Protection, Elemental (Earth)

Range: 0

Components: V, S, M

Duration: 1 turn/level

Casting Time: 1 round

Area of Effect: 10-ft. radius

Saving Throw: None

[Subtlety: +6; Knockdown: None; Sensory: None; Critical: None]

When a priest casts this spell, he creates an invisible force field or barrier that blocks the entrance of animated or living mineral creatures. It is effective against elementals and creatures of elemental origin such as aerial servants, djinns, and mephits; golems and other constructs; creatures of living stone, such as galeb duhr or xorn; and objects, weapons, or armor animated by some outside force. It does not bar the passage of undead monsters, living creatures carrying inanimate material, or nonanimated minerals such as a giant-thrown boulder or a common rockslide. The

antimineral shell moves with the caster, but if the caster tries to force it against a creature affected by this spell, the *antimineral shell* fails. The material component is a drop of some caustic solvent, such as acid from a black dragon.

Astral Spell (Alteration)

(Source: Players Handbook)

Sphere: Astral

Range: Touch

Components: V, S

Duration: Special

Casting Time: ½ hour

Area of Effect: Special

Saving Throw: None

By means of this spell, a priest is able to project his astral body into the Astral plane, leaving his physical body and material possessions behind on the Prime Material plane.

As the Astral plane touches upon the first levels of all the outer planes, the priest can travel astrally to the first level of any of these outer planes as he wills. The priest then leaves the Astral plane, forming a body on the plane of existence he has chosen to enter.

It is also possible to travel astrally anywhere in the Prime Material plane by means of the astral spell. However, a second body cannot be formed on the Prime Material plane.

As a general rule, a person astrally projected can be seen only by creatures on the Astral plane. The astral body is connected at all times to the material body by a silvery cord. If the cord is broken, the affected person is killed, astrally and materially, but generally only the psychic wind can cause the cord to break. When a second body is formed on a different plane, the silvery cord remains invisibly attached to the new body.

If the second body or astral form is slain, the cord simply returns to the caster's body where the body rests on the Prime Material plane, reviving it from its state of suspended animation. Although astral projections are able to function on the Astral plane, their actions affect only creatures existing on the Astral plane; a physical body must be materialized on other planes.

The spell lasts until the priest desires to end it, or until it is terminated by some outside means, such as dispel magic spell or destruction of the priest's body on the Prime Material plane--which kills the priest. The priest can project the astral forms of up to seven other creatures with himself by means of the astral spell, providing the creatures are linked in a circle with the priest. These fellow travellers are

dependent upon the priest and can be stranded if something happens to the priest. Travel in the Astral plane can be slow or fast, according to the priest's desire. The ultimate destination arrived at is subject to the desire of the priest.

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Astral Spell:

This spell sends a projection of the caster's body into the Astral Plane. If the caster elects to take other characters along, the spell creates projections of them, too. An astral traveler can enter other planes while projecting, but forms a new physical body, identical to the original, to do so.

Only magical items are projected along with a traveler's body, but normal equipment can be rendered temporarily magical by casting *Nystul's magical aura*, *continual light*, and other spells that temporarily imbue objects with magical properties. See page 51 for a brief discussion of the effects planar travel has on magical items. (The *Planescape* boxed set contains more details.)

A traveler's physical body falls into a deathlike trance and requires no food or water while the caster is projecting. The physical forms of projected magical items become inert on the Prime Material Plane. Damage to a traveler's physical body does not affect the projected form, but the character dies immediately if his physical body is killed. Projected equipment vanishes if its physical form is destroyed.

Damage inflicted on an astral traveler's projected form affects the character normally. If a traveler is damaged when returning to his body the damage must be healed normally.

If an astral traveler dies, the character must attempt a system shock roll. If the roll fails, the character dies and any items projected along with him dissolve into nothingness. If the roll succeeds, the traveler is drawn back to his original body and wakes up with one hit point. The process is debilitating and the character cannot cast or memorize spells. The character can move at half speed and fight and use proficiencies and other skills, but at a -4 penalty to dice rolls. The restrictions and penalties remain until the character regains at least half of his hit points.

A successful *dispel magic* cast on a traveler's physical body ends the spell, drawing the traveler back to the Prime Material Plane without being otherwise harmed; any companions accompanying the caster are likewise forcibly returned.

While traveling through the Astral Plane, a projected form can move by pure thought; a

character's astral movement rate is 30 times his Intelligence/Reason score.

Breath of Life

(Necromantic) *Reversible*

(Source: Tome of Magic)

Sphere: Necromantic

Range: 0

Components: V, S, M (the priest's holy symbol and a cone of incense that has been blessed by the highest priest of the character's religion; reverse: the holy symbol and a handful of dust taken from a mummy's corpse)

Duration: 1 hour/level

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

This powerful spell enables the caster to cure many persons (even an entire community) who are afflicted with a nonmagical disease. The priest need not touch or even see the diseased people for the spell to be effective, although recipients must be within the area of effect.

This spell does not cure all diseases in the community at one time; the caster must specifically state which disease is to be eliminated (black plague or yellow fever, for example) with each casting of the spell.

When the spell is cast, the priest exhales a sweet-smelling breath. This forms into a breeze that radiates outward, forming a circle that expands in a 50-yard radius per hour.

During this time, the caster must remain at the center of the area of effect. For example, after 12 hours, the *breath of life* would cover a circle 1200 yards in diameter (600-yard radius). The breath is of a magical nature rather than a physical nature; therefore, it is unaffected by prevailing winds.

The breeze blows through the community, instantly eliminating the specified disease from all afflicted citizens. The *breath of life* spell does not destroy parasitic monsters (such as green slime, rot grubs, and others), nor does it cure lycanthropy or other magical afflictions. The spell does not prevent recurrence of a disease if the recipients are again exposed.

The material components are the priest's holy symbol and a cone of incense that has been blessed by the highest priest of the character's religion.

Reverse: Breath of death

The *breath of death*, which produces a foul-smelling wind, is the reverse of this spell.

Victims who fail a saving throw vs. death magic are afflicted with a nonmagical, fatal disease. To determine the results of this spell, the DM should roll saving throws for major NPCs in the area of effect. The effect on the rest of the community can

be calculated as a percentage, based on the saving throw.

Infected creatures do not heal hit points until the disease is cured. The disease is fatal within 1d6 weeks (the duration varies from person to person).

The material components are the priest's holy symbol and a handful of dust taken from a mummy's corpse.

(Please also read the following errata / comment from the DMs Option High level campaign. As always these are optional and the DM has the final word on it.)

Breath of Life:

The reverse of this spell, *breath of death*, produces a nonmagical disease that *breath of life* can cure.

Changestaff

(Evocation, Enchantment)

(Source: Players Handbook)

Sphere: Plant, Creation

Range: Touch

Components: V, S, M (his holy symbol or leaves (ash, oak, or yew))

Duration: Special

Casting Time: 4

Area of Effect: The caster's staff

Saving Throw: None

By means of this spell, the caster is able to change a specially prepared staff into a treantlike creature of the largest size, about 24 feet tall. When the priest plants the end of the staff in the ground and speaks a special command and invocation, the staff turns into a treantlike creature with 12 Hit Dice, 40 hit points, and Armor Class 0. It attacks twice per round, inflicting 4d6 points of damage with every successful attack. The staff-treant defends the caster and obeys any spoken commands. However, it is by no means a true treant; it cannot converse with actual treants or control trees. The transformation lasts either for as many turns as the caster has experience levels, until the caster commands the staff to return to its true form, or until the staff is destroyed, whichever occurs first. If the staff-treant is reduced to 0 hit points or less, it crumbles to a sawdustlike powder and the staff is destroyed. Otherwise, the staff can be used again after 24 hours and the stafftreant is at full strength.

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

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

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

Chariot of Sustarre (Evocation)

(Source: Players Handbook)

Sphere: Elemental (Fire) (before PO S&M: Elemental Fire, **Creation**)

Range: 10 yds.

Components: V, S, M (a small piece of wood, two holly berries, and a fire source)

Duration: 12 hours

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

When this spell is cast, it brings forth a large, flaming chariot pulled by two fiery horses from the elemental plane of Fire. These appear in a clap of thunder amid a cloud of smoke. The vehicle moves at 24 on the ground, 48 flying, and can carry the caster and up to seven other creatures of man-size or less. The passengers must be touched by the caster to protect them from the flames of the chariot. Creatures other than the caster and his designated passengers sustain 2d4 points of fire damage each round if they come within 5 feet of the horses or chariot. Such creatures suffer no damage if they evade the area by rolling successful saving throws vs. petrification, with Dexterity adjustments. The caster controls the chariot by verbal command, causing the flaming steeds to stop or go, walk, trot, run or fly, and turn left or right as he desires. Note that the chariot of Sustarre is a physical manifestation and can sustain damage. The vehicle and steeds are struck only by magical weapons or by water (one quart of which inflicts 1 point of damage). They are Armor Class 2, and each requires 30 points of damage to dispel. Naturally, fire has no effect upon either the vehicle or its steeds, but magical fires other than those of the chariot can affect the riders. Other spells, such as a successful dispel magic or holy word, will force the chariot back to its home plane, without its passengers.

The chariot can be summoned only once per week.

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

Confusion (Enchantment/Charm)

(Source: Players Handbook)

Sphere: Charm

Range: 80 yds.

Components: V, S, M (a set of three nut shells)

Duration: 1 rd./level

Casting Time: 1 rd.

Area of Effect: 1d4 creatures in 40-ft. sq.

Saving Throw: Special

This spell causes confusion in one or more creatures within the area, creating indecision and the inability to take effective action. The spell affects 1d4 creatures, plus one creature per two caster levels. Thus, seven to ten creatures can be affected by a 12th or 13th-level caster, eight to 11 by a 14th- or 15th-level caster, etc. These creatures are allowed saving throws vs. spell with -2 penalties, adjusted for Wisdom. Those successfully saving are unaffected by the spell. Confused creatures react as follows (roll 1d10):

d10	Reaction
1	Wander away (unless prevented) for duration of spell
2-6	Stand confused one round (then roll again)
7-9	Attack nearest creature for one round (then roll again)
10	Act normally for one round (then roll again)

The spell lasts one round for each level of the caster. Those who fail their saving throws are checked by the DM for actions each round, for the duration of the spell, or until the "wander away for the duration of the spell" result occurs.

Wandering creatures move as far from the caster as possible in their most typical mode of movement (characters walk, fish swim, bats fly, etc.). This is not panicked flight.

Wandering creatures also have a 50% chance of using any special innate movement abilities (plane shift, burrowing, flight, etc.). Saving throws and actions are checked at the beginning of each round. Any confused creature that is attacked perceives the attacker as an enemy and acts according to its basic nature.

The material component of this spell is a set of three nut shells.

Note: If there are many creatures involved, the DM may decide to assume average results. For example, if there are 16 orcs affected and 25% could be expected to successfully roll the saving throw, then four are assumed to have succeeded, one wanders away, four attack the nearest creature, six stand confused and the last acts normally but must check next round. Since the orcs are not near the party, the DM decides that two who are supposed to attack the nearest creature attack each other, one attacks an orc that saved, and one attacks a confused orc, which strikes back. The next round, the base is 11 orcs, since four originally saved

and one wandered off. Another one wanders off, five stands confused, four attack, and one acts normally.

Conjure Air or Water Elemental (Conjuration/Summoning) *Reversible*

(Source: Players Option: Spells & Magic)

Sphere: Elemental (Air/Water)

Range: 80 yds.

Components: V, S

Duration: 1 turn/level

Casting Time: 6 rds.

Area of Effect: Special

Saving Throw: None

[Subtlety: +5; Knockdown: None; Sensory: Moderate visual; Critical: None]

Priests of elemental air or elemental water can summon elementals from their respective spheres, just as druids can conjure fire or earth elementals. The summoned elemental is 60% likely to have 12 Hit Dice, 35% likely to have 16 Hit Dice, and 5% likely to have 21 to 24 Hit Dice (20+1d4). Unlike the wizard version of this spell, the caster does not need to concentrate to maintain control of the elemental since the creature regards the caster as a friend and obeys him implicitly. The elemental remains until destroyed, dispelled, sent away by a dismissal or a *holy word* spell, or the spell duration expires.

Conjure Earth Elemental (Conjuration/Summoning) *Reversible*

(Source: Players Handbook)

Sphere: Elemental (Earth) (before PO S&M Summoning)

Range: 40 yds.

Components: V, S

Duration: 1 turn/level

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

A caster who performs a conjure earth elemental spell summons an earth elemental to do his bidding. The elemental is 60% likely to have 12 Hit Dice, 35% likely to have 16 Hit Dice, and 5% likely have 21 to 24 Hit Dice (20 + 1d4). Further, the caster needs but to command it, and it does as desired. The elemental regards the caster as a friend to be obeyed. The elemental remains until destroyed, dispelled, sent away by dismissal or a holy word spell (see the conjure fire elemental spell), or the spell duration expires.

Reverse: Conjure Earth Elemental, Reverse

AD&D 2nd Edition

s. description above and conjure fire elemental (banish earth elemental)

Control Weather (Alteration)

(Source: Players Handbook)

Sphere: Weather

Range: 0

Components: V, S, M (holy symbol, incense, and prayer beads or similar prayer object)

Duration: 4d12 hours

Casting Time: 1 turn

Area of Effect: 4d4 sq. miles

Saving Throw: None

The control weather spell enables a priest to change the weather in the local area. The spell affects the weather for 4d12 hours in an area of 4d4 square miles. It requires one turn to cast the spell, and an additional 1d4 turns for the effects of the spell to be felt. The current weather conditions are decided by the DM, depending on the climate and season.

Weather conditions have three components: precipitation, temperature, and wind. The spell can change these conditions according to the following chart:

Precipitation	Temperature	Wind
CLEAR	HOT	CALM
very clear	sweltering heat	dead calm
light clouds or	hazy warm	light wind
PARTLY CLOUDY	WARM	moderate wind
clear weather	hot	MODERATE WIND
cloudy	cool	calm
mist/light rain/hail	COOL	strong wind
sleet/light snow	warm	STRONG WIND
CLOUDY	cold	moderate wind
partly cloudy	COLD	gale
deep clouds	cool	GALE
fog arctic	cold	strong wind
heavy rain/large	hail	storm gale
driving sleet/snow		STORM
		hurricane

The upper-case headings represent existing weather conditions. The lower-case headings below are the new conditions to which the caster can change the existing conditions. In addition, the caster can control the direction of the wind. For example, a day that is clear, warm, and with moderate wind can be controlled to become hazy, hot, and calm. Contradictions are not possible--fog and strong wind, for example. Multiple control weather spells can be used only in succession.

The material components for this spell are the priest's religious symbol, incense, and prayer beads or similar prayer object. Obviously, the spell functions only in areas where there are appropriate climatic conditions. If Weather is a major sphere for the priest (as it is for druids), duration and area are doubled, and the caster can change the prevailing weather by two places. For

example, he can cause precipitation to go from partly cloudy to heavy sleet, temperature to go from cool to arctic, and wind to go from calm to strong.

Create Crypt Thing (Necromancy) *Reversible*

(Source: Monster Manual)

Sphere: Necromancy

Range: Touch

Components: V, S

Duration: Permanent

Casting Time: 1 round

Area of Effect: 1 corpse

Saving Throw: None

This spell enables the caster to cause a single dead body to animate and assume the status of a *crypt thing*. This spell can be cast only in the tomb or grave area the crypt thing is to protect; the spell requires that the caster touch the skull of the subject body. Once animated, the crypt thing remains until destroyed. Only one crypt thing may guard a given tomb.

A successful *dispel magic* spell returns the crypt thing to its original unanimated state. Attempts to restore the crypt thing before this is done fail for any magic short of a *wish*.

Reverse: Destroy Crypt Thing

The reverse of this spell, *destroy crypt thing*, utterly annihilates any one such being as soon as it is touched by the caster. The target is allowed a saving throw vs. death magic to avoid destruction.

The spell is also available as a wizard spell.

Creeping Doom (Conjuration/Summoning)

(Source: Players Handbook)

Sphere: Animal, Summoning

Range: 0

Components: V, S

Duration: 4 rds./level

Casting Time: 1 rd.

Area of Effect: Special

Saving Throw: None

When the caster utters the spell of creeping doom, he calls forth a mass of from 500 to 1,000 $([1d6 + 4] \times 100)$ venomous, biting and stinging arachnids, insects, and myriapods.

This carpetlike mass swarms in an area 20 feet square. Upon command from the caster, the swarm creeps forth at 10 feet per round toward any prey within 80 yards, moving in the direction in which the caster commands. The creeping doom slays any

creature subject to normal attacks, as each of the small horrors inflicts 1 point of damage (each then dies after its attack), so that up to 1,000 points of damage can be inflicted on creatures within the path of the creeping doom. If the creeping doom travels more than 80 yards away from the summoner, it loses 50 of its number for each 10 yards beyond 80 yards. For example, at 100 yards, its number has shrunk by 100. There are a number of ways to thwart or destroy the creatures forming the swarm. The solutions are left to the imaginations of players and DMs.

Divine Inspiration (Divination)

(Source: Tome of Magic)

Sphere: Thought, Divination

Range: 0

Components: V, S, M (a gem of at least 500 gp value)

Duration: Instantaneous

Casting Time: 5

Area of Effect: The caster

Saving Throw: None

This spell is a more powerful version of the *genius* spell. The priest's player may ask the DM one question about the current situation or about events that will occur within the next five rounds. Questions about the future must relate to external events, such as "Will the guards respond to the sentry's yell?" Questions cannot refer to the outcome of combat, such as "Will we win the battle?" The priest's player is allowed to use this spell to ask the DM for advice. In this case, the spell is the equivalent of asking the gods, "Okay, how do we get out of this one?"

Like the *genius* spell, the DM must be careful in adjudicating this spell. The answer to the question is always relevant and correct, although not necessarily complete. The answer can also be cryptic, in the form of a riddle or rhyme, depending on the DM's assessment of the situation and how potentially unbalancing the answer might be. In general, the answer will be a short phrase of no more than eight to ten words.

The material component is a gem of at least 500 gp value. This spell can be cast only once in any 24-hour period.

Earthquake (Alteration)

(Source: Players Handbook)

Sphere: Elemental (Earth)

Range: 120 yds.

Components: V, S, M (a pinch of dirt, a piece of rock, and a lump of clay)

Duration: 1 rd.

Casting Time: 1 turn

Area of Effect: 5-ft. diameter/level
Saving Throw: None

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

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

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

Earthquake Effects	
TERRAIN	
Cave or cavern	-- Collapses roof
Cliffs	-- Crumble, causing landslide
Ground	-- Cracks open, causing the Following fractions of creatures to fall in and die:
	Size S: 1 in 4 Size M: 1 in 6 Size L: 1 in 8
Marsh	--Drains water to form muddy, rough ground.
Tunnel	-- Caves in
VEGETATION	
Small growth	-- No effect
Trees	-- 1 in 3 are uprooted and fall
STRUCTURES	
All structures	-- Sustain 5d12 points of structural damage; those suffering full damage are thrown down in rubble CREATURES (See TERRAIN entry)

Exaction
(Evocation, Alteration)
 (Source: Players Handbook)

Sphere: Charm, Summoning
Range: 10 yds.

AD&D 2nd Edition

Components: V, S, M (holy symbol, some matter or substance from the plane of the subject)

Duration: Special

Casting Time: 1 rd.

Area of Effect: 1 creature

Saving Throw: None

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

The spellcaster must know something about the creature to exact service from it, or else he must offer some fair trade in return for the service. That is, if the priest is aware that the creature has received some favor from someone of the priest's alignment, then the exaction spell can name this as cause. If no balancing reason for service is known, then some valuable gift or service must be pledged in return for the exaction. The service exacted must be reasonable with respect to the past or promised favor or reward, and with the being's effort and risk. The spell then acts, subject to a magic resistance roll, as a quest upon the being that is to perform the required service. Immediately upon completion of the service, the being is transported to the vicinity of the priest, and the priest must then and there return the promised reward, whether it is irrevocable cancellation of a past debt or the giving of some service or other material reward. After this is done, the creature is instantly freed to return to its own plane. The DM adjudicates when an equitable arrangement has been reached. If the caster requests too much, the creature is free to depart or to attack the priest (as if the agreement were breached) according to its nature. If circumstances leave the situation unbalanced (for example, the creature dies while achieving a result that was not worth dying for), then this might create a debt owed by the caster to the creature's surviving kith and kin, making the caster vulnerable to a future exaction spell from that quarter. Agreeing to a future exaction or release in the event of catastrophic failure or death are common caster pledges in securing an exaction.

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

The material components of this spell are the priest's holy symbol, some matter or substance from the plane of the creature from whom an exaction is expected, and knowledge of the creature's nature or actions that is

written out on a parchment that is burned to seal the pledge.

Fire Storm

(Evocation) **Reversible**

(Source: Players Handbook)

Sphere: Elemental (Fire)

Range: 160 yds.

Components: V, S

Duration: 1 round

Casting Time: 1 rd.

Area of Effect: two 10-ft. cubes/level

Saving Throw: ½

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

Reverse: Fire quench

The reverse spell, fire quench, smothers twice the area of effect of a fire storm spell with respect to normal fires, and the normal area of effect with respect to magical fires.

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

Gate

(Conjuration/Summoning)

(Source: Players Handbook)

Sphere: All (before PO S&M: Summoning)

Range: 30 yds.

Components: V, S

Duration: Special

Casting Time: 5

Area of Effect: Special

AD&D 2nd Edition

The Complete Book of Spells – The core spells V. 1.3.1

Saving Throw: None

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

Holy Word

(Conjuration/Summoning) **Reversible**

(Source: Players Handbook)

Sphere: Combat

Range: 0

Components: V

Duration: Special

Casting Time: 1

Area of Effect: 30-ft. radius

Saving Throw: None

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

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

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

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

Reverse: Unholy word

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

Hovering Road

(Conjuration/Summoning)

(Source: Tome of Magic)

Sphere: Travelers

Range: 0

Components: V, S, M (a chunk of black marble and a loop of gold wire)

Duration: 1 turn/level

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

This spell enables the caster to create a magical 10-foot-wide road extending 10 feet in front of him. The caster can create an unbroken road for the duration of the spell, creating a 10-foot area ahead of him as long as he continues to move forward.

The road is approximately one foot thick and hovers in the air. It has the texture and color of black granite. Characters and creatures can move on the *hovering road* at their normal movement rate, ignoring the effects of surrounding terrain.

The *hovering road* must originate from a solid surface. Once anchored, the caster controls the contour of the road, causing it to rise and fall as he wishes. The road can thus be used to traverse rivers (if the road is anchored on the shore), swamps, and similarly hostile terrain. The caster can cause the *hovering road* to rise over a jungle or cross a chasm.

The road has AC 0. It is impervious to non-magical weapons. If the road suffers 100 points of damage (from magical weapons or other magical forces), it dissipates in a black mist; all those on the road fall to the ground below.

Unless the road is destroyed, the entire *hovering road* remains intact from beginning to end for the duration of the spell, even if the caster is killed or incapacitated. At the end of the spell's duration, the entire road dissipates.

The material components are a chunk of black marble and a loop of gold wire.

Illusory Fortification

(Illusion/Phantasm)

(Source: Tome of Magic)

Sphere: War

Range: 240 yards

Components: V, S, M (the priest's holy symbol, a handful of stones, powdered mortar, and a gem worth at least 3,000 gp)

Duration: Special

Casting Time: 10 turns

Area of Effect: Special

Saving Throw: None

The ritual required to cast this spell is time-consuming and extremely complex. As its name implies, *illusory fortification* creates an illusion of a wall of heavy stonework up to 30 feet tall and 160 yards long, topped with crenellations. The illusory wall can be of any color and apparent age, potentially allowing the caster to match the false wall with the real walls of an existing castle. The illusory wall must be continuous (it cannot form two or more shorter walls), but it can follow any corners or bends that the caster desires.

In addition to the wall, the spell creates the illusion of constant movement among the crenellations, as if defending troops were moving atop the wall. The formation of the crenellations makes it impossible for a distant observer to determine exactly how many and what types of defenders are present on the *illusory fortification*.

The illusory wall remains in existence for 2d12 hours unless the spell is terminated earlier.

The spell has one very significant limitation: it is strictly two-dimensional and is visible from only one side (the side that the caster deems to be the "outside"). When viewed from the outside, the wall appears real; when viewed from the end, from above, or from the "inside," the wall is totally invisible except for a faint outline of the shape of the wall. This means that friendly troops, concealed from enemy view by the illusory wall, can see their opponents clearly. The wall is most effective if friendly troops are informed of the wall's presence and are careful not to walk through the illusion. Such an occurrence does not end the spell, but it will probably advise the enemy of the nature of the wall.

Spells cast at the wall and shots fired at the *illusory fortification* by siege engines appear to strike the wall and inflict normal damage. In reality, the missiles or spells pass through the illusion, possibly striking troops or real fortifications beyond. Such "hits" do not disturb the illusion.

As soon as an enemy unit moves within 10 yards of the *illusory fortification*, the spell terminates and the wall vanishes.

There are two ways in which the spell can be terminated before it expires. First, the priest can terminate the spell at any time. Second, if a friendly unit makes an attack, whether melee or missile combat, through the illusory wall from the "inside" to the "outside," the spell terminates instantly.

Once the *illusory fortification* has been created, the priest does not need to concentrate on the wall. The spell remains in effect even if the casting priest is killed in the interim.

The material components are the priest's holy symbol, a handful of stones, powdered mortar, and a gem worth at least 3,000 gp. All components except the holy symbol are consumed in the casting.

Impervious Sanctity of Mind

(Abjuration)

(Source: Players Option: Spells & Magic)

Sphere: Protection, Thought

Range: 0

Components: V, S, M (a small ring of lead that was once breathed upon by a red dragon)

Duration: 1 turn/level

Casting Time: 1 round

Area of Effect: The caster

Saving Throw: None

[Subtlety: +6; Knockdown: None; Sensory: None; Critical: None]

When using this spell, the priest renders his mind completely immune to any mind-affecting spell, power, or psionic effect. This includes *amnesia*, *awe*, *beguiling*, *charm*, *command*, *confusion*, *domination*, *emotion*, *empathy*, *ESP*, *fascination*, *fear*, *feeblemind*, *hold*, *hypnotism*, *insanity*, *magic jar*, *mind blast*, *phantasmal killer*, *possession*, *rulership*, *sleep*, *soul trapping*, *suggestion*, *telepathy*, and any psionic attack or power of the telepathic discipline. In short, if the spell or effect coerces the priest into taking an action or forming an impression that he doesn't wish to, it fails while *impervious sanctity* of mind is in effect. The only mind-affecting spells or powers that can affect the protected priest are those of exceedingly powerful creatures or artifacts and relics.

Unlike the wizard spell *mind blank*, the *impervious sanctity* of mind offers no protection against detection or scrying. However, it is effective against some attacks and powers that *mind blank* is powerless against. The spell requires a small ring of lead that was once breathed upon by a red dragon.

Mind Tracker

(Divination)

(Source: Tome of Magic)

Sphere: Summoning, Thought (before PO S&M: Divination)

Range: Special

Components: V, S, M (a whiff of the Ethereal plane's atmosphere and the brain of a lizard.)

Duration: Special

Casting Time: 1 turn/3

Area of Effect: One creature

Saving Throw: Special

The mind tracker is a magically-created creature which exists only on the Ethereal plane. It is called into existence when the first portion of this spell is cast.

When seen (which is seldom), the mind tracker has an indistinct body. It seems to be a near-solid

coalescence of the vaporous atmosphere of the Ethereal plane itself. It is a roughly elliptical body with three or more limbs protruding at seemingly random locations. The number and size of these appendages shifts slowly, however, as new ones appear from the mist and old ones disappear. The body of the creature averages 2 feet across and 3 feet long, though this, too, tends to vary from minute to minute. The mind tracker has no discernible eyes, ears, nose, or other organs. It cannot be engaged in combat; if attacked, it simply disappears, to reappear after the danger has passed, or somewhere else entirely if its quarry has moved on.

The ceremony which creates the mind tracker takes one turn to perform. Its material components are a whiff of the Ethereal plane's atmosphere and the brain of a lizard.

Once the tracker is manifested, it must be assigned a quarry within one hour. If no quarry is designated, the tracker dissipates and the spell is wasted.

To assign a quarry to the tracker, the priest must have the quarry within his sight. This includes magical sight such as true seeing, but not remote sighting devices such as crystal balls. With the quarry in sight, the priest mouths the final phrases of the spell. From that point on, the mind tracker is mentally tethered to the victim. It follows its quarry (staying always in the Ethereal plane) wherever it goes. It constantly relays information about the subject to the priest: what it is doing, where it is. The priest does not actually see an image of the quarry, he receives 'reports' from the mind tracker. These reports contain only such information as the tracker can gather by looking. It cannot identify people the quarry is talking to, but can describe them in great detail. Nor can it hear anything the quarry or anyone else says, or read writing, but it recognizes and can report the fact that speaking or reading is happening.

While the tracker is dogging its quarry, its presence can be felt as an eerie, creepy sensation of being watched. If the victim makes an initial save vs. paralyzation, each of the following stages lasts three hours instead of two. For the first two hours, the quarry has a general feeling of ill ease. In the third and fourth hours, the victim is distracted and nervous, and suffers a -1 penalty on all saving throws. In the fifth and sixth hours, the victim is convinced someone or something is following him and suffers a -3 penalty on saving throws and a -2 (or -10%) penalty on all other dice rolls. After six hours the victim is near his breaking point. He is unable to concentrate to cast spells or use any of his class's special abilities. All die rolls have a -5 (or -25%) penalty. After eight hours, he must make a saving throw vs. paralyzation. If he fails, he collapses, fevered and delirious. This state persists until the tracker ceases to exist.

The mind tracker continues to exist for as long as the priest remains conscious of its input. If the priest is knocked out or falls asleep, or simply dismisses his creation, the tracker dissipates.

Regenerate (Necromancy) *Reversible*

(Source: Players Handbook)

Sphere: Healing (before PO S&M: *Necromatic*)
Range: Touch
Components: V,S,M (a prayer device and holy water; reverse: unholy water)
Duration: Permanent
Casting Time: 3 rounds
Area of Effect: Creature touched
Saving Throw: None

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

Reverse: *Wither*

The reverse, wither, causes the member or organ touched to cease functioning in one round, dropping off into dust in 2d4 turns. Creatures must be touched for the harmful effect to occur.

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

Reincarnate (Necromancy)

(Source: Players Handbook)

Sphere: *Animal* (before PO S&M: *Necromantic*)
Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 1 turn
Area of Effect: 1 person
Saving Throw: None

[Editors Note: According to the Complete druid handbook, the spell can also be added to the animal sphere, when the DM allows it]

With this spell, the priest can bring back a dead person in another body, if death occurred no more than one week before the casting of the spell. Reincarnation does not require any saving throw, system shock, or resurrection survival roll. The corpse is touched, and a new incarnation of the person appears in the area in 1d6 turns. The person reincarnated recalls the majority of his former life and form, but the character class, if any, of the new

incarnation might be very different indeed. The new incarnation is determined on the following table or by DM choice. If a player character race is indicated, the character must be created. At the DM's option, certain special (expensive) incenses can be used that may increase the chance for a 1character to return as a specific race or species. A wish spell can restore a reincarnated character to its original form and status.

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

If an unusual creature form is indicated, the DM can (at his option only) use the guidelines for new player character races to allow the character to earn experience and advance in levels, although this may not be in the same class as before. If the reincarnated character returns as a creature eligible to be the same class as he was previously (i.e., a human fighter returns as an elf), the reincarnated character has half his previous levels and hit points. If the character returns as a new character class, his hit points are half his previous total, but he must begin again at 1st level. If the character returns as a creature unable to have a class, he has half the hit points and saving throws of his previous incarnation. *(Please also recognize the following enhanced table from the Humanoid's Handbook)*

D100	Incarnation
01-02	Alaghi*
03-05	Badger
06-10	Bear, black
11-13	Bear, brown
14-15	Beastman*
16-18	Boar, wild
19-21	Centaur*
22-23	Dryad
24-26	Eagle
27-29	Elf

AD&D 2nd Edition

30-32	Faun /satyr*
33-34	Fox
35	Fremlin*
36	Giant-kin, firbolg*
37-38	Giant-kin, voadkyn*
39-41	Hawk
42-55	Human
56-58	Lynx
59-60	Minotaur*
61-63	Owl, giant
64-65	Owl, talking
66-68	Pixie*
69	Pseudodragon/faerie dragon
70-71	Raccoon
72-76	Stag
77-78	Swan
79-80	Swanmay*
81-82	Wemic*
83-87	Wolf
88-90	Wolverine
91-00	DM's choice

* character races from "The Complete Humanoid Handbook"

Restoration

(Necromancy) **Reversible**

(Source: Players Handbook)

Sphere: Necromantic

Range: Touch

Components: V, S

Duration: Permanent

Casting Time: 3 rds.

Area of Effect: 1 creature

Saving Throw: None

When this spell is cast, the life energy level of the recipient creature is raised by one. This reverses any previous life energy level drain of the creature by a force or monster.

Thus, if a 10th-level character had been struck by a wight and drained to 9th level, the restoration spell would bring the character up to exactly the number of experience points necessary to restore him to 10th level once again, restoring additional Hit Dice (or hit points) and level functions accordingly. Restoration is effective only if the spell is cast within one day of the recipient's loss of life energy, per experience level of the priest casting it. A restoration spell restores the intelligence of a creature affected by a feeblemind spell. It also negates all forms of insanity. Casting this spell ages both the caster and the recipient by two years.

Reverse: Energy drain

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

AD&D 2nd Edition

Resurrection

(Necromancy) **Reversible**

(Source: Players Handbook)

Sphere: Necromantic

Range: Touch

Components: V, S, M (religious symbol and holy water)

Duration: Permanent

Casting Time: 1 turn

Area of Effect: 1 creature

Saving Throw: None

The priest is able to restore life and complete strength to any living creature, including elves, by bestowing the resurrection spell. The creature can have been dead up to 10 years per level of the priest casting the spell. Thus, a 19th-level priest can resurrect the bones of a creature dead up to 190 years. The creature, upon surviving a resurrection survival check, is immediately restored to full hit points and can perform strenuous activity. The spell cannot bring back a creature that has reached its allotted life span (i.e., died of natural causes). Casting this spell makes it impossible for the priest to cast further spells or engage in combat until he has had one day of bed rest for each experience level or Hit Die of the creature brought back to life. The caster ages three years upon casting this spell.

Reverse: Destruction

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

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

Shadow Engines

(Illusion/Phantasm)

(Source: Tome of Magic)

Sphere: War

Range: 240 yards

Components: V, S, M (a finely detailed miniature model of a siege engine (of any type))

Duration: 8 turns

Casting Time: 3 turns

Area of Effect: 180-yard x 180-yard square

Saving Throw: None

This spell creates the illusion of as many as four siege engines. The casting priest may choose from ballistae, siege towers, catapults, rams, or any combination thereof. Like the creatures created by the spell *shadow monsters*, these illusory engines have at least a tenuous reality and can inflict damage on enemies.

Shadow engines are accompanied by illusory crews of the appropriate number and race. The engines can move at a rate of 20 yards per turn and are unaffected by terrain considerations. (The caster can choose to slow them when passing through rough terrain to aid the illusion of reality.)

Shadow engines cannot carry real troops. They can be fired at the same rate as real engines of the appropriate type, but a hit causes only one-half the damage normal for that type of engine (round fractions down).

A *shadow engine* remains in existence until the spell duration expires, until an enemy unit approaches within 10 yards, or until it suffers damage from an enemy missile attack.

When any of these conditions occur, the engine vanishes. If a single spell has created multiple engines, only the engine struck vanishes; the others remain.

The crew associated with a *shadow engine* must remain with that engine; it cannot move more than 5 yards away from the engine itself.

Shadow engines can move independently of other engines created by the spell as long as they remain within the area of effect and remain within 240 yards of the caster. The caster must maintain concentration to control the *shadow engines*. He cannot cast any other spells, and he is limited to a movement rate of 6. If the caster is struck for damage, the *shadow engines* vanish.

The material component is a finely detailed miniature model of a siege engine (of any type), which is consumed during the casting.

Spacewarp

(Alteration)

(Source: Tome of Magic)

Sphere: Numbers

Range: 50 yards

Components: V, S, M (a lodestone and a sphere of obsidian)

Duration: 1 round/level

Casting Time: 7

Area of Effect: 50-foot-diameter sphere

Saving Throw: None

According to one view of the universe, what we perceive as gravity is actually a localized warping of the fabric of space-time. The *spacewarp* spell creates a temporary but very intense warping in a limited area.

When the priest casts this spell, he selects a specific point to be the center of effect.

This point may be anywhere within 50 yards of the caster, including in midair.

When the spell is completed, this center of effect gains a gravity field equal to the force felt at the surface of the earth. In other words, gravity is centered at this point; everything within 50 feet of this center that is not attached to something immovable will fall toward the selected point.

This localized gravity affects only loose objects and creatures capable of movement (i.e., not trees, whose roots are buried in the ground). It does not affect the ground itself-- soil, plants, desert sand, lake water, etc. are immune to the effect.

An object falling toward the center of gravity gains speed exactly as it would if it were falling toward the ground. When the object reaches the center, it instantly ceases its movement. If objects are already at the center, newly arriving objects will slam into them, causing normal falling damage (1d6 per 10 feet) to the newly arriving objects. Objects previously at the center must save vs. paralyzation or suffer half that amount of damage.

Consider the following example. An orc is 10 feet away from the center of effect when the spell is cast. He falls 10 feet to the center and stops. His companion, a bandit, is 30 feet from the center. It takes him longer to fall to the center, so the orc is already there when he arrives, and the two characters collide forcefully. The bandit suffers 3d6 hit points of damage--the falling damage associated with a 30-foot fall. The orc must save vs. paralyzation or suffer half that amount. Other things are caught in the effect as well. The bandit's horse was 50 feet away from the center of effect, so it arrives at the center after the orc and the bandit. It falls 50 feet, suffering 5d6 points of damage, and potentially inflicting half that amount on both the orc and the bandit.

The center of effect can be anywhere within 50 yards of the priest. Possibly one of the most destructive uses of this spell is to cast it directly on an enemy creature. Everyone and everything within 50 feet of that creature falls toward him and strikes him, inflicting damage.

When the spell terminates, gravity returns to normal. If the spell has lifted any characters or objects off the ground, they immediately fall back to the ground, suffering the appropriate amount of falling damage.

The material components are a lodestone and a sphere of obsidian, both of which are consumed in the casting.

Spirit of Power

(Summoning, Invocation)

(Source: Tome of Magic)

Sphere: Summoning

Range: 0

Components: V, S, M (an offering appropriate to the deity, determined by the DM)

Duration: 1 hour

Casting Time: 3 turns

Area of Effect: The casters

Saving Throw: None

This cooperative spell is rarely used or spoken of, since its requirements are strict and the outcome is uncertain. The spell must be cast by six priests of the same faith. All six must touch hands at the time of casting. At the completion of the spell, the priests fall into a trance. The life essences of the priests leave their bodies and merge at a point within 10 feet of the casters. The spirits of the priests meld together to form the avatar of the priests' deity.

In this manner, the six characters become a single being with all the powers and abilities allowed to that avatar. The only stipulation is that the priests' deity cannot have created all avatars allowed to it at that moment. If this has happened, the spell fails and the priests are drained as described below.

If the spell succeeds, the priests have completely given their wills over to their deity, essentially forming the vessel into which it funnels power. In becoming the avatar, the priests retain the ability to make most of their own decisions. (The six must work in harmony or allow one of their number to decide all actions.) However, the deity can assume direct control of the avatar at any time it desires--the avatar is, after all, an earthly manifestation of the deity.

Although the spell has a duration of one hour, the deity is not obliged to release the priests at that time. If the priests are not released at the end of the spell's duration, they instantly die. A deity can choose to sacrifice its priests in order to maintain its avatar on the Prime Material plane. Such a cruel and unjust action is almost never undertaken by good deities or those that have any respect for life, free will, or mercy. For dark and sinister gods, the question is much more uncertain. If a deity chooses to maintain the avatar longer than one hour, control of the avatar instantly and permanently passes to the DM. (Clearly, a DM should seldom if ever exercise this power.)

While the priests are formed into the avatar, their bodies remain in a death like trance.

The priests have no idea what might be happening to their real bodies (unless the avatar can observe them). Any damage to a priest's body requires an instant system shock roll. If successful, the damage is recorded normally, but the damage does not take effect until the spell ends (at which point the priest will almost certainly die). If the system shock roll is failed, the character instantly dies and the spell ends. Characters who die in this manner cannot be raised, resurrected, or reincarnated. They have been taken to the ultimate reward (or punishment) for the service they have rendered. If the bodies are moved from their positions, the spell ends.

Even if the deity releases the priests, they are left severely drained. All spells memorized are lost until

the priest can rest and perform his prayers once again. The physical drain leaves each priest with only 1 hit point upon awakening, regardless of the number of hit points the character had when the spell was cast. Since damage suffered during the spell takes effect instantly, any priest who is hurt dies immediately (although quick action by others might save him).

Each priest who survives the spell will be bound by a quest (a duty that must be completed in exchange for calling upon their god).

The material component is an offering appropriate to the deity. The DM determines the exact nature of this offering.

Succor

(Alteration, Enchantment) *Reversible*

(Source: Players Handbook)

Sphere: Summoning

Range: Touch

Components: V, S, M (a string of prayer beads, a small clay tablet, an ivory baton, etc, worth 2,000 to 5,000 gp)

Duration: Special

Casting Time: 1 day

Area of Effect: 1 person

Saving Throw: None

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

Reverse: Succor Reverse

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

The cost of preparing the special item (for either version of the spell) varies from 2,000 to 5,000 gp. The more costly items can transport the subject from one plane of existence to another, if the DM allows. Note

that the same factors that can prevent the operation of the plane shift and teleport spells can also prevent the use of this spell.

Sunray (Evocation, Alteration)

(Source: Players Handbook)

Sphere: Sun
Range: 10 yds./level
Components: V, S, M (an aster seed and a piece of adventuring feldspar (sunstone)).
Duration: 1+1d4 rds.
Casting Time: 4
Area of Effect: 5-ft. radius (special)
Saving Throw: Special

With this spell, the caster can evoke a dazzling beam of light each round in which no action other than movement is performed. The sunray is like a ray of natural sunlight. All creatures in the 10-foot-diameter area of effect must roll successful saving throws vs. spell or be blinded for 1d3 rounds, those using infravision at the time for 2d4 rounds.

Creatures to whom sunlight is harmful or unnatural suffer permanent blindness if the saving throw is failed, and are blinded for 2d6 rounds if the saving throw is successful.

Those within its area of effect, as well as creatures within 20 feet of its perimeter, lose any infravision capabilities for 1d4+1 rounds.

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

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

Symbol (Conjuration/Summoning)

(Source: Players Handbook)

Sphere: Guardian
Range: Touch
Components: V, S, M (mercury and phosphorous)
Duration: 1 turn/level
Casting Time: 3
Area of Effect: 60 ft. radius
Saving Throw: Neg.

The priest casting this spell inscribes a glowing symbol in the air upon any surface, according to his desire. Any creature looking at the completed symbol within 60 feet must roll a successful saving throw vs. spell or suffer the effect. The symbol glows for one turn for each experience level of the caster. The particular symbol used is selected by the caster at the time of casting. The caster will not be affected by his own symbol. One of the following effects is chosen by the caster:

Hopelessness: Creatures seeing it must turn back in dejection or surrender to capture or attack unless they roll successful saving throws vs. spell. Its effects last for 3d4 turns.

Pain: Creatures affected suffer -4 penalties to their attack rolls and -2 penalties to their Dexterity ability scores due to wracking pains. The effects last for 2d10 turns.

Persuasion: Creatures seeing the symbol become of the same alignment as and friendly to the priest who scribed the symbol for 1d20 turns unless a saving throw vs. spell is successful.

The material components of this spell are mercury and phosphorous (see 8th-level wizard spell, symbol).

Tentacle Walls (Enchantment)

(Source: Tome of Magic)

Sphere: Wards
Range: Touch
Components: V, S, M (the dried tentacle of an octopus)
Duration: Special
Casting Time: 1 round
Area of Effect: 50-foot cube
Saving Throw: None

Tentacle walls enables the caster to enchant a single room whose volume is less than or equal to the area of effect. The spell activates 1d4 rounds after any creature other than the caster enters the room. The intruder must be larger than a normal rat; that is, it must be larger than one-half cubic foot or weigh more than three pounds.

When the spell is activated, six black, leathery tentacles sprout inside the room; the tentacles are evenly divided among the room's surfaces (for instance, if the room is a cube, one tentacle sprouts from the floor, one sprouts from the ceiling, and one sprouts from each of the four walls).

The whip-like tentacles grow to the length of the room and swing wildly. Each round, a tentacle has a 30% chance of striking a random creature in the room, inflicting 1d6 points of damage (save vs. spell for half damage). Each tentacle has AC 0 and 25 hit points.

When a tentacle is reduced to 0 hit points, it disappears in a puff of black smoke.

If all creatures are killed or withdraw from the room, the surviving tentacles withdraw, disappearing into the walls. If the spell is activated again, six tentacles reappear; new tentacles are created to replace any destroyed previously. As long as one tentacle survives an encounter, the tentacles will continue to be replaced. Only when all six tentacles are destroyed is the spell permanently negated.

The material component is the dried tentacle of an octopus.

Timelessness

(Alteration)

(Source: Tome of Magic)

Sphere: Numbers

Range: Touch

Components: V, S, M (a gem worth at least 1,000 gp and a small cylinder of obsidian)

Duration: 1 day/level

Casting Time: 7

Area of Effect: One creature

Saving Throw: Neg.

This spell totally stops the flow of time for a single individual. All signs of life stop and the subject is incapable of any movement or thought. While the spell is in effect, the subject is totally immovable and cannot be affected by any physical or magical forces.

Weapons simply bounce off the subject as they would bounce off the hardest stone.

Spells, including *dispel magic*, are totally incapable of affecting the subject in any way.

The subject does not age. Aside from the fact that the subject remains visible, frozen in place like a statue, he is effectively no longer part of the universe. (DMs may rule that the most powerful of magics, such as *wishes*, and creatures of demigod or higher status can affect the subject.) When the priest casts the spell, he or she states the duration for which the spell will remain in effect (the maximum is one full day per level of the caster). Once the spell is cast, this duration cannot be changed; the priest cannot terminate the spell before the stated time has elapsed.

If the subject is unwilling to be affected by the spell, the priest must touch the victim for the spell to take effect; the subject receives a normal saving throw to resist the effects. A willing subject need not make a saving throw.

The priest may cast this spell on himself if desired. This spell can provide a powerful defensive maneuver; while the spell is in effect, the subject is totally invulnerable. *Timelessness* is also an effective form of long-term imprisonment, as long

as the priest is around to cast the spell again at the appropriate time.

This is an exceptionally powerful spell. Casting it puts a significant strain on the priest. Each time he casts *timelessness*, the priest must make a system shock roll. If the priest fails this throw, he or she permanently loses 1 point of Constitution.

The material components are a gem worth at least 1,000 gp and a small cylinder of obsidian. Both are crushed during the casting.

Transmute Metal to Wood

(Alteration)

(Source: Players Handbook)

Sphere: Elemental (Earth)

Range: 80 yds.

Components: V, S, M (None given,s.b.)

Duration: Permanent

Casting Time: 1 rd.

Area of Effect: 1 metal object

Saving Throw: Special

The transmute metal to wood spell enables the caster to change an object from metal to wood. The volume of metal cannot exceed a maximum weight of 10 pounds per experience level of the priest. Magical objects made of metal are 90% resistant to the spell, and those on the person of a creature receive the creature's saving throw as well.

Artifacts and relics cannot be transmuted. Note that only a wish spell or similar magic can restore a transmuted object to its metallic state. Otherwise, for example, a metal door changed to wood would be forevermore a wooden door.

Tree Spirit

(Necromancy)

(Source: The Complete Druids Handbook)

Druids

Sphere: Plant

Range: Touch

Components: V, S

Duration: Permanent

Casting Time: 1 turn

Area of Effect: 1 tree

Saving Throw: None

[Editors Note: This spell comes from the Druids Handbook but could also be available for other spellcasters, if the DM allows it.]

Tree spirit permanently links the soul of the caster with a tree, usually chosen carefully for its health, vigor, and remote environment. Casting this spell joins the life force of the druid with that of the tree; as long as the tree lives, the caster ages at one-tenth the normal rate. (Because the spell causes the tree to devote all its energy to maintaining health rather than growth, it always remains exactly the size it was at the time of casting.) Moreover, the caster's spirit merges with the

tree at the character's death. No form of reincarnation or resurrection (except a *wish*) on the character's body will work unless it lies within 10 feet of the tree.

One year after the caster dies, the druid's spirit animates the tree as a treant. (DMs should roll up treant statistics for the tree at the time the spell is cast, to determine the tree's Armor Class, Hit Dice, etc.) The chosen tree must be of treant height; the exact size determines the size of the new treant, which possesses the caster's memories and personality but has no granted powers or spellcasting ability. It must communicate as a treant.

The DM decides whether to consider this treant an NPC or allow the player to control it. (DMs should use the guidelines that apply to PCs who become lycanthropes or undead.)

However, when a druid uses *tree spirit* to link with a tree, the character suffers any physical damage inflicted on the tree. For instance, if someone hacks at the tree with an axe and causes 4 points of damage, the caster also loses 4 hit points; the druid knows the tree has been harmed, but does not know the nature of the injury.

If the tree dies but does not sustain enough damage to kill the caster, the character feels stunned for 1d6 rounds and must make a successful system shock roll to avoid death. Spells that heal the druid do not affect the tree.

Damage to the caster does not affect the tree, as the extra energy the tree expends on strength and health makes any damage the player sustains negligible to the tree. However, it's usually in the druid's best interest to have an animal friend or two guard the tree.

In addition, the druid should choose the tree carefully; if the surrounding land is cleared for construction work or lumber before the druid's prolonged life span finally ends, the character is in trouble.

Casting *tree spirit* first requires a full month's preparation. The druid lives near the tree during this time of prayer and mediation. Then the character conducts a private bonding ceremony at the height of a solstice. This spell often is cast by ancient druids, who wish to preserve their wisdom or make sure their groves remain defended even after their death.

Tsunami

(Conjuration/Summoning)

(Source: Players Option: Spells & Magic)

Sphere: Elemental (Water)

Range: 200 yds. + 50 yds./level

Components: V, S, M (none given)

Duration: Special

AD&D 2nd Edition

Casting Time: 3 rds.

Area of Effect: Wave 2 ft. high and 10 ft. long per level

Saving Throw: None

[Subtlety: +6; Knockdown: Special; Sensory: Gargantuan visual, huge audio; Critical: None]

This mighty spell summons a tsunami, or gigantic wave, from any major body of water. The body of water must be at least 1 mile in width, so in most circumstances the *tsunami* can only be summoned from the sea, large lakes, or extremely big rivers. The wave is 2 feet high and 10 feet long for each level of experience of the caster, so a 15th-level priest would summon a *tsunami* 30 feet high and 150 feet wide. The wave can appear anywhere within the spell's range and immediately sweeps forward in the direction specified by the caster. This may take it out of the allowed range or even back at the casting priest. The *tsunami* moves at a rate of 24 (240 yards per round) and lasts one round at 14th level, two rounds at 18th level, or three rounds at 22nd or higher level.

Ships caught by the *tsunami* must make a seaworthiness check (see Table 77: Ship Types in the *DMG*) with a penalty equal to the wave's height in feet. For example, a *tsunami* created by a 15th-level caster would inflict a -30% penalty to a vessel's seaworthiness check. If the check is failed, the vessel capsizes and sinks in 1d10 rounds, with the possible loss of those aboard. Human or humanoid swimmers caught in the wave must make a saving throw vs. death magic or be drowned in the wave; any creature in the water in the wave's path will be carried along as long as it lasts.

If the priest sent the wave towards the shore, the *tsunami* loses 5 feet of height for every 20 yards it travels; a 30-foot wave could wash 120 yards inland before there was nothing left of it. Creatures caught in the area sustain 1d4 points of damage for every 5 feet of height the *tsunami* currently possesses and are carried along until it ends. Air-breathing creatures must make saving throws vs. death magic or be drowned outright by this treatment. Wooden buildings have a chance equal to three times the wave's current height of being destroyed by the *tsunami* (90% for a 30-foot wave, for example) while stone buildings have a chance equal to the wave's height (or 30% for a 30-foot wave). Topography may influence or channel the wave's advance, so a good-sized hill could stop a tsunami cold, although its seaward face may be denuded of creatures and vegetation by the wave.

Note that this spell in the hands of a high-level character can blanket an awesome amount of territory and literally destroy or drown anything in its path. The *tsunami* is so strenuous a spell that the priest is exhausted and helpless for 1d6 hours after summoning it.

Uncontrolled Weather (Conjuration/Summoning)

(Source: Tome of Magic)

Sphere: Chaos

Range: 0

Components: V, S

Duration: 1 turn/level

Casting Time: 1 turn

Area of Effect: 4d4 square miles

Saving Throw: None

This spell allows the caster to summon weather that is either appropriate or inappropriate to the climate and season of the region. The summoned effects are always dramatic--cool breezes or light fog will not appear. Instead, torrential floods will assault a desert, a heat wave will rage in polar wastelands, and tornadoes and hurricanes will rip across gentle landscapes. A blizzard might spring up in summer or a tornado might materialize in the winter.

The spellcaster has no influence over the weather pattern that emerges. He cannot control the area of effect or the duration of the weather.

Four turns after the spell is cast, the trend of the weather will become apparent—a sudden chill, gust of wind, overcast sky, etc. The uncontrolled weather arrives on the fifth turn. Once the weather has arrived, it cannot be dispelled. If the spell is canceled by the caster before the beginning of the fifth turn, the weather slowly reverts to its original condition.

The effects of the spell are the decision of the DM. The effects should be grand and impressive. Following are suggested effects of the weather.

Torrential Rain/Blizzard: Visibility is reduced to 100 yards or less; travel is nearly impossible due to water or heavy snow on the ground.

Storm/Hurricanes: All flying creatures are driven from the skies; trees are uprooted; roofs are torn off; ships are endangered.

Heat Wave: Intense heat immediately causes ice bridges to melt; avalanches of snow and ice roll down mountains.

The DM determines the area of effect randomly. The maximum duration of the spell is one turn per level of the caster; however, the DM may cancel the effect after a shorter time.

Unwilling Wood (Enchantment/Charm)

Source: The Complete Druids Handbook)

Druids

Sphere: Plant

Range: 5 yards/level of caster

Components: V, S, M

Duration: Permanent

Casting Time: 1 round

Area of Effect: 10-yard radius

Saving Throw: Special

[Editors Note: *This spell comes from the Druids Handbook but could also be available for other spellcasters, if the DM allows*

A caster can transform one or more living creatures within a 10-yard radius into *unwilling wood*, causing them to sprout roots, branches, and leaves. The victims become trees of a type native to the region and of the characters' age before the transformation. The spell works only if cast on beings occupying ground that could support a tree; recipients flying or suspended in water at the time of casting remain unaffected.

This spell can mutate a number of creatures equal in total Hit Dice (or levels) to the caster's level within the area of effect, of course. If this area holds a group of creatures with Hit Dice (or levels) totaling a number greater than the caster's experience level, the character may decide the order in which the creatures become affected.

For instance, say a 14th-level druid casts *unwilling wood* into a target area containing a giant with 12 Hit Dice and two 3rd-level warriors. The druid can transform either the giant or two warriors, but not all three. "Leftover" Hit Dice or levels are lost.

Each creature affected may attempt to save vs. polymorph. The spell mutates all those failing their saving throw, along with any items they carry. A new tree has a height of 5 feet per level (or Hit Die) of the victim. The effect is permanent; a person transformed into a tree ages as a tree and dies as a tree. However, affected characters retain awareness, memories, personality, and intelligence. Only damage severe enough to kill the tree can kill an *unwilling wood* victim.

Tree-characters can return to normal if a spellcaster of greater level than the original caster uses *remove curse*. The original caster can release a transformed entity at will.

The material components are a bit of tree root and the priest's holy symbol.

Wind Walk (Alteration)

(Source: Players Handbook)

Sphere: Elemental (Air)

Range: Touch

Components: V, S, M (fire and holy water)

Duration: 1 hour/level

Casting Time: 1 rd.

Area of Effect: Caster + 1 person/8 levels

Saving Throw: None

This spell enables the priest (and possibly one or two other persons) to alter the substance of his body to a cloudlike vapor. A magical wind then wafts the priest

along at a movement rate of 60, or as slow as 6, as the spellcaster wills. The wind walk spell lasts as long as the priest desires, up to a maximum duration of six turns (one hour) per experience level of the caster. For every eight levels of experience the priest has attained, up to 24, he is able to touch another person and carry that person, or those persons, along on the wind walk. Persons wind walking are not invisible, but rather appear misty and translucent. If fully clothed in white, they are 80% likely to be mistaken for clouds, fog, vapors, etc. The priest can regain his physical form as desired, each change to and from vaporous form requiring five rounds. While in vaporous form, the priest and companions are hit only by magic or magical weaponry, though they may be subject to high winds at the DM's discretion. No spellcasting is possible in vaporous form. The material components of this spell are fire and holy water.

Quest Spells (Pri)

The quest spells that follow are designed to be used only in extraordinary circumstances as determined by the DM. Players and the DM should read the explanatory notes about quest spells in the introduction of the *Tome of Magic* before entering these spells into play. (also read the passage about *True Dweomers and Quest spells* at the True Dweomer section in this manual)

For convenience, the most important informations from the *Tome of Magic* have been listed below:

Conditions of granting Quest spells:

- The situation must be related to a major sphere of concern of the power.
- The power equips it's followers for a mjoir conflict with servants of a hostile power.
- There is a major threat to the followers, the church or consecrated grounds or territories.
- Exceptional situations (defense of homelands,, protection of a great fortress, discovery of an important artefact, establishing and developing a major sacred location)

Conditions of NOT granting Quest spells:

- Only a minor sphere of interest is touched
- a senior priest killed by an evil power
- limited scale problems
- problems can be solved with other existing spells

Which priests may receive Quest spells:

- priests of 12th level with a wisdom of 17 or higher
- more senior priests of the religion
- the priest must be faithful and piety
- the priest must be in tune with his alignment and have an exemplary record of service to the power (few errors are acceptable if the priest is of good heart; however, the priest could be send on a preliminary quest to prove his worthiness)

How is the Quest spell granted ?

- isolated prayer and meditation for 24 hours without interrupt; else he has to begin anew (double this, if he has a wisdom of 17 or is below lv 12)
- one hour to establish a direct mental link with his deity (sometimes as part of ceremonies in a temple)

Cost of the Quest spell

- The priest is unable to memorize spells of the highest level (13th lv priests can't gain 6th lv spells)
- each Quest spell can only be cast ONCE and must be regrantd in the procedure mentioned before

Adjudicating Quest spells:

- can't be dispelled by a mortal "*Dipel magic*", only by other Quest magic spells
- normally no saving throws are allowed and magic resistance is halved against each singular effect of

the Quest spell; magical items which protect against the type of effect only grant reduced saves of 18

Abundance (Alteration)

(Source: Tome of Magic)

Sphere: Creation, Plant

Range: 0

Duration: Permanent

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

By casting an *abundance* spell, the priest quickens the ripening of a harvest or the growth of woodland. Fields of crops in the affected area will grow, ripen, and be ready for harvest in a single day. Seed must be sown any time before the casting of the spell.

An area of woodland will grow as if it had grown for 25 years in one day plus five years per day for another three days. There must be soil capable of supporting the woodland for the growth to remain healthy.

The priest must stand anywhere within the area to be affected. The priest designates the exact size and shape of the area in the casting.

The area of effect is 10 square miles for ripening a harvest and 25 square miles for woodland growth. This spell does not create effects such as entanglement or enlargement of the flora within the area of effect.

Animal Horde (Conjuration/Summoning)

(Source: Tome of Magic)

Sphere: Animal, Summoning

Range: 0

Duration: 1 day

Casting Time: 1 turn

Area of Effect: 10-mile radius

Saving Throw: None

This potent spell summons a number of animals to the priest. For each level of the priest, a number of animals totaling 10 hit dice appear.

The Power who grants the spell enables the priest to know exactly what types and numbers of animals are within the area of effect. The priest may specify the numbers of animals he wants; for instance, a 16th-level priest could summon 60 HD of wolves, 40 HD of bears, and 60 HD of wolverines. The animals will begin arriving in one round and will be assembled at the priest's location at the end of three turns.

The animals will not fight among each other even if they are natural enemies. Monsters (dragons, gorgons, hell hounds, etc.) cannot be summoned with this spell.

The summoned animals will aid the priest in any means of which they are capable. They will enter battle, protect the priest and his companions, or perform a specified mission until the priest dismisses them or the spell expires. During this time, the priest can automatically communicate with his animals.

At the end of the spell, the animals instinctively return to their lairs. For the first three turns after the spell expires, the animals will not attack the caster, his companions, or other summoned animals. After this time, the animals will behave normally.

Circle of Sunmotes (Alteration, Invocation/Evocation, Necromancy)

(Source: Tome of Magic)

Sphere: Sun
Range: 200 yards
Duration: 3 turns
Casting Time: 1 round
Area of Effect: 60-foot-radius hemisphere
Saving Throw: None

By casting *circle of sunmotes*, the priest creates a hemispherical shell filled with sparkling, glowing motes of bright sunlight. A one-foot radius globe of sunlight appears at the height of the caster's head in the exact center of the circle.

Creatures within the area of effect who are friendly to the cleric experience the glowing motes as warm, invigorating, inspiring, and healing. They are healed for 1d6 hit points, gain the benefit of an *aid* spell for 1 turn after the *circle of sunmotes* is created, gain +1 bonuses to all attack and damage rolls, and gain a +2 bonus to morale.

Enemies of the priest experience the same sunmotes as blinding, burning, and damaging. They must save versus spell or be blinded for 1 turn after the sunmotes are created. Each enemy is struck by a small fiery mote causing 1d4+1 points of damage (no saving throw is allowed, but creatures with magical fire resistance suffer only half damage), and suffers a -2 penalty to morale.

Companions of the cleric who step within 10 feet of the glowing miniature sun at the center of the effect are healed of 1d8+2 hit points. This affects each creature only once during the spell's duration.

Enemies of the priest who come within 10 feet of the minisun are burned for 1d8+2 points of fire damage. No saving throw is allowed, but creatures possessing magical resistance against fire suffer only half damage.

Companions of the priest who are outside the area of effect view enemies within the circle as if they are affected by golden *faerie fire*. Creatures affected by the *faerie fire* suffer a -2 penalty to

armor class from attacks by creatures outside the circle. Enemies of the priest outside the circle view the priest's allies as if obscured by a blinding light and suffer a -2 penalty to missile attacks against them.

Conformance (Conjuration/Summoning, Invocation)

(Source: Tome of Magic)

Sphere: Law
Range: 0
Duration: 6 turns
Casting Time: 1 round
Area of Effect: 80-foot-diameter sphere
Saving Throw: None

The *conformance* spell has a simple principle with a profound effect: probable events always manifest.

In game terms, this means that events with a probability of 51% or better always occur. Thus, if a saving throw of 9 is required to avoid an effect, no roll is necessary; the save is automatically successful. If a warrior must roll 10 or better to hit an enemy, he automatically hits.

Conversely, improbable actions (those with less than a 50% chance) always fail. If a warrior must roll 12 or better to hit an enemy, he automatically fails. If a thief's chance to hide in shadows is 49%, he automatically fails.

There are two conditions that affect this spell. First, a *prayer* spell is continuously operative in the area of effect, shifting the balance of combat probabilities toward the favor of the priest who casts this spell and his companions. Second, probabilities of exactly 50% always shift in favor of the spellcasting priest. For example, if a roll of 11 or better is needed to save against a spell effect, this is a 50% chance for success. In such cases, the priest and his friends always make the save and enemies always fail.

This spell is particularly potent if *bless* and *chant* spells are cast in the area of effect.

Elemental Swarm (Conjuration/Summoning)

(Source: Tome of Magic)

Sphere: Elemental, Summoning
Range: 240 yards
Duration: 6 turns
Casting Time: 3 turns
Area of Effect: Special
Saving Throw: None

This spell enables the caster to open a portal to one elemental plane of his choice (as appropriate for his patron Power). He can then summon elementals from that plane.

After the first turn of casting, 3d3 elementals of 12HD each appear; after the second turn, 2d3 elementals of

16HD each appear; after the third turn, 1d3 elementals of 20HD each appear. Each elemental has at least 5 hit points per hit die. The elementals remain for six turns from the time they first appear. These elementals will obey the priest explicitly and cannot be turned against the caster. The priest does not need to concentrate to maintain control over the elementals. They cannot be dismissed with spells such as *dismissal*; the elementals remain for the duration of the spell.

Etherwalk (Alteration)

(Source: Tome of Magic)

Sphere: Astral, Travelers
Range: Special
Duration: Special
Casting Time: 5 rounds
Area of Effect: Special
Saving Throw: Neg.

By casting this spell, the priest transports himself and as many as 50 followers (who must join hands at the time of casting) to the Border Ethereal. Unwilling creatures are allowed a saving throw at a -4 penalty to avoid transportation.

The spell then allows the priest and his party to make as many as three round-trip journeys to and from the Inner Planes. It then allows them to return to the Prime Material plane.

Travel rates in the Ethereal plane are at four times normal speed. Travel times for locating or searching along curtains are all at the minimum time possible. Encounters with monsters occur at one-fifth the normal frequency. The priest and his party are not affected by the ether cyclone.

The spell expires when the priest and his party return to the Border Ethereal from an inner plane for the third time. They are then instantly transported to the Prime Material plane.

Fear Contagion (Abjuration)

(Source: Tome of Magic)

Sphere: Charm, War
Range: 240 yards
Duration: Special
Casting Time: 1 round
Area of Effect: Special
Saving Throw: Special

A priest casting *fear contagion* selects a single creature to be the focus of the spell.

The creature is affected by magical fear and receives no saving throw to avoid the effect. All

creatures within 10 yards of the target creature must make a saving throw versus spell with a -4 penalty; failure indicates that they are also affected by fear. If BATTLESYSTEM™ rules are used, the spell forces the affected unit to make a Morale Check at a -6 penalty. If this roll fails, the unit automatically routs.

Creatures affected by fear will flee in a direction away from the spellcaster for as long as they are able to run (refer to Chapter 14 of the *Player's Handbook* for rules). Such creatures will then spend one full turn cowering after being forced to rest. During this time, affected creatures suffer -4 penalties to attack rolls, and all dexterity bonuses are negated.

When using BATTLESYSTEM rules, fear-struck creatures are permitted rally tests with a -3 penalty and must engage in rout movement until they rally. However, a rally test is not permitted until two turns of rout movement have been completed.

As creatures run in fear, their fear is contagious. Any creature that comes within 10 yards of a creature affected by this spell must make a saving throw (no penalties) or be forced to flee from the spellcaster. In BATTLESYSTEM™ rules, creatures make a standard Morale Check with a -3 penalty. Creatures affected by fear no longer cause fear in others after they have passed one mile from the original center of the spell effect.

Health Blessing (Necromancy)

(Source: Tome of Magic)

Sphere: Healing, Necromantic
Range: 100 yards
Duration: 1 day/level
Casting Time: 1 round
Area of Effect: 50 creatures
Saving Throw: None

Health blessing provides a number of human, demi-human, or humanoid creatures with protection against ill health; it also enables subjects to heal others.

Recipients of a *health blessing* are immune to nonmagical disease, gain a +4 bonus to saving throws versus poison and death magic, and can cast *cure light wounds* on themselves once per day for the duration of the spell. In addition, a recipient of *health blessing* can heal one other creature per day as a paladin does by laying hands. The healing conferred is 1 hit point per level or hit die of the healer.

Highway (Alteration, Evocation)

(Source: Tome of Magic)

Sphere: Travelers

Range: 0
Duration: 1 day
Casting Time: 1 turn
Area of Effect: 1,000 square yards
Saving Throw: None

The *highway* spell creates a shimmering plane of force that acts as a magical conveyor for the priest. By standing at the forward edge of the 10 x 100 yard plane, the priest and as many followers as can fit onto the square can travel as outlined below.

The *highway* travels 30 miles per hour (MV 88) over all terrains. The priest sets the height of the *highway* in a range from 1 foot to 100 yards above ground level. The highway moves as the priest wills; if the priest wishes to fix a destination in his mind, the *highway* will take the shortest route to that destination until the priest changes the course in his mind.

The *highway* cannot be used offensively. It will automatically travel over or around obstacles such as buildings and large creatures. It protects creatures traveling on it from adverse effects of the elements (ice, rain, gales, etc.). The *highway* can hover in place, but hovering can be achieved only at a height of 12 inches above ground level.

When the spell expires or the destination is reached, the highway gently lowers the priest and his party to the ground. The priest may order the *highway* to drop off creatures and collect others at intermediate destinations, although the priest who cast the spell must remain on the *highway* or it will disappear.

Imago Interrogation (Divination, Enchantment/Charm)

(Source: Tome of Magic)

Sphere: Astral, Divination, Time
Range: 0
Duration: Special
Casting Time: 1 turn
Area of Effect: The caster
Saving Throw: None

The imago is a mental image--a form of mental magical body. After casting this spell (requiring 1 turn), the caster falls asleep. After 1d6 turns of sleep, the imago of the priest begins to travel. The imago is not subject to any forms of attack and has no effective attacks.

The imago may travel to as many as four different locations separated by any distance, even across the planes and/or backward in time. At these locations, the imago may interrogate the imagos of as many as 10 other sentient creatures (other than Powers), compelling them to reply truthfully to its questions. A maximum of 40 questions may be asked during

the spell duration. Asking one question and listening to the reply takes 4 rounds of time in the caster's world. Each planar/time jump lasts 3 turns in that world.

Imago communications are telepathic. The questions must be able to be answered in a sentence of reasonable length, or the interrogated creature becomes confused and cannot answer. The imagos of interrogated creatures will have no recollection of their interrogations.

As a result, history cannot be changed through backward time travel using this spell.

Implosion/Inversion (Invocation)

(Source: Tome of Magic)

Sphere: Numbers, Combat
Range: 120 yards
Duration: Special
Casting Time: 1 round
Area of Effect: One or more creatures
Saving Throw: Neg.

By use of this spectacular spell, the priest rearranges the extradimensional and spatial geometries of the molecules of one or more creatures. The result is that the rearrangement of the target creature causes it to implode (collapse inward upon itself) or invert (its insides become its outsides and vice versa).

The result is usually inversion, unless the target would not be adversely affected by this process (e.g., a slime, ooze, golem, elemental, etc.). In this case, implosion takes place. In either case, the effect kills/destroys the target instantaneously unless it makes a successful saving throw versus death magic at a -4 penalty.

The priest can affect one creature per round with this spell. After each round, the priest must make a Constitution check. If this fails, the priest is overwhelmed with the effort of sustaining the spell, at which time the spell terminates, leaving the priest fatigued (the equivalent of being stunned) for 1d4 rounds. The maximum possible duration of the spell is 3 turns.

Interdiction (Abjuration)

(Source: Tome of Magic)

Sphere: Chaos, Law, Wards
Range: 240 yards
Duration: 1 day
Casting Time: 2 turns
Area of Effect: 200-foot cube/level
Saving Throw: Special

This powerful spell affects all enemies of the spellcasting priest who enter the area of effect. The spell inflicts a -2 penalty on saving throws, a -1 penalty to armor class, and a -1 penalty to attack and damage rolls. Creatures friendly to the cleric gain corresponding bonuses--+2 to saving throws, +1 to attack and damage rolls, and a bonus of 1 to AC.

Additional effects are possible, depending on the Power granting the spell; effects must correspond (or at least not conflict) with the spheres the priest normally uses. Multiple effects are possible.

The variation for the Sphere of Wards requires that each hostile creature entering the area of effect make a saving throw vs. spells with a -4 penalty or suffer 4d6 points of damage. An affected creature must then flee the area; it is unable to return. The creature must make a second saving throw vs. spell with a -4 penalty as it leaves the area or be blinded until magically cured.

The variation for the sphere of Law requires that a hostile creature make a saving throw every time it wishes to change an action. Thus, if a creature wishes to stop running and draw a weapon, a successful save is needed or the creature continues to run. Actions that cannot be continued (e.g., firing an arrow if the archer has no more arrows) are repeated as empty automatisms. In addition, creatures hostile to the priest automatically fail saving throws against Enchantment/Charm spells cast by the priest.

The variation for the Sphere of Chaos requires that hostile creatures make saving throws vs. spells at -4 or be affected by *confusion* (as per the spell). Affected creatures have a 5% chance per round of suddenly being attacked by a *phantasmal killer*. All creatures who enter the area of effect are subject to the effects of the spell. All effects except blindness cease 3 rounds after an affected creature leaves the area. Creatures reentering the area of effect must make new saving throws.

Mindnet (Divination, Enchantment/Charm)

(Source: Tome of Magic)

Sphere: Thought

Range: 0

Duration: 12 turns

Casting Time: Special

Area of Effect: Special

Saving Throw: Special

The priest casting a *mindnet* spell establishes a telepathic link with as many as 10 other creatures who may be separated from each other by as much

as 10 miles. Thus, a chain of creatures 100 miles long could be established.

The Power granting this spell has the final word on the individuals who may be included in the spell. Most commonly, the spell will be cast to include individuals familiar to the caster. However, depending on the purpose of the spell, the Power may allow a stranger known to the caster only by name to be included in the *mindnet*.

Unwilling creatures must make a saving throw at a -4 penalty to avoid being included in the *mindnet*.

Casting the spell requires one round per two creatures in the *mindnet*. The spell's duration begins after all affected creatures have been linked. Characters of any class may take part in this linkage, benefiting from several effects.

First, each member of the *mindnet* benefits from Intelligence, Wisdom, and Dexterity bonuses. The bonuses are equal to the bonuses held by the member of the *mindnet* with the highest ability score. For example, if five creatures in a *mindnet* have Wisdom scores of 15, 15, 16, 17, and 18, each creature would make saving throws, ability checks, and the like as if he had a Wisdom score of 18. Bonus spells are not gained due to enhanced Wisdom, however.

Second, spells may be pooled among the spellcasters within the *mindnet*. Any priest may use a spell memorized by another priest with two conditions: the priest who has memorized the spell must allow its use; and a priest "borrowing" a spell may use only spells of levels he could normally cast. Such borrowing still causes the spell to be lost from the mind of the caster who memorized it. A caster may not borrow spells outside his normal class restrictions. Priests and wizards within a *mindnet* cannot mix their priestly and wizardly spells, nor can a specialist borrow a spell from an opposition school.

Third, each member of the *mindnet* is in constant mental communication. Each member knows what is happening at the locations of all other members.

Finally, twice per turn, the priest casting this spell can instantly teleport any person linked by the *mindnet* to any other person who is also a part of the spell. This massive effort results in a +4 penalty to any Constitution checks made by the priest.

The priest casting the spell cannot perform any other actions while the *mindnet* exists; if he does, the spell is canceled. The priest must make a Constitution check at the end of each turn in order to sustain the spell. A failed check cancels the *mindnet*. The spell can last a maximum of 12 turns.

Planar Quest (Alteration)

(Source: Tome of Magic)

Sphere: Astral
Range: Touch
Duration: Special
Casting Time: 5 rounds
Area of Effect: Special
Saving Throw: Neg.

By joining hands with as many as 12 companions and casting this spell, the priest transports his party to any other plane of existence. The priest and his party may arrive at a specific location in a plane (if one is known) or at an unknown destination. Travel time to the destination, whether known or unknown, will always be at the minimum possible.

In an inner plane, a friendly guide will always be available to the priest. Hostile encounters occur at one-fifth normal frequency. Unwilling creatures are allowed a saving throw at a -4 penalty to avoid being transported.

In the inner planes, the party is magically protected in any means necessary for survival. The party does not need to eat, drink, or rest if conditions make these activities impossible. Party members are immune to fire in the elemental plane of fire, and similar immunities are granted by the Power in other planes as necessary. The party can move through any terrain (including the elemental plane of Earth) at its normal movement rate.

In the outer planes, similar immunities apply. The priest is also granted a *power compass* (described in *Manual of the Plane*). Hostile encounters in an outer plane occur only half as often as normal.

The duration of this spell is decided by the Power who grants it. Normally, it is sufficient to allow the priest and his party to undertake the quest that the Power has set forth. When the quest has been completed successfully or has failed beyond recovery, the priest and his party are returned to the Prime Material plane.

Preservation (Abjuration)

(Source: Tome of Magic)

Sphere: Wards
Range: 480 yards
Duration: Special
Casting Time: 1 turn
Area of Effect: One structure
Saving Throw: None

This spell creates a powerful set of protective wards that operate on a single fortified building, temple complex, tower, or similar structure. These wards protect the physical integrity of the structure and prevent magical access.

A building protected by *preservation* suffers only 25% of normal structural damage from sources such as siege engines, earthquakes (both natural and magical), and powerful weather-affecting spells. Spells which directly affect the physical integrity of the structure (e.g., *passwall*, *stone shape*, *transmute rock to mud*) simply fail when cast on the protected building.

Preservation creates a permanent *protection from evil* spell on the affected building.

Every surface of the building benefits from the effects of the spell.

Magical spells allowing access to the building fail. Thus, creatures attempting to *teleport* or *fly* into the building are stopped. Birds and creatures with natural flight may enter the building normally.

If the building is a temple (or other consecrated building) dedicated to the Power that granted the spell, all priests inside it gain the benefit of a *sanctuary* spell for the duration of the *preservation*.

The *preservation* spell expires if the building is destroyed or after 60 days have passed.

Revelation (Divination)

(Source: Tome of Magic)

Sphere: Divination
Range: Special
Duration: 1 day
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

The *revelation* spell grants the priest extraordinary divination powers. He gains the following abilities that are effective to a range of 240 yards.

- The priest gains *true seeing* as per the 5th-level priest spell.
- The priest can see and identify all priest spell effects in the area (assume a line of sight in a 60 arc).
- The priest is instantly aware of any creature's attempt to lie to him.
- The priest can communicate with animals, creatures, and monsters of all types. He can communicate with any number of creatures, but may converse with only one at a time.
- The priest can communicate telepathically with humanoids.
- The priest may use a suitable item as a *crystal ball* once per hour, as per the magical item described in the DMG (including range). He gains a +20% bonus to all rolls to determine success.

Reversion (Alteration, Invocation)

(Source: Tome of Magic)

Sphere: Time
Range: 0
Duration: Instantaneous
Casting Time: 1
Area of Effect: 10-foot-radius sphere
Saving Throw: None

By casting this spell, the priest reverses certain recent events in the area of effect. The spell affects only creatures friendly to the priest. The magic takes effect immediately after the spell is completed rather than at the end of the round.

All damage suffered by the priest's allies during the previous turn is undone. This includes energy drains, poison, and all special attack forms unless these resulted in instantaneous death. Death from cumulative physical damage is undone, however. Any creature brought back to life by the *reversion* spell is not required to make a resurrection survival roll.

Any spells cast by the priest's allies during the previous turn are restored and may be used again. This does not apply to magical or spell-like effects from magical items or scrolls. Material components consumed in spellcasting during this time are also restored.

The *reversion* spell affects only creatures and characters. Equipment and magical items are not affected.

Casting this spell ages the priest one year.

Robe of Healing (Enchantment, Necromancy)

(Source: Tome of Magic)

Sphere: Healing
Range: Touch
Duration: 1 hour
Casting Time: 1 round
Area of Effect: One robe
Saving Throw: None

This spell enchants the priest's robe or cloak, enabling him to walk among wounded creatures and heal them. By touching the robe, a wounded creature is cured of 1d4+4 hit points. As many creatures as can physically touch the robe within the spell duration can be healed. A reasonable maximum is 20 creatures per round, allowing a total of 1,200 creatures to be healed. A creature can be affected only once per week by the *robe of healing*.

Siege Wall (Alteration, Invocation)

(Source: Tome of Magic)

Sphere: Creation, Guardian
Range: 480 yards
Duration: Special
Casting Time: 1 turn
Area of Effect: One building
Saving Throw: None

A *siege wall* uses magical energy to fortify all external areas of a fortified building, such as walls, battlements, drawbridges, and gates. External surfaces to be protected must be contiguous.

The protective effects of the *siege wall* are compatible with BATTLESYSTEM™ rules (see Chapter 7). Creatures assaulting the protected building have their movement rates reduced by half when trying to scale the exterior surfaces (scaling ladders, etc.).

Attackers suffer a -2 penalty to damage rolls for missile fire. Damage or AD caused by war machines is reduced by 2 die levels (if normal damage is 1d12, 1d8 is rolled instead; if damage is 1d10, 1d6 is rolled; ballista has AD8).

Damage caused by crushing engines is rolled at -2 to the damage roll or ADs. Hits or hit points of crushing engines are reduced by half.

All enemies attacking a building protected by *siege wall* who enter an enclosed wall space are out of command unless they are in the line of sight of their commander, regardless of his control diameter. All exterior areas of the fortification have their hit points or Hits doubled (see *Hits of Building Features* in BATTLESYSTEM™ rules).

The siege wall expires if the building is destroyed; it lasts a maximum of 24 hours.

Shooting Stars (Conjuration, Invocation)

(Source: Tome of Magic)

Sphere: Combat, Sun, Weather
Range: 120 yards
Duration: Instantaneous
Casting Time: 1 round
Area of Effect: 40-yard radius
Saving Throw: _

A priest casting *shooting stars* creates a violent turbulence in the air above the area of effect, from which a number of fiery-orange, electrically-charged miniature fireballs erupt and shower onto the ground. Within the area of effect, all creatures suffer 6d10 points of combined fire and electrical damage. A successful saving throw at a -4 penalty indicates half damage.

In addition, four large shooting stars materialize within the area of effect. The priest can individually target these at specific creatures. If creatures are not specified, the targets are randomly selected. Each shooting star

causes 48 points of damage on impact (no saving throw is allowed). Any creature within 10 feet of impact suffers 24 points of fire damage (half-damage if a saving throw at -4 is successful).

Sphere of Security (Abjuration)

(Source: Tome of Magic)

Sphere: Protection

Range: 0

Duration: 6 turns

Casting Time: Special

Area of Effect: 10-foot-radius sphere

Saving Throw: None

Sphere of security protects the priest who casts the spell and his companions within the area of effect. Enemy creatures within the area are unaffected.

The sphere grants affected creatures a +2 bonus to armor class, a +2 bonus to all saving throws vs. magic, and 50% magic resistance. Casting this portion of the spell requires 1 round.

In addition, the priest can specify as many as four additional specific protection effects from the List of Protection Scrolls in Appendix 3 of the DMG. Each additional protection lengthens casting time by 1 round. The priest may create one effect per 5 levels of his experience, to a maximum of four effects.

Spiral of Degeneration (Enchantment/Charm, Invocation)

(Source: Tome of Magic)

Sphere: Chaos, Thought

Range: 0

Duration: 6 turns

Casting Time: 1 round

Area of Effect: 50-foot-diameter sphere

Saving Throw: Special

This potent spell affects all creatures hostile to the priest within the area of effect. The Power granting the spell causes the spell's effects to manifest in one of two ways: the Chaos variation or the Thought variation.

In the Chaos variation, the fabric of reality is altered to change events. Magical items dysfunction because the fabric of magical reality is changed.

In the Thought variation, the thoughts of the victims of the spell are distorted and altered so that they find themselves unable to function coherently and effectively.

Magical items dysfunction because the thoughts of their users are warped to either convince them that

the items cannot function or block thought so that proper commands cannot be given.

The effects on the victims of the spell are the same for both variations. Each round, there is a 50% chance that a degeneration effect will occur in the area of effect. When this occurs, two events take place. First, spellcasters lose one spell from each level of spell currently memorized (e.g., a spellcaster who has memorized three spells each from levels 1 through 3 loses one spell from each level for a total of three). Lost spells may be regained normally through rest and memorization.

Second, magical items are affected in the following ways:

- Weapons and armor lose one level of enchantment (a *sword* +3 becomes a *sword* +2, etc.).
- Magical items that carry charges (wands, rods, staves, etc.) are drained of 1d10 charges.
- Magical items without pluses or charges must make a saving throw versus spell (using the saving throw of their owner) or become nonmagical.
- Potions lose all magic and scrolls lose one randomly determined spell.
- Permanent magical items (swords, boots, armor, etc.) temporarily lose all effects until the spell expires or until the items leave the area of effect and for 1d10 rounds thereafter. Single-use and charged items are permanently affected by this spell. A potion destroyed by this spell remains useless even after the spell ends.

Within the area of effect, magical communication is impossible due to thought blocks and chaotic effects. No communication magic (*ESP*, *sending*, etc.) will function; any spellcaster trying to cast such a spell will be stunned for 1 round per level of the spell he attempts to cast. A *reverse* of the tongues spell operates continuously in the area of effect. Telepathic communication (e.g., with a familiar) is also impossible.

In the Chaos variation of the spell, the center of the area of effect moves 10' per round. The direction is randomly determined using 1d8 roll and compass points (1N, 2NE, 3E, 4SE, 5S, 6SW, 7W, 8NW).

The radius of the spell effect will never exclude the priest who cast the spell; re-roll any result that leads to this occurrence.

Stalker (Conjuration/Summoning)

(Source: Tome of Magic)

Sphere: Creation, Guardian, Plant

Range: 30 yards

Duration: Special

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

A priest casting this spell conjures 1d4+2 plant creatures which have statistics identical to shambling mounds of 11HD. These creatures will aid the caster in combat or battle, perform a specific mission, or serve as bodyguards. The creatures remain with the priest for seven days unless he dismisses them. If the *stalkers* are summoned only for guard duty, however, the duration of the spell is seven months. In this case, the *stalkers* can only be ordered to guard a specific site or location.

The *stalkers* gain resistance to fire as per shambling mounds only if the terrain is suitable (marshy, close to a body of water, etc.)

Storm of Vengeance (Evocation)

(Source: Tome of Magic)

Sphere: Elemental, War, Weather

Range: 400 yards

Duration: 1 turn

Casting Time: 1 turn

Area of Effect: 120-yard radius circle

Saving Throw: Special

This spell requires the priest to concentrate and cast the spell for the full duration of the spell. The casting time and duration are simultaneous; both activities occur in the same turn.

In the first round of casting, the priest summons an enormous black storm cloud over the area of effect. Lightning and crashing claps of thunder appear within the storm; creatures in the area of effect must make a saving throw or be deafened for 1d4 turns.

On the second round, acid rains down in the area, inflicting 1d4+1 points of damage. No saving throw is allowed.

On the third round, the caster calls six lightning bolts down from the cloud. Each is directed at a target by the priest (all may be directed at a single target or they may be directed at six separate targets). Each lightning bolt strike causes 8d8 points of damage (a successful saving throw indicates half damage).

On the fourth round, hailstones rain down in the area, causing 3d10 points of damage (no saving throw).

On the fifth through tenth (and final) rounds, violent rain and wind gusts reduce visibility to five feet. Movement is reduced 75%. Missile fire and spellcasting from within the area of effect are impossible.

The sequence of effects ceases immediately if the priest is disrupted from spellcasting during the 1 turn duration of the spell. The priest may opt to cancel the effects at any time.

Transformation (Alteration, Enchantment, Illusion)

(Source: Tome of Magic)

Sphere: Numbers

Range: 0

Duration: 3 turns

Casting Time: 1 round

Area of Effect: 100-yard-radius sphere

Saving Throw: None

The *transformation* spell allows the priest to alter extradimensional and relative geometries within the area of effect. This enables the priest and his companions to use extradimensional links to facilitate rapid movement as follows.

All allies of the priest are able to blink (as per the 3rd-level wizard spell) once per round, with the ability to select the direction of movement. As many as 10 creatures (designated by the priest at the time of spellcasting) can use the *teleport without error spell*. They may teleport anywhere within the area of effect of the *transformation* spell once during the duration of the spell. As many as 10 creatures (specified by the priest at the time of spellcasting) gain abilities as if wearing *boots of striding and springing* for the spell duration.

At any time during the spell, the priest and as many as 10 other creatures can be affected as per a *shadow walk* spell. Creatures to be affected must stand in a circle and touch hands. As soon as the priest who cast the *transformation* spell leaves the area of effect via the *shadow walk*, all other effects of the *transformation* are canceled.

Undead Plague (Necromancy)

(Source: Tome of Magic)

Sphere: Necromantic

Range: 1 mile

Duration: Special

Casting Time: 2 rounds

Area of Effect: 100-yard square/level

Saving Throw: None

By means of this potent spell, the priest summons many ranks of skeletons to do his bidding. The skeletons are formed from any and all humanoid bones within the area of effect. The number of skeletons depends on the terrain in the area of effect; a battlesite or graveyard will yield 10 skeletons per 100 square yards; a long-

inhabited area will yield three skeletons per 100 square yards; and wilderness will yield one skeleton per 100 square yards.

The spell's maximum area of effect is 10,000 square yards. Thus, no more than 1,000 skeletons can be summoned by this spell.

The skeletons created by this spell are turned as zombies and remain in existence until destroyed or willed out of existence by the priest who created them.

Warband Quest (Enchantment/Charm)

(Source: Tome of Magic)

Sphere: Charm, War

Range: 240 yards

Duration: Special

Casting Time: 1 round

Area of Effect: 200 creatures

Saving Throw: Neg.

A priest may cast *warband quest* on any group of 200 creatures who are capable of understanding his commands. The creatures are then affected in a manner similar to the 5th-level priest spell, quest. Unwilling creatures are allowed a saving throw with a -4 penalty to avoid the effects.

The specified quest must be related to the reason that the Power granted this spell (perhaps a quest to slay or overcome a specified enemy).

Warband quest gives subjects of the spell a bonus of 2 hp per level of the caster (maximum 20 hp). Subjects also gain the effects of a *prayer* spell and have Morale of 18 while on the quest. These benefits last for the duration of the spell; the spell ends when the specified task is completed. A creature who abandons the quest is subject to the wrath of his deity.

Ward Matrix (Invocation/Evocation)

(Source: Tome of Magic)

Sphere: Wards

Range: Special

Duration: 60 days

Casting Time: 6 turns

Area of Effect: Special

Saving Throw: None

The *ward matrix* spell links as many as six locations within the Prime Material plane.

Only locations that have a functioning Wards spell may be linked. *Ward matrix* conjoins the different Wards spells so that each linked site gains the protection of all other wards in the network.

From the place where the *ward matrix* is cast, magical connections spread to the other designated sites. These can be seen with a *true seeing* or similar spell as tendrils of magical energy running through the air just above ground level. The connections target their destinations and move toward them at a rate of 40 miles per turn. They can evade barriers such as *anti-magic shells* by moving above or around them. When the connections reach their destinations, they multiply and spread to connect all other locations in the network; this secondary linkage is established at a rate of 20 miles per turn.

The conjoining of Wards lasts for 60 days unless a linked area is destroyed or a Wards spell is dispelled. Any location that is destroyed or has its Wards spell dispelled is removed from the matrix; other connections remain intact for the duration.

Wolf Spirits (Conjuration/Summoning, Invocation)

(Source: Tome of Magic)

Sphere: Animal, Guardian, Summoning

Range: 30 yards

Duration: Special

Casting Time: 2 turns

Area of Effect: Special

Saving Throw: None

The priest casting this spell calls upon the "spirits" of wolves (or another animal, if appropriate). The notion of wolf spirits is akin to the Wild Hunt of Celtic mythology: a pack of enormous magical wolves led by a human master who range Celtic lands seeking to destroy evil.

The *wolf spirits* spell summons 2d4+2 such entities to serve the priest as master.

Wolf spirits' statistics are as follows:

[AC -4; MV 36 Fl 36 (B); HD 5+5; #AT 1; Dmg 3d6; AL N; SZ M; ML 20; THAC0 14]

- They are *immune* to all forms of mind control, illusions, gases, paralyzation, and spells which affect only corporeal creatures.
- They cannot be harmed by weapons of less than +2 enchantment.

Wolf spirits can be instructed to perform a service in the manner of the *animal summoning* spells. In this variation in the Animal and Summoning spheres, the spell does not expire until the spirits have performed their commanded service, to a maximum duration of 14 days. In the Guardian variation of this spell, the spirits can only be commanded to keep watch over an area or creature. The spell lasts 100 days for this type of service.

4*: Appendix

4.1. New Spells

The spells in this chapter are optional and come from private campaign settings.

Level 1

Farewell Familiar

(Abjuration)

(Source: New spell)

Range: 1 mile/level

Components: V, S, M (1,000 gp worth of incense and herbs)

Duration: Special

Casting Time: 2d12 hours

Area of Effect: 1 familiar

Saving Throw: Special

This spell is a gentle “goodbye” to an old familiar, a magic-user already possesses. It is a peaceful ritual to end the bond between the wizard and his familiar (often under tears). Also, it can be cast after the first meeting, if the familiar doesn’t fit to the mage.

Often the spell is cast, when a young novice or the familiar aren’t too happy with each other and recognize after some days that it would be better to end the spell. In other cases, it is used, when a magic user reaches higher levels and his familiar is too weak to overcome the difficulties and dangers of the high levels. So, before the familiar or the wizard die too often, this ritual helps to end the bond, so both may stay alive.

To cast it, the magic-user must burn the same incense (worth 1.000gp), when possible at the place of the casting of the “find familiar” or nearby. Ending the spell and bond doesn’t make a *system shock survival roll* necessary. The mage and familiar survive automatically, but ending the bond leaves the mage in a deep sorrow (like losing the best friend). It takes two months after this to cast a new “Find Familiar” or “Find Major Familiar” (s.b.).

The mage and familiar could meet in the future again on a neutral relationship, as old friends or as the DM deems fit (encounter reaction roll, etc.), but without the bond of the magic of the “Find Familiar”.

There is a rumor, that the old familiar sometimes stays in the vicinity of the home of the mage, waiting for his return. So the magic user can possibly keep his first familiar at his home or in the surrounding area, while adventuring and having two best friends when returning home...

Level 6

Find Major Familiar

(Abjuration)

(Source: New spell)

Range: 1 mile/level

Components: V, S, M (3,000 gp worth of incense and herbs)

Duration: Special

Casting Time: 2d12 hours

Area of Effect: 1 familiar

Saving Throw: Special

This spell is similar to the 1st level magic user spell “Find familiar” and gives the wizard the possibility to summon a special familiar with unnatural, most often, magical powers.

Often it is cast after the spell “Farewell Familiar” (s.above, Level 1), after the 2 month period of sorrow, or after the death of the first familiar.

In other cases the spell is cast by wizards of high level who journeyed a long time alone and would like to have trustworthy company with them (to help them or to be not alone). At last, the “Major Familiar”, which is called also “familiar”, is summoned because of the high perils of the high levels.

The special familiar called by the spell is similar to the special ones in the “Find Familiar” spell of the 1st edition of AD&D (e.g. pseudodragons, sprites, etc.) and is dependant on the alignment of the magic user. More exactly, the familiar called will automatically have the same alignment as the wizard. The major familiar summoned is also much stronger than a normal familiar in many regards (HD, AC, HP, SA, SD, THACO, etc.).

The ritual must be cast in two steps and requires the burning of exotic herbs and incense (worth 3.000gp), which relate somehow to the region, the familiar lives in and the familiar itself. This means, that the mage has often to travel to far regions to find the specific type of familiar, which sometimes requires research in libraries or the contact of sages, rangers or druids.

There are two ways to find a special familiar. Either the player chooses a specific type to become his familiar and travels throughout the countries of his world to find one (if the DM allows it, without rolling % -die). This should lead to a lot of solo adventures, roleplaying and dangerous situations. Or, it is determined randomly (dependant on the alignment) and is then played out by the DM (contacting sages, druids and the like to find a region where members of the race or type could live). This will also lead to a lot of roleplaying, journeying and puzzle solving. The following tables show the available types of familiars (roll d%).

Alignment of caster	D%	Familiars and their special powers
LG	01-50%	Brownie Blending, spell casting (prot.fr.evil, cont.light, etc.)
	51-75%	(see familiars in category AL: LN or NG, they will have AL: LG instead)
	76-100%	No familiar available within spell range
NG	01-40%	Dragonet, Pseudodragon Poison sting, chameleon power, 35% MR
	41-65%	Sprite Fly, invisibility, sleep poison
	66-75%	Grig Leap, hearing, spells, 30% MR
	76-100%	No familiar available within spell range
CG	01-50%	Kilmoulis Brownie Blending
	51-75%	Dragonet, Faerie Dragon (age 3-4) Wizards spells, priest spells, breath weapon
	76-100%	No familiar available within spell range

LN	01-75%	(s.below category AL: N (these will be LN instead) Brownies, see above (AL LG), are not known to become LN, only in very rare cases NG
	76-100%	No familiar available within spell range
N	01-20%	Pixie Fly, invisibility, 25% MR spells, sleep poison, illusions
	21-40%	Sprite Fly, invisibility, sleep Poison
	41-45%	Dragonet, Firedrake Fly, breath weapon
	46-50%	Kilmoulis Brownie Blending
	51-55%	Nixie (often for aquatic elves) Swim, 25%MR, charm
	56-61%	Grig Leap, 30% MR, hearing, spells
	66-70%	Brownie Quickling Low AC (-3), invisibility, spells (shatter, levitate, etc.)
	71-75%	Small elven cat (only elvish wizards) Move silently, 20% MR, ESP, etc.
	76-100 %	No familiar available within spell range
CN	01-40%	Atomie Fly, hearing, infravision, spells, 20% MR, surprise
	41-60%	Sea Sprite Swim, invisibility, sleep poison,

61-75%	spells Brownie Quickling Low AC (-3), invisibility, spells (shatter, levitate, etc.)
76-100%	No familiar available within spell range

LE	01-50%	Imp Fly, polymorph self, invisibility, 25% MR, spells, regeneration
	51-75%	Mephits* (Imp variant), Fly, cast spells, breath weapon
	76-100%	No familiar available within spell range
NE	01-50%	Mephits* (Imp variant), Fly, cast spells, breath weapon
	51-75%	Hairy spiders (only for Drow elves), 60' infravision, not afraid of fire, 40% have <i>detect invisibility</i> (Wiz 2)
	76-100%	No familiar available within spell range
CE	01-40%	Quasit Polymorph self, immunities, spells, poison, 25% MR
	41-60%	Mephits* (Imp variant), Fly, cast spells, breath weapon
	61-75%	Brownie Quickling Low AC (-3), invisibility, spells (shatter, levitate, etc.)
	76-100%	No familiar available within spell range

* *Mephits* (fire, ice, lava, mist, smoke, steam). These don't have the "gate" ability.

- The DM can substitute other special familiars suitable to the area (or player).
- For detailed informations regarding the different races, please refer to the "*Monster Manual*"

The ritual is cast in two steps. The first part is a kind of "locate familiar". It helps to find out, if the type of familiar being looked for actually lives in the region or not. This means, that the mage casts the spell (in the wilderness) and "calls, looks and waits" for a fitting familiar (roll on the table above). If no such familiar exists or lives in the area, the spell fails and the wizard is informed, that there is no such creature (within range of 1 mile/level). If none is found, the caster has to travel to another area and repeat the first part of the spell (burning again herbs and incense worth 3.000gp). When the first part is finished (taking about 2d12-1 hours) and the information is gained, that there is such a creature, the familiar appears within an hour. Upon it's arrival the second part of the spell is completed and the magical friendship and bond is established. For all other notes please refer to the "*Find Familiar*" spell in the Players Handbook.

4.2 Gnomish Spells

“So, we are small gnomes possibly slightly insane without any knowledge of true magic ?!”

Ha! We are older than the human race, created before the first humans could write or even know what a letter or an alphabet was. We met the wise elves ages past and learned from each other. So don’t underestimate our race and be proud, my young apprentice. Even if those human -wannabe-mages tried to offend you.

*So, look here, Cembor, and *hush ..here are some of our secret spells we discovered in the centuries since our beginning. And no fear..., we are still researching new ones *giggles.*

It’s only, ... we just don’t talk about our magics and boast with them like those humans...because they all would come and would like to learn from us. We wouldn’t be able to go to sleep any longer, our homes were full of them – pests!

So read these lines carefully and don’t give their content away too easily. Else i will become angry...very angry. And you know, what it means, when an old gnomish wizard gets angry? Ok...

**nods... so...here are the entries...and be careful with the old binding...*

...and possibly one time you will master all of the spells therein...”

So spoke Zakur, gnomish wizard on the World of Greyhawk, somewhere in the southeastern part of the Flanaess.

Level 1

Ber-gat

(Enchantment/Charm, Illusion, Conjuraction)
(Source: New)

Range: Touch

Components: V, S, M (a hair from a gnomish mage (usually his own) and worthy mineral pebbles or rocks mined by the gnomish caster himself (worth about 50 gp))

Duration: 1 hour / level

Casting Time: 1 round

Area of Effect: 1 target

Saving Throw: none

How this name came into existence is still unknown. Fact is, that it is supposed (beside it’s cultural relevance) to be one of the most powerful low level spells of the gnomish race. It’s danger lies especially in it’s versatility and that it is incalculable – for the caster and his enemy. Worse still is, that it can be learned even by the youngest gnomish apprentice.

Casting the spell is a quite complicated matter and there is always a 15% chance -1% per level of the

gnome that the spell doesn’t function (minimum 5%) – even if the components are used up in the process. When the spell malfunctions, there is another 5% chance that the result is a *Wild Surge*. (s.table 2 on p.427) Luckily, in 95% of the other cases nothing special happens.

When the spell is cast successfully, a link to an external energy builds up similar to the “*Cantrip*”, “*Contingency*” or “*Melf’s minute meteors*” spells, that the gnome can use within the next hours (of the duration of the spell).

Whenever the situation arises or the gnome wants to, a special spell effect can be created with the energies of Ber-gat. This effect can be created always at the beginning of a combat round, in addition to the normal actions and spell casting of the gnome, similar to a “*Melf’s minute meteors*”.

There are four different powers available, usable one per round up to 1 for every 4 levels of the gnome.

Level 1-4: a gnome can activate/create **1 spell effect** at the beginning of any round, once

Level 5-8: **two spell effects**, usable one per round at the beginning of the combat round

Level 9-13: **three spell effects**, usable one per round at the beginning of the round

Level 14+: **four spell effects**, usable one per round at the beginning of the round

The gnome can activate/create the following spell effects one per round, at the beginning of his round in addition to his normal actions (including casting, etc.)

A: Magic Missile (as an illusion, half as effective as the spell of a normal mage of the casters level rounded down, so a level 7 magic user creates 2 magic missiles doing 1d2+1 points of damage each (at level 3 ability))

B: Chromatic Orb (as an illusion, half as effective, with the same restrictions. So, a level 5 mage could create an chromatic orb up to the colour of red, dealing 1d6 points of damage) (*please also see the table below*)

C: Phantasmal Force (as the normal spell, duration at least 1 round, maximum 3 rounds (when concentrating))

D: Mirror Image (as the wizard spell level 2, with half the strength and duration. So 1d2 + 1 for every 6 levels can be created. At level 1-6 a gnome can create 1d2+1, at level 7-12 a gnome can create 1d2+2 mirror images and so on.)

The spellcaster decides which effect shall occur at the beginning of a round. Also he can choose to take an effect two, three or even four times, if he likes (one per round). But there is always a small chance that something goes wrong. Every time the caster tries to create one of the effects mentioned above, there is a 5% chance that instead of the spell effect a *WILD SURGE*

occurs. (also see example below and table 2 on page 427)

Example:

Korban Hazystone, the second apprentice of Zakur, being level 5, is on a journey alone in the underdark.

Knowing that he will encounter a small group of Derros soon, he casts Ber-gat. There is a 10% chance that the spell malfunctions (15-5%) But he is lucky and the casting succeeds. Being level 5 he can activate/create now two spell effects within the next five hours in addition to his normal activities.

As he arrives at an underdark intersection after an hour he is attacked by two Derro guards (evil dwarfs).

In the first combat round he uses Ber-gat to create 1d2 Mirror Images and casts actively a sleep spell.

He loses initiative, but rolls % die for the mirror images. Luckily his roll is above 5% and no Wild Surge occurs. So two mirror images (1d2) appear, before the Derros can attack. Irritated the dwarfs attack Korban. The first attack hits a mirror image and the second tries to hit him, but misses. So the sleep spell hits both and 5HD of creatures are affected. The Derros, having 3 HD each, are only partly affected. One of them falls asleep, while the other tries to attack the gnome again.

The gnome gets nervous. In the next round he could use Ber-gat to create a "phantasmal force"-illusion which could distract the Derro to escape or he could use Ber-gat to create a number of mirror images again. Since one Derro sleeps, the gnome thinks that he has a chance to win the fight. He activates Ber-gat to create Mirror Images again and casts actively a colour spray.

The Derro wins the initiative and tries to attack and Korban rolls a % die. The result is a 87% and therefore greater than 5%, so no Wild Surge occurs. At the beginning of the round two Mirror Images come into existence and the Derro attacks one of them instead of the gnome. Korban can finish his colour spray and the Derro falls to the ground, unconscious for 5 rounds. Also, the spell Ber-gat ends, since two spell effects (two mirror image effects) were used up (the maximum), but the active mirror images stay till 7 rounds (3r/level divided by 2) have elapsed.

Even if Korban is of neutral alignment, he knows that Derros will attack members of his race wherever possible. Derros are known to be pure evil, so the two dwarves never find consciousness again...

Korban giggles. Ber-gat has saved his life. The gnome loots the corpse and ventures deeper into the underdark. Luckily, he has always two of these exotic spells memorized, in case one casting or something else goes wrong. He is on the way to a closed mine, where he wants to dig for new pebbles and worthy minerals – for the next time he uses Ber-gat...

Because of the exotic nature of the spell, sometimes gnome apprentices and older gnomes can be found sitting in taverns, telling each other of their experiences with Ber-gat.

There are rumors, that an even more powerful version of the spell exists, but the gnomes don't want to know anything of it (officially, of course). When there is one, it would be far more dangerous ...for the caster himself and his opponents...and of course very secret.

The material component of the spell is a hair of a gnomish spellcaster (usually his own) and some worthy mineral pebbles or rocks mined personally in the underground nearby his community. This can take some time and the minerals used for the spell have to be worth at least 50gp per casting.

Table 16: Chromatic Orb Effects

Level of Caster	Color of Orb Generated	Hit Points of Damage	Special Power
1st	White	1-4	Light
2nd	Red	1-6	Heat
3rd	Orange	1-8	Fire
4th	Yellow	1-10	Blindness
5th	Green	1-12	Stinking Cloud
6th	Turquoise	2-8	Magnetism
7th	Blue	2-16	Paralysis
8th	Violet	slow	Petrification
9th	Black	paralysis	Death

Light from the orb causes the victim to become surrounded by light to a radius of 20 feet, as if affected by a light spell. The effect lasts for 1 round, during which time the victim makes his attack rolls and saving throws at a -4 penalty, and his AC is penalized by 4.

Heat from the orb is intense enough to melt 1 cubic yard of ice. The victim suffers a loss of 1 point of Strength and 1 point of Dexterity (or for victims without these attributes, -1 to hit and a penalty of 1 to AC) for 1 round.

Fire from the orb ignites all combustible materials within 3 feet of the victim.

Blindness from the orb causes the victim to become blind as per the spell. The effect lasts for 1 round/level of the caster.

Stinking cloud from the orb surrounds the victim in a 5-foot-radius noxious cloud. The victim must save vs. poison or will be reeling and unable to attack until he leaves the area of the vapors.

Magnetism from the orb has an effect only if the victim is wearing armor made from iron. The iron armor becomes magically magnetized for 3-12 (3d4) rounds. Other iron objects within 3 feet of the caster will stick tight to the magnetized armor; only *dispel magic* or a similar spell can release the stuck items. At the end of the spell's duration, the stuck items are released.

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

Petrification from the orb turns the victim to stone. If the victim successfully saves vs. petrification, he avoids turning to stone and instead is slowed (as per the spell) for 2-8 (2d4) rounds.

Death from the orb causes the victim to die. If the victim successfully saves vs. death magic, he avoids death and instead is paralyzed for 2-5 (1d4 +1) rounds.

Level 3

Enhance Illusions

(Enchantment/Charm)

(Source: New)

Range: Touch

Components: V,S,M (a crushed smoky gem (worth about 300gp) mined by the gnomish caster himself

Duration: 1 hour / level

Casting Time: 1 round

Area of Effect: 1 target

Saving Throw: none

This spell is cast before other spells follow, especially illusionary spells. It's purpose is to manipulate the magical energies of illusionary spells cast later, so that they are harder to discern as illusions. Precisely, the illusionary spells will seem more real to detection or disbelieve attempts. An "Illusionary Wall" will be detected as a real "Wall of Stone", the missiles of an "Improved phantasmal force" as "Magic missiles" and illusionary fireballs and phantasmal killers will also be more realistic. So, the illusionary spells are harder to disbelieve and to detect for. Someone who tries to disbelieve an illusion spell under the influence of "Enhance Illusions" suffers a minus 3 penalty. Also, spells like "Detect magic" and "True seeing" have a chance to malfunction and will often only detect the sphere or school of the spell, the illusion wants to duplicate.

If someone tries to discern the illusions with a "Detect magic" he has a 50% chance to get false informations with another +5% for each level the gnomish spell caster is higher in level than the one trying to detect the magic of the spells.

Even a "Detect Illusion" spell has a chance of malfunctioning. If someone uses *Detect Illusion*, he has to save vs. magic -2 to detect the true illusionary magic of the spells. If the save fails, an illusionary fireball will seem to have the energies of a real evocation spell and the caster suffers the above mentioned penalties of -3 to saving throws and disbelieve attempts vs. all illusionary spells. Even a "True Seeing" spell or a *Gem of Seeing* have trouble to overcome the magic of "Enhance Illusions". They have only a 50% chance to work correctly and will in all other cases notice the simulated energies of "Enhance Illusion".

In spite of this, the illusionary spells still are illusions, so damage will kill the victims only, if they don't make the usual system shock, or are killed by real damage in the end. The spell has a duration of 1 hour per level and the material component is a crushed smoky gem worth 300gp. There is rumor of an even more powerful spell version of "Enhance Illusions", but this secret still has to be revealed.

Stone Trick

(Alteration)

(Source: New)

Range: Touch

Components: V,S,M (a rope (which isn't destroyed), a pinch of a crushed stone or rock from the surrounding (to cover the entrance), so a hand pike is usually needed, which is also not dissolved)

Duration: 2 hours / level

Casting Time: 1 round

Area of Effect: a cavernlike room 5 feet high, 20 feet deep, 10 feet broad

Saving Throw: none

Stonetrick is quite similar to the spell "Ropetrick" (Wiz 2) and is used by gnomes who are on a long journey through the underground or in the underdark. When not otherwise noted, please refer to the Ropetrick spell description.

By using a rope (like in *ropetrick*) the gnome creates at the end of the rope an extra dimensional place within the stone of the rock walls or ceiling, where he and his companions can rest and regenerate.

The place has enough space for 5 persons, being 5 feet high, 20 feet deep and 10 feet broad. When the rope is drawn in from the inside, the entrance is covered by a thin layer of stone which can be seen through from the inside but not from the outside. The thin layer can be smashed very easily from both sides (being half an inch thick) and possesses a faint magical aura of alteration magic. Sleeping within the cavelike room, which has relatively smooth walls and a smooth ceiling is good, with enough oxygen to survive the resting without penalties. Light is the only problem.

The space shouldn't be entered with a *bag of holding* or *portable hole*. When this happens, please refer to the "Bag of holding" item description in the DMG. In this case, the extradimensional cave counts as a *portable hole*.

Other spells:

A rumor tells of a charisma related spell like "Strength" (Wiz 2), raising attributes similar to the "strength"-spell, giving females an additional +1, and gnomish females an extra +2 (Maximum 18). Of course males suffer a penalty of -1 and gnomes -2 (Cha 17 (16) maximum). Yet another rumor tells of a lv 4 spell creating a pit or a fissure in the floor beneath an enemy...

One last Info:

Many of the spells can be cast only by gnomish spellcasters, since the material components must be mined personally (needing the mining proficiency). Also, Gnomes are not known to give their spells away to someone outside their race, except as part of a reward. They keep their spells secretive like elves and dwarves keep Mithril away from other races...

4.3 Starting Mage Characters

This is an additional option to create starting characters with spells from all official core books of the AD&D 2nd edition.

It is designed in a way to bring back the feeling of the old times of the *Players Handbook* and *Unearthed Arcana* of the 1st edition and to help create diverse, interesting and helpful spellbooks for the novices of the arcane magic!

Every starting character should get about 5 spells and among them automatically these two:

Read Magic, Detect Magic

Additionally, each character should get three other spells, *one spell* from the *offensive*, *defensive* and the *misc.* category below. The player rolls 1d10, once per category. A “10” means the character may select a spell from the table. If the player is a specialist let him reroll the die if necessary, till he gets an appropriate spell. Of course, specialists may also choose a fitting spell upon rolling a 10.

D10	Offensive Spells	Sphere
1	<i>Chill Touch</i>	necr., shadow
2	<i>Chromatic Orb</i>	alter./evoc., artifice
3	<i>Colour Spray</i>	alter.
4	<i>Grease</i>	conj., alchemy
5	<i>Hypnotism</i>	ench./ch., mentalism
6	<i>Magic Missile</i>	evoc., force
7	<i>Phantasm.Force</i>	ill./phant.
8	<i>Sleep</i>	ench./ch., shadow, song
9	<i>Spook</i>	ill./phant., mentalism, shadow
10	choose spell	

D10	Defensive Spells	Sphere
1	<i>Armor</i>	conj., force
2	<i>Audible Glamer</i>	ill./phant., song
3	<i>Gaze Reflection</i>	alter., dimension
4	<i>Light</i>	alter.
5	<i>Protect. from evil</i>	abjur., alchemy
6	<i>Shield</i>	evoc., force, geometry
7	<i>Spider Climb</i>	alter.
8	<i>Ventriloquism</i>	ill./phant.
9	<i>Wall of Fog</i>	evoc.
10	choose spell	

D10	Misc. Spells	Sphere
1	<i>Alarm</i>	abj., geometry
2	<i>Cantrip</i>	all
3	<i>Change Self</i>	ill./phant.
4	<i>Compr.Languages</i>	alter.
5	<i>Dancing Lights</i>	alter., element.fire
6	<i>Find Familiar</i>	conj./sum., song
7	<i>Friends</i>	ench./ch., song
8	<i>Identify</i>	div.
9	<i>Tenser's Float.Disc</i>	evoc., force
10	choose spell	

Wild Mages and Specialists:

Wild Mages and Specialists always get a bonus spell. So they start with **6 spells in total**. This sixth spell is of course a spell of their specialty. The DM may rule that it can be chosen from the three tables above or determined randomly in one of the three categories chosen by the player.

Wild Mages are a special case. Their spells are listed in a separate table (see below). They may choose, roll randomly or get a defined spell from the Wild Magic category as their DM deems fit. The spells are:

D4	Wild Magic	Sphere
1	<i>Hornungs Guess</i>	wild mag.
2	<i>Nahal's Reckless Dweomer*</i>	wild mag.
3	<i>Patternweave</i>	wild mag.
4	choose spell	

**This spell should be given or taken only with care. It bears a great risk to it's caster and is possibly the reason, why so few young apprentices of the Wild Magic school manage to rise high in level.*

Wizard Specialist Requirements

Specialist	School	Race	Minimum Ability Score	Opp. School
Abjurer	Abjuration	H	15 Wis	Alteration & Illusion
Conjurer	Conj./Summ.	H, ½ E	15 Con	Gr. Divin. & Invocation
Diviner	Gr. Divin.	H, ½ E, E	16 Wis	Conj./ Summ.
Enchanter	Ench./Charm	H, ½ E, E	16 Cha	Invoc./ Evoc & Necromancy
Illusionist	Illusion	H, G	16 Dex	Necro., Invoc./ Evoc., Abjur.
Invoker	Invoc./Evoc.	H	16 Con	Ench./Charm & Conj./Summ.
Necromancer	Necromancy	H	16 Wis	Illusion & Ench./Charm
Transmuter	Alteration	H, ½ E	15 Dex	Abjuration & Necromancy

Effect Specialists (PO S&M)

Elementalist	Elemental	H	Standard	Special
Dimensionalist	Dimensional Magic	H, 1/2E	Int 16	Ench./Charm, Necro.
Force Mage	Force	H, 1/2E	Int 12, Con 15	Alteration & Divination
Mentalist	Mentalism	H	Int 15, Wis 16	Invoc./Evoc. & Abjuration
Shadow Mage	Shadow	H	Int 15, Wis 16	Invoc./Evoc & Abjuration

Thaumaturgical Specialists (PO S&M)

Alchemist	Alchemy	H	Int 15, Dex 14	Illusion, Necromancy
Artificer	Artifice	H, G	Int 12, Con 15	Necromancy, Ench./Charm
Geometer	Geometry	H, E, 1/2E	Int 15, Wis 14	Ench./Charm, Illusion
Song Mage	Song	H, E, 1/2E	Int 14, Cha 15	Necro., Div., Invoc./Evoc.
Wild Mage*	Wild Magic	H, E, 1/2E	Int 16	none

** Wild Mages don't count as true specialists in the "Tome of Magic", but are listed and described as specialists in the "Players Option Spells & Magic". Remember: ONLY Wild Mages can use and understand spells of the wild magic spell school.*

4.4 Magic Item – Scroll determination

The Dungeon Masters Guide offers a random table for treasury. In here is an expanded subtable for all the different spells from the core books. Indeed you will find a way to determine spell scrolls to have a greater diversity, making the game more interesting and fun. *True Dweomer* and *Quest Spells* are excluded. These should be given away with great care by the DM, possibly as part of adventures or as special gifts in the campaign. (or as a “new spell” in subtable D or E (DMs choice, s.b.) At first use table 90 with subtable A and B from the Dungeon Masters Guide and the original scroll table 90.1 from the item description sector in the DMG. Afterwards use the new Subtables C, D and E.

Table 90: Scrolls (D6)

Subtable A (1-4)

D20 Roll	Item*	Level Range
1-3	1 spell	1-4
4-5	1 spell	1-6
6	1 spell	2-9 (2-7**)
7	2 spells	1-4
8	2 spells	2-9 (2-7**)
9	3 spells	1-4
10	3 spells	2-9 (2-7**)
11	4 spells	1-6
12	4 spells	1-8 (1-6**)
13	5 spells	1-6
14	5 spells	1-8 (1-6**)
15	6 spells	1-6
16	6 spells	3-8 (3-6**)
17	7 spells	1-8
18	7 spells	2-9 (2-7**)
19	7 spells	4-9 (4-7**)
20	DM's Choice	—

* Please use table 90.1 below to determine whether a priest scroll or a wizard scroll is found. Level Range lists the range of spell levels on the scroll. Ranges marked with double asterisks (**) are used to determine priest spells.

Also: according to the DMG, the spells on the scroll are written one level higher than that required to cast the spell and never below 6th level of experience. (e.g. a 6th lv spell is written at the 13th level of ability minimum).

The XP Value (experience point value) for spell scrolls is equal to the total spell levels on the scroll x 100.

Subtable B (5-6)

D20 Roll	Item	XP Value
1	Map	—
2	Protection—Acid	2,500
3	Protection—Cold	2,000
4	Protection—Dragon Breath	2,000
5	Protection—Electricity	1,500
6-7	Protection—Elementals	1,500
8	Protection—Fire	2,000
9	Protection—Gas	2,000
10-11	Protection—Lycanthropes	1,000
12	Protection—Magic	1,500
13	Protection—Petrification	2,000
14	Protection—Plants	1,000
15	Protection—Poison	1,000
16	Protection—Possession	2,000
17	Protection—Undead	1,500
18	Protection—Water	1,500
19	Curse	—
20	DM's Choice	—

Table 90.1*:

D100 Roll	Scroll Type
01-70	Wizard
71-00	Priest

* This table comes from the DMG item description sector.

System 1

After determining spell levels, kind and number above go on to the next pages and roll %-die to find the exact spell in the relevant spell level. The first two pages contain the spells of magic users and bards (“Complete Wizard Spell Lists”), page three and four cover the spells for druids, priests, paladins and rangers (“Complete Priests Spell Lists”). The rows are counted. Also they are arranged in a way to be printed out, if you like.

System 2

After determining the number, level and kind of the spells on a scroll above, go further. First roll on subtable C. If the roll is a 96 or greater, advance to table D or E, else proceed to the “Final Step” below.

Subtable C : General Source

D100 Roll	Scroll Type
01-70	Players Handbook
71-85	Tome of Magic
86-95	Players Option: Spells & Magic
96-100	The “Complete”-Books and Racial Handbooks*

The following tables D and E refer to spells from the Complete Handbooks. If a spell is a Priest type spell (table 90.1) roll on subtable D, else use subtable E.

Subtable D: Priest and Druid type spells only

D100 Roll	Scroll Type
01-80	The Complete Book of Druids
81-95	The Complete Book of Rangers
96-99	The Complete Book of Elves
100	New spell (or <i>Monster Manual</i> or campaign spell)

Subtable E: Bards and Wizards type spells

D100 Roll	Scroll Type
01-80	The Complete Book of Wizards
81-95	The Complete Book of Bards
96-99	The Complete Book of Elves
100	New spell (or <i>Monster Manual</i> or campaign spell)

Final Step:

The separate lists of spells follow on the next pages according to their source (as separate spell lists). Spells are determined by rolling a %-die. If the roll doesn't fit, reroll or relate the number of the die roll according to the number of spells available in the table. First the complete spell lists follow, then the sorted lists. The lists also have an additional benefit. You can look into them conveniently and print them out if needed.

Complete Wizard

1st Level

- 1 Affect Normal Fires
- Alarm
- Alter Instrument
- Armor
- 5 Audible Glamer
- Burning Hands
- Cantrip
- Change Self
- Charm Person
- 10 Chill Touch
- Chromatic Orb
- Color Spray
- Comprehend Languages
- Conjure Spell Component
- 15 Copy
- Corpse Visage
- Dancing Lights
- Detect Disease
- Detect Magic
- 20 Detect Phase
- Detect Secr. Passag.& Portals
- Detect Undead
- Dictation
- Divining Rod
- 25 Enlarge
- Erase
- Expeditious Retreat
- Feather Fall
- Find Familiar
- 30 Fire Burst
- Fist of Stone
- Friends
- Gaze Reflection
- Grease
- 35 Hold Portal
- Hornung's Guess*
- Hypnotism
- Identify
- Jump
- 40 Lasting Breath
- Light
- Magic Missile
- Mending
- Message
- 45 Metamorphose Liquids
- Mount
- Murdock's Feath. Flyer
- Nahal's Reckl. Dweomer
- Nystul's Magical Aura
- 50 Patternweave*
- Phantasmal Force
- Protection From Evil
- Prot. from Hunger & Thirst
- Protection from Vermin
- 55 Ray of Fatigue
- Read Magic
- Shield
- Shocking Grasp
- Sleep
- 60 Sound Bubble
- Spider Climb
- Spook
- Taunt
- Tenser's Floating Disc
- 65 Unseen Servant
- Ventriloquism
- Wall of Fog
- Wizard Mark

Spell list (LV1-4)

2nd Level

- Alter Self
- Bind
- Blindness
- Blur
- Camouflage
- Cat's Grace
- Chaos Shield*
- Choke
- Continual Light
- Darkness, 15' Radius
- Deafness
- Death Recall
- Deeppockets
- Detect Evil
- Detect Invisibility
- Detect Life
- Displace Self
- ESP
- Filter
- Flaming Sphere
- Fog Cloud
- Fool's Gld
- Forget
- Ghoul Touch
- Glitterdust
- Hornung's Baneful Deflection*
- Hypnotic Pattern
- Ice Knife
- Improved Phant. Force
- Insatiable Thirst
- Invisibility
- Irritation
- Knock
- Know Alignment
- Leomund's Trap
- Levitate
- Locate Object
- Magic Mouth
- Maximilian's Earthen Grasp
- Melf's Acid Arrow
- Mirror Image
- Misdirection
- Moon Rune
- Nahal's Nonsense Nullifier*
- Past Life
- Protection From Cantrips
- Protection From Paralysis
- Protection from Poison
- Pyrotechnics
- Ray of Enfeeblement
- Ride the Wind
- Rope Trick
- Scare
- Seeking
- Sense Shifting
- Shatter
- Silence 15' Radius
- Spectral Hand
- Stinking Cloud
- Strength
- Summon Swarm
- Tasha's Unc. Hideous Laughter
- Vocalize
- Wall of Gloom
- Web
- Whispering Wind
- Wizard Lock

3rd Level

- Alacrity
- Alamir's Fundament. Breakdown
- Alternate Reality*
- Augmentation I
- Bands of Sirellyn
- Blink
- Bone Club
- Clairaudience
- Clairvoyance
- Delay Death
- Delude
- Dispel Magic
- Explosive Runes
- Far Reaching I
- Feign Death
- Fireball
- Fireflow*
- Flame Arrow
- Fly
- Fool's Speech*
- Gust of Wind
- Haste
- Hold Person
- Hold Undead
- Hovering Skull
- Illusionary Script
- Improved Magic Mouth
- Infravision
- Instant Audience
- Invisible Mail
- Invisibility, 10' Radius
- Iron Mind
- Item
- Lance of Disruption
- Leomund's Tiny Hut
- Lesser Sign of Sealing
- Lightning Bolt
- Lorloveim's Creeping Shadow
- Maximilian's Stony Grasp
- Melf's Minute Meteors
- Minor Malison
- Monster Summoning I
- Nondetection
- Pain Touch
- Phantom Steed
- Protection from Amorphs
- Protection From Evil, 10' R
- Protect. Fr. Norm. Missiles
- Secret Page
- Sepia Snake Sigil
- Slow
- Snapping Teeth
- Solvent of Corrosion
- Spectral Force
- Spirit Armor
- Squaring the Circle
- Suggestion
- Tongues
- Vampiric Touch
- Wall of Sound
- Wall of Water
- Water Breathing
- Watery Double
- Wind Wall
- Wizard Sight
- Wraithform

4th Level

- Charm Monster
- Confusion
- Conjure Cabinet
- Conjure Elemental-Kin
- Contagion
- Detect Scrying
- Dig
- Dilation I
- Dimension Door
- Divination Enhancement
- Duplicate
- Emotion
- Enchanted Weapon
- Enervation
- Evard's Black Tentacles
- Extension I
- Far Reaching II
- Fear
- Fire Aura
- Fire Charm
- Fire Shield
- Fire Trap
- Fumble
- Greater Malison
- Hallucinatory Terrain
- Halo of Eyes
- Ice Storm
- Illusionary Wall
- Improved Invisibility
- Improved Strength
- Leomund's Secure Shelter
- Lesser Geas
- Locate Creature
- Magic Mirror
- Mask of Death
- Massmorph
- Minor Creation
- Minor Globe of Invulnerability
- Minor Spell Turning
- Monster Summoning II
- Mordenkainen's Celerity
- Mordenkainen's Force Missiles
- Otiluke's Dispelling Screen
- Otiluke's Resilient Sphere
- Phantasmal Killer
- Plant Growth
- Polymorph Other
- Polymorph Self
- Psychic Protection
- Rainbow Pattern
- Rary's Mnemonic Enhancer
- Remove Curse
- Shadow Monsters
- Shout
- Solid Fog
- Stoneskin
- Summon Lycanthrope
- There/ Not There*
- Thunder Staff
- Turn Pebble to Boulder
- Ultravision
- Unluck*
- Vacancy
- Vitriolic Sphere
- Wall of Fire
- Wall of Ice
- Wind Breath
- Wizard Eye

Complete Wizard

5th Level

- 1 Advanced Illusion
- Airy Water
- Animal Growth
- Animate Dead
- 5 Avoidance
- Bigby's Interposing Hand
- Chaos
- Cloudkill
- Conduit
- 10 Cone of Cold
- Conjure Elemental
- Contact Other Plane
- Demishadow Monsters
- Dismissal
- 15 Distance Distortion
- Domination
- Dream
- Extension II
- Fabricate
- 20 False Vision
- Far Reaching III
- Feeblemind
- Force Shapechange
- Hold Monster
- 25 Improved Blink
- Involv. to Norm. Weapons
- Khazid's Procurement
- Know Value
- Leomund's Hidden Lodge
- 30 Leomund's Lament. Belab.
- Leomund's Secret Chest
- Lower Resistance
- Magic Jar
- Magic Staff
- 35 Major Creation
- Mind Fog
- Monster Summoning III
- Mordenk.'s Faithful Hound
- Mordenk. Private Sanctum
- 40 Mummy Rot
- Passwall
- Proofing versus Combustion
- Prying Eyes
- Rary's Telepathic Bond
- 45 Rusting Grasp
- Safeguarding
- Seeming
- Sending
- Shadow Door
- 50 Shadow Magic
- Stone Shape
- Summon Shadow
- Telekinesis
- Teleport
- 55 Tenser's Destruct. Resonance
- Throbbing Bones
- Transmute Rock to Mud
- Vile Venom
- Von Gasik's Refusal
- 60 Vortex*
- Wall of Bones
- Wall of Force
- Wall of Iron
- Wall of Stone
- 65 Waveform*

* these spells are wild magics
from the Tome of Magic

Spell list (LV5-9)

6th Level

- Antimagic Shell
- Arrow of Bone
- Augmentation II
- Bigby's Forceful Hand
- Blackmantle
- Bloodstone's Spectral Steed
- Chain Lightning
- Claws of the Umber Hulk
- Conjure Animals
- Contingency
- Control Weather
- Curse of Lycanthropy
- Dead Man's Eyes
- Death Fog
- Death Spell
- Demishadow Magic
- Dilation II
- Dimensional Blade
- Disintegrate
- Dragon Scales
- Enchant an Item
- Ensnarement
- Etherealness
- Extension III
- Eyebite
- Forest's Fiery Constrictor
- Geas
- Glasse
- Globe of Invulnerability
- Greater Sign of Sealing
- Guards and Wards
- Invisible Stalker
- Invulner. to Magical Weapons
- Legend Lore
- Lorloveim's Shadowy Transf.
- Lower Water
- Mass Suggestion
- Mirage Arcana
- Mislead
- Monster Summoning IV
- Mordenkainen's Lucubration
- Move Earth
- Otiluke's Freezing Sphere
- Part Water
- Permanent Illusion
- Programmed Illusion
- Project Image
- Reincarnation
- Repulsion
- Shades
- Stone to Flesh
- Superior Magnetism
- Tenser's Transformation
- Tentacles
- Transmute Water to Dust
- Trollish Fortitude
- True Seeing
- Veil
- Wildshield*
- Wildstrike*

7th Level

- Acid Storm
- Banishment
- Bigby's Grasping Hand
- Bloodstone's Frightful Joining
- Charm Plants
- Control Undead
- Create Crypt Thing
- Delayed Blast Fireball
- Descent into Madness
- Drawmij's Instant Summons
- Duo-Dimension
- Finger of Death
- Forcecage
- Hatch the Stone From the Egg
- Hornung's Surge Selector*
- Intensify Summoning
- Limited Wish
- Malec-Keth's Flame Fist
- Mass Invisibility
- Monster Summoning V
- Mordenkain.'s Magnif. Mansion
- Mordenkainen's Sword
- Neutralize Gas
- Persistence
- Phase Door
- Power Word, Stun
- Prismatic Spray
- Reverse Gravity
- Sequester
- Seven-Eyes
- Shadowcat
- Shadow Walk
- Simulacrum
- Spell Shape*
- Spell Turning
- Statue
- Steal Enchantment
- Suffocate
- Teleport Without Error
- Vanish
- Vision
- Zombie Double

8th Level

- Abi-Dalzim's Horrid Wilting
- Airboat
- Analyze Dweomer
- Antipathy-Sympathy
- Bigby's Clenched Fist
- Binding
- Clone
- Demand
- Defoliate
- Fear Ward
- Glassteel
- Gunther's Kaleidosc. Strike
- Heart of Stone
- Homunculus Shield
- Hornung's Rand.Dispatcher*
- Incendiary Cloud
- Iron Body
- Mass Charm
- Maze
- Mind Blank
- Monster Summoning VI
- Otiluke's Telekinetic Sphere
- Otto's Irresistible Dance
- Permanency
- Polymorph Any Object
- Power Word, Blind
- Prismatic Wall
- Screen
- Serten's Spell Immunity
- Shadow Form
- Sink
- Symbol
- Trap the Soul
- Wildzone*

9th Level

- 1 Astral Spell
- Bigby's Crushing Hand
- Chain Contingency
- Crystalbrittle
- 5 Elemental Aura
- Energy Drain
- Estate Transference
- Foresight
- Gate
- 10 Glorious Transmutation
- Imprisonment
- Meteor Swarm
- Monster Summoning VII
- Mordenkainen's Disjunction
- 15 Power Word, Kill
- Prismatic Sphere
- Programmed Amnesia
- Shape Change
- Sphere of Ultimate Destruction
- 20 Stabilize*
- Succor
- Temporal Stasis
- Time Stop
- Wail of the Banshee
- 25 Weird
- Wildfire*
- Wildwind*
- Wish

Complete Priest Spell List (LV 1-4)

1st Level

- 1 Allergy Field
Analyze Balance
Animal Friendship
Anti-Vermin Barrier
- 5 Astral Celerity
Battlefate
Beastmask
Bless
Blessed Watchfulness
- 10 Calculate
Call Upon Faith
Calm Animals
Combine
Command
- 15 Courage
Create Water
Cure Light Wounds
Detect Evil
Detect Magic
- 20 Detect Poison
Detect Snares & Pits
Dispel Fatigue
Emotion Read
Endure Heat/End. Cold
- 25 Entangle
Faerie Fire
Firelight
Invisibility to Animals
Invisibility to Undead
- 30 Know Age
Know Direction
Know Time
Light
Locate Anim. or Plants
- 35 Log of Everburning
Magical Stone
Mistaken Missive
Morale
Orison
- 40 Pass Without Trace
Personal Reading
Protection from Chaos
Protection From Evil
Puffball
- 45 Purify Food & Drink
Recover Trail
Remove Fear
Revitalize Animal
Ring of Hands*
- 50 Sacred Guardian
Sanctuary
Shillelagh
Speak with Astral Traveler
Strength of Stone
- 55 Sunscorch
Thought Capture
Weighty Chest
Whisperward
Wind Column
- 60
- 65
- 70

2nd Level

- Aid
Animal Eyes
Animal Spy
Astral Awareness
Augury
Aura of Comfort
Barkskin
Beastspite
Calm Chaos
Camouflage
Chant
Chaos Ward
Charm Person or Mammal
Create Holy Symbol
Cure Moderate Wounds
Detect Charm
Dissension's Feast
Draw Upon Holy Might
Dust Devil
Emotion Perception
Enthrall
Ethereal Barrier
Find Traps
Fire Trap
Flame Blade
Fortifying Stew
Frisky Chest
Gift of Speech
Goodberry
Heat Metal
Hesitation
Hold Person
Idea
Iron Vigil
Know Alignment
Lighten Load
Locate Animal Follower
Messenger
Mind Read
Moment
Music of the Spheres
Mystic Transfer*
Nap
Obscurement
Produce Flame
Protection from Poison
Rally
Resist Acid and Corrosion
Resist Fire/Resist Cold
Restore Strength
Sanctify*
Seeking
Silence, 15' Radius
Slow Poison
Snake Charm
Soften Earth and Stone
Speak With Animals
Spiritual Hammer
Trip
Wall of Gloom
Warp Wood
Watery Fist
Withdraw
Wyvern Watch
Zone of Truth

3rd Level

- Accelerate Healing
Adaptation
Animate Dead
Astral Window
Call Follower
Call Lightning
Caltrops
Chatterbark
Choose Future
Continual Light
Control Animal
Create Campsite
Create Food & Water
Cure Blindness or Deafness
Cure Disease
Detect Spirits
Dictate
Dispel Magic
Efficacious Monster Ward
Emotion Control
Extradimensional Detection
Etherealness
Feign Death
Flame Walk
Fortify
Glyph of Warding
Helping Hand
Hold Animal
Hold Poison
Invisibility Purge
Know Customs
Line of Protection*
Locate Object
Magical Vestment
Meld Into Stone
Memory Read
Miscast Magic
Moment Reading
Negative Plane Protection
Pass Without Trace, 10' R
Plant Growth
Prayer
Protection From Fire
Pyrotechnics
Random Causality
Remove Curse
Remove Paralysis
Repair Injury
Rigid Thinking
Shape Wood
Slow Rot
Snare
Speak With Dead
Spike Growth
Squeaking Floors
Starshine
Stone Shape
Strength of One
Summon Animal Spirit
Summon Insects
Telepathy
Telethaumaturgy
Thief's Lament
Tree
Unearthly Choir*
Unfailing Premonition
Water Breathing
Water Walk
Weather Prediction
Wind Servant
Zone of Sweet Air

4th Level

- Abjure
Detect Lie
Dimensional Anchor
Dimensional Folding
Divination
Earthmaw
Entrench
Fire Purge
Focus
Fortify
Free Action
Genius
Giant Insect
Hallucinatory Forest
Hold Plant
Hunger
Imbue With Spell Ability
Inverted Ethics
Join With Astral Traveler
Knurl
Leadership
Lower Water
Mental Domination
Modify Memory
Needlestorm
Neutralize Poison
Omniscient Eye
Plant Door
Polymorph Plant
Probability Control
Produce Fire
Protection From Evil, 10' R
Protection From Lightning
Rapport
Recitation
Reflecting Pool
Repel Insects
Solipsism
Speak With Plants
Spell Immunity
Sticks to Snakes
Suspended Animation
Tanglefoot
Thought Broadcast
Tongues
Tree Steed
Unfailing Endurance
Uplift
Weather Stasis
Windborne

Complete Priest

Spell List (LV 5-7)

5th Level

- 1 Age Object
- Air Walk
- Animal Growth
- Animal Summoning II
- 5 Animate Flame
- Anti-plant Shell
- Atonement
- Barrier of Retention
- Blessed Abundance
- 10 Champion's Strength
- Chaotic Commands
- Clear Path
- Cloud of Purification
- Cloudscape
- 15 Commune
- Commune With Nature
- Consequence
- Control Winds
- Cure Critical Wounds
- 20 Dimensional Translocation
- Disguise
- Dispel Evil
- Easy March
- Elemental Forbiddance
- 25 Extradim. Manipulation
- Extradimension. Pocket
- Flame Strike
- Grounding
- Illusory Artillery
- 30 Impeding Permission
- Impregnable Mind
- Insect Plague
- Magic Font
- Meld*
- 35 Memory Wrack
- Mindshatter
- Moonbeam
- Nature's Charm
- Othertime
- 40 Pass Plant
- Plane Shift
- Produce Ice
- Quest
- Rainbow
- 45 Raise Dead
- Repeat Action
- Righteous Wrath o.t. Faithful
- Shrieking Walls
- Spike Stones
- 50 Strengthen Stone
- Thornwrack
- Thoughtwave*
- Time Pool
- Transmute Rock to Mud
- 55 True Seeing
- Unceas. Vig.o.t.H.Sent.
- Undead Ward
- Wall of Fire

6th Level

- Aerial Servant
- Age Creature
- Animal Summoning III
- Animate Object
- Anti-animal Shell
- Blade Barrier
- Call Phoenix
- Command Monster
- Conjure Animals
- Conjure Fire Elemental
- Crushing Walls
- Disbelief
- Dragonbane
- Earthwrack
- Entropy Shield
- Find the Path
- Fire Seeds
- Forbiddance
- Gravity Variation
- Group Mind
- Heal
- Heroes' Feast
- Ivy Siege
- Land of Stability
- Legal Thoughts
- Liveoak
- Monster Mount
- Part Water
- Physical Mirror
- Reverse Time
- Seclusion
- Skip Day
- Sol's Searing Orb
- Speak With Monsters
- Spiritual Wrath*
- Stone Tell
- The Great Circle *
- Transmute Water to Dust
- Transport Via Plants
- Turn Wood
- Wall of Thorns
- Weather Summoning
- Word of Recall
- Whirlwind

7th Level

- Age Dragon
- Animate Rock
- Antimineral Shell
- Astral Spell
- Breath of Life
- Changestaff
- Chariot of Sustarre
- Confusion
- Conjure Air or Water Elemental
- Conjure Earth Elemental
- Control Weather
- Create Crypt Thing
- Creeping Doom
- Divine Inspiration
- Earthquake
- Exaction
- Fire Storm
- Gate
- Holy Word
- Hovering Road
- Illusory Fortifications
- Impervious Sanctity of Mind
- Mind Tracker
- Regenerate
- Reincarnate
- Restoration
- Resurrection
- Shadow Engines
- Spacewarp
- Spirit of Power*
- Succor
- Sunray
- Symbol
- Tentacle Walls
- Timelessness
- Transmute Metal to Wood
- Tree Spirit
- Tsunami
- Uncontrolled Weather
- Unwilling Wood
- Wind Walk

* indicates a cooperative spell

1st Level

- 1 Affect Normal Fires
- Alarm
- Armor
- Audible Glamer
- 5 Burning Hands
- Cantrip
- Change Self
- Charm Person
- Chill Touch
- 10 Color Spray
- Comprehend Languages
- Dancing Lights
- Detect Magic
- Detect Undead
- 15 Enlarge
- Erase
- Feather Fall
- Find Familiar
- Friends
- 20 Gaze Reflection
- Grease
- Hold Portal
- Hypnotism
- Identify
- 25 Jump
- Light
- Magic Missile
- Mending
- Message
- 30 Mount
- Nystul's Magical Aura
- Phantasmal Force
- Protection From Evil
- Read Magic
- 35 Shield
- Shocking Grasp
- Sleep
- Spider Climb
- Spook
- 40 Taunt
- Tenser's Floating Disc
- Unseen Servant
- Ventriloquism
- Wall of Fog
- 45 Wizard Mark

2nd Level

- Alter Self
- Bind
- Blindness
- Blur
- Continual Light
- Darkness, 15' Radius
- Deafness
- Deeppockets
- Detect Evil
- Detect Invisibility
- ESP
- Flaming Sphere
- Fog Cloud
- Fool's Gold
- Forget
- Glitterdust
- Hypnotic Pattern
- Improved Phantasmal Force
- Invisibility
- Irritation
- Knock
- Know Alignment
- Leomund's Trap
- Levitate
- Locate Object
- Magic Mouth
- Melf's Acid Arrow
- Mirror Image
- Misdirection
- Protection From Cantrips
- Pyrotechnics
- Ray of Enfeeblement
- Rope Trick
- Scare
- Shatter
- Spectral Hand
- Stinking Cloud
- Strength
- Summon Swarm
- Tasha's Uncontr.Hid.Laughter
- Web
- Whispering Wind
- Wizard Lock

3rd Level

- Blink
- Clairaudience
- Clairvoyance
- Delude
- Dispel Magic
- Explosive Runes
- Feign Death
- Fireball
- Flame Arrow
- Fly
- Gust of Wind
- Haste
- Hold Person
- Hold Undead
- Illusionary Script
- Infravision
- Invisibility, 10' Radius
- Item
- Leomund's Tiny Hut
- Lightning Bolt
- Melf's Minute Meteors
- Monster Summoning I
- Nondetection
- Phantom Steed
- Protection From Evil, 10' R
- Protect. Fr. Normal Missiles
- Secret Page
- Sepia Snake Sigil
- Slow
- Spectral Force
- Suggestion
- Tongues
- Vampiric Touch
- Water Breathing
- Wind Wall
- Wraithform

4th Level

- Charm Monster
- Confusion
- Contagion
- Detect Scrying
- Dig
- Dimension Door
- Emotion
- Enchanted Weapon
- Enervation
- Evard's Black Tentacles
- Extension I
- Fear
- Fire Charm
- Fire Shield
- Fire Trap
- Fumble
- Hallucinatory Terrain
- Ice Storm
- Illusionary Wall
- Improved Invisibility
- Leomund's Secure Shelter
- Magic Mirror
- Massmorph
- Minor Creation
- Minor Globe of Invulnerability
- Monster Summoning II
- Otiluke's Resilient Sphere
- Phantasmal Killer
- Plant Growth
- Polymorph Other
- Polymorph Self
- Rainbow Pattern
- Rary's Mnemonic Enhancer
- Remove Curse
- Shadow Monsters
- Shout
- Solid Fog
- Stoneskin
- Vacancy
- Wall of Fire
- Wall of Ice
- Wizard Eye

5th Level

- 1 Advanced Illusion
- Airy Water
- Animal Growth
- Animate Dead
- 5 Avoidance
- Bigby's Interposing Hand
- Chaos
- Cloudkill
- Cone of Cold
- 10 Conjure Elemental
- Contact Other Plane
- Demishadow Monsters
- Dismissal
- Distance Distortion
- 15 Domination
- Dream
- Extension II
- Fabricate
- False Vision
- 20 Feeblemind
- Hold Monster
- Leomund's Lament. Belab.
- Leomund's Secret Chest
- Magic Jar
- 25 Major Creation
- Monster Summoning III
- Mordenk.'s Faithful Hound
- Passwall
- Seeming
- 30 Sending
- Shadow Door
- Shadow Magic
- Stone Shape
- Summon Shadow
- 35 Telekinesis
- Teleport
- Transmute Rock to Mud
- Wall of Force
- Wall of Iron
- 40 Wall of Stone

6th Level

- Antimagic Shell
- Bigby's Forceful Hand
- Chain Lightning
- Conjure Animals
- Contingency
- Control Weather
- Death Fog
- Death Spell
- Demishadow Magic
- Disintegrate
- Enchant an Item
- Ensnarement
- Extension III
- Eyebite
- Geas
- Glasse
- Globe of Invulnerability
- Guards and Wards
- Invisible Stalker
- Legend Lore
- Lower Water
- Mass Suggestion
- Mirage Arcana
- Mislead
- Monster Summoning IV
- Mordenkainen's Lucubration
- Move Earth
- Otiluke's Freezing Sphere
- Part Water
- Permanent Illusion
- Programmed Illusion
- Project Image
- Reincarnation
- Repulsion
- Shades
- Stone to Flesh
- Tenser's Transformation
- Transmute Water to Dust
- True Seeing
- Veil

7th Level

- Banishment
- Bigby's Grasping Hand
- Charm Plants
- Control Undead
- Delayed Blast Fireball
- Drawmij's Instant Summons
- Duo-Dimension
- Finger of Death
- Forcecage
- Limited Wish
- Mass Invisibility
- Monster Summoning V
- Mordenk.'s Magnif. Mansion
- Mordenkainen's Sword
- Phase Door
- Power Word, Stun
- Prismatic Spray
- Reverse Gravity
- Sequester
- Shadow Walk
- Simulacrum
- Spell Turning
- Statue
- Teleport Without Error
- Vanish
- Vision

8th Level

- Antipathy-Sympathy
- Bigby's Clenched Fist
- Binding
- Clone
- Demand
- Glassteel
- Incendiary Cloud
- Mass Charm
- Maze
- Mind Blank
- Monster Summoning VI
- Otiluke's Telekinetic Sphere
- Otto's Irresistible Dance
- Permanency
- Polymorph Any Object
- Power Word, Blind
- Prismatic Wall
- Screen
- Serten's Spell Immunity
- Sink
- Symbol
- Trap the Soul

9th Level

- 1 Astral Spell
- Bigby's Crushing Hand
- Crystalbrittle
- Energy Drain
- 5 Foresight
- Gate
- Imprisonment
- Meteor Swarm
- Monster Summoning VII
- 10 Mordenkainen's Disjunction
- Power Word, Kill
- Prismatic Sphere
- Shape Change
- Succor
- 15 Temporal Stasis
- Time Stop
- Weird
- Wish

* *Italicized spells are reversible.*

Separated Wizard

1st Level

- 1 Conjure Spell Component
- Fire Burst
- Fist of Stone
- Hornung's Guess*
- 5 Lasting Breath
- Metamorphose Liquids
- Murdock's Feathery Flyer
- Nahal's Reckless Dweomer*
- Patternweave*
- 10

15

Spell List (LV 1-9)

2nd Level

- Chaos Shield*
- Hornung's Baneful Deflector*
- Insatiable Thirst
- Maximilian's Earthen Grasp
- Nahal's Nonsensical Nullifier*
- Past Life
- Protection From Paralysis
- Ride the Wind
- Sense Shifting

3rd Level

- Alacrity
- Alamir's Fund. Breakdown
- Alternate Reality*
- Augmentation I
- Far Reaching I
- Fireflow*
- Fool's Speech*
- Lorloveim's Creep. Shadow
- Maximilian's Stony Grasp
- Minor Malison
- Spirit Armor
- Squaring the Circle
- Watery Double
- Wizard Sight

Tome of Magic

4th Level

- Dilation I
- Divination Enhancement
- Far Reaching II
- Greater Malison
- Locate Creature
- Mask of Death
- Minor Spell Turning
- Mordenkainen's Celerity
- Summon Lycanthrope
- There/Not There*
- Thunder Staff
- Turn Pebble to Boulder*
- Unluck*

5th Level

- 1 Far Reaching III
- Khazid's Procurement
- Lower Resistance
- Magic Staff
- 5 Mind Fog
- Safeguarding
- Von Gasik's Refusal
- Vortex*
- Waveform*
- 10

6th Level

- Augmentation II
- Bloodstone's Spectral Steed
- Claws of the Umber Hulk
- Dilation II
- Forest's Fiery Constrictor
- Lorloveim's Shadowy
- Transformation
- Wildshield*
- Wildstrike*

7th Level

- Acid Storm
- Bloodstone's Frightf. Joining
- Hatch the Stone Fr. the Egg
- Hornung's Surge Selector*
- Intensify Summoning
- Malec-Keth's Flame Fist
- Shadowcat
- Spell Shape*
- Steal Enchantment
- Suffocate

8th Level

- Abi-Dalzim's Horrid Wilting
- Airboat
- Gunther's Kaleidoscop. Strike
- Homunculus Shield
- Hornung's Random Dispatcher*
- Wildzone*

9th Level

- 1 Chain Contingency
- Elemental Aura
- Estate Transference
- Glorious Transmutation
- 5 Stabilize*
- Wail of the Banshee
- Wildfire*
- Wildwind*

* Italicized spells are reversible.

Separated Wizard

Spell List (LV 1-9)

PlayersOption: Spells & Magic

1st Level

- 1 Detect Phase
- Detect Secret Pass. & Portals
- Dictation
- Expeditious Retreat
- 5 Protection from Vermin
- Ray of Fatigue

2nd Level

- Cat's Grace
- Displace Self
- Moon Rune
- Protection from Poison
- Wall of Gloom

3rd Level

- Bands of Sirellyn
- Lance of Disruption
- Lesser Sign of Sealing
- Protection from Amorphs
- Solvent of Corrosion
- Wall of Water

4th Level

- Conjure Elemental-Kin
- Improved Strength
- Lesser Geas
- Mordenk.'s Force Missiles
- Psychic Protection
- Ultravision
- Vitriolic Sphere

5th Level

- 1 Improved Blink
- Leomund's Hidden Lodge
- Proofing versus Combustion
- Prying Eyes
- 5 Rusting Grasp
- Tenser's Destructive
- Resonance
- Vile Venom

6th Level

- Arrow of Bone
- Dimensional Blade
- Etherealness
- Greater Sign of Sealing
- Superior Magnetism
- Trollish Fortitude

7th Level

- Descent into Madness
- Neutralize Gas
- Persistence
- Seven-Eyes

8th Level

- Analyze Dweomer
- Heart of Stone
- Iron Body

9th Level

- 1 Programmed Amnesia
- Sphere of Ultim. Destruction

Separated Wizard

Spell List (LV 1-8)

The Complete Wizards Handbook

1st Level

- 1 Copy
- Chromatic Orb
- Corpse Visage
- Detect Disease
- 5 Divining Rod
- Protection fr. Hunger & Thirst

2nd Level

- Choke
- Death Recall
- Detect Life
- Filter
- Ghoul Touch
- Ice Knife
- Vocalize

3rd Level

- Bone Club
- Delay Death
- Hovering Skull
- Invisible Mail
- Iron Mind
- Pain Touch
- Snapping Teeth

4th Level

- Duplicate
- Fire Aura
- Halo of Eyes
- Otiluke's Dispelling Screen
- Wind Breath

5th Level

- 1 Force Shapechange
- Invulnerab. t. Nor. Weapons
- Know Value
- Mordenkainen's Private
- 5 Sanctum
- Mummy Rot
- Rary's Telepathic Bond
- Throbbing Bones
- Wall of Bones

6th Level

- Blackmantle
- Dragon Scales
- Invulnerab. to Mag. Weapons
- Tentacles

7th Level

- Zombie Double

8th Level

- Defoliate
- Fear Ward
- Shadow Form

Separated Wizard

Spell List (LV 1-4)

The Complete Bards Handbook

1st Level

- 1 Alter Instrument
- Sound Bubble

2nd Level

- Silence 15' Radius

3rd Level

- Improved Magic Mouth
- Instant Audience
- Wall of Sound

4th Level

- Conjure Cabinet

Separated Wizard

Spell List (LV 1-5)

The Complete Book of Elves

1st Level

- 1 ----

2nd Level

- Camouflage*
- Seeking*

3rd Level

4th Level

5th Level

- 1 Conduit

** These spells are available both as wizard and priest spells.*

Separated Wizard

Spell List (LV 6-7)

Monster Manual

6th Level

- 1 Curse of Lycanthropy

7th Level

- 1 Create Crypt Thing*

** This spell is available both as a wizard and priest spell.*

AD&D 2nd Edition

The Complete Book of Spells – The core spells V. 1.3.1

Separated Priest

1st Level

- 1 Animal Friendship
- Bless
- Combine
- Command
- 5 Create Water
- Cure Light Wounds
- Detect Evil
- Detect Magic
- Detect Poison
- 10 Detect Snares & Pits
- Endure Cold
- Entangle
- Faerie Fire
- Invisibility to Animals
- 15 Invisibility to Undead
- Light
- Locate Animals or Plants
- Magical Stone
- Pass Without Trace
- 20 Protection From Evil
- Purify Food & Drink
- Remove Fear
- Sanctuary
- Shillelagh
- 25
- 30

5th Level

- 1 Air Walk
- Animal Growth
- Animal Summoning II
- Anti-plant Shell
- 5 Atonement
- Commune
- Commune With Nature
- Control Winds
- Cure Critical Wounds
- 10 Dispel Evil
- Flame Strike
- Insect Plague
- Magic Font
- Moonbeam
- 15 Pass Plant
- Plane Shift
- Quest
- Rainbow
- Raise Dead
- 20 Spike Stones
- Transmute Rock to Mud
- True Seeing
- Wall of Fire

Spell List (LV 1-7)

2nd Level

- Aid
- Augury
- Barkskin
- Chant
- Charm Person or Mammal
- Detect Charm
- Dust Devil
- Enthrall
- Find Traps
- Fire Trap
- Flame Blade
- Goodberry
- Heat Metal
- Hold Person
- Know Alignment
- Messenger
- Obscurement
- Produce Flame
- Resist Fire/Resist Cold
- Silence, 15' Radius
- Slow Poison
- Snake Charm
- Speak With Animals
- Spiritual Hammer
- Trip
- Warp Wood
- Withdraw
- Wyvern Watch

6th Level

- Aerial Servant
- Animal Summoning III
- Animate Object
- Anti-animal Shell
- Blade Barrier
- Conjure Animals
- Conjure Fire Elemental
- Find the Path
- Fire Seeds
- Forbiddance
- Heal
- Heroes' Feast
- Liveoak
- Part Water
- Speak With Monsters
- Stone Tell
- Transmute Water to Dust
- Transport Via Plants
- Turn Wood
- Wall of Thorns
- Weather Summoning
- Word of Recall

3rd Level

- Animate Dead
- Call Lightning
- Continual Light
- Create Food & Water
- Cure Blindness or Deafness
- Cure Disease
- Dispel Magic
- Feign Death
- Flame Walk
- Glyph of Warding
- Hold Animal
- Locate Object
- Magical Vestment
- Meld Into Stone
- Negative Plane Protection
- Plant Growth
- Prayer
- Protection From Fire
- Pyrotechnics
- Remove Curse
- Remove Paralysis
- Snares
- Speak With Dead
- Spike Growth
- Starshine
- Stone Shape
- Summon Insects
- Tree
- Water Breathing
- Water Walk

7th Level

- Animate Rock
- Astral Spell
- Changestaff
- Chariot of Sustarre
- Confusion
- Conjure Earth Elemental
- Control Weather
- Creeping Doom
- Earthquake
- Exaction
- Fire Storm
- Gate
- Holy Word
- Regenerate
- Reincarnate
- Restoration
- Resurrection
- Succor
- Sunray
- Symbol
- Transmute Metal to Wood
- Wind Walk

Players Handbook

4th Level

- Abjure
- Animal Summoning I
- Call Woodland Beings
- Cloak of Bravery
- Control Temperature, 10' R
- Cure Serious Wounds
- Detect Lie
- Divination
- Free Action
- Giant Insect
- Hallucinatory Forest
- Hold Plant
- Imbue With Spell Ability
- Lower Water
- Neutralize Poison
- Plant Door
- Produce Fire
- Protection From Evil, 10' R
- Protection From Lightning
- Reflecting Pool
- Repel Insects
- Speak With Plants
- Spell Immunity
- Sticks to Snakes
- Tongues

Separated Priest

1st Level

- 1 Analyze Balance
- Anti-Vermin Barrier
- Call Upon Faith
- Courage
- 5 Emotion Read
- Know Age
- Know Direction
- Know Time
- Log of Everburning
- 10 Mistaken Missive
- Morale
- Personal Reading
- Ring of Hands**
- Sacred Guardian
- 15 Speak W. Astral Traveler
- Thought Capture
- Weighty Chest

Spell List (LV 1-7)

2nd Level

- Aura of Comfort
- Calm Chaos
- Create Holy Symbol
- Dissension's Feast
- Draw Upon Holy Might
- Emotion Perception
- Frisky Chest
- Hesitation
- Idea
- Lighten Load
- Mind Read
- Moment
- Music of the Spheres
- Mystic Transfer*
- Nap
- Rally
- Sanctify**
- Zone of Truth

3rd Level

- Accelerate Healing
- Adaptation
- Astral Window
- Caltrops
- Choose Future
- Create Campsite
- Efficacious Monster Ward
- Emotion Control
- Extradimensional Detection
- Helping Hand
- Invisibility Purge
- Know Customs
- Line of Protection*
- Memory Read
- Miscast Magic
- Moment Reading
- Random Causality
- Rigid Thinking
- Slow Rot
- Squeaking Floors
- Strength of One
- Telepathy
- Telethaumaturgy
- Thief's Lament
- Unearthly Choir*
- Zone of Sweet Air

Tome of Magic

4th Level

- Addition
- Age Plant
- Blessed Warmth
- Body Clock
- Chaotic Combat
- Chaotic Sleep
- Circle of Privacy
- Compulsive Order
- Defensive Harmony
- Dimensional Folding
- Fire Purge
- Focus*
- Fortify*
- Genius
- Inverted Ethics
- Join With Astral Traveler
- Leadership
- Mental Domination
- Modify Memory
- Probability Control
- Rapport
- Solipsism
- Tanglefoot*
- Thought Broadcast
- Tree Steed
- Uplift*
- Weather Stasis

5th Level

- 1 *Age Object*
- Barrier of Retention
- Blessed Abundance
- Champion's Strength
- 5 Chaotic Commands
- Clear Path*
- Cloud of Purification
- Consequence
- Disguise
- 10 Easy March
- Elemental Forbiddance
- Extradimens.Manipulation
- Extradimensional Pocket
- Grounding
- 15 Illusory Artillery
- Impeding Permission
- Meld*
- Memory Wrack
- Mindshatter
- 20 Repeat Action
- Shrieking Walls
- Thoughtwave*
- Time Pool
- Unc. Vigil.o.t. H. Sentinel
- 25 Undead Ward

6th Level

- Age Creature*
- Crushing Walls
- Disbelief
- Dragonbane
- Gravity Variation
- Group Mind
- Land of Stability
- Legal Thoughts
- Monster Mount
- Physical Mirror
- Reverse Time
- Seclusion
- Skip Day
- Sol's Searing Orb
- Spiritual Wrath*
- The Great Circle **

7th Level

- Age Dragon
- Breath of Life*
- Divine Inspiration
- Hovering Road
- Illusory Fortifications
- Mind Tracker
- Shadow Engines
- Spacewarp
- Spirit of Power*
- Tentacle Walls
- Timelessness
- Uncontrolled Weather

Separated Priest

1st Level

- 1 Astral Celerity
- Battlefate
- Blessed Watchfulness
- Calculate
- 5 Calm Animals
- Dispel Fatigue
- Firelight
- Orison
- Protection from Chaos
- 10 Strength of Stone
- Sunscorch
- Wind Column

Spell List (LV 1-7)

2nd Level

- Astral Awareness
- Chaos Ward
- Cure Moderate Wounds
- Ethereal Barrier
- Iron Vigil
- Resist Acid and Corrosion
- Restore Strength
- Soften Earth and Stone
- Watery Fist

3rd Level

- Control Animal
- Detect Spirits
- Dictate
- Etherealness
- Fortify
- Summon Animal Spirit
- Hold Poison
- Repair Injury
- Unfailing Premonition
- Weather Prediction
- Wind Servant

Players Option: Spells & Magic

4th Level

- Adamantite Mace
- Dimensional Anchor
- Entrench
- Omniscient Eye
- Recitation
- Suspended Animation
- Unfailing Endurance
- Windborne

5th Level

- 1 Animate Flame
- Dimensional Translocation
- Impregnable Mind
- Othertime
- 5 Produce Ice
- Righteous Wr. Of t.Faithful

6th Level

- Command Monster
- Entropy Shield
- Whirlwind

7th Level

- Antimineral Shell
- Con.Air or Water Elemental
- Imperv. Sanct. o. Mind
- Tsunami

Separated Priest

1st Level

1 Beastmask
Puffball
Whisperward

5

5th Level

1 Cloudscape
Nature's Charm
Strengthen Stone
Thornwrack

5

Spell List (LV 1-7)

2nd Level

Animal Spy
Beastspite
Fortifying Stew
Gift of Speech

6th Level

Earthwrack
Ivy Siege

3rd Level

Pass Without Trace, 10' R
Shape Wood

7th Level

Tree Spirit
Unwilling Wood

The Complete Druids Handbook

4th Level

Detect Animal Attacker
Earthmaw
Hunger
Knurl
Needlestorm

Separated Priest

1st Level

1 Allergy Field
Recover Trail
Revitalize Animal

Spell List (LV 1-4)

2nd Level

Animal Eyes
Locate Animal Follower

3rd Level

Call Follower
Chatterbark
Animal Trick
Polymorph Plant

The Complete Rangers Handbook

4th Level

Separated Priest

1st Level

1 -----

5th Level

1 -----*

* "Conduit" is not available as a priest spell (S. Wizard spells)

Spell List (LV 1-5)

2nd Level

Camouflage*
Seeking*

3rd Level

* These spells both are available as wizard and priest spells.

The Complete Book of Elves

4th Level

Separated Priest

6th Level

1 Call Phoenix

Spell List (LV 6-7)

7th Level

1 Create Crypt Thing*

Monster Manual

* This spell is available both as a wizard and priest spell.

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The Complete Book of Spells – The core spells V. 1.3.1

Druid Spell List

(The Original)

With minor Divination sphere

Level 1

Allergic Field (TCRH)
Analyze Balance (TOM)
Animal Friendship
Beastmask (TCDH)
Bless
Calm Animals (PO S&M)
Combine
Create Water
Cure Light Wounds
Detect Evil
Detect Magic
Detect Poison
Detect Snares & Pits
Entangle
Faerie Fire
Firelight (POS&M)
Invisibility to Animals
Locate Animals or Plants
Log of Everburning (TOM)
Orison
Pass without Trace
Puffball (TCDH)
Purify Food & Drink
Recover Trail (TCRH)
Revitalize Animal (TCRH)
Shillelagh
Strength of Stone (POS&M)
Whisperward (TCDH)
Wind Column (PO S&M)

Level 5

Air Walk
Animal Growth
Animal Summoning II
Animate Flame (POS&M)
Anti-plant Shell
Atonement
Cloud of Purification (TOM)
Cloudscape (TCDH)
Commune
Commune with Nature
Control Winds
Cure Critical Wounds
Elemental Forbiddance (TOM)
Insect Plague
Meld (TOM)
Nature's Charm (TCDH)
Pass Plant
Produce Ice (PO S&M)
Quest
Rainbow
Spike Stones
Strengthen Stone (TCDH)
Thornwrack (TCDH)
Transmute Rock to Mud
True Seeing
Wall of Fire

Level 2

Animal Eyes (TCRH)
Animal Spy (TCDH)
Augury
Barkskin
Beastspite (TCDH)
Camouflage (TCBoE)*
Chant
Charm Person or Mammal
Cure Mod. Wounds (POS&M)
Detect Charm
Dust Devil
Find Traps
Fire Trap
Flame Blade
Fortifying Stew (TCDH)
Gift of Speech (TCDH)
Goodberry
Heat Metal
Know Alignment
Locate Animal Foll. (TCDH)
Messenger
Mystic Transfer (TOM)
Obscurement
Produce Flame
Sanctify (TOM)
Slow Poison
Snake Charm
Soften Earth & Stone (POS&M)
Speak with Animals
Trip
Warp Wood
Watery Fist (PO S&M)

* *"Camouflage"* is a spell from the elven race and is only available with the allowance of the DM

Level 6

Animal Summoning III
Anti-animal Shell
Call Phoenix (MM I)
Conjure Fire Elemental
Earthwrack (TCDH)
Fire Seeds
Heal
Ivy Siege (TCDH)
Liveoak
Part Water
Speak with Monsters
Stone Tell
Transmute Water to Dust
Transport Via Plants
Turn Wood
Wall of Thorns
Weather Summoning
Whirlwind (POS&M)

Level 3

Call Follower (TCRH)
Call Lightning
Chatterbark (TCRH)
Cure Blindness or Deafness
Cure Disease
Control Animal**
Detect Spirits (POS&M)
Dispel Magic
Extradimen. Detect. (TOM)
Flame Walk
Hold Animal
Hold Poison (P S&M)
Locate Object
Meld into Stone
Pass w/o. trace, 10'R (TCDH)
Plant Growth
Protection from Fire
Pyrotechnics
Remove Curse
Repair Injury (POS&M)
Shapewood (TCDH)
Slow Rot (TOM)
Snare
Speak with Dead
Spike Growth
Stone Shape
Summon Insects
Tree
Water Breathing
Water Walk
Weather Prediction (POS&M)
Wind Servant (POS&M)
Zone of Sweet Air (TOM)

Level 7

Animate Rock
Antimineral Shell (POS&M)
Changestaff
Chariot of Sustarre
Conj.Air Elemental (POS&M)
Conjure Earth Elemental
Conj.Water Element. (POS&M)
Control Weather
Creeping Doom
Earthquake
Fire Storm
Gate
Regenerate
Reincarnate
Transmute Metal to Wood
Tree Spirit (TCDH)
Tsunami (PO S&M)
Unwilling Wood (TCDH)
Wind Walk

Level 4

Adamantite Mace (POS&M)
Animal Summoning I
Animal Trick (TCRH)
Call Woodland Beings
Control Temperature, 10' R
Cure Serious Wounds
Detect Animal Attacker (TCDH)
Earthmaw (TCDH)
Focus (TOM)
Fortify* (TOM)
Giant Insect
Hallucinatory Forest
Hold Plant
Hunger (TCDH)
Knurl (TCDH)
Lower Water
Needlestorm (TCDH)
Neutralize Poison
Plant Door
Polymorph Plant (TCRH)
Produce Fire
Protection from Lightning
Reflecting Pool
Repel Insects
Speak with Plants
Sticks to Snakes
Tongues
Uplift (TOM)
Weather Stasis (TOM)
Windborne (POS&M)

Major Spell Spheres:

All, Animal, Elemental (all), Healing, Plant, Weather

Minor Spell Spheres:

Divination

(V.1.3.1)

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The Complete Book of Spells – The core spells V. 1.3.1

Druid Spell List

(Revised: PO S&M)

With major Sun sphere w/o
minor Divination sphere

Level 1

Allergic Field (TCRH)
Animal Friendship
Beastmask
Bless
Calm Animals (POS&M)
Combine
Create Water
Cure Light Wounds
Detect Magic
Entangle
Faerie Fire
Firelight (POS&M)
Invisibility to Animals
Light
Locate Animals or Plants
Log of Everburning (TOM)
Orison
Pass without Trace
Puffball (TCDH)
Purify Food & Drink
Recover Trail (TCRH)
Revitalize Animal (TCRH)
Shillelagh
Strength of Stone (POS&M)
Sunsorch (DMO S&M)
Whisperward (TCDH)
Wind Column (POS&M)

Level 2

Animal Eyes (TCRH)
Animal Spy (TCDH)
Barkskin
Beastspite (TCDH)
Camouflage (TCBoE)*
Chant
Charm Person or Mammal
Cure Mod. Wounds (POS&M)
Dust Devil
Fire Trap
Flame Blade
Fortifying Stew (TCDH)
Gift of Speech (TCDH)
Goodberry
Heat Metal
Locate Animal Foll. (TCDH)
Messenger
Mystic Transfer (TOM)
Obscurement
Produce Flame
Sanctify (TOM)
Slow Poison
Snake Charm
Soften Earth & Stone (POS&M)
Speak with Animals
Trip
Warp Wood
Watery Fist (PO S&M)

* *“Camouflage” is a spell from the elven race and is only available with the allowance of the DM*

Level 3

Call Follower (TCRH)
Call Lightning
Chatterbark (TCRH)
Cure Blindness or Deafness
Cure Disease
Control Animal**
Continual Light
Dispel Magic
Flame Walk
Hold Animal
Hold Poison (POS&M)
Meld into Stone
Pass w/o trace, 10'R (TCDH)
Plant Growth
Protection from Fire
Pyrotechnics
Remove Curse
Repair Injury (POS&M)
Shapewood (TCDH)
Slow Rot (TOM)
Snare
Spike Growth
Starshine
Stone Shape
Summon Insects
Tree
Water Breathing
Water Walk
Weather Prediction (POS&M)
Wind Servant (POS&M)
Zone of Sweet Air (TOM)

Level 4

Adamantite Mace (POS&M)
Animal Summoning I
Animal Trick (TCRH)
Blessed Warmth
Call Woodland Beings
Control Temperature, 10' R
Cure Serious Wounds
Det. Animal Attacker (TCDH)
Earthmaw (TCDH)
Focus (TOM)
Fortify* (TOM)
Giant Insect
Hallucinatory Forest
Hold Plant
Hunger (TCDH)
Knurl (TCDH)
Lower Water
Needlestorm (TCDH)
Neutralize Poison
Plant Door
Polymorph Plant (TCRH)
Produce Fire
Protection from Lightning
Reflecting Pool
Repel Insects
Speak with Plants
Starshine
Sticks to Snakes
Tongues
Uplift (TOM)
Weather Stasis (TOM)
Windborne (POS&M)

Level 5

Air Walk
Animal Growth
Animal Summoning II
Animate Flame (POS&M)
Anti-plant Shell
Atonement
Blessed Warmth (TOM)
Cloud of Purification (TOM)
Cloudscape (TCDH)
Commune
Commune with Nature
Control Winds
Cure Critical Wounds
Elemental Forbiddance (TOM)
Insect Plague
Meld (TOM)
Moonbeam
Nature's Charm (TCDH)
Pass Plant
Produce Ice (PO S&M)
Quest
Rainbow
Spike Stones
Strengthen Stone (TCDH)
Thornwrack (TCDH)
Transmute Rock to Mud
True Seeing
Wall of Fire

Level 6

Animal Summoning III
Anti-animal Shell
Call Phoenix (MM I)
Conjure Fire Elemental
Earthwrack (TCDH)
Fire Seeds
Heal
Ivy Siege (TCDH)
Liveoak
Part Water
Sol's Searing Orb (TOM)
Speak with Monsters
Stone Tell
The great circle (TOM)
Transmute Water to Dust
Transport Via Plants
Turn Wood
Wall of Thorns
Weather Summoning
Whirlwind (POS&M)

Level 7

Animate Rock
Antimineral Shell (POS&M)
Changestaff
Chariot of Sustarre
Conj.Air Elemental (POS&M)
Conjure Earth Elemental
Conj.Water Element. (POS&M)
Control Weather
Creeping Doom
Earthquake
Fire Storm
Gate
Regenerate
Reincarnate
Sunray
Transmute Metal to Wood
Tree Spirit (TCDH)
Tsunami (POS&M)
Unwilling Wood (TCDH)
Wind Walk

Major Spell Spheres:

*All, Animal, Elemental (all),
Healing, Plant, Sun, Weather*

Minor Spell Spheres:

(V.1.3.1)

Paladin Spell List

Level 1

Analyze Balance (TOM)
Command
Cure Light Wounds
Detect Evil
Detect Poison
Detect Snares & Pits
Endure Cold
Magical Stone
Protection from Evil
Ring of Hands* (TOM)
Sanctuary
Shillelagh

Level 2

Aid
Augury
Barkskin
Cure Mod. Wounds (POS&M)
Detect Charm
Find Traps
Fortifying Stew (TCDH)
Know Alignment
Resist Acid & Corr. (POS&M)
Resist Fire
Seeking (TCBoE)*
Slow Poison
Spiritual Hammer
Withdraw

Level 3

Cure Blindness or Deafness
Cure Disease
Detect Spirits (POS&M)
Extradim. Detection (TOM)
Hold Poison (POS&M)
Line of Protection (TOM)
Locate Object
Magical Vestment
Negative Plane Protection
Prayer
Protection from Fire
Remove Paralysis
Repair Injury (POS&M)
Speak with Dead
Unearthly Choir* (TOM)

Level 4

Cure Serious Wounds
Detect Lie
Divination
Fortify* (TOM)
Neutralize Poison
Omniscient Eye (POS&M)
Protection from Evil, 10' R
Protection from Lightning
Recitation (POS&M)
Repel Insects
Spell Immunity

* *“Seeking”* belongs to the elven race and is only available with the allowance of the DM

Spell Spheres:

Combat, Divination, Healing, Protection

Ranger Spell List

Level 1

Allergic Field (TCRH)
Animal Friendship
Beastmask (TCDH)
Calm Animals (PO S&M)
Detect Snares & Pits
Entangle
Invisibility to Animals
Locate Animals or Plants
Pass without Trace
Puffball (TCDH)
Recover Trail (TCRH)
Revitalize Animal (TCRH)
Shillelagh

Level 2

Animal Eyes (TCRH)
Animal Spy (TCDH)
Barkskin
Beastspite (TCDH)
Camouflage (TCBoE)*
Charm Person or Mammal
Gift of Speech (TCDH)
Goodberry
Locate Anim. Follower (TCDH)
Messenger
Snake Charm
Speak with Animals
Trip
Warp Wood

Level 3

Call Follower (TCRH)
Chatterbark (TCRH)
Control Animal**
Hold Animal
Pass w/o trace, 10' R (TCDH)
Plant Growth
Shapewood (TCDH)
Slow Rot (TOM)
Snare
Summon Insects
Spike Growth
Tree

* *“Camouflage”* is a spell from the elven race and is only available with the allowance of the DM

Spell Spheres:

Animal, Plant

(V.1.3.1)

Cleric Spell List

(Original)

Level 1

Analyze Balance (TOM)
Astral Celerity (POS&M)
Bless
Bless.Watchful. (POS&M)
Call Upon Faith (TOM)
Combine
Command
Create Water
Cure Light Wounds
Detect Evil
Detect Magic
Detect Poison
Detect Snares & Pits
Dispel Fatigue (POS&M)
Endure Cold
Firelight (POS&M)
Invisibility to Undead
Light
Log o.Everburning (TOM)
Magical Stone
Orison
Protection from Evil
Purify Food & Drink
Remove Fear
Ring of Hands (TOM)
Sacred Guardian (TOM)
Sanctuary
Shillelagh
Speak w.Ast.Trav. (TOM)
Strength o.St. (POS&M)
Sunsorch (POS&M)
Whisperward (TCDH)
Wind Column (POS&M)

Level 2

Aid
Astral Awareness (POS&M)
Augury
Barkskin
Chant
Create Holy Symbol (TOM)
Cure Moder. Wounds (POS&M)
Detect Charm
Draw Upon Holy Might (TOM)
Dust Devil
Enthrall
Ethereal Barrier (POS&M)
Find Traps
Fire Trap
Flame Blade
Fortifying Stew (TCDH)
Heat Metal
Hold Person
Iron Vigil (POS&M)
Know Alignment
Messenger
Music of the Spheres (TOM)
Mystic Transfer (TOM)
Produce Flame
Resist Acid & Corr. (POS&M)
Resist Fire
Restore Strength (POS&M)
Sanctify (TOM)
Seeking (TCBoE)*
Silence, 15' Radius
Slow Poison
Snake Charm
Soften Earth & Stone (POS&M)
Spiritual Hammer
Watery Fist (POS&M)
Withdraw
Wyvern Watch

* *“Seeking”* belongs to the elven race and is only available with the allowance of the DM

Level 3

Animate Dead
Astral Window (TOM)
Continual Light
Create Food & Water
Cure Blindness or Deafness
Cure Disease
Detect Spirits (POS&M)
Dictate (POS&M)
Dispel Magic
Emotion Control (TOM)
Etherealness (POS&M)
Extradimens. Detection (TOM)
Feign Death
Flame Walk
Glyph of Warding
Hold Poison (POS&M)
Line of Protection (TOM)
Locate Object
Magical Vestment
Meld into Stone
Negative Plane Protection
Prayer
Protection from Fire
Pyrotechnics
Remove Curse
Remove Paralysis
Repair Injury (POS&M)
Speak with Dead
Starshine
Stone Shape
Sum. Animal Spirit (POS&M)
Unearthly Choir* (TOM)
Water Breathing
Water Walk
Wind Servant (POS&M)
Zone of Sweet Air (TOM)

Level 4

Abjure
Blessed Warmth (TOM)
Call Woodland Beings
Cloak of Bravery
Cure Serious Wounds
Detect Lie
Dimensional Anchor
Divination
Focus (TOM)
Fortify* (TOM)
Free Action
Imbue with Spell Ability
Join w. Astral Traveler (TOM)
Neutralize Poison
Omniscient Eye (POS&M)
Protection from Evil, 10' R
Protection from Lightning
Recitation (POS&M)
Repel Insects
Spell Immunity
Suspended Animat. (POS&M)
Tongues
Unfailing Endurance (POS&M)
Uplift (TOM)

Level 5

Anti-plant Shell
Atonement
Blessed Abundance (TOM)
Commune
Commune with nature
Consequence (TOM)
Cure Critical Wounds
Dimens. Transl. (POS&M)
Dispel Evil
Flame Strike
Impregn. Mind (POS&M)
Insect Plague
Magic Font
Meld (TOM)
Moonbeam
Plane Shift
Quest
Rainbow
Raise Dead
Right.W.o.t.Faith. (POS&M)
True Seeing
Unc.Vig.o.t.H.Sent. (TOM)

Level 6

Aerial Servant
Animate Object
Anti-animal Shell
Blade Barrier
Command Monster (POS&M)
Conjure Animals
Earthwrack (TCDH)
Find the Path
Forbiddance
Heal
Heroes' Feast
Sol's Searing Orb (TOM)
Speak with Monsters
Spiritual Wrath* (TOM)
Stone Tell
The Great Circle (TOM)
Word of Recall

Level 7

Antimineral Shell (PO S&M)
Astral Spell
Confusion
Create Crypt Thing (MM I)
Divine Inspiration (TOM)
Exaction
Gate
Holy Word
Imp. Sanct. o.Mind (POS&M)
Mind Tracker (TOM)
Regenerate
Reincarnate
Restoration
Resurrection
Spirit of Power (TOM)
Succor
Sunray
Symbol

Major Spell Spheres:

All, Astral, Charm, Combat, Creation, Divination, Guardian, Healing, Necromantic, Protection, Summoning, Sun

Minor Spell Spheres:

Elemental (all)

(V.1.3.1)

Cleric Spell List

(Revised; PO S&M)

Without sun sphere, elemental fire and elemental air

Level 1

Analyze Balance (TOM)
Astral Celerity (POS&M)
Bless
Bless. Watchfuln. (POS&M)
Call Upon Faith (TOM)
Combine
Command
Create Water
Cure Light Wounds
Detect Evil
Detect Magic
Detect Poison
Dispel Fatigue (POS&M)
Endure Cold
Invisibility to Undead
Magical Stone
Orison
Protection from Evil
Purify Food & Drink
Remove Fear
Ring of Hands (TOM)
Sacred Guardian (TOM)
Sanctuary
Speak w. Astr. Trav. (TOM)
Strength of Stone (POS&M)
Whisperward (TCDH)

Level 2

Aid
Astral Awareness (POS&M)
Augury
Chant
Create Holy Symbol (TOM)
Cure Moderate Wounds
Detect Charm
Draw Upon Holy Might (TOM)
Ethereal Barrier (POS&M)
Enthrall
Find Traps
Fortifying Stew (TCDH)
Hold Person
Iron Vigil (POS&M)
Messenger
Music of the Spheres (TOM)
Mystic Transfer (TOM)
Resist Acid & Corr. (POS&M)
Resist Fire
Restore Strength (POS&M)
Sanctify (TOM)
Seeking (TCBoE)*
Silence, 15' Radius
Slow Poison
Snake Charm
Soften Earth & Stone (POS&M)
Spiritual Hammer
Watery Fist (POS&M)
Withdraw
Wyvern Watch

Level 3

Animate Dead
Astral Window (TOM)
Create Food & Water
Cure Blindness or Deafness
Cure Disease
Detect Spirits (POS&M)
Dictate (POS&M)
Dispel Magic
Emotion Control (TOM)
Etherealness (POS&M)
Extradimens. Detection (TOM)
Feign Death
Glyph of Warding
Hold Poison (POS&M)
Line of Protection (TOM)
Locate Object
Magical Vestment
Meld into Stone
Negative Plane Protection
Prayer
Protection from Fire
Remove Curse
Remove Paralysis
Repair Injury (POS&M)
Speak with Dead
Stone Shape
Sum. Animal Spirit (POS&M)
Unearthly Choir* (TOM)
Water Breathing
Water Walk

Level 4

Abjure
Cloak of Bravery
Cure Serious Wounds
Detect Lie
Dimensional Anchor
Divination
Focus (TOM)
Fortify* (TOM)
Free Action
Imbue with Spell Ability
Join w. Astral Traveler (TOM)
Neutralize Poison
Omniscient Eye (POS&M)
Protection from Evil, 10' R
Protection from Lightning
Recitation (POS&M)
Spell Immunity
Suspended Animat. (POS&M)
Tongues
Unfailing Endurance (POS&M)
Uplift (TOM)

* "*Seeking*" belongs to the elven race and is only available with the allowance of the DM

Level 5

Anti-plant Shell
Atonement
Blessed Abundance (TOM)
Commune
Consequence (TOM)
Cure Critical Wounds
Dimens. Transl. (POS&M)
Dispel Evil
Flame Strike
Impregn. Mind (PO S&M)
Magic Font
Meld (TOM)
Plane Shift
Quest
Raise Dead
Right.W.o.t.Faith. (POS&M)
True Seeing
Unce. Vig.o.t.H.Sent. (TOM)

Level 6

Aerial Servant
Animate Object
Anti-animal Shell
Blade Barrier
Command Monster (POS&M)
Conjure Animals
Earthwrack (TCDH)
Find the Path
Forbiddance
Heal
Heroes' Feast
Speak with Monsters
Spiritual Wrath (TOM)
Stone Tell
The Great Circle (TOM)
Word of Recall

Level 7

Antimineral Shell (POS&M)
Astral Spell
Confusion
Create Crypt Thing (MM I)
Divine Inspiration (TOM)
Exaction
Gate
Holy Word
Imp. Sanct. o.Mind (POS&M)
Mind Tracker (TOM)
Regenerate
Restoration
Resurrection
Spirit of Power (TOM)
Succor
Symbol

Major Spell Spheres:

All, Astral, Charm, Combat, Creation, Divination, Guardian, Healing, Necromantic, Protection, Summoning

Minor Spell Spheres:

Elemental (earth, water)

(V.1.3.1)

4.5 Table 2: WILD SURGE RESULTS

D100

Roll Result

01	<i>Wall of force</i> appears in front of caster
02	Caster smells like a skunk for spell duration
03	Caster shoots forth eight non-poisonous snakes from fingertips. Snakes do not attack.
04	Caster's clothes itch (+2 to initiative)
05	Caster glows as per a <i>light</i> spell
06	Spell effect has 60' radius centered on caster
07	Next phrase spoken by caster becomes true, lasting for 1 turn
08	Caster's hair grows one foot in length
09	Caster pivots 180 degrees
10	Caster's face is blackened by small explosion
11	Caster develops allergy to his magical items. Character cannot control sneezing until all magical items are removed. Allergy lasts 1d6 turns.
12	Caster's head enlarges for 1d3 turns
13	Caster <i>reduces</i> (reversed <i>enlarge</i>) for 1d3 turns
14	Caster falls madly in love with target until a <i>remove curse</i> is cast
15	Spell cannot be canceled at will by caster
16	Caster <i>polymorphs</i> randomly
17	Colorful bubbles come out of caster's mouth instead of words. Words are released when bubbles pop. Spells with verbal component cannot be cast for 1 turn.
18	Reversed <i>tongues</i> affects all within 60 feet of caster
19	<i>Wall of fire</i> encircles caster
20	Caster's feet enlarge, reducing movement to half normal and adding +4 to initiative rolls for 1d3 turns
21	Caster suffers same spell effect as target
22	Caster levitates 20' for 1d4 turns
23	<i>Cause fear</i> with 60' radius centered on caster. All within radius except the caster must make a saving throw.
24	Caster speaks in a squeaky voice for 1d6 days
25	Caster gains X-ray vision for 1d6 rounds
26	Caster ages 10 years
27	<i>Silence</i> , 15' radius centers on caster
28	10'x10' pit appears immediately in front of caster, 5' deep per level of the caster
29	<i>Reverse gravity</i> beneath caster's feet for 1 round
30	Colored streamers pour from caster's fingertips
31	Spell effect rebounds on caster
32	Caster becomes <i>invisible</i>
33	<i>Color spray</i> from caster's fingertips
34	Stream of butterflies pours from caster's mouth
35	Caster leaves monster-shaped footprints instead of his own until a <i>dispel magic</i> is cast
36	3-30 gems shoot from caster's fingertips. Each gem is worth 1d6 x 10 gp.
37	Music fills the air
38	<i>Create food and water</i>
39	All normal fires within 60' of caster are extinguished
40	One magical item within 30' of caster (randomly chosen) is permanently drained
41	One normal item within 30' of caster (randomly chosen) becomes permanently magical
42	All magical weapons within 30' of caster are increased by +2 for 1 turn
43	Smoke trickles from the ears of all creatures within 60' of caster for 1 turn
44	<i>Dancing lights</i>
45	All creatures within 30' of caster begin to hiccup (+1 to casting times, -1 to THAC0)
46	All normal doors, secret doors, portcullises, etc. (including those locked or barred) within 60' of caster swing open
47	Caster and target exchange places
48	Spell affects random target within 60' of the caster
49	Spell fails but is not wiped from caster's mind
50	<i>Monster summoning II</i>

51	Sudden change in weather (temperature rise, snow, rain, etc.) lasting 1d6 turns
52	Deafening bang affects everyone within 60'. All those who can hear must save vs. spell or be stunned for 1d3 rounds.
53	Caster and target exchange voices until a <i>remove curse</i> is cast
54	Gate opens to randomly chosen outer plane; 50% chance for extra-planar creature to appear.
55	Spell functions but shrieks like a shrieker
56	Spell effectiveness (range, duration, area of effect, damage, etc.) decreases 50%
57	Spell reversed, if reverse is possible
58	Spell takes physical form of free-willed elemental and cannot be controlled by caster. Elemental remains for duration of spell. Touch of the elemental causes spell effect (THAC0 equal to caster's).
59	All weapons within 60' of caster glow for 1d4 rounds
60	Spell functions; any applicable saving throw is not allowed
61	Spell appears to fail when cast, but occurs 1-4 rounds later
62	All magical items within 60' of caster glow for 2d8 days
63	Caster and target switch personalities for 2d10 rounds
64	<i>Slow</i> spell centered on target
65	Target <i>deluded</i>
66	<i>Lightning bolt</i> shoots toward target
67	Target <i>enlarged</i>
68	<i>Darkness</i> centered on target
69	<i>Plant growth</i> centered on target
70	1,000 lbs. of non-living matter within 10' of target <i>vanishes</i>
71	<i>Fireball</i> centers on target
72	Target turns to stone
73	Spell is cast; material components and memory of spell are retained
74	Everyone within 10' of caster receives the benefits of a <i>heal</i>
75	Target becomes dizzy (-4 AC and THAC0, cannot cast spells) for 2d4 rounds
76	<i>Wall of fire</i> encircles target
77	Target levitates 20' for 1d3 turns
78	Target suffers <i>blindness</i>
79	Target is charmed as per <i>charm monster</i>
80	Target <i>forgets</i>
81	Target's feet enlarge, reducing movement to half normal and adding +4 to all initiative rolls for 1-3 turns
82	Rust monster appears in front of target
83	Target <i>polymorphs</i> randomly
84	Target falls madly in love with caster until a <i>dispel magic</i> is cast.
85	Target changes sex
86	Small, black raincloud forms over target
87	<i>Stinking cloud</i> centers on target
88	Heavy object (boulder, anvil, safe, etc.) appears over target and falls for 2d20 points of damage
89	Target begins sneezing. No spells can be cast until fit passes (1d6 rounds).
90	Spell effect has 60' radius centered on target (all within radius suffer the effect)
91	Target's clothes itch (+2 to initiative for 1d10 rounds)
92	Target's race randomly changes until canceled by <i>dispel magic</i>
93	Target turns ethereal for 2d4 rounds
94	Target <i>hastened</i>
95	All cloth on target crumbles to dust
96	Target sprouts leaves (no damage caused, can be pruned without harm)
97	Target sprouts new useless appendage (wings, arm, ear, etc.) which remains until <i>dispel magic</i> is cast
98	Target changes color (canceled by <i>dispel magic</i>)
99	Spell has a minimum duration of 1 turn (i.e., a <i>fireball</i> creates a ball of flame that remains for 1 turn, a <i>lightning bolt</i> bounces and continues, possibly rebounding, for 1 turn, etc.)
100	Spell effectiveness (range, duration, area of effect, damage, etc.) increases 200%

5. Wizard Spells by School

Bold marked spells come from the **Tome of Magic**

Underlined spells come from the DMs Option spells & magic

Italicised spells are reversible
SPELLS IN CAPITALIZED LETTERS ARE FROM THE COMPLETE WIZARDS HANDBOOK

Brown Spells are from the Complete Bards Handbook

Green Spells are from the Complete Book of Elves

Blue spells come from the Monster Manual I

Universal Magic

Barred: None

Cantrip (1st)
Comprehend Languages/Confuse Languages (1st)
Detect Magic (1st)
Hold Portal (1st)
Identify (1st)
Read Magic (1st)
Wizard Mark (1st)
Knock/Lock (2nd)
Protection from Cantrips (2nd)
Wizard Lock (2nd)
Dispel Magic (3rd)
Remove Curse/Bestow Curse (4th)
Teleport (5th)
Enchant an Item (6th)
Teleport Without Error (7th)
Permanency (8th)
Astral Spell (9th)

Abjuration

Barred: Illusionists, transmuters, shadow mages

Alarm (1st)
Protection from Evil/Protection from Good (1st)
PROTECTION FROM HUNGER AND THIRST (1ST)
Protection from Vermin (1st)
Sound Bubble (1st)
FILTER (2ND)
Protection from Cantrips (2nd)
Protection from Paralysis (2nd)
Protection from Poison (2nd)
INVISIBLE MAIL (3RD)
IRON MIND (3RD)
Lesser Sign of Sealing (3rd)
Nondetection (3rd)
Protection from Amorphs (3rd)
Protection from Evil, 10' Radius/Protection from Good, 10' Radius (3rd)
Protection from Normal Missiles (3rd)
FIRE AURA (4TH)
Fire Trap (4th)
HALO OF EYES (4TH)
Minor Globe of Invulnerability (4th)
Minor Spell Turning (4th)

OTILUKE'S DISPELLING SCREEN (4TH)

Psychic Protection (4th)

A-voidance/Attraction (5th)

Dismissal (5th)

INVULNERABILITY TO NORMAL WEAPONS (5TH)

Lower Resistance (5th)

MORDENKAINEN'S PRIVATE SANCTUM (5TH)

Proofing vs. Combustion (5th)

Safeguarding (5th)

Von Gasik's Refusal (5th)

Antimagic Shell (6th)

DRAGON SCALES (6TH)

Globe of Invulnerability (6th)

Greater Sign of Sealing (4th)

INVULNERABILITY TO MAGICAL WEAPONS (6TH)

Repulsion (6th)

Banishment (7th)

Neutralize Gas (7th)

Sequester (7th)

Seven-eyes (7th)

Spell Turning (7th)

FEAR WARD (8TH)

Mind Blank (8th)

Serten's Spell Immunity (8th)

Elemental Aura (9th)

Imprisonment/Freedom (9th)

Prismatic Sphere (9th)

Alteration

Barred: Abjurers, force mages

Affect Normal Fires (1st)

Alter Instrument (1st)

Burning Hands (1st)

Camouflage (2nd)

CHROMATIC ORB (1ST)

Color Spray (1st)

Dancing Lights (1st)

Enlarge/Reduce (1st)

Erase (1st)

Expeditious Retreat (1st)

Feather Fall (1st)

Fire Burst (1st)

Fist of Stone (1st)

Gaze Reflection (1st)

Jump (1st)

Lasting Breath (1st)

Light (1st)

Mending (1st)

Message (1st)

Metamorphose Liquids (1st)

Murdock's Feathery Flyer (1st)

Shocking Grasp (1st)

Spider Climb (1st)

Alter Self (2nd)

Cat's Grace (2nd)

Continual Light (2nd)

Darkness, 15' radius (2nd)

Deeppockets (2nd)

Displace Self (3rd)

Fog Cloud (2nd)

Fool's Gold (2nd)

Irritation (2nd)

Levitate (2nd)

Magic Mouth (2nd)

Maximilian's Earthen Grasp (2nd)

Moon Rune (2nd)

Pyrotechnics (2nd)

Ride the Wind (2nd)

Rope Trick (2nd)

Sense Shifting (2nd)

Shatter (2nd)

Silence 15' Radius (2nd)

Strength (2nd)

VOCALIZE (2ND)

Whispering Wind (2nd)

Wizard Lock (2nd)

Alacrity (3rd)

Blink (3rd)

Delude (3rd)

Explosive Runes (3rd)

Far Reaching I (3rd)

Fly (3rd)

Gust of Wind (3rd)

Haste (3rd)

Improved Magic Mouth (3rd)

Infraision (3rd)

Item (3rd)

Leomund's Tiny Hut (3rd)

Maximilian's Stony Grasp (3rd)

Melf's Minute Meteors (3rd)

Secret Page (3rd)

Slow (3rd)

SNAPPING TEETH (3RD)

Squaring the Circle (3rd)

Tongues/Babble (3rd)

Water Breathing/Air Breathing (3rd)

Wind Wall (3rd)

Wraithform (3rd)

Dilation I (4th)

Dimension Door (4th)

Extension I (4th)

Far Reaching II (4th)

Fire Shield (4th)

Improved Strength (4th)

Leomund's Secure Shelter (4th)

Massmorph (4th)

Mordenkainen's Celerity (4th)

Otiluke's Resilient Sphere (4th)

Plant Growth (4th)

Polymorph Other (4th)

Polymorph Self (4th)

Rainbow Pattern (4th)

Rary's Mnemonic Enhancer (4th)

Solid Fog (4th)

Stoneskin (4th)

Turn Pebble to Boulder/Turn Boulder to Pebble (4th)

Ultravision (4th)

Vacancy (4th)

Wizard Eye (4th)

Airy Water (5th)

Animal Growth/Shrink Animal (5th)

Avoidance/Attraction (5th)

Distance Distortion (5th)

Extension II (5th)

Fabricate (5th)

Far Reaching III (5th)

Improved Blink (5th)

Leomund's Hidden Lodge (5th)

Leomund's Secret Chest (5th)

Lower Resistance (5th)

MORDENKAINEN'S PRIVATE SANCTUM (5TH)

Passwall (5th)

RARY'S TELEPATHIC BOND (5TH)

Rusting Grasp (5th)

Stone Shape (5th)

Telekinesis (5th)

Transmute Rock to Mud/Transmute Mud to Rock (5th)

Claws of the Umber Hulk (6th)

Control Weather (6th)

Curse of Lycanthropy (6th)

Death Fog (6th)

Dilation II (6th)

Disintegrate (6th)

Extension III (6th)

Glassees (6th)

Guards and Wards (6th)

Lower Water/Raise Water (6th)

Mirage Arcana (6th)

Mordenkainen's Lucubration (6th)

Move Earth (6th)

Otiluke's Freezing Sphere (6th)

Part Water (6th)

Project Image (6th)

Stone to Flesh/Flesh to Stone (6th)

Superior Magnetism (6th)

Tenser's Transformation (6th)

TENTACLES (6TH)

Transmute Water to Dust/Improved Create Water (6th)

Duo-dimension (7th)

Hatch the Stone from the Egg (7th)

Mordenkainen's Magnificent Mansion (7th)

Phase Door (7th)

Reverse Gravity (7th)

Statue (7th)

Suffocate (7th)

Vanish (7th)

Abi-Dalzim's Horrid Wilting (8th)

Airboat (8th)

Glassteel (8th)

Incendiary Cloud (8th)

Iron Body (8th)

Otiluke's Telekinetic Sphere (8th)

Polymorph Any Object (8th)

Sink (8th)

Crystalbrittle (8th)

Estate Transference (9th)

Glorious Transmutation (9th)

Mordenkainen's Disjunction (9th)

Shape Change (9th)

Succor/Call (9th)

Temporal Stasis/Temporal Reinstatement (9th)

Time Stop (9th)

Conjuration/ Summoning

Barred: Diviners, invokers

Armor (1st)

Conjure Spell Component (1st)

Find Familiar (1st)

Grease (1st)

Mount (1st)

Unseen Servant (1st)

CHOKER (2ND)

Glitterdust (2nd)

Melf's Acid Arrow (2nd)

Summon Swarm (2nd)

Wall of Gloom (2nd)

Bands of Sirellyn (3rd)

Flame Arrow (3rd)

Instant Audience (3rd)

Monster Summoning I (3rd)

Phantom Steed (3rd)

AD&D 2nd Edition

The Complete Book of Spells – The core spells V. 1.3.1

Sepia Snake Sigil (3rd)
 SNAPPING TEETH (3RD)
 Solvent of Corrosion (3rd)
Watery Double (3rd)
Conjure Cabinet (4th)
Conjure Elemental-Kin (4th)
 DUPLICATE (4TH)
 Evard's Black Tentacles (4th)
 HALO OF EYES (4TH)
 Monster Summoning II (4th)
Summon Lycanthrope (4th)
Vitriolic Sphere (4th)
 Conjure Elemental (5th)
Khazid's Procurement (5th)
 Leomund's Secret Chest (5th)
 Monster Summoning III (5th)
 Mordenkainen's Faithful Hound (5th)
 Summon Shadow (5th)
Vile Venom (5th)
 WALL OF BONES (5TH)
 Conjure Animals (6th)
 Ensnarement (6th)
Forest's Fiery Constrictor (6th)
 Invisible Stalker (6th)
 Monster Summoning IV (6th)
 TENTACLES (6TH)
 Drawmij's Instant Summons (7th)
Intensify Summoning (7th)
 Limited Wish (7th)
 Monster Summoning V (7th)
 Mordenkainen's Magnificent Mansion (7th)
 Power Word, Stun (7th)
 Prismatic Spray (7th)
Seven-eyes (7th)
 Maze (8th)
 Monster Summoning VI (8th)
 Power Word, Blind (8th)
 Prismatic Wall (8th)
 Symbol (8th)
 Trap the Soul (8th)
 Gate (9th)
 Monster Summoning VII (9th)
 Power Word, Kill (9th)
 Prismatic Sphere (9th)
Sphere of Ultimate Destruction (9th)
 Wish (9th)

Divination

Barred: Conjurers, force mages, song wizards

DETECT DISEASE (1ST)
Detect Phase (1st)
Detect Secret Passages & Portals (1st)
 Detect Undead (1st)
 DIVINING ROD (1ST)
 DEATH RECALL (2ND)
Detect Evil/Detect Good (2nd)
 Detect Invisibility (2nd)
 DETECT LIFE (2ND)
 ESP (2nd)
Know Alignment/Undetectable Alignment (2nd)
Locate Object/Obscure Object (2nd)
Past Life (2nd)
Alamir's Fundamental Breakdown (3rd)
 Clairaudience (3rd)
 Clairvoyance (3rd)
Wizard Sight (3rd)
 Detect Scrying (4th)
Locate Creature (4th)
 Magic Mirror (4th)

Contact Other Plane (5th)
 False Vision (5th)
Khazid's Procurement (5th)
 KNOW VALUE (5TH)
Prying Eyes (5th)
 RARY'S TELEPATHIC BOND (5TH)
 Legend Lore (6th)
 True Seeing (6th)
 Vision (7th)
Analyze Dweomer (8th)
 Screen (8th)
 Foresight (9th)

Enchantment/Charm

Barred: Invokers, necromancers, dimensionalists, artificers, geometers

Charm Person (1st)
 DIVINING ROD (1ST)
 Friends (1st)
 Hypnotism (1st)
 Sleep (1st)
 Taunt (1st)
 Bind (2nd)
 Deep pockets (2nd)
 Forget (2nd)

Insatiable Thirst (2nd)

Ray of Enfeeblement (2nd)
 Scare (2nd)
 Tasha's Uncontrollable Hideous Laughter (2nd)
 BONE CLUB (3RD)
 DELAY DEATH (3RD)
 Hold Person (3rd)

Minor Malison (3rd)

Suggestion (3rd)
Watery Double (3rd)
 Charm Monster (4th)
 Confusion (4th)
 Emotion (4th)
 Enchanted Weapon (4th)
 Fire Charm (4th)
 Fumble (4th)

Greater Malison (4th)

Leomund's Secure Shelter (4th)
Lesser Geas (4th)
 Magic Mirror (4th)
Seeking (4th)
 Chaos (5th)
Conduit (5th)
 Domination (5th)
 Fabricate (5th)
 Feeblemind (5th)
 Hold Monster (5th)
Leomund's Hidden Lodge (5th)
 Leomund's Lamentable Belaborment (5th)

Magic Staff (5th)

Mind Fog (5th)

BLACKMANTLE (6TH)
 Eyebite (6th)
 Geas (6th)
 Guards and Wards (6th)
 Mass Suggestion (6th)
 Charm Plants (7th)
Descent into Madness (7th)

Hatch the Stone from the Egg (7th)

Shadow Walk (7th)
Steal Enchantment (7th)
Airboat (8th)
 Antipathy-sympathy (8th)
 Binding (8th)

Demand (8th)
 Mass Charm (8th)
 Otto's Irresistible Dance (8th)
 Sink (8th)
 Mordenkainen's Disjunction (9th)
Programmed Amnesia (9th)
Succor/Call (9th)

Illusion/Phantasm

Barred: Abjurers, necromancers, alchemists, geometers

Audible Glamer (1st)
 Change Self (1st)
 CORPSE VISAGE (1ST)
 Nystul's Magic Aura (1st)
 Phantasmal Force (1st)
 Spook (1st)
 Ventriloquism (1st)
 Blindness (2nd)
 Blur (2nd)
 Deafness (2nd)
 Fool's Gold (2nd)
 Hypnotic Pattern (2nd)
 Improved Phantasmal Force (2nd)
 Invisibility (2nd)
 Leomund's Trap (2nd)
 Mirror Image (2nd)
 Misdirection (2nd)
 Whispering Wind (2nd)
 Illusionary Script (3rd)
 Invisibility, 10' Radius (3rd)
Lorloveim's Creeping Shadow (3rd)

Phantom Steed (3rd)
 Spectral Force (3rd)
 Wraithform (3rd)
 Fear (4th)
 Hallucinatory Terrain (4th)
 Illusionary Wall (4th)
 Improved Invisibility (4th)
 Minor Creation (4th)
 Phantasmal Killer (4th)
 Rainbow Pattern (4th)
 Shadow Monsters (4th)
 Vacancy (4th)
 Advanced Illusion (5th)
 Demishadow Monsters (5th)
Dream/Nightmare (5th)
 Major Creation (5th)
 Seeming (5th)
 Shadow Door (5th)
 Shadow Magic (5th)
 Demishadow Magic (6th)
 Eyebite (6th)

Lorloveim's Shadowy Transformation (6th)

Mirage Arcana (6th)
 Mislead (6th)
 Permanent Illusion (6th)
 Programmed Illusion (6th)
 Project Image (6th)
 Shades (6th)
 Veil (6th)
 Mass Invisibility (7th)
 Sequester (7th)
 Shadow Walk (7th)
Shadowcat (7th)
 Simulacrum (7th)
 Screen (8th)
 Weird (9th)

Invocation/

Evocation

Barred: Conjurers, enchanters, illusionists, mentalists, shadow mages, song wizards

Alarm (1st)
 COPY (1ST)
 CHROMATIC ORB (1ST)
 Dictation (1st)
Fire Burst (1st)
 Magic Missile (1st)
 Shield (1st)
Sound Bubble (1st)
 Tenser's Floating Disc (1st)
 Wall of Fog (1st)
 Flaming Sphere (2nd)
 ICE KNIFE (2ND)
 Stinking Cloud (2nd)
 Web (2nd)
Augmentation I (3rd)
 Fireball (3rd)
 INVISIBLE MAIL (3RD)
Lance of Disruption (3rd)
 Lightning Bolt (3rd)
 Melf's Minute Meteors (3rd)
Wall of Sound (3rd)
Wall of Water (3rd)
 Dig (4th)
Divination Enhancement (4th)
 Fire Shield (4th)
 Fire Trap (4th)
 Ice Storm (4th)
Mordenkainen's Celerity (4th)
Mordenkainen's Force Missiles (4th)
 OTILUKE'S DISPELLING SCREEN (4TH)
 Otiluke's Resilient Sphere (4th)
 Shout (4th)
Seeking (4th)
Thunder Staff (4th)
 Wall of Fire (4th)
 Wall of Ice (4th)
 WIND BREATH (4TH)
 Bigby's Interposing Hand (5th)
 Cloudkill (5th)
Conduit (5th)
 Cone of Cold (5th)
 Dream (5th)
 Leomund's Lamentable Belaborment (5th)
 Sending (5th)
Tenser's Destructive Resonance (5th)
 Wall of Force (5th)
 Wall of Iron (5th)
 Wall of Stone (5th)
Augmentation II (6th)
 Bigby's Forceful Hand (6th)
 Chain Lightning (6th)
 Contingency (6th)
 Death Fog (6th)
Dimensional Blade (6th)
 Guards and Wards (6th)
 Otiluke's Freezing Sphere (6th)
 Tenser's Transformation (6th)
Acid Storm (7th)
 Bigby's Grasping Hand (7th)
 Delayed Blast Fireball (7th)
 Forcecage (7th)
Hatch the Stone from the Egg (7th)
 Limited Wish (7th)
Malec-Keth's Flame Fist (7th)
 Mordenkainen's Sword (7th)
Persistence (7th)

Bigby's Clenched Fist (8th)
 Binding (8th)
 Demand (8th)
Gunther's Kaleidoscopic Strike (8th)
Homunculus Shield (8th)
 Incendiary Cloud (8th)
 Otiluke's Telekinetic Sphere (8th)
 Bigby's Crushing Hand (9th)
Chain Contingency (9th)
Elemental Aura (9th)
 Energy Drain (9th)
 Meteor Swarm (9th)

Necromancy

Barred: Enchanters, illusionists, transmuters, dimensionalists, mentalists, alchemists, artificers, song wizards

Chill Touch (1st)
 CORPSE VISAGE (1ST)
 Detect Undead (1st)
Ray of Fatigue (1st)
 CHOKE (2ND)
 DEATH RECALL (2ND)
 GHOUL TOUCH (2ND)
 Spectral Hand (2nd)
 BONE CLUB (3RD)
 DELAY DEATH (3RD)
 Feign Death (3rd)
 Hold Undead (3rd)
 HOVERING SKULL (3RD)
 PAIN TOUCH (3RD)
Spirit Armor (3rd)
 Vampiric Touch (3rd)
 Contagion (4th)
 Enervation (4th)
Mask of Death (4th)
 Animate Dead (5th)
 FORCE SHAPECHANGE (5TH)
 Magic Jar (5th)
 MUMMY ROT (5TH)
 Summon Shadow (5th)
 THROBBING BONES (5TH)
 WALL OF BONES (5TH)
Arrow of Bone (6th)
 BLACKMANTLE (6TH)
Bloodstone's Spectral Steed (6th)
 DEAD MAN'S EYES (6TH)
 Death Spell (6th)
 Reincarnation (6th)
Trollish Fortitude (6th)
Bloodstone's Frightful Joining (7th)
 Control Undead (7th)
Create Crypt Thing (7th)
 Finger of Death (7th)
Intensify Summoning (7th)
Suffocate (7th)
 ZOMBIE DOUBLE (7TH)
Abi-Dalzim's Horrid Wilting (8th)
 Clone (8th)
 DEFOLIATE (8TH)
Heart of Stone (8th)
Homunculus Shield (8th)
 SHADOW FORM (8TH)
 Energy Drain (9th)
Wail of the Banshee (9th)

Elemental Air

Barred: Earth elementalists
 Feather Fall (1st)
Lasting Breath (1st)

AD&D 2nd Edition

Wall of Fog (1st)
 Fog Cloud (2nd)
Ride the Wind (2nd)
 Stinking Cloud (2nd)
 Whispering Wind (2nd)
Alamir's Fundamental Breakdown (3rd)
 Gust of Wind (3rd)
Lance of Disruption (3rd)
Water Breathing/Air Breathing (3rd)
 Wind Wall (3rd)
Conjure Elemental-Kin (4th)
 Solid Fog (4th)
 Airy Water (5th)
 Cloudkill (5th)
 Conjure Elemental (5th)
 Control Weather (6th)
 Death Fog (6th)
Neutralize Gas (7th)
Suffocate (7th)
Airboat (8th)
 Incendiary Cloud (8th)
Elemental Aura (9th)

Elemental Earth

Barred: Air elementalists

Fist of Stone (1st)
 Fool's Gold (2nd)
Maximilian's Earthen Grasp (2nd)
Alamir's Fundamental Breakdown (3rd)
Maximilian's Stony Grasp (3rd)
Conjure Elemental-Kin (4th)
 Dig (4th)
 Stoneskin (4th)
Turn Pebble to Boulder/Turn Boulder to Pebble (4th)
 Conjure Elemental (5th)
 Distance Distortion (5th)
 Passwall (5th)
 Stone Shape (5th)
Transmute Rock to Mud/Transmute Mud to Rock (5th)
 Wall of Iron (5th)
 Wall of Stone (5th)
 Glassee (6th)
 Move Earth (6th)
Stone to Flesh/Flesh to Stone (6th)
Transmute Water to Dust/Improved Create Water (6th)
Hatch the Stone from the Egg (7th)
 Statue (7th)
 Glassteel (8th)
Iron Body (8th)
 Sink (8th)
 Crystalbrittle (9th)
Elemental Aura (9th)

Elemental Fire

Barred: Water elementalists

Affect Normal Fires (1st)
 Burning Hands (1st)
 Dancing Lights (1st)
Fire Burst (1st)
 Flaming Sphere (2nd)
 Pyrotechnics (2nd)
Alamir's Fundamental Breakdown (3rd)
 Fireball (3rd)
 Flame Arrow (3rd)
 Melf's Minute Meteors (3rd)

Conjure Elemental-Kin (4th)
 Fire Charm (4th)
 Fire Shield (4th)
 Fire Trap (4th)
 Wall of Fire (4th)
 Conjure Elemental (5th)
Proofing vs. Combustion (5th)
Forest's Fiery Constrictor (6th)
 Delayed Blast Fireball (7th)
Malec-Keth's Flame Fist (7th)
 Incendiary Cloud (8th)
Elemental Aura (9th)
 Meteor Swarm (9th)

Elemental Water

Barred: Fire elementalists

Metamorphose Liquids (1st)
Insatiable Thirst (2nd)
Alamir's Fundamental Breakdown (3rd)
Wall of Water (3rd)
Water Breathing/Air Breathing (3rd)
Watery Double (3rd)
Conjure Elemental-Kin (4th)
 Ice Storm (4th)
Vitriolic Sphere (4th)
 Wall of Ice (4th)
 Airy Water (5th)
 Cone of Cold (5th)
 Conjure Elemental (5th)
Rusting Grasp (5th)
Transmute Rock to Mud/Transmute Mud to Rock (5th)
Vile Venom (5th)
 Lower Water (6th)
 Otiluke's Freezing Sphere (6th)
 Part Water (6th)
Transmute Water to Dust/Improved Create Water (6th)
Acid Storm (7th)
Abi-Dalzim's Horrid Wilting (8th)
Elemental Aura (9th)

Dimension

Barred: by philosophy

Detect Phase (1st)
Enlarge/Reduce (1st)
 Gaze Reflection (1st)
 Deep pockets (2nd)
Displace Self (2nd)
 Rope Trick (2nd)
 Blink (3rd)
 Dimension Door (4th)
 Distance Distortion (5th)
Improved Blink (5th)
 Leomund's Secret Chest (5th)
Dimensional Blade (6th)
Etherealness (6th)
 Drawmij's Instant Summons (7th)
 Duo-dimension (7th)
 Mordenkainen's Magnificent Mansion (7th)
 Phase Door (7th)
 Shadow Walk (7th)
 Maze (8th)
 Gate (9th)
Sphere of Ultimate Destruction (9th)
 Time Stop (9th)

Force

Barred: by philosophy

Armor (1st)
 Magic Missile (1st)
 Shield (1st)
 Tenser's Floating Disc (1st)
 Levitate (2nd)
 INVISIBLE MAIL (3RD)
Lance of Disruption (3rd)
Mordenkainen's Force Missiles (4th)
 Otiluke's Resilient Sphere (4th)
 Bigby's Interposing Hand (5th)
 Telekinesis (5th)
Tenser's Destructive Resonance (5th)
 Wall of Force (5th)
 Bigby's Forceful Hand (6th)
 Repulsion (6th)
 Bigby's Grasping Hand (7th)
 Forcecage (7th)
 Mordenkainen's Sword (7th)
 Bigby's Clenched Fist (8th)
 Otiluke's Telekinetic Sphere (8th)
 Bigby's Crushing Hand (9th)

Mentalism

Barred: by philosophy

Charm Person (1st)
 Hypnotism (1st)
 Spook (1st)
 ESP (2nd)
 Forget (2nd)
 Clairaudience (3rd)
 Clairvoyance (3rd)
 IRON MIND (3RD)
 Suggestion (3rd)
 Charm Monster (4th)
 Phantasmal Killer (4th)
Psychic Protection (4th)
 Rary's Mnemonic Enhancer (4th)
 Domination (5th)
 Feeblemind (5th)
 Magic Jar (5th)
 Sending (5th)
 Eyebite (6th)
 Geas (6th)
 Mass Suggestion (6th)
Tower of Mental Resistance (6th)
Descent into Madness (7th)
 Demand (8th)
 Mind Blank (8th)
Programmed Amnesia (9th)

Shadow

Barred: by philosophy

Chill Touch (1st)
 Sleep (1st)
 Spook (1st)
 Blur (2nd)
 Continual Darkness (2nd)
 Darkness, 15' Radius (2nd)
 Ray of Enfeeblement (2nd)
 Scare (2nd)
 Spectral Hand (2nd)
Wall of Gloom (2nd)
Lorloveim's Creeping Shadow (3rd)
 Nondetection (3rd)
 Phantom Steed (3rd)
 SPIRIT ARMOR (3RD)

Wraithform (3rd)
 Dimension Door (4th)
 Enervation (4th)
 Evard's Black Tentacles (4th)
 Fear (4th)
 Minor Creation (4th)
 Shadow Monsters (4th)
 Demishadow Monsters (5th)
 Major Creation (5th)
 Mordenkainen's Faithful Hound (5th)
 Passwall (5th)
 Shadow Door (5th)
 Shadow Magic (5th)
 BLACKMANTLE (6th)
Bloodstone's Spectral Steed (6th)
 Demishadow Magic (6th)
Lorloveim's Shadowy Transformation (6th)
 Shades (6th)
 Duo-dimension (7th)
 Phase Door (7th)
Shadowcat (7th)
 Shadow Walk (7th)
 Maze (8th)
 SHADOWFORM (8th)
 Energy Drain (9th)

Alchemy

Barred: by philosophy

Affect Normal Fires (1st)

Fire Burst (1st)

Grease (1st)

Metamorphose Liquids (1st)

Patternweave (1st)

Protection from Evil/Protection

from Good (1st)

Fool's Gold (2nd)

Glitterdust (2nd)

Melf's Acid Arrow (2nd)

Pyrotechnics (2nd)

Sense Shifting (2nd)

Stinking Cloud (2nd)

Alamir's Fundamental

Breakdown (3rd)

Flame Arrow (3rd)

Melf's Minute Meteors (3rd)

Protection from Evil, 10'

Radius/Protection from Good, 10'

Radius (3rd)

Solvent of Corrosion (3rd)

Enchanted Weapon (4th)

Fire Charm (4th)

Fire Trap (4th)

Vitriolic Sphere (4th)

Cloudkill (5th)

Fabricate (5th)

Rusting Grasp (5th)

Transmute Rock to Mud/Transmute

Mud to Rock (5th)

Vile Venom (5th)

Death Fog (6th)

Glassee (6th)

Stone to Flesh/Flesh to Stone (6th)

Transmute Water to Dust/Improved

Create Water (6th)

Acid Storm (7th)

Hatch the Stone from the Egg

(7th)

Neutralize Gas (7th)

Statue (7th)

Glassteel (8th)

Incendiary Cloud (8th)

Crystalbrittle (9th)

Glorious Transmutation (9th)

Artifice

Barred: by philosophy

CHROMATIC ORB (1ST)

DIVINING ROD (1ST)

Mending (1st)

Bind (2nd)

ICE KNIFE (2ND)

Leomund's Trap (2nd)

Moon Rune (2nd)

BONE CLUB (3RD)

Explosive Runes (3rd)

Flame Arrow (3rd)

Item (3rd)

Melf's Minute Meteors (3rd)

SNAPPING TEETH (3RD)

Enchanted Weapon (4th)

Magic Mirror (4th)

Thunder Staff (4th)

Magic Staff (5th)

Arrow of Bone (6th)

Dimensional Blade (6th)

Steal Enchantment (7th)

Analyze Dweomer (8th)

Antipathy-sympathy (8th)

Shape Change (9th)

Geometry

Barred: by philosophy

Alarm (1st)

COPY (1ST)

Dictation (1st)

Erase (1st)

Shield (1st)

Hornung's Baneful Deflector (1st)

Hypnotic Pattern (2nd)

Moon Rune (2nd)

BONE CLUB (3RD)

Explosive Runes (3rd)

Lesser Sign of Sealing (3rd)

Secret Page (3rd)

Sepia Snake Sigil (3rd)

Conjure Elemental-Kin (4th)

Fire Trap (4th)

Minor Globe of Invulnerability (4th)

Rainbow Pattern (4th)

There/Not There (4th)

Thunder Staff (4th)

Animate Dead (5th)

Avoidance (5th)

Conjure Elemental (5th)

INVULNERABILITY TO NORMAL

WEAPONS (5TH)

Khazid's Procurement (5th)

MORDENKAINEN'S PRIVATE

SANCTUM (5TH)

Von Gasik's Refusal (5th)

Ensnalement (6th)

Globe of Invulnerability (6th)

Greater Sign of Sealing (6th)

Guards and Wards (6th)

INVULNERABILITY TO MAGICAL

WEAPONS (6TH)

FEAR WARD (7TH)

Phase Door (7th)

Sequester (7th)

Vanish (7th)

Binding (8th)

Maze (8th)

Symbol (8th)

Trap the Soul (8th)

Gate (9th)

Shape Change (9th)

Song

Barred: by philosophy

Audible Glamer (1st)

Charm Person (1st)

Find Familiar (1st)

Friends (1st)

Sleep (1st)

Taunt (1st)

Forget (2nd)

Summon Swarm (2nd)

Tasha's Uncontrollable Hideous

Laughter (2nd)

Whispering Wind (2nd)

Fireflow (3rd)

Hold Person (3rd)

Monster Summoning I (3rd)

Suggestion (3rd)

Charm Monster (4th)

Confusion (4th)

Emotion (4th)

Lesser Geas (4th)

Monster Summoning II (4th)

Shout (4th)

Summon Lycanthrope (4th)

Chaos (5th)

Dismissal (5th)

Hold Monster (5th)

Leomund's Lamentable

Belaborment (5th)

Monster Summoning III (5th)

Control Weather (6th)

Mass Suggestion (6th)

Monster Summoning IV (6th)

Banishment (7th)

Charm Plants (7th)

Monster Summoning V (7th)

Power Word, Stun (7th)

Spell Shape (7th)

Binding (8th)

Mass Charm (8th)

Monster Summoning VI (8th)

Otto's Irresistible Dance (8th)

Power Word, Blind (8th)

Monster Summoning VII (8th)

Power Word, Kill (9th)

Wail of the Banshee (9th)

Wild Magic

Barred: All except wild mages

Hornung's Guess (1st)

Nahal's Reckless Dweomer (1st)

Patternweave (1st)

Chaos Shield (2nd)

Hornung's Baneful Deflector

(2nd)

Nahal's Nonsensical Nullifier

(2nd)

Alternate Reality (3rd)

Fireflow (3rd)

Fool's Speech (3rd)

There/Not There (4th)

Unluck (4th)

Vortex (5th)

Waveform (5th)

Wildshield (6th)

Wildstrike (6th)

Hornung's Surge Selector (7th)

Spell Shape (7th)

Hornung's Random Dispatcher

(8th)

Wildzone (8th)

Stabilize (9th)

Wildfire (9th)

Wildwind (9th)

6. Priest Spells By Sphere

[Editors Note: The following comes from the *Players Option Spells & Magic*. According to the core rules, the supplement with the latest release date is valid - earlier rules don't count anylonger.]

In the PHB, clerics have major access to all, astral, charm, combat, creation, divination, guardian, healing, necromantic, protection, summoning, sun, and minor access to elemental.

Revision: Clerics lose access to sun, elemental air, and elemental fire. They retain minor access to elemental water and elemental earth.

Previously, druids had major access to the spell spheres all, animal, elemental, healing, plant, weather, and minor access to divination.

Revision: Druids lose access to the sphere of divination. They gain major access to the sphere of sun.

- Cooperative magic spells. **TOM** spells appear in the *Tome of Magic*. *Italicized* spells are reversible.
- **PO S&M** spells are introduced in Appendix 2 of the *Players Option: Spells & Magic*. **As mentioned in the last named book, some spells have been added to the sphere of All. Also, other spheres have been reorganized.**

TCRH - The complete Rangers Handbook, TCDH – The complete Druids Handbook, TCBoE – The complete Book of Elves (the spell spheres given for “*seeking*” and “*camouflage*” are suggestions, since no spell spheres were given), MM – Monster Manual

All

(Major: any priests)

Bless/Curse (1st)
Combine (1st)
Detect Magic (1st)
Orison (1st)
Purify Food & Drink/Putrefy Food & Drink (1st)
Chant (2nd)
Mystic Transfer (2nd) (TOM)
Sanctify/Defile (2nd) (TOM)
Dispel Magic (3rd)
Remove Curse/Bestow Curse (3rd)
Focus (4th) (TOM)
Tongues (4th)
Uplift (4th) (TOM)
Atonement (5th)
Commune (5th)
Meld (5th) (TOM)
Quest (5th)
True Seeing/False Seeing (5th)
Speak with Monsters (6th)
Gate (7th)

Animal

(Major: shaman, druid)

Animal Friendship (1st)
Beastmask (1st) (TCDH)
Calm Animals (1st)) (PO S&M)
Invisibility to Animals (1st)
Locate Animals or Plants (1st)
Animal Eyes (2nd) (TCRH)
Animal Spy (2nd) (TCDH)
Beastspite (2nd) (TCDH)
Charm Person or Mammal (2nd)
Gift of Speech (2nd) (TCDH)
Locate Animal Follower (2nd) (TCDH)

AD&D 2nd Edition

Messenger (2nd)
Snake Charm (2nd)
Speak with Animals (2nd)
Call Followers (3rd) (TCRH)
Control Animal (3rd)**
Hold Animal (3rd)
Summon Insects (3rd)
Animal Summoning I (4th)
Animal Trick (4th) (TCRH)
Call Woodland Beings (4th)
Detect Animal Attacker (4th) (TCDH)
Giant Insect (4th)
Hunger (4th) (TCDH)
Repel Insects (4th)
Animal Growth (5th)
Animal Summoning II (5th)
Commune with Nature (5th)
Insect Plague (5th)
Animal Summoning III (6th)
Anti-animal Shell (6th)
Call Phoenix (6th) (MM)
Creeping Doom (7th)
Reincarnate (7th)

Astral

(Major: cleric)

Astral Celerity (1st) (PO S&M)
Speak with Astral Traveler (1st) (TOM)
Astral Awareness (2nd) (PO S&M)
Ethereal Barrier (2nd) (PO S&M)
Astral Window (3rd) (TOM)
Etherealness (3rd) (PO S&M)
Join with Astral Traveler (4th) (TOM)
Plane Shift (5th)
Astral Spell (7th)

Chaos

(Major: chaotic crusaders)

Battlefate (1st) (PO S&M)
Mistaken Missive (1st) (TOM)
Chaos Ward (2nd) (PO S&M)
Dissension's Feast (2nd) (TOM)
Miscast Magic (3rd) (TOM)
Random Causality (3rd) (TOM)
Chaotic Combat (4th) (TOM)
Chaotic Sleep (4th) (TOM)
Inverted Ethics (4th) (TOM)
Chaotic Commands (5th) (TOM)
Entropy Shield (6th) (PO S&M)
Uncontrolled Weather (7th) (TOM)

Charm

(Major: clerics)

Command (1st)
Remove Fear/Cause Fear (1st)
Sanctuary (1st)
Enthrall (2nd)
Hold Person (2nd)
Music of the Spheres (2nd) (TOM)
Snake Charm (2nd)
Dictate (3rd) (PO S&M)
Emotion Control (3rd) (TOM)
Cloak of Bravery/Cloak of Fear (4th)
Free Action (4th)
Imbue with Spell Ability (4th)
Command Monster (6th) (PO S&M)
Confusion (7th)
Exaction (7th)

Combat

(Major: clerics, crusaders; Minor: monks)

Command (1st)
Magical Stone (1st)
Shillelagh (1st)
Aid (2nd)
Barkskin (2nd)
Seeking (2nd) (TCBoE)
Spiritual Hammer (2nd)
Prayer (3rd)
Unearthly Choir* (3rd) (TOM)
Recitation (4th) (PO S&M)
Flame Strike (5th)
Insect Plague (5th)
Righteous Wrath of the Faithful (5th) (PO S&M)
Spiritual Wrath* (6th) (TOM)
Word of Recall (6th)
Holy Word/Unholy Word (7th)

Creation

(Major: clerics)

Light/Darkness (1st)
Create Holy Symbol (2nd) (TOM)
Continual Light/Continual Darkness (3rd)
Create Food & Water (3rd)
Blessed Abundance (5th) (TOM)
Blade Barrier (6th)
Heroes' Feast (6th)
*The Great Circle/The Black Circle** (6th) (TOM)

Divination

(Major: clerics, monks)

Analyze Balance (1st) (TOM)
Detect Evil/Detect Good (1st)
Detect Poison (1st)
Detect Snares & Pits (1st)
Augury (2nd)
Detect Charm/Undetectable Charm (2nd)
Find Traps (2nd)
Know Alignment (2nd)
Detect Spirits (3rd) (PO S&M)
Extradimensional Detection (3rd) (TOM)
Locate Object/Obscure Object (3rd)
Speak with Dead (3rd)
Detect Lie/Undetectable Lie (4th)
Divination (4th)
Omniscient Eye (4th) (PO S&M)
Commune with nature (5th)
Consequence (5th) (TOM)
Magic Font (5th)
Find the Path/Lose the Path (6th)
Stone Tell (6th)
Divine Inspiration (7th) (TOM)

Elemental, Air

(Major: druids)

Wind Column (1st) (PO S&M)
Dust Devil (2nd)
Wind Servant (3rd) (PO S&M)
Zone of Sweet Air (3rd) (TOM)
Windborne (4th) (PO S&M)
Air Walk (5th)

Cloud of Purification (5th) (TOM)
Commune with nature (5th)
Control Winds (5th)
Elemental Forbiddance (5th) (TOM)
Whirlwind (6th) (PO S&M)
Conjure Air Elemental (7th) (PO S&M)
Wind Walk (7th)

Elemental, Earth

(Major: druids; Minor: clerics)

Strength of Stone (1st) (PO S&M)
Soften Earth and Stone (2nd) (PO S&M)
Meld into Stone (3rd)
Stone Shape (3rd)
Adamantite Mace (4th) (PO S&M)
Earthmaw (4th) (TCDH)
Spike Stones (5th)
Commune with nature (5th)
Elemental Forbiddance (5th) (TOM)
Nature's Charm (5th) (TCDH)
Strengthen Stone (5th) (TCDH)
Transmute Rock to Mud/Transmute Mud to Rock (5th)
Stone Tell (6th)
Animate Rock (7th)
Antimaterial Shell (7th) (PO S&M)
Conjure Earth Elemental (7th)
Earthquake (7th)
Transmute Metal to Wood (7th)

Elemental, Fire

(Major: druids)

Firelight (1st) (PO S&M)
Log of Everburning (1st) (TOM)
Fire Trap (2nd)
Flame Blade (2nd)
Heat Metal/Chill Metal (2nd)
Produce Flame (2nd)
Flame Walk (3rd)
Protection from Fire (3rd)
Pyrotechnics (3rd)
Produce Fire/Quench Fire (4th)
Animate Flame (5th) (PO S&M)
Elemental Forbiddance (5th) (TOM)
Commune with nature (5th)
Wall of Fire (5th)
Conjure Fire Elemental (6th)
Fire Seeds (6th)
Chariot of Sustarre (7th)
Fire Storm (7th)

Elemental, Water

(Major: druids; Minor: clerics)

Create Water/Destroy Water (1st)
Watery Fist (2nd) (PO S&M)
Water Breathing/Air Breathing (3rd)
Water Walk (3rd)
Lower Water/Raise Water (4th)
Reflecting Pool (4th)
Commune with nature (5th)
Elemental Forbiddance (5th) (TOM)
Nature's Charm (5th) (TCDH)
Produce Ice (5th) (PO S&M)
Part Water (6th)
Transmute Water to Dust/Improved Create Water (6th)

Conjure Water Elemental (7th) (PO S&M)
Tsunami (7th) (PO S&M)

Guardian

(Major: clerics, crusaders, monks)

Blessed Watchfulness (1st) (PO S&M)
Light/Darkness (1st)
Sacred Guardian (1st) (TOM)
Whisperward (1st) (TCDH)
Iron Vigil (2nd) (PO S&M)
Silence, 15' Radius (2nd)
Wyvern Watch (2nd)
Continual Light/Continual Darkness (3rd)
Glyph of Warding (3rd)
Abjure (4th)
Dimensional Anchor (4th)
Dispel Evil/Dispel Good (5th)
Unceasing Vigilance of the Holy Sentinel (5th) (TOM)
Blade Barrier (6th)
Forbiddance (6th)
Symbol (7th)

Healing

(Major: clerics, crusaders, druids; Minor: monks, shamans)

Cure Light Wounds/Cause Light Wounds (1st)
Cure Moderate Wounds/Cause Moderate Wounds (2nd)
Fortifying Stew (2nd) (TCDH)
Slow Poison (2nd)
Cure Blindness or Deafness/Cause Blindness or Deafness (3rd)
Cure Disease/Cause Disease (3rd)
Hold Poison (3rd) (PO S&M)
Repair Injury (3rd) (PO S&M)
Cure Serious Wounds/Cause Serious Wounds (4th)
Fortify* (4th) (TOM)
Neutralize Poison/Poison (4th)
Cure Critical Wounds/Cause Critical Wounds (5th)
Heal/Harm (6th)
Regenerate (7th)

Law

(Major: lawful crusaders)

Command (1st)
Protection from Chaos (1st) (PO S&M)
Calm Chaos (2nd) (TOM)
Enthrall (2nd)
Hold Person (2nd)
Dictate (3rd) (DMO HLC)
Rigid Thinking (3rd) (TOM)
Strength of One (3rd) (TOM)
Compulsive Order (4th) (TOM)
Defensive Harmony (4th) (TOM)
Champion's Strength (5th) (TOM)
Impeding Permission (5th) (TOM)
Legal Thoughts (6th) (TOM)

Necromantic

(Major: clerics; Minor: crusaders, monks)

Dispel Fatigue (1st) (PO S&M)
Invisibility to Undead (1st)
Aid (2nd)
Restore Strength (2nd) (PO S&M)
Animate Dead (3rd)
Feign Death (3rd)
Negative Plane Protection (3rd)
Remove Paralysis (3rd)
Speak with Dead (3rd)
Suspended Animation (4th) (PO S&M)
Unfailing Endurance (4th) (PO S&M)
Raise Dead (5th)
Earthwrack (6th) (TCDH)
Create Crypt Thing (7th) (MM)
Reincarnate (7th)
Restoration (7th)
Resurrection (7th)

Numbers

(Major: Monks)

Analyze Balance (1st) (TOM)
Calculate (1st) (PO S&M)
Personal Reading (1st) (TOM)
Moment (2nd) (TOM)
Music of the Spheres (2nd) (TOM)
Etherealness (3rd) (PO S&M)
Extradimensional Detection (3rd) (TOM)
Moment Reading (3rd) (TOM)
Telethaumaturgy (3rd) (TOM)
Addition (4th) (TOM)
Dimensional Folding (4th) (TOM)
Probability Control (4th) (TOM)
Consequence (5th) (TOM)
Dimensional Translocation (5th) (PO S&M)
Extradimensional Manipulation (5th) (TOM)
Extradimensional Pocket (5th) (TOM)
Physical Mirror (6th) (TOM)
Seclusion (6th) (TOM)
Spacewarp (7th) (TOM)
Timelessness (7th) (TOM)

Plant

(Major: druids; Minor: shamans; Rangers)

Allergic Field (1st) (TCRH)
Detect Snares & Pits (1st)
Entangle (1st)
Locate Animals or Plants (1st)
Pass without Trace (1st)
Puffball (1st) (TCDH)
Recover Trail (1st) (TCRH)
Revitalize Animal (1st) (TCRH)
Shillelagh (1st)
Barkskin (2nd)
Camouflage (2nd) (TCBoE)
Goodberry/Badberry (2nd)
Trip (2nd)
Warp Wood (2nd)

Chatterbark (3rd) (TCRH)
Pass without trace, 10' Radius (3rd) (TCDH)
Plant Growth (3rd)
Shapewood (3rd) (TCDH)
Slow Rot (3rd) (TOM)
Snare (3rd)
Spike Growth (3rd)
Tree (3rd)
Hallucinatory Forest (4th)
Hunger (4th) (TCDH)
Hold Plant (4th)
Knurl (4th) (TCDH)
Needlestorm (4th) (TCDH)
Plant Door (4th)
Polymorph Plant (4th) (TCRH)
Speak with Plants (4th)
Sticks to Snakes (4th)
Anti-plant Shell (5th)
Commune with Nature (5th)
Pass Plant (5th)
Thornwrack (5th) (TCDH)
Earthwrack (6th) (TCDH)
Ivy Siege (6th) (TCDH)
Liveoak (6th)
Transport Via Plants (6th)
Turn Wood (6th)
Wall of Thorns (6th)
Changestaff (7th)
Tree Spirit (7th) (TCDH)
Unwilling Wood (7th) (TCDH)

Protection

(Major: clerics, shamans; Minor: crusaders)

Endure Cold/Endure Heat (1st)
Protection from Evil/Protection from Good (1st)
*Ring of Hands/Ring of Woe** (1st) (TOM)
Sanctuary (1st)
Resist Acid and Corrosion (2nd) (PO S&M)
Resist Fire/Resist Cold (2nd)
Withdraw (2nd)
Line of Protection/Line of Destruction (3rd) (TOM)
Magical Vestment (3rd)
Negative Plane Protection (3rd)
Protection From Fire (3rd)
Remove Paralysis (3rd)
Protection from Evil, 10' Radius/Prot. from Good, 10' Radius (4th)
Protection from Lightning (4th)
Repel Insects (4th)
Spell Immunity (4th)
Anti-plant Shell (5th)
Impregnable Mind (5th) (PO S&M)
Anti-animal Shell (6th)
Antimineral Shell (7th) (PO S&M)
Impervious Sanctity of Mind (7th) (PO S&M)

Summoning

(Major: clerics, shamans)
Call Upon Faith (1st) (TOM)

Draw Upon Holy Might (2nd) (TOM)
Dust Devil (2nd)
Messenger (2nd)
Summon Animal Spirit (3rd) (PO S&M)
Abjure (4th)
Call Woodland Beings (4th)
Dimensional Translocation (5th) (PO S&M)
Dispel Evil/Dispel Good (5th)
Aerial Servant (6th)
Animate Object (6th)
Conjure Animals (6th)
Word of Recall (6th)
Exaction (7th)
Mind Tracker (7th) (TOM)
Spirit of Power (7th) (TOM)
Succor (7th)

Sun

(Major: druids)

Light/Darkness (1st)
Sunsorch (1st) (PO S&M)
Continual Light/Continual Darkness (3rd)
Starshine (3rd)
Blessed Warmth (4th) (TOM)
Moonbeam (5th)
Rainbow (5th)
Sol's Searing Orb (6th) (TOM)
The great circle (6th) (TOM)
Sunray (7th)

Thought

(Major: Monks)

Emotion Read (1st) (TOM)
Thought Capture (1st) (TOM)
Idea (2nd) (TOM)
Mind Read (2nd) (TOM)
Emotion Control (3rd) (TOM)
Memory Read (3rd) (TOM)
Telepathy (3rd) (TOM)
Genius (4th) (TOM)
Mental Domination (4th) (TOM)
Modify Memory (4th) (TOM)
Rapport (4th) (TOM)
Solipsism (4th) (TOM)
Thought Broadcast (4th) (TOM)
Impregnable Mind (5th) (PO S&M)
Memory Wrack (5th) (TOM)
Mindshatter (5th) (TOM)
Thoughtwave (5th) (TOM)
Disbelief (6th) (TOM)
Group Mind (6th) (TOM)
Impervious Sanctity of Mind (7th) (PO S&M)
Mind Tracker (7th) (TOM)

Time

(Minor: Monks)

Know Age (1st) (TOM)
Know Time (1st) (TOM)
Hesitation (2nd) (TOM)
Nap (2nd) (TOM)

Accelerate Healing (3rd) (TOM)
 Choose Future (3rd) (TOM)
 Unfailing Premonition (3rd) (PO S&M)
 Age Plant (4th) (TOM)
 Body Clock (4th) (TOM)
 Age Object (5th) (TOM)
 Othertime (5th) (DMO S&M)
 Repeat Action (5th) (TOM)
 Time Pool (5th) (TOM)
 Age Creature (6th) (TOM)
 Reverse Time (6th) (TOM)
 Skip Day (6th) (TOM)
 Age Dragon (7th) (TOM)

Travelers

(Major: Shamans)

Know Direction (1st) (TOM)
 Aura of Comfort (2nd) (TOM)
 Camouflage (2nd) (TCBoE)
 Lighten Load (2nd) (TOM)
 Create Campsite (3rd) (TOM)
 Helping Hand (3rd) (TOM)
 Know Customs (3rd) (TOM)
 Circle of Privacy (4th) (TOM)
 Tree Steed (4th) (TOM)
 Clear Path (5th) (TOM)
 Easy March (5th) (TOM)
 Monster Mount (6th) (TOM)
 Hovering Road (7th) (TOM)

War

(Major: crusaders)

Courage (1st) (TOM)
 Morale (1st) (TOM)
 Emotion Perception (2nd) (TOM)
 Rally (2nd) (TOM)
 Seeking (2nd) (TCBoE)
 Adaptation (3rd) (TOM)
 Caltrop (3rd) (TOM)
 Fortify (3rd) (PO S&M)
 Entrench (4th) (PO S&M)
 Leadership/Doubt (4th) (TOM)
 Tanglefoot/Selective Passage (4th) (TOM)
 Disguise (5th) (TOM)
 Illusory Artillery (5th) (TOM)
 Righteous Wrath of the Faithful (5th) (PO S&M)
 Gravity Variation (6th) (TOM)
 Illusory Fortification (7th) (TOM)
 Shadow Engine (7th) (TOM)

Wards

(Major: Crusaders, shamans)

Antivermin Barrier (1st) (TOM)
 Weighty Chest (1st) (TOM)
 Ethereal Barrier (2nd) (PO S&M)
 Frisky Chest (2nd) (TOM)
 Zone of Truth (2nd) (TOM)
 Efficacious Monster Ward (3rd) (TOM)
 Invisibility Purge (3rd) (TOM)
 Squeaking Floor (3rd) (TOM)
 Thief's Lament (3rd) (TOM)

Zone of Sweet Air (3rd) (TOM)
 Fire Purge (4th) (TOM)
 Weather Stasis (4th) (TOM)
 Barrier of Retention (5th) (TOM)
 Elemental Forbiddance (5th) (TOM)
 Grounding (5th) (TOM)
 Shrieking Walls (5th) (TOM)
 Undead Ward (5th) (TOM)
 Crushing Walls (6th) (TOM)
 Dragonbane (6th) (TOM)
 Land of Stability (6th) (TOM)
 Tentacle Walls (7th) (TOM)

Weather

(Major: Druids)

Faerie Fire (1st)
 Whisperward (1st) (TCDH)
 Obscurement (2nd)
 Call Lightning (3rd)
 Weather Prediction (3rd) (PO S&M)
 Control Temperature, 10' Radius (4th)
 Protection from Lightning (4th)
 Weather Stasis (4th) (TOM)
 Cloudscape (5th) (TCDH)
 Control Winds (5th)
 Rainbow (5th)
 Weather Summoning (6th)
 Control Weather (7th)

INDEX

A

Abi-Dalzim's Horrid Wilting (Wiz 8) 194
 Abjure (Pri 4) 304
 Abundance (Priest Quest Spell) 393
 Accelerate Healing (Pri 3) 277
 Acid Storm (Wiz 7) 177
 Adamantite Mace (Pri 4) 304
 Adaptation (Pri 3) 277
 Addition (Pri 4) 304
 Advanced Illusion (Wiz 5) 126
 Aerial Servant (Pri 6) 356
 Affect Normal Fires (Wiz 1) 27
 Age Creature (Pri 6) 356
 Age Dragon (Pri 7) 374
 Age Object (Pri 5) 332
 Age Plant (Pri 4) 305
 Aid (Pri 2) 254
 Air breathing *Siehe* Water Breathing (Pri 3)
 Air breathing, Reverse (Wiz 3) 95
 Air Walk (Pri 5) 332
 Airboat (Wiz 8) 194
 Airy Water (Wiz 5) 126
 Alacrity (Wiz 3) 73
 Alimir's Fundamental Breakdown (Wiz 3) 73
 Alarm (Wiz 1) 27
 Allergy Field (Pri/Ra 1) 234
 Alter Instrument (Wiz/Ba 1) 27
 Alter Self (Wiz 2) 51
 Alternate Reality* (Wiz 3) 73
 Analyze Balance (Pri 1) 234
 Analyze Dweomer (Wiz 8) 194
 Animal Eyes (Pri/Ra 2) 254
 Animal Friendship (Pri 1) 234
 Animal Growth (Pri 5) 332
 Animal growth (Reverse) *Siehe* Animal growth (Pri 5)
 Animal Growth (Wiz 5) 126
 Animal Horde (Priest Quest Spell) 393
 Animal Spy (Dr/Pri 2) 254
 Animal Summoning I (Pri 4) 305
 Animal Summoning II (Pri 5) 333
 Animal Summoning III (Pri 6) 357
 Animal Trick (Pri/Ra 4) 306
 Animate Dead (Pri 3) 277
 Animate Dead (Wiz 5) 126
 Animate Flame (Pri 5) 333
 Animate Object (Pri 6) 358
 Animate Rock (Pri 7) 374
 Anti-Animal Shell (Pri 6) 358
 Antimagic Shell (Wiz 6) 151
 Antimineral Shell (Pri 7) 374
 Antipathy *Siehe* Antipathy-Sympathy (Wiz 8)
 Antipathy-Sympathy (Wiz 8) 195
 Anti-Plant Shell (Pri 5) 334
 Anti-Vermin Barrier (Pri 1) 235
 Armor (Wiz 1) 28
 Arrow of Bone (Wiz 6) 151
 Astral Awareness (Pri 2) 255
 Astral Celerity (Pri 1) 235
 Astral Spell (Pri 7) 375
 Astral Spell (Wiz 9) 210
 Astral Window (Pri 3) 277
 Atonement (Pri 5) 334
 Attraction (Wiz 5, Reverse) 127
 Audible Glamer (Wiz 1) 28
 Augmentation I (Wiz 3) 74
 Augmentation II (Wiz 6) 152
 Augury (Pri 2) 255
 Aura of Comfort (Pri 2) 255
 Avoidance (Wiz 5) 127

B

Badberry (Reverse) *Siehe* Goodberry (Pri 2)
 Bands of Sirellyn (Wiz 3) 74
 Banishment (Wiz 7) 177
 Barkskin (Pri 2) 255
 Barrier of Retention (Pri 5) 334
 Battlefate (Pri 1) 235
 Beastmask (Dr/Pri 1) 236
 Beastspite (Dr/Pr 2) 256
 Ber-gat (New, Wiz 1) 405
 Bestow curse
 Reverse *Siehe* Remove Curse (Pri 3)
 Bigby's Clenched Fist (Wiz 8) 195
 Bigby's Crushing Hand (Wiz 9) 211
 Bigby's Forceful Hand (Wiz 6) 152
 Bigby's Grasping Hand (Wiz 7) 177
 Bigby's Interposing Hand (Wiz 5) 127
 Bind (Wiz 2) 51
 Binding (Wiz 8) 195
 Blackmantle (Wiz 6) 152
 Blade Barrier (Pri 6) 358
 Bless (Pri 1) 236
 Blessed Abundance (Pri 5) 335
 Blessed Warmth (Pri 4) 306
 Blessed Watchfulness (Pri 1) 237
 Blindness (Wiz 2) 51
 Blink (Wiz 3) 74
 Bloodstone's Frightful Joining (Wiz 7) 177
 Bloodstone's Spectral Steed (Wiz 6) 153
 Blur (Wiz 2) 51
 Body Clock (Pri 4) 307
 Bone Club (Wiz 3) 75
 Bow
 Rainbow *Siehe* Rainbow
 Break camp *Siehe* Create Campsite (Pri 3)
 Breath of death
 Reverse, Priest spell *Siehe* Breath of Life (Pri 7)
 Breath of Life (Pri 7) 376
 Bridge
 Rainbow *Siehe* Rainbow (Pri 5)
 Burning Hands (Wiz 1) 28

C

Calculate (Pri 1) 237
 Call Follower (Ra/Pri 3) 278
 Call Lightning (Pri 3) 278
 Call Phoenix (Pri 6) 359
 Call Upon Faith (Pri 1) 237
 Call Woodland Beings (Pri 4) 307
 Calm Animals (Pri 1) 238
 Calm Chaos (Pri 2) 256
 Caltrops (Pri 3) 278
 Camouflage (Wiz/Pri 2) 52, 257
 Cantrip (Wiz 1) 29
 Cat's Grace (Wiz 2) 52
 Cause blindness or deafness
 Reverse *Siehe* Cure blindness or deafness (Pri 3)
 Cause Critical Wounds (Pri 5, Reverse) 339
 Cause disease
 Reverse *Siehe* Cause disease (Pri 3)
 Cause fear
 Reverse *Siehe* Remove fear (Pri 1)
 Cause light wounds
 Reverse *Siehe* Cure light wounds (Pri 1)
 Cause Moderate Wounds (Pri 2, Reverse) 259
 Cause serious wounds (Reverse) *Siehe* Cure Serious Wounds (Pri 4)
 Chain Contingency (Wiz 9) 211

Chain Lightning (Wiz 6) 153
 Champion's Strength (Pri 5) 335
 Chances of Locating *Siehe* Crystal Ball *Siehe* Crystal Ball
 Change Self (Wiz 1) 29
 Changestaff (Pri 7) 376
 Chant (Pri 2) 257
 Chaos (Wiz 5) 128
 Chaos Shield* (Wiz 2) 52
 Chaos Ward (Pri 2) 257
 Chaotic Combat (Pri 4) 308
 Chaotic Commands (Pri 5) 335
 Chaotic Sleep (Pri 4) 308
 Chariot of Sustarre (Pri 7) 377
 Charm Monster (Wiz 4) 98
 Charm Person (Wiz 1) 29
 Charm Person or Mammal (Pri 2) 258
 Charm Plants (Wiz 7) 178
 Chatterbark (Ra/Pri 3) 279
 Chill Metal (Reverse) *Siehe* Heat Metal (Pri 2)
 Chill Touch (Wiz 1) 30
 Choke (Wiz 2) 53
 Choose Future (Pri 3) 279
 Chromatic Orb (Wiz 1) 30
 Circle of Privacy (Pri 4) 308
 Circle of Sunmotes (Priest Quest Spell) 393
 Clairaudience (Wiz 3) 75
 Clairvoyance (Wiz 3) 75
 Claws of the Umber Hulk (Wiz 6) 153
 Clear Path (Pri 5) 336
 Cloak of Bravery (Pri 4) 309
 Cloak of fear
 Reverse *Siehe* Cloak of bravery
 Clone (Wiz 8) 196
 Cloud of Purification (Pri 5) 336
 Cloudkill (Wiz 5) 128
 Cloudscape (Dr/Pr 5) 337
 Clutter Path (Reverse) *Siehe* Clear Path (Pri 5)
 Color Spray (Wiz 1) 31
 Combine (Pri 1) 238
 Command (Pri 1) 238
 Command Monster (Pri 6) 359
 Commune (Pri 5) 337
 Commune With Nature (Pri 5) 337
 Comprehend Languages (Wiz 1) 32
 Compulsive Order (Pri 4) 309
 Conduit (Wiz 5) 128
 Cone of Cold (Wiz 5) 129
 Conformance (Priest Quest Spell) 394
 Confuse Language
 Reverse *Siehe* Comprehend Languages (Wiz 1)
 Confusion (Pri 7) 377
 Confusion (Wiz 4) 98
 Conjure Air or Water Elemental (Pri 7) 378
 Conjure Animals (Pri 6) 359
 Conjure Animals (Wiz 6) 154
 Conjure Cabinet (Ba/Wiz 4) 98
 Conjure earth elemental
 Reverse *Siehe* Conjure earth elemental (Pri 7)
 Conjure Earth Elemental (Pri 7) 378
 Conjure Elemental (Wiz 5) 129
 Conjure Elemental-Kin (Wiz 4) 99
 Conjure Fire Elemental (Pri 6) 360
 Conjure Spell Component (Wiz 1) 32
 Consequence (Pri 5) 338
 Contact Other Plane (Wiz 5) 130
 Contagion (Wiz 4) 99
 Contingency (Wiz 6) 155
 Continual Darkness *Siehe* Continual Light (Pri 3)
 Continual Light (Pri 3) 279
 Continual Light (Wiz 2) 53
 Control Animal (Pri 3) 280
 Control Temperature, 10' Radius (Pri 4) 310
 Control Undead (Wiz 7) 178
 Control Weather (Pri 7) 378
 Control Weather (Wiz 6) 155
 Control Winds (Pri 5) 338

Copy (Wiz 1) 32
 Corpse Visage (Wiz 1) 33
 Courage (Pri 1) 238
 Create Campsite (Pri 3) 280
 Create Crypt Thing (Pri 7) 379
 Create Crypt Thing (Wiz 7) 179
 Create Food & Water (Pri 3) 281
 Create Holy Symbol (Pri 2) 258
 Create Water (Pri 1) 239
 Creeping Doom (Pri 7) 379
 Crushing Walls (Pri 6) 360
 Crystal Ball 110, 325
 Crystalbrittle (Wiz 9) 212
 Cube of Force
 Magic Item *Siehe* Forcecage
 Cure Blindness or Deafness (Pri 3) 281
 Cure Critical Wounds (Pri 5) 339
 Cure Disease (Pri 3) 281
 Cure Light Wounds (Pri 1) 239
 Cure Moderate Wounds (Pri 2) 259
 Cure Serious Wounds (Pri 4) 310
 Curse
 Reverse *Siehe* Remove curse (Pri 3) *Siehe* Bless (Pri 1)
 Curse of Lycanthropy (Wiz 6) 156

D

Dancing Lights (Wiz 1) 33
 Darkness
 Reverse *Siehe* Light (Pri 1)
 Darkness, 15' Radius (Wiz 2) 53
 Dead Man's Eyes (Wiz 6) 156
 Deafness (Wiz 2) 53
 Death Fog (Wiz 6) 156
 Death Recall (Wiz 2) 54
 Death Spell (Wiz 6) 157
 Deeppockets (Wiz 2) 54
 Defensive Harmony (Pri 4) 310
 Defile (Reverse) *Siehe* Sanctify (Pri 2)
 Defoliate (Wiz 8) 197
 Delay Death (Wiz 3) 76
 Delayed Blast Fireball (Wiz 7) 179
 Delude (Wiz 3) 76
 Demand (Wiz 8) 197
 Demishadow Magic (Wiz 6) 157
 Demishadow Monsters (Wiz 5) 130
 Descent into Madness (Wiz 7) 179
 Destroy Crypt Thing (Pri 7, Reverse) 379
 Destroy Crypt Thing (Wiz 7, Reverse) 179
 Destroy water
 Reverse *Siehe* Create water (Pri 1)
 Destruction
 Reverse *Siehe* Resurrection (Pri 7)
 Detect Animal Attacker (Dr/Pr 4) 310
 Detect Charm (Pri 2) 259
 Detect Disease (Wiz 1) 33
 Detect Evil (Pri 1) 239
 Detect Evil (Wiz 2) 54
 Detect good
 Reverse *Siehe* Detect evil (Pri 1)
 Detect Good
 Reverse *Siehe* Detect Evil
 Detect Invisibility (Wiz 2) 54
 Detect Lie (Pri 4) 311
 Detect Life (Wiz 2) 55
 Detect Magic (Pri 1) 240
 Detect Magic (Wiz 1) 33
 Detect Phase (Wiz 1) 34
 Detect Poison (Pri 1) 240
 Detect Scrying (Wiz 4) 100
 Detect Secret Passages and Portals (Wiz 1) 34
 Detect Snares & Pits (Pri 1) 240
 Detect Spirits (Pri 3) 282
 Detect Undead (Wiz 1) 34
 Dictate (Pri 3) 282
 Dictation (Wiz 1) 34

Dig (Wiz 4) 100
Dilation I (Wiz 4) 100
Dilation II (Wiz 6) 158
Dimension Door (Wiz 4) 101
Dimensional Anchor (Pri 4) 311
Dimensional Blade (Wiz 6) 158
Dimensional Folding (Pri 4) 311
Dimensional Translocation (Pri 5) 339
Disbelief (Pri 6) 361
Disguise (Pri 5) 339
Disintegrate (Wiz 6) 158
Dismiss fire elemental
 Reverse *Siehe* Conjure fire elemental (Pri 6)
Dismissal (Wiz 5) 131
Dispel Evil (Pri 5) 340
Dispel Fatigue (Pri 1) 241
Dispel good
 Reverse *Siehe* Dispel Evil (Pri 5)
Dispel Magic (Pri 3) 282
Dispel Magic (Wiz 3) 76
Displace Self (Wiz 2) 55
Dissension's Feast (Pri 2) 259
Distance Distortion (Wiz 5) 131
Divination (Pri 4) 312
Divination Enhancement (Wiz 4) 101
Divine Inspiration (Pri 7) 379
Divining Rod (Wiz 1) 35
Domination (Wiz 5) 131
Dragon Scales (Wiz 6) 159
Dragonbane (Pri 6) 361
Draw Upon Holy Might (Pri 2) 259
Drawmij's Instant Summons (Wiz 7) 180
Dream (Wiz 5) 132
Duo-Dimension 180
Duplicate (Wiz 4) 101
Dust Devil (Pri 2) 260

E

Earthmaw (Dr/Pri 4) 313
Earthquake (Pri 7) 379
Earthwrack (Dr/Pri 6) 361
Easy March (Pri 5) 340
Efficacious Monster Ward (Pri 3) 283
Eighth-Level Spells
 Wizard Spells *Siehe*
Elemental Aura (Wiz 9) 212
Elemental Forbiddance (Pri 5) 340
Elemental Swarm (Priest Quest Spell) 394
Emotion (Wiz 4) 101
Emotion Control (Pri 3) 284
Emotion Perception (Pri 2) 260
Emotion Read (Pri 1) 241
Enchant an Item (Wiz 6) 159
Enchanted Weapon (Wiz 4) 102
Endure Cold/Endure Heat (Pri 1) 241
Energy drain
 Reverse *Siehe* Restoration (Pri 7)
Energy Drain (Wiz 9) 213
Enervation (Wiz 4) 102
Enhance Illusions (New, Wiz 3) 407
Enlarge (Wiz 1) 35
Ensnarement (Wiz 6) 160
Entangle (Pri 1) 241
Enthrall (Pri 2) 260
Entrench (Pri 4) 313
Entropy Shield (Pri 6) 362
Erase (Wiz 1) 36
ESP (Wiz 2) 55
Estate Transference (Wiz 9) 213
Ethereal Barrier (Pri 2) 261
Etherealness (Pri 3) 285
Etherealness (Wiz 6) 161
Etherwalk (Priest Quest Spell) 394
Evard's Black Tentacles (Wiz 4) 102
Exaction (Pri 7) 380

Expeditious Retreat (Wiz 1) 36
Explosive Runes (Wiz 3) 77
Extension I 103
Extension II (Wiz 5) 132
Extension III (Wiz 6) 161
Extradimensional Detection (Pri 3) 285
Extradimensional Manipulation (Pri 5) 341
Extradimensional Pocket (Pri 5) 341
Eyebite (Wiz 6) 161

F

Fabricate (Wiz 5) 132
Faerie Fire (Pri 1) 242
False seeing
 Reverse *Siehe* True seeing (Pri 5)
False Vision (Wiz 5) 133
Far Reaching I (Wiz 3) 78
Far Reaching II (Wiz 4) 103
Far Reaching III (Wiz 5) 133
Farewell Familiar (New, Wiz 1) 403
Fear (Wiz 4) 103
Fear Contagion (Priest Quest Spell) 394
Fear Ward (Wiz 8) 197
Feather Fall (Wiz 1) 36
Feeblemind (Wiz 5) 133
Feign Death (Pri 3) 285
Feign Death (Wiz 3) 78
Fifth Level Spells
 Priest spells *Siehe*
Fifth-Level Spells
 Wizard Spells 126
Filter (Wiz 2) 56
Find Familiar (Wiz 1) 37
Find Major Familiar (New, Wiz 6) 403
Find the Path (Pri 6) 362
Find Traps (Pri 2) 261
Finger of Death (Wiz 7) 181
Fire Aura (Wiz 4) 104
Fire Burst (Wiz 1) 38
Fire Charm (Wiz 4) 104
Fire Purge (Pri 4) 314
Fire quench
 Reverse *Siehe* Fire storm (Pri 7)
Fire Seeds (Pri 6) 363
Fire Shield (Wiz 4) 104
Fire Storm (Pri 7) 381
Fire Trap (Pri 2) 262
Fire Trap (Wiz 4) 105
Fireball (Wiz 3) 79
Fireflow* (Wiz 3) 78
Firelight (Pri 1) 242
First-Level Spells
 Priest spells 234
 Wizard spells 27
Fist of Stone (Wiz 1) 38
Flame Arrow (Wiz 3) 79
Flame Blade (Pri 2) 262
Flame Strike (Pri 5) 342
Flame Walk (Pri 3) 286
Flaming Sphere (Wiz 2) 56
Flesh to stone
 Reverse *Siehe* Stone to flesh
Fly (Wiz 3) 79
Focus (Pri 4) 314
Fog Cloud (Wiz 2) 57
Fools' Gold (Wiz 2) 57
Fool's Speech* (Wiz 3) 80
Forbiddance (Pri 6) 363
Force Shapechange (Wiz 5) 133
Forcecage (Wiz 7) 181
Forcecube
 Spell variant *Siehe* Forcecage
Foresight (Wiz 9) 213
Forest's Fiery Constrictor (Wiz 6) 162
Forget (Wiz 2) 57

Fortify (Pri 3) 286
 Fortify (Pri 4) 315
 Fortifying Stew (Dr/Pri 2) 262
 Fourth-Level Spells 304
 Wizard Spells 98
 Free Action (Pri 4) 316
 Freedom
 Reverse *Siehe* Imprisonment
 Friends (Wiz 1) 39
 Frisky Chest (Pri 2) 263
 Fumble (Wiz 4) 106

G

Gate (Pri 7) 381
 Gate (Wiz 9) 214
 Gaze Reflection (Wiz 1) 39
 Geas (Wiz 6) 162
 Genius (Pri 4) 316
 Ghoul Touch (Wiz 2) 58
 Giant Insect (Pri 4) 316
 Gift of Speech (Ra/Pri 2) 263
 Glass of Preserved Words
 Magic Item 245
 Glassee (Wiz 6) 162
 Glassteel (Wiz 8) 197
 Glitterdust (Wiz 2) 58
 Globe of Invulnerability (Wiz 6) 162
 Glorious Transmutation (Wiz 9) 214
 Glyph of Warding (Pri 3) 286
 Goodberry (Pri 2) 263
 Gravity Variation (Pri 6) 363
 Grease (Wiz 1) 39
 Greater Malison (Wiz 4) 106
 Greater Sign of Sealing (Wiz 6) 363
 Grounding (Pri 5) 342
 Group Mind (Pri 6) 364
 Guards and Wards (Wiz 6) 163
 Gunther's Kaleidoscopic Strike (Wiz 8) 198
 Gust of Wind (Wiz 3) 80

H

Hallucinatory Forest (Pri 4) 317
 Hallucinatory Terrain (Wiz 4) 106
 Halo of Eyes (Wiz 4) 106
 Harm
 Reverse *Siehe* Heal (Pri 6)
 Haste (Wiz 3) 81
 Hatch the Stone from the Egg (Wiz 7) 182
 Heal (Pri 6) 364
 Health Blessing (Priest Quest Spell) 395
 Heart of Stone (Wiz 8) 198
 Heat Metal (Pri 2) 264
 Helping Hand (Pri 3) 287
 Heroes' Feast (Pri 6) 365
 Hesitation (Pri 2) 264
 Highway (Priest Quest Spell) 395
 Hold Animal (Pri 3) 287
 Hold Monster (Wiz 5) 133
 Hold Person (Pri 2) 264
 Hold Person (Wiz 3) 81
 Hold Plant (Pri 4) 317
 Hold Poison (Pri 3) 288
 Hold Portal (Wiz 1) 39
 Hold Undead (Wiz 3) 81
 Holy Word (Pri 7) 381
 Homunculus Shield (Wiz 8) 199
 Hopelessness *Siehe* Symbol, 7th lv priest spell
 Hornung's Baneful Deflector* (Wiz 2) 58
 Hornung's Guess* (Wiz 1) 40
 Hornung's Random Dispatcher* (Wiz 8) 199
 Hornung's Surge Selector* (Wiz 7) 182
 Hovering Road (Pri 7) 382
 Hovering Skull (Wiz 3) 82
 Hunger (Dr/Pri 4) 317
 Hurd's Obligation (Wiz True Dweomer) 227

Hypnotic Pattern (Wiz 2) 58
 Hypnotism (Wiz 1) 40

I

Ice Knife (Wiz 2) 59
 Ice Storm (Wiz 4) 107
 Idea (Pri 2) 265
 Identify (Wiz 1) 40
 Illusionary Script (Wiz 3) 82
 Illusionary Wall (Wiz 4) 107
 Illusory Artillery (Pri 5) 342
 Illusory Fortification (Pri 7) 382
 Imago Interrogation (Priest Quest Spell) 395
 Imbue With Spell Ability (Pri 4) 318
 Impeding Permission (Pri 5) 342
 Impervious Sanctity of Mind (Pri 7) 383
 Implosion/Inversion (Priest Quest Spell) 396
 Impregnable Mind (Pri 5) 343
 Imprisonment (Wiz 9) 215
 Improved Blink (Wiz 5) 134
 Improved Magic Mouth (Ba/Wiz 3) 82
 Improved Phantasmal Force (Wiz 2) 59
 Improved Strength (Wiz 4) 107
 Incendiary Cloud (Wiz 8) 200
 Infravision (Wiz 3) 83
 Insatiable Thirst (Wiz 2) 59
 Insect Plague (Pri 5) 343
 Instant Audience (Ba/Wiz 3) 83
 Intensify Summoning (Wiz 7) 182
 Interdiction (Priest Quest Spell) 396
 Inverted Ethics (Pri 4) 318
 Invisibility (Wiz 2) 60
 Invisibility Purge (Pri 3) 288
 Invisibility to Animals (Pri 1) 242
 Invisibility to Undead (Pri 1) 243
 Invisibility, 10' Radius (Wiz 3) 84
 Invisible Mail (Wiz 3) 83
 Invisible Stalker (Wiz 6) 164
 Invulnerability to Magical Weapons (Wiz 6) 164
 Invulnerability to Normal Weapons (Wiz 5) 134
 Iron Body (Wiz 8) 200
 Iron Mind (Wiz 3) 84
 Iron Vigil (Pri 2) 265
 Irritation (Wiz 2) 60
 Item (Wiz 3) 84
 Ivy Siege (Dr/Pr 6) 365

J

Join With Astral Traveler (Pri 4) 319
 Jump (Wiz 1) 41

K

Khazid's Procurement (Wiz 5) 135
 Knock (Wiz 2) 61
 Know Age (Pri 1) 243
 Know Alignment (Pri 2) 265
 Know Alignment (Wiz 2) 61
 Know Customs (Pri 3) 288
 Know Direction (Pri 1) 243
 Know Time (Pri 1) 243
 Know Value (Wiz 5) 135
 Knurl (Dr/Pr 4) 319
 Kolin's Undead Legion (Wiz True Dweomer) 227
 Krieb's Flaming Dragon (Wiz True Dweomer) 228

L

Lance of Disruption (Wiz 3) 85
 Land of Stability (Pri 6) 365
 Lasting Breath (Wiz 1) 41
 Leadership (Pri 4) 319
 Legal Thoughts (Pri 6) 366
 Legend Lore (Wiz 6) 164
 Leomund's Hidden Lodge (Wiz 5) 135

Leomund's Lamentable Belaborment (Wiz 5) 136
 Leomund's Secret Chest (Wiz 5) 136
 Leomund's Secure Shelter (Wiz 4) 108
 Leomund's Tiny Hut (Wiz 3) 85
 Leomund's Trap (Wiz 2) 61
 Lesser Geas (Wiz 4) 108
 Lesser Sign of Sealing (Wiz 3) 85
 Levitate (Wiz 2) 62
 Light (Pri 1) 243
 Light (Wiz 1) 41
 Lighten Load (Pri 2) 266
 Lightning Bolt (Wiz 3) 86
 Limited Wish (Wiz 7) 182
Line of destruction Siehe Line of Protection (Pri 3)
 Line of Protection (Pri 3) 289
 Liveoak (Pri 6) 366
 Locate Animal Follower (Pri/Ra 2) 266
 Locate Animals or Plants (Pri 1) 244
 Locate Creature (Wiz 4) 109
 Locate Object (Pri 3) 289
 Locate Object (Wiz 2) 62
 Lock *Siehe* Knock (Wiz 2)
 Log of Everburning (Pri 1) 244
 Lorloveim's Creeping Shadow (Wiz 3) 86
 Lorloveim's Shadowy Transformation (Wiz 6) 165
 Lose the path *Siehe* Find the path (Pri 6)
 Lower Resistance (Wiz 5) 137
 Lower Water (Pri 4) 320
 Lower Water (Wiz 6) 165

M

Magic Font (Pri 5) 343
 Magic Jar (Wiz 5) 137
 Magic Mirror (Wiz 4) 109
 Magic Missile (Wiz 1) 42
 Magic Mouth (Wiz 2) 62
 Magic Staff (Wiz 5) 138
 Magical Stone (Pri 1) 244
 Magical Vestment (Pri 3) 290
 Major Creation (Wiz 5) 139
 Malec-Keth's Flame Fist (Wiz 7) 183
 Mask of Death (Wiz 4) 109
 Mass Charm (Wiz 8) 201
 Mass Invisibility (Wiz 7) 184
 Mass Suggestion (Wiz 6) 166
 Massmorph (Wiz 4) 111
 Maximilian's Earthen Grasp (Wiz 2) 63
 Maximilian's Stony Grasp (Wiz 3) 87
 Maze (Wiz 8) 201
 Meld (Pri 5) 344
 Meld Into Stone (Pri 3) 290
 Melf's Acid Arrow (Wiz 2) 63
 Melf's Minute Meteors (Wiz 3) 87
 Memory Read (Pri 3) 290
 Memory Wrack (Pri 5) 344
 Mending (Wiz 1) 42
 Mental Domination (Pri 4) 320
 Message (Wiz 1) 42
 Messenger (Pri 2) 266
 Metamorphose Liquids (Wiz 1) 43
 Meteor Swarm (Wiz 9) 215
 Mind Blank (Wiz 8) 201
 Mind Fog (Wiz 5) 139
 Mind Read (Pri 2) 267
 Mind Tracker (Pri 7) 383
 Mindnet (Priest Quest Spell) 396
 Mindshatter (Pri 5) 345
 Minor Creation (Wiz 4) 111
 Minor Globe of Invulnerability (Wiz 4) 111
 Minor Malison (Wiz 3) 88
 Minor Spell Turning (Wiz 4) 111
 Mirage Arcana (Wiz 6) 166
 Mirror Image (Wiz 2) 64
 Miscast Magic (Pri 3) 291
 Misdirection (Wiz 2) 64

Mislead (Wiz 6) 166
 Mistaken Missive (Pri 1) 245
 Modify Memory (Pri 4) 320
 Moment (Pri 2) 267
 Moment Reading (Pri 3) 291
 Monster Mount (Pri 6) 366
 Monster Summoning I (Wiz 3) 88
 Monster Summoning II (Wiz 4) 112
 Monster Summoning III (Wiz 5) 139
 Monster Summoning IV (Wiz 6) 167
 Monster Summoning V (Wiz 7) 184
 Monster Summoning VI (Wiz 8) 201
 Monster Summoning VII (Wiz 9) 216
 Moon Rune (Wiz 2) 64
 Moonbeam (Pri 5) 346
 Morale (Pri 1) 245
 Mordenkainen's Force Missiles (Wiz 4) 113
 Mordenkainen's Celerity (Wiz 4) 113
 Mordenkainen's Disjunction (Wiz 9) 216
 Mordenkainen's Faithful Hound (Wiz 5) 140
 Mordenkainen's Lucubration (Wiz 6) 167
 Mordenkainen's Magnificent Mansion (Wiz 7) 185
 Mordenkainen's Private Sanctum (Wiz 5) 140
 Mordenkainen's Sword (Wiz 7) 185
 Mount (Wiz 1) 43
 Move Earth (Wiz 6) 167
 Mud to rock
 Reverse, Wizard Spell *Siehe* Transmute Rock to mud (Wiz 5)
 Mummy Rot (Wiz 5) 140
 Murdock's Feathery Flyer (Wiz 1) 43
 Music of the Spheres (Pri 2) 267
 Mystic Transfer (Pri 2) 268

N

Nahal's Nonsensical Nullifier* (Wiz 2) 64
 Nahal's Reckless Dweomer (Wiz 1) 44
 Nap (Pri 2) 268
 Nature's Charm (Dr/Pri 5) 346
 Nazzer's Nullification (Wiz True Dweomer) 228
 Needlestorm (Dr/Pri 4) 321
 Negative Plane Protection (Pri 3) 292
 Neja's Irresistible Plea (Wiz True Dweomer) 229
 Neja's Unfailing Contempt (Wiz True Dweomer) 229
 Neutralize Gas (Wiz 7) 186
 Neutralize Poison (Pri 4) 321
 Nightmare
 Reverse *Siehe* Dream (Wiz 5)
 Ninth-Level Spells
 Wizard spells 210
 Nondetection (Wiz 3) 88
 Nystul's Magical Aura (Wiz 1) 44

O

Obscure Follower (Reverse) *Siehe* Locate Animal Follower (Pri 2)
 Obscure Object
 Reverse *Siehe* Locate Object (Wiz 2)
 Obscure object (Reverse) *Siehe* Locate Object (Pri 3)
 Obscurement (Pri 2) 269
 Omniscient Eye (Pri 4) 321
 Orison (Pri 1) 246
 Othertime (Pri 5) 347
 Otiluke's Dispelling Screen (Wiz 4) 113
 Otiluke's Freezing Sphere (Wiz 6) 168
 Otiluke's Resilient Sphere (Wiz 4) 114
 Otiluke's Telekinetic Sphere (Wiz 8) 202
 Otto's Irresistible Dance (Wiz 8) 202

P

Pain *Siehe* Symbol, 7th lv priest spell
 Pain Touch (Wiz 3) 89
 Part Water (Pri 6) 367
 Part Water (Wiz 6) 168

Pass Plant (Pri 5) 347
 Pass Without Trace (Pri 1) 247
 Pass Without Trace, 10' Radius (Ra/Pri3) 292
 Passwall (Wiz 5) 141
 Past Life (Wiz 2) 65
 Patternweave* (Wiz 1) 44
 Permanency (Wiz 8) 203
 Permanent Illusion (Wiz 6) 169
 Persistence (Wiz 7) 186
 Personal Reading (Pri 1) 246
 Persuasion *Siehe* Symbol, 7th lv priest spell
 Phantasmal Force (Wiz 1) 45
 Phantasmal Killer (Wiz 4) 114
 Phantom Steed (Wiz 3) 89
 Phase Door (Wiz 7) 187
 Physical Mirror (Pri 6) 367
 Planar Quest (Priest Quest Spell) 397
 Plane Shift (Pri 5) 348
 Plant Door (Pri 4) 322
 Plant Growth (Pri 3) 292
 Plant Growth (Wiz 4) 114
 Poison (Reverse) *Siehe* Neutralize Poison (Pri 4)
 Polymorph Any Object (Wiz 8) 204
 Polymorph Other (Wiz 4) 115
 Polymorph Plant (Pri/Ra 4) 322
 Polymorph Self (Wiz 4) 116
 Power Word, Blind (Wiz8) 205
 Power Word, Kill (Wiz 9) 217
 Power Word, Stun (Wiz 7) 187
 Prayer (Pri 3) 293
 Preservation (Priest Quest Spell) 397
 Priest Spells 234
 Prismatic Sphere (Wiz 9) 217
 Prismatic Spray 187
 Prismatic Wall (Wiz 8) 205
 Probability Control (Pri 4) 323
 Produce Fire (Pri 4) 322
 Produce Flame (Pri 2) 269
 Produce Ice (Pri 5) 349
 Programmed Amnesia (Wiz 9) 218
 Programmed Illusion (Wiz 6) 169
 Project Image (Wiz 6) 169
 Proofing versus Combustion (Wiz 5) 141
 Protection from Amorphs (Wiz 3) 90
 Protection From Cantrips (Wiz 2) 65
 Protection from Chaos (Pri 1) 247
 Protection From Evil (Pri 1) 248
 Protection From Evil (Wiz 1) 45
 Protection From Evil, 10' Radius (Pri 4) 323
 Protection From Evil, 10' Radius (Wiz 3) 90
 Protection From Fire (Pri 3) 293
 Protection from good
 Reverse *Siehe* Protection from evil (Pri 1) *Siehe* Protection from evil (Pri 1)
 Protection from Good, 10' Radius
 Reverse (Wiz 3) 90
 Protection from good, 10' radius (Reverse) *Siehe* Protection from evil, 10' radius (Pri 4)
 Protection from Hunger and Thirst (Wiz 1) 46
 Protection From Lightning (Pri 4) 323
 Protection From Normal Missiles (Wiz 3) 90
 Protection From Paralysis (Wiz 2) 65
 Protection from Poison (Wiz 2) 65
 Protection from Vermin (Wiz 1) 46
 Prying Eyes (Wiz 5) 141
 Psychic Protection (Wiz 4) 117
 Puffball (Dr/Pri 1) 248
 Purify Food & Drink (Pri 1) 249
 Putrefy food and drink
 Reverse *Siehe* Purify food and drink (Pri 1)
 Pyrotechnics (Pri 3) 293
 Pyrotechnics (Wiz 2) 66

Q

Quench fire (Reverse) *Siehe* Produce fire (Pri 4)

Quest (Pri 5) 349
 Quest Spells (Pri) 393

R

Rainbow (Pri 5) 350
 Rainbow Pattern (Wiz 4) 117
 Raise Dead (Pri 5) 350
 Raise water
 Reverse *Siehe* Lower water (Pri 4)
 Raise Water (Wiz 6, Reverse) 165
 Rally (Pri 2) 270
 Random Causality (Pri 3) 294
 Rapport (Pri 4) 324
 Rary's Mnemonic Enhancer (Wiz 4) 117
 Rary's Telepathic Bond (Wiz 5) 142
 Ratecliffe's Deadly Finger (Wiz True Dweomer) 230
 Ray of Enfeeblement (Wiz 2) 66
 Ray of Fatigue (Wiz 1) 46
 Read Magic (Wiz 1) 46
 Recitation (Pri 4) 324
 Recover Trail (Ra/Pri 1) 249
 Reduce
 Reverse *Siehe* Enlarge (Wiz 1)
 Reflecting Pool (Pri 4) 324
 Regenerate (Pri 7) 384
 Reincarnate (Pri 7) 384
 Reincarnation (Wiz 6) 170
 Remove Curse (Pri 3) 294
 Remove Curse (Wiz 4) 118
 Remove Fear (Pri1) 249
 Remove Paralysis (Pri 3) 294
 Repair Injury (Pri 3) 295
 Repeat Action (Pri 5) 351
 Repel Insects (Pri 4) 325
 Repulsion (Wiz 6) 170
 Resist Acid and Corrosion (Pri 2) 270
 Resist Fire/Resist Cold (Pri 2) 270
 Restoration (Pri 7) 385
 Restore Strength (Pri 2) 270
 Restore Youth
 Reverse *Siehe* Age creature (Pri 6)
 Resurrection (Pri 7) 385
 Revelation (Priest Quest Spell) 398
 Reverse Gravity (Wiz 7) 188
 Reverse Time (Pri 6) 368
 Reversion (Priest Quest Spell) 398
 Revitalize Animal (Ra/Pri 1) 250
 Ride the Wind (Wiz 2) 67
 Righteous Wrath of the Faithful (Pri 5) 351
 Rigid Thinking (Pri 3) 295
 Ring of Hands (Pri 1) 250
 Ring of Woe (Reverse) *Siehe* Ring of Hands (Pri 1)
 Robe of Healing (Priest Quest Spell) 398
 Rope Trick (Wiz 2) 67
 Rusting Grasp (Wiz 5) 142

S

Sacred Guardian (Pri 1) 250
 Safeguarding (Wiz 5) 143
 Sanctify (Pri 2) 271
 Sanctuary (Pri1) 251
 Scare (Wiz 2) 67
 Screen (Wiz 8) 205
 Seclusion (Pri 6) 368
 Second-Level Spells
 Wizard Spells 51
 Second-Level Spells (Wiz 2) 254
 Secret Page (Wiz 3) 90
 Seeking (Wiz/Pri 2) 68, 271
 Seeming (Wiz 5) 143
 Selective Passage, Reverse (Pri 4) 328
 Sending (Wiz 5) 143
 Sense Shifting (Wiz 2) 68
 Sepia Snake Sigil (Wiz 3) 91
 Sequester (Wiz 7) 188

Serten's Spell Immunity (Wiz 8) 206
 Seven-Eyes (Wiz 7) 188
 Seventh-Level Spells
 Priest Spells 374
 Wizard spells 177
 Shades (Wiz 6) 171
 Shadow Door (Wiz 5) 144
 Shadow Engines (Pri 7) 385
 Shadow Form (Wiz 8) 206
 Shadow Magic (Wiz 5) 144
 Shadow Monsters (Wiz 4) 118
 Shadow Walk (Wiz 7) 189
 Shadowcat (Wiz 7) 189
 Shape Change (Wiz 9) 219
 Shape Wood (Dr/Pr 3) 295
 Shatter (Wiz 2) 68
 Shield (Wiz 1) 47
 Shillelagh (Pri1) 251
 Shocking Grasp (Wiz 1) 47
 Shooting Stars (Priest Quest Spell) 399
 Shout (Wiz 4) 119
 Shrieking Walls (Pri 5) 351
 Shrink
 Reverse *Siehe* Giant insect (Pri 4)
 Shrink Animal, Reverse (Wiz 5) 126
 Siege Wall (Priest Quest Spell) 399
 Silence 15' Radius (Ba/Wiz 1) 68
 Silence, 15' Radius (Pri 2) 272
 Simulacrum (Wiz 7) 190
 Sink (Wiz 8) 206
 Sixth-Level Spells
 Priest spells 356
 Wizard spells 151
 Skip Day (Pri 6) 369
 Slay living
 Reverse *Siehe* Raise Dead (Pri 5)
 Sleep (Wiz 1) 47
 Slow (Wiz 3) 91
 Slow Poison (Pri 2) 272
 Slow Rot (Pri 3) 296
 Snake Charm (Pri 2) 272
 Snakes to sticks
 Reverse *Siehe* Snakes to sticks (Pri 4)
 Snapping Teeth (Wiz 3) 91
 Snare (Pri 3) 296
 Soften Earth and Stone (Pri 2) 272
 Solid Fog (Wiz 4) 119
 Solipsism (Pri 4) 326
 Sol's Searing Orb (Pri 6) 369
 Solvent of Corrosion (Wiz 3) 92
 Sound Bubble (Wiz/Ba 1) 47
 Spacewarp (Pri 7) 386
 Speak With Animals (Pri 2) 273
 Speak With Astral Traveler (Pri 1) 251
 Speak With Dead (Pri 3) 296
 Speak With Monsters (Pri 6) 369
 Speak With Plants (Pri4) 326
 Spectral Force (Wiz 3) 92
 Spectral Hand (Wiz 2) 69
 Spell Immunity (Pri 4) 327
 Spell Shape* (Wiz 7) 190
 Spell Turning (Wiz 7) 190
 Sphere of Security (Priest Quest Spell) 399
 Sphere of Ultimate Destruction (Wiz 9) 219
 Spider Climb (Wiz 1) 48
 Spike Growth (Pri 3) 297
 Spike Stones 352
 Spiral of Degeneration (Priest Quest Spell) 399
 Spirit Armor (Wiz 3) 92
 Spirit of Power (Pri 7) 386
 Spiritual Hammer 273
 Spiritual Wrath (Pri 6) 370
 Spook (Wiz 1) 48
 Squaring the Circle (Wiz 3) 92
 Squeaking Floors (Pri 3) 297
 Stabilize* (Wiz 9) 220
 Stalker (Priest Quest Spell) 400
 Starshine (Pri 3) 298
 Starting Mage Characters 408
 Statue (Wiz 7) 191
 Steal Enchantment (Wiz 7) 191
 Sticks to Snakes (Pri 4) 327
 Stinking Cloud (Wiz 2) 69
 Stone Shape (Pri 3) 298
 Stone Shape (Wiz 5) 144
 Stone Tell (Pri 6) 370
 Stone to Flesh (Wiz 6) 171
 Stone Trick (New, Wiz 3) 407
 Stoneskin (Wiz 4) 119
 Storm of Vengeance (Priest Quest Spells) 400
 Straighten Wood (Reverse) *Siehe* Warp Wood (Pri 2)
 Strength (Wiz 2) 69
 Strength of One (Pri 3) 298
 Strength of Stone (Pri 1) 251
 Strengthen Stone (Dr/Pr 5) 352
 Succor
 Reverse *Siehe* Succor (Pri 7) *Siehe* Succor (Wiz 9)
 Succor (Pri 7) 387
 Succor (Wiz 9) 220
 Suffocate (Wiz 7) 192
 Suggestion (Wiz 3) 93
 Summon Animal Spirit (Pri 3) 298
 Summon Insects (Pri 3) 299
 Summon Lycanthrope (Wiz 4) 120
 Summon Shadow (Wiz 5) 144
 Summon Swarm (Wiz 2) 70
 Sunray (Pri 7) 388
 Sunscorch (Pri 1) 252
 Superior Magnetism (Wiz 6) 171
 Suspended Animation (Pri 4) 327
 Symbol (Pri 7) 388
 Symbol (Wiz 8) 207
 Sympathy *Siehe* Sympathy (Wiz8)

T
 Tanglefoot (Pri 4) 328
 Tasha's Uncontrollable Hideous Laughter (Wiz 2) 70
 Taunt (Wiz 1) 48
 Telekinesis (Wiz 5) 144
 Telepathy (Pri 3) 299
 Teleport (Wiz 5) 145
 Teleport Without Error (Wiz 7) 192
 Telethaumaturgy (Pri 3) 300
 Temporal reinstatement
 Reverse *Siehe* Temporal Stasis
 Temporal Stasis (Wiz 9) 220
 Tenser's Destructive Resonance (Wiz 5) 146
 Tenser's Telling Blow (Wiz True Dweomer) 230
 Tenser's Floating Disc (Wiz 1) 49
 Tenser's Transformation (Wiz 6) 172
 Tentacle Walls (Pri 7) 388
 Tentacles (Wiz 6) 173
 The black circle
 Reverse *Siehe* The Great Circle (Pri 6)
 The Great Circle (Pri 6) 370
 There/Not There* (Wiz 4) 120
 Thief's Lament (Pri 3) 300
 Third-Level Spells
 Wizard Spells 73
 Third-Level Spells (Wiz) 277
 Thornwrack (Dr/Pri 5) 352
 Thought Broadcast (Pri 4) 328
 Thought Capture (Pri 1) 252
 Thoughtwave (Pri 5) 353
 Throbbing Bones (Wiz 5) 147
 Thunder Staff (Wiz 4) 121
 Time Pool (Pri 5) 353
 Time Stop (Wiz 9) 221
 Timelessness (Pri 7) 389
 Tongues (Pri 4) 329
 Tongues (Reverse) (Wiz 3) 93

Tongues (Wiz 3) 93
 Tongues, Reverse (Pri 4, Reverse) 329
 Transformation (Priest Quest Spell) 401
 Transmute dust to water
 Reverse, Priest spell *Siehe* Transmute water to dust (Pri 6)
 Transmute dust to water (Wiz 6, Reverse) 173
 Transmute Metal to Wood (Pri 7) 389
 Transmute mud to rock
 Reverse *Siehe* Transmute rock to mud (Pri 5)
 Transmute Rock to Mud (Pri 5) 353
 Transmute Rock to Mud (Wiz 5) 147
 Transmute Water to Dust (Pri 6) 371
 Transmute Water to Dust (Wiz 6) 173
 Transport Via Plants (Pri 6) 371
 Trap the Soul (Wiz 8) 208
 Tree (Pri 3) 301
 Tree Spirit (Dr/Pri 7) 389
 Tree Steed (Pri 4) 329
 Trip (Pri 2) 274
 Trollish Fortitude (Wiz 6) 174
 True Dweomers (Wizard Spells) 227
 True Seeing (Pri 5) 354
 True Seeing (Wiz 6) 174
 Tsunami (Pri 7) 390
 Turn Boulder to Pebble (Wiz 4, Reverse) 122
 Turn Pebble to Boulder (Wiz 4) 121
 Turn Wood (Pri 6) 371

U

Ultravision (Wiz 4) 122
 Unceasing Vigilance of the Holy Sentinel (Pri 5) 354
 Uncontrolled Weather (Pri 7) 391
 Undead Plague (Priest Quest Spell) 401
 Undead Ward (Pri 5) 355
 Undetectable Alignment *Siehe* Know Alignment (Pri 2)
 Reverse *Siehe* Know Alignment (Wiz 2)
 Undetectable Charm (Reverse) *Siehe* Detect Charm (Pri 2)
 Undetectable Lie (Reverse) *Siehe* Detect lie (Pri)
 Unearthly Choir (Pri 3) 301
 Unfailing Endurance (Pri 4) 329
 Unfailing Premonition (Pri 3) 302
 Unholy word
 Reverse *Siehe* Holy word (Pri 7)
 Unluck* (Wiz 4) 123
 Unseen Servant (Wiz 1) 49
 Unwilling Wood (Dr/Pri 7) 391
 Uplift (Pri 4) 330

V

Vacancy (Wiz 4) 123
 Vampiric Touch (Wiz 3) 94
 Vanish (Wiz 7) 192
 Veil (Wiz 6) 174
 Ventriloquism (Wiz 1) 49
 Vile Venom (Wiz 5) 147
 Vision (Wiz 7) 193
 Vitriolic Sphere (Wiz 4) 123
 Vocalize (Wiz 2) 71
 Von Gasik's Refusal (Wiz 5) 148
 Vortex* (Wiz 5) 148

W

Wail of the Banshee (Wiz 9) 221
 Wall of Bones (Wiz 5) 149
 Wall of Fire (Pri 5) 355

Wall of Fire (Wiz 4) 124
 Wall of Fog (Wiz 1) 50
 Wall of Force (Wiz 5) 149
 Wall of Gloom (Wiz 2) 71
 Wall of Ice (Wiz 4) 124
 Wall of Iron (Wiz 5) 149
 Wall of Sound (Ba/Wiz 3) 94
 Wall of Stone (Wiz 5) 150
 Wall of Thorns (Pri 6) 372
 Wall of Water (Wiz 3) 94
 Warband Quest (Priest Quest Spells) 401
 Ward Matrix (Priest Quest Spells) 401
 Warp Wood (Pri 2) 274
 Water Breathing (Pri 3) 302
 Water Breathing (Wiz 3) 95
 Water Walk (Pri 3) 302
 Watery Double (Wiz 3) 95
 Watery Fist (Pri 2) 274
 Waveform* (Wiz 5) 150
 Weather Prediction (Pri 3) 302
 Weather Stasis (Pri 4) 330
 Weather Summoning (Pri 6) 372
 Web (Wiz 2) 71
 Weighty Chest (Pri 1) 252
 Weird (Wiz 9) 221
 Whirlwind (Pri 6) 372
 Whispering Wind (Wiz 2) 72
 Whisperward (Dr/Pri 1) 253
 WILD SURGE RESULTS, Table 2 428
 Wildfire* (Wiz 9) 222
 Wildshield* (Wiz 6) 175
 Wildstrike* (Wiz 6) 175
 Wildwind* (Wiz 9) 222
 Wildzone 208
 Wind Breath (Wiz 4) 125
 Wind Column (Pri 1) 253
 Wind Servant (Pri 3) 303
 Wind Walk (Pri 7) 391
 Wind Wall (Wiz 3) 96
 Windborne (Pri 4) 331
 Wish (Wiz 9) 223
 Withdraw (Pri 2) 275
 Wither
 Reverse *Siehe* Regenerate (Pri 7)
 Wizard Eye (Wiz 4) 125
 Wizard Lock (Wiz 2) 72
 Wizard Mark (Wiz 1) 50
 Wizard Sight (Wiz 3) 96
 Wizard Specialist Requirements 20
 Wizard Spells 27
 Wolf Spirits (Priest Quest Spell) 402
 Word of Recall (Pri 6) 373
 Wraithform (Wiz 3) 96
 Wulf's Erasure (Wiz True Dweomer) 230
 Wulf's Rectification (Wiz True Dweomer) 231
 Wyvern Watch (Pri 2) 275

Y

Youthful object (Reverse) *Siehe* Age Object (Pri 5)
 Yunni's Herald (Wiz True Dweomer) 231

Z

Zombie Double (Wiz 7) 193
 Zone of Sweet Air (Pri 3) 303
 Zone of Truth (Pri 2) 275