

Volume Two

Wizard's Spell



Compendium

Wizard's Spell Compendium

Volume Two

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Eagle Form to Mnemonic Enhancer, Rary's

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Introduction

The second volume of the *Wizard Spell Compendium* continues the work of the first. This volume provides an alphabetical reference to wizard spells of the AD&D® game system, covering the letters E through Mn. The entire series of *Wizard Compendium* books covers wizard spells created for the game from 1975 to 1995.

For the uninitiated, this is not a book of “real” magical spells. In a fantasy game world there are characters like Merlin the Magician, who create marvelous magical effects with a wave of the hand. This is a book of marvelous effects that can be used by the good guys (and the bad guys) in the course of a game session. The key to the game is, as always, the decisions made by the players (heroic or otherwise), and the impact those decisions have on the plot of the game. New spells are fun, but it's even more fun figuring out unusual ways to use them.

Up to this time, lists of spell effects have been keyed to *spell level*; that is, relative spell power. In other words, if all a gamer or Dungeon Master knew was a spell name, each level's list of spells had to be checked. Although the final volume of this series will include level lists (as well as lists by

race and magical specialty) the most important principle of organization used in the series as a whole is alphabetical.

The material in these books is presented in the most current game format, that of the 2nd Edition rules. Some spell descriptions have been updated or combined with similar spell effects to eliminate duplication; some have been modified for better play, and a very few have been dropped entirely.

Variant magical systems, such as the rune magic system detailed in our Viking setting reference book; the kingdom-level magic of the BIRTHRIGHT® setting; the psionic Dragon-King magics of the DARK SUN® setting; and the very rare, pure-energy “spellfire” of the FORGOTTEN REALMS® setting are beyond the basic scope of this book. The emphasis here is on those magical effects that any magic-using character might find useful in the course of an adventure.

About This Book

The spells listed in this book are given alphabetically. Spell names that include a wizard's name are given a primary listing under that name; for example, for *Tenser's floating disk*, the primary entry is under “T.” Another reference to the main entry will be found at the second word of the spell



name; in this case the entry would read: "Floating Disk, Tenser's."

Be aware that many spell names are irregular compound words, and that standard alphabetical order follows complete words. Thus, *fire shield* will appear before *fireball*. If you can't find a spell, try looking for it as a compound form.

Some spells will have multiple names; or the name of a spell might have been changed, either to avoid confusion with a better known spell with a similar name or to better match the spell effect. For example, *intensify*, which makes natural phenomena such as storms and earthquakes more severe, was renamed *intensify nature* to distinguish it from effects that might be intensified by other spells, such as *intensify summoning*. Renamed spells have a short reference under the original name.

Spells associated with specific campaign worlds are marked with a special symbol so they can be easily recognized. See page 7 for a summary of these symbols. Also, spells that are associated with a specific monster or nonhuman race (such as dragons, elves, and so on) will be noted; the race name separated from the spell name by a dash.

Generally, spell names and secondary game effects will be *italicized*. For example, the *emotion* spell has a secondary effect called *hope*.

How To Use This Book

Each spell in this book is organized along the same general lines. Each is listed by its name, school, and a number of statistics that govern its use such as Level (of power), Range, Casting Time, and so on. The game powers of each spell are described, along with any special rules that govern its use, how the spell target can avoid or counter its effects, any limitations on how the spell can be used, and any special preparations or materials that needed for a successful casting. The details of any reversed form the spell might have are given next. Finally, a section called **Notes** has been appended to each spell; this deals with the spell's recommended rarity in the campaign, and any special restrictions on who (or what) can use it.

Having covered the field briefly, a more detailed look is in order:

Name: This is the name by which the spell is generally known. Although we have tried to ensure unique names, this has not always been possible. For example, *create shade*, a useful shelter from the sun in the arabian deserts of the AL-QADIM® setting, is very different from *create shade*, the evil spell that turns someone into a dangerous shadow monster from the Plane of Shadows, a monster

known as a *shade*. Where two spells have the same name, the most general version is given first, while variants cast by other races or found in specialized campaign settings are given later.

School: Each school governs a type of magic, according to the type of energy its spells employ and the special practices and methods used by its wizards. The basic schools are:

SCHOOLS OF PHILOSOPHY

Abjuration: Protective, warding, or banishing magics.

Alteration: Magic that changes physical properties of an object, creature, or condition.

Conjuration/Summoning: Calls or brings objects or creatures from elsewhere.

Divination: Uncovers what is lost or hidden in the past, present, or future.

Enchantment/Charm: Bestows magical properties on objects or influences creatures magically.

Illusion/Phantasm: Illusions create and alter appearances; phantasms affect the mind.

Invocation/Evocation: Channels and shapes magical energy to create an effect or object.

Necromancy: Magics working upon life energy, including the negative energy of the undead.

Optional Schools: These include two groups of schools beyond the original eight.

THE SCHOOLS OF EFFECT

Dimension: Magics that affect dimensions, or access extradimensional areas.

Elemental Magic: Subdivided into Air, Earth, Fire, and Water specialists. Arabian and oriental cultures have similar divisions.

Force: Magics dealing with fields of pure cohesive magical energies.

Shadow: Magics that deal with shadow and darkness, including the shadowstuff of the Demi-plane of Shadow.

SCHOOLS OF THAUMATURGY

Alchemy: Uses powders and strange reagents to achieve effects.

Artifice: Uses items and devices to focus spell energies.

Geometry: Uses diagrams, symbols and complex patterns to channel magical energy.

Wild Magic: Shapes dangerously uncontrolled raw energies; subject to unpredictable surges.

UNIVERSAL SCHOOL OF MAGIC

A special list of spells to which any wizard has access.

Reversed Form: An entry of "Reversible" means the spell can be cast with the opposite effect. For example, the *flesh to stone* spell, a petrifying attack, can be reversed as *stone to flesh*, providing a way to recover a character otherwise lost to a petrification attack. Usually, a wizard must memorize the exact form of the reversible spell he wants available.

Level: This is the relative power level of the spell, ranging from 1st level (weakest) to 9th level (most powerful). A king's wizard who can create potions, magical scrolls, and magical items with expendable charges will generally have access to a 6th-level spell, a few 5th-level spells, and an increasing number of 4th- through 1st-level spells each day.

Range: The distance from the caster at which the magical effect occurs. A range of "0" means the effect is centered on the caster's person or his location; in the latter case the effect is usually immobile. "Touch" means the effect can be used on another creature or object. Unless otherwise specified, spells are centered on a point visible to the caster and within the spell's range; this can be a specific creature or object if desired. Most ranges are measured in yards; some are measured in feet.

Components: These are the types of components that the spell requires; if the components are not present, the casting fails. "V" is *verbal*; that is, a spoken incantation the wizard is assumed to deliver while casting. "S" is *somatic*; that is, measured and precise gestures with the hands, which the wizard is assumed to make while casting. "M" is for *material*; that is, physical substances or objects that are annihilated by the spell energies in the casting process. This abbreviation sometimes signifies a *focus*, or device that is reusable; sometimes this is a temporary focus whose premature destruction will end the spell.

Often the components are merely suggestive or colorful, at other times they will be a significant restriction on how often a spell can be cast. Unless a cost for a component is given in the description (which means the component is intended as a limit) the cost is negligible and can be assumed as part of daily or monthly general expenses.

Casting Time: This is relative time required to cast a spell. Unless rounds, turns, or a longer casting time is specified, the casting will be completed in the same round it is started. A casting time less than one round is a modifier to the initiative roll, and is essentially the same as a weapon speed factor. A spell that takes a round to cast comes into effect at the end of that round.

Duration: This is how long the magical energy of the spell lasts. An *instantaneous* duration means the spell energy comes and goes the instant the spell is cast, though the effects might be long-lasting. A duration of *permanent* means the spell energy remains as long as the effect does; this means that the spell is vulnerable to a *dispel magic* spell. *This is an altered usage.* Many spells listed in earlier sources as having a "permanent" duration (such as *cure light wounds*), will be altered in this series and in future publications to "instantaneous."

Spells with a set duration (such as 1 round per level) must be kept track of by the player; those with a variable duration are secretly rolled by the DM.

Some spells can be ended by the caster at will; the caster must be in range of the center of the spell's effect and must usually (though not always) speak words of dismissal.

Area of Effect: This entry lists the creatures, dimensions, volume, weight and so on, that the spell can affect. Some spells have areas that can be shaped by the caster; of these, no dimension can be less than 10 feet unless the spell specifically allows it. Many areas are given as cubes to make it easy to figure out areas of effect when using map gridded into 10-foot or 5-foot squares. Three-dimensional volumes are most often needed to resolve aerial or underwater effects.

Unless specifically otherwise in the description, areas of effect conform to their physical surroundings; for example, a *light* spell with a 60-foot radius centered in a closed room that is a 20-foot cube will light the room. It will not penetrate a solid wall to light a room beyond.

Many areas are given as geometric shapes.

Radius: This might yield a circle, hemisphere, or sphere, depending on the situation.

Cloud: Usually given as a block of cubes for convenience, although it's actually amorphous and billowy.

Cone: This projects outward from the caster, with the smallest end toward the caster and the largest diameter farthest from the caster.

Path: This is usually a 10-foot wide line starting at the caster and projecting away in a straight line to a specified length.

Spells that affect the caster's friends or enemies are based on the current perceptions of the caster.

Saving Throw: This entry lists whether a spell allows a saving throw, and often the effect of a successful saving throw: "Neg." means the spell is negated and has no effect; "½" means that the spell inflicts damage and that a successful saving throw

halves the damage taken; "None" means no saving throw is allowed to an unwilling subject. The result of a saving throw for a reversed spell is given in the paragraph that details the reversed form.

The saving throw itself is a roll on a twenty-sided die; high numbers are generally good.

Wisdom allows adjustments to saving throws against enchantment/charm spells. Dexterity may provide adjustments against spells that affect a large area.

Solid physical barriers may give saving throw modifiers and reduce damage. Cover and concealment may also affect saving throws.

A creature that successfully saves against a spell without obvious physical effects often feels a hostile force or tingle, but the exact nature of the attack cannot be deduced.

Unless the spell specifies otherwise, if a character makes a saving throw, all items carried and worn are assumed to survive the attack. If the character fails the saving throw, exposed items must make saving throws against the attack form. An item exposed by the destruction of a covering (a parchment scroll protected by a bone scroll case, for example) must also save against the attack.

Unless specifically forbidden, characters can voluntarily forego a saving throw and willingly accept the spell result. Even a character with a special resistance to magic (for example, an elf's resistance to a *charm* spell) can voluntarily suppress this if he wants.

Spell Description: This contains the details of what the spell does and how it works. Spells with multiple functions usually allow the caster to pick the desired function at the time of casting (for example, the *emotion* spell can create *fear*, *courage*, *hope*, *despair*, *joy*, and several other effects).

Spells that give bonuses or penalties to attack rolls, damage rolls, saving throws, and so on, are usually not cumulative; only the strongest magic is effective. However, duration may be a factor, and spell effects might overlap in different ways at different times.

Notes: This new section deals with the spell's recommended rarity on the following scale: common, uncommon, rare, very rare, and unique. These are discussed in detail in the Definitions of Spell Frequency. Spells of any rarity also may be restricted to certain races or specialty casters. Any unusual notes on a spell's source, such as a game world of origin, or a specific magazine are given here.

Monster Details: Some of the spells summon or create monsters. The standard abbreviations used for monster details given later. Not all monsters will use all abbreviations.

AC: Armor Class
MV: Movement—FI: fly
(MC) = Maneuverability Class
HD: Hit Dice
#AT: Number of Attacks
THACO: To Hit Armor Class 0
Dmg: Damage
SA: Special Attacks
SD: Special Defenses
SW: Special Weaknesses
MR: Magic Resistance
SZ: Size
ML: Morale
AL: Alignment

Spell Frequency

FORGOTTEN REALMS players and DMs should note that the definitions used here are different from those used in FORGOTTEN REALMS products. These guidelines are intended for general world settings. The DM, as always, is free to alter them as needed for local campaign conditions.

Common Spell: The details and effects of a common spell are generally known, even by wizards who may not have the spell in their books. All spells in the *Player's Handbook* are common spells. Spells listed for the basic wizard class in world-specific material (such as the DARK SUN campaign set) are common for wizards of that world, but might be rarer or even unknown elsewhere.

Player characters can take common first level spells as starting spells (see Starting Spellbooks in the *Wizard Spell Compendium* Vol. 1). Any limitation on spell selection—such as those for school, class, or kit—apply to all spells, even common ones. Note also that DMs may have their own campaign guidelines. For example, the DM might require every PC mage to have a mentor wizard, restricting any "free" spells (those not found or directly researched) to spells in the books of the mentor. A DM might rule that named spells (such as *Tenser's floating disk*) are uncommon spells, as well.

The DM always decides the rarity of a spell if there is any question.

Uncommon Spell: Wizard spells found in the *Tome of Magic* fall into this category. These spells are less well known, but not restricted to a race or special group like, for example, witches, dragons, or the Red Wizards of Thay. A kit, school, or other specialty might allow some uncommon spells to be treated as common spells. Generalist mages can research uncommon spells using the normal research rules.

A player character cannot start with an uncommon spell or learn it in the course of normal level advancement (unless, perhaps, a wizardly mentor knows it). Such spells enter play when found on a magical scroll or in a spellbook, or when developed as a result of research. In the average AD&D campaign, finding a new common or uncommon spell is a little more common than a fighter class character finding a +1 magical sword. Some uncommon spells may be restricted (see Restricted Spell).

Rare Spell: Rare spells are specialized or hidden magic, such as those introduced in modules or accessories. In addition to spells that are just less well known, two special types of rare spells exist: 1) Spells known by a specific nonhuman race (like elven spells from the *Complete Book of Elves*); and 2) Spells of a specialty or campaign-specific group that is not given in the *Player's Handbook* (like the spells of the Red Wizards of Thay, the spells from the *Complete Necromancer's Handbook*, or spells of a wizard who specializes in Elemental Fire magic). Rare spells are likely to be restricted (see Restricted Spell).

As noted in the *Player's Handbook*, a specialist has bonuses to the "Chance to Learn" and spell research rolls within that specialty. The specialist treats the spells of the specialty as common, unless other factors apply (an enchantment/charm spell known only to dragons is still considered rare for a wizard specializing in enchantment/charm magic.)

Player characters have access to rare magics only as a result of campaign-specific conditions. Generalist mage research of rare magics has a base -15% penalty to the "Chance to Learn" and research success rolls, unless the character has access to some sort of knowledge or resource that would offset this.

Certain campaign-specific or storyline conditions might allow rare spell research at common spell chances. For example, if a human wizard's reward for an adventure on behalf of the elves is an elven spell, the DM may choose to waive some or all of the "Chance to Learn" roll, the research cost, and/or the research success roll (time requirements should not be waived under any circumstances).

Very Rare Spell: Spells that appear only in magazine articles, or are otherwise variant should be classified as very rare. The DM should closely control very rare spells. For example, they might be available only in a single special book or tome in which they were recorded. Many very rare spells will also be restricted (see Restricted Spell).

A DM who allows the spell to be researched at all rolls for the success of the research secretly and announces the result to the player. At the DM's option, the standard "Chance to Learn" might be reduced by up to 50% and the research success chances halved, or even quartered.

Classifying a spell as very rare is one way for a DM to handle an experimental spell that is too powerful or one that encroaches too much on the class abilities of nonwizards. It is also possible, over time, for a spell devised by a player character to become rare, uncommon, or even common.

Unique Spell: This spell is known only to its original creator and is intrinsic to the creator's campaign function. Some spells of this type might be available only to a character holding a certain position or office. Most unique spells are of the 6th spell level or higher; the creator is nearly always of 12th level or higher. Such spells are marked with a *double dagger* (††).

If a unique spell can be learned at all, it can be learned only from its creator (or in very rare circumstances, from the creator's writings). Merely having a spellbook or scroll is not sufficient, though these might count as part of the creator's "writings." *The Simbul's spell trigger* is a unique spell.

The acquisition of a unique spell or the creation of one by a player character is a major campaign event, similar in campaign impact to the completion of an epic high-level quest, the opening of a fixed interplanar gate, the founding of a barony, the destruction of an artifact, and so on.

Other Definitions

Lost Spell: Rarely, a spell is mentioned for which no 2nd Edition detail exists (including a few spells deliberately withdrawn from the system). No details are given for these other than the spell name. They are "lost knowledge," included only to confirm their one-time existence for the curious.

Restricted Spell: A restricted spell is barred to generalists (that is, the mage class), and to all other wizards except those specifically allowed in the spell description or by the DM. Optionally, an independently researched spell that matches the effects of a restricted spell might be possible, but at no less than *two* levels above the listed level.

Magic in the Worlds

Elemental magic in the traditional FORGOTTEN REALMS, WORLD OF GREYHAWK®, DRAGONLANCE® and MYSTARA® settings is based on *air*, *earth*, *fire*, and *water*. This varies in other settings: In the oriental setting, *air*, *earth*, *fire*, and *water* are joined by a fifth element, *wood*, and wizards are called *wu jen*. In the AL-QADIM setting, the four basic elements are traditional, but are called the *Provinces of Flame*, *Sand*, *Sea*, and *Wind*. Also, a special type of wizard here, the *shai'ir*, receives spells on demand from small elemental genies known as *gen*. In the Maztica setting, special craft magics exist, called *pluma* (feather) and *hishna* (animal) magic. In the sword-and-sandal DARK SUN setting, spellcasters are *preservers* or *defilers*, depending on whether or not their magic drains the living energy of that world. Here, psionics are as important as magic. In the BIRTHRIGHT setting, *bloodline* abilities augment

normal magics; scions of evil bloodlines are called *awnsheglie*, and those of heroic bloodlines are called *ensheglie*. In the SPELLJAMMER® setting, flying ships are propelled by spellcasters using magical power sources called *major* and *minor helms*. In the swashbuckling RED STEEL® setting, latent magical abilities called *legacies* result in baneful mutations (the *Red Curse*) unless controlled by exposure to the rare ore *cinnabryl*. The depletion of this ore is cause for concern. In the RAVENLOFT® setting, the *Demiplane of Dread*, gothic horror in form of dark lords, each a godlike power trapped in a private *domain*, keeps adventurers on the run, looking for a way out and making special *fear*, *horror*, and *RAVENLOFT powers* checks. The PLANESCAPE® setting presents new settings from the inner Elemental Planes to the Outer Planes, where the gods live. Casting magic here requires special *spell keys*, and the denizens are divided into *factions* along alignment lines.

Abbreviations referring to Source Material

PHB = ADVANCED DUNGEONS & DRAGONS®
Player's Handbook

DMG = ADVANCED DUNGEONS & DRAGONS
DUNGEON MASTER® Guide

PO:SM = *PLAYER'S OPTION®: Spells & Magic*

WoG = WORLD OF GREYHAWK setting

A Guide to Spell Icons



AL-QADIM®
Arabian Setting



BIRTHRIGHT®
Setting of Kings



DARK SUN®
Psionic World Setting



DRAGONLANCE®
Epic Romance
Setting



Kara-Tur/The Horde
Oriental Setting



Maztica
Aztec/New
World Setting



PLANESCAPE®
Other Planes®
Setting



RAVENLOFT®
Gothic Fantasy Setting



RED STEEL®
Swashbuckling
Fantasy Setting



Savage Lands® Setting



SPELLJAMMER®
Fantasy Space Setting

Although there is no specific setting for savage spellcasters, many worlds have areas from which these might come. This icon marks spells particularly suited to an outland "savage" wizard or witch-doctor.





Eagle Form — Pluma

(Alteration)



Level: 5
 Range: 0
 Components: S
 Casting Time: 3
 Duration: Special
 Area of Effect: The caster
 Saving Throw: None

The caster can polymorph into the body of an eagle. Although he retains his own mentality, hit points, and Hit Dice, the caster cannot speak, cast spells, or do anything else that is beyond the bounds of his avian form. However, he can fly, and his vision is exceedingly keen—perhaps 10 times the acuity of his human eyes.

Notes: Common for Maztican *pluma* masters and Eagle Knights; unknown by others.

Eagle Form Attributes: AC 5; MV 6, FI 36 (B); HD as caster; #AT 3; Dmg 1d8/1d8/1d4.

Eagle Vision

(Alteration)

Level: 3
 Range: Touch
 Components: V, S
 Casting Time: 1 rd.
 Duration: 8 hrs.
 Area of Effect: Creature touched
 Saving Throw: None

This 3rd-level wizard spell confers the ability to see as if the recipient was wearing *eyes of the eagle*. This gives vision 100 times greater than normal at distances of 1 foot or more. The creature can see objects at 2,000 feet as clearly as it could normally see them at 20 feet.

Notes: Uncommon for Air mages; otherwise rare.

Earth Elemental Guide

See elemental guide.

Earthen Grasp, Maximilian's

See Maximilian's earthen grasp.

Ebony Hand

(Necromancy)

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

This spell enhances the caster's ability to deliver touch attack spells. The caster's hand shimmers with an evil-looking black aura. The *dweomer* decreases the opponent's effective Armor Class against touch-delivered spells by 2. The *ebony hand* is useless without spells allowing a touch attack. The wizard can channel as many touch attack spells through the *ebony hand* as its duration and the caster's available spells allow. This spell can be used in combination with the *spectral hand* spell.

The material component is five black lotus seeds.

Notes: Restricted to necromancers; rare. (Updated from *POLYHEDRON®* Newszine.)

Echoes

(Illusion/Phantasm)

(Song)

Level: 2
 Range: 30 yds. + 10 yds./level
 Components: V, S, M
 Casting Time: 3
 Duration: 2 rds./level
 Area of Effect: 1 creature
 Saving Throw: ½

This spell causes every sound within the creature's hearing to reverberate loudly in its mind, as if in an echo chamber. It becomes very difficult for the creature to understand speech, to pick out one sound from another, and the like. The recipient often tries to tiptoe in an exaggerated fashion, trying to reduce the noise level that only he hears.

Sometimes the creature merely collapses in a moaning heap. No coordinated action with other creatures is possible for the victim, who often lashes out at anyone attempting to contact him closely. Attack rolls, saving throws, and Armor Class have a -2 penalty. If a saving throw vs. spell is successful, the penalties are reduced to -1.

The victim's auditory nerves receive a great hammering. Creatures with keen hearing (such as cats, bats, predators in general, rabbits, and so

on) flee and hide in order to find quiet, or simply crouch in a corner. A *silence* or *deafness* spell can mutually cancel the *echoes* spell if cast directly for this purpose.

The material component is a little tin gong or cymbal, which is struck as the spell is cast.

Notes: Very rare spell. Known to be in the *Cyclopedia Phantastica Vol. III*. (Updated from *DRAGON** Magazine.)

Effulgent Eputation, Elminster's

See Elminster's effulgent eputation.

Electric Arc, Mordenkainen's

See Mordenkainen's electric arc.

Electric Bow

(Evocation)

Level: 7

Range: 0

Components: V, S, M

Casting Time: 7

Duration: Special

Area of Effect: Creates 1 bow

Saving Throw: None

When cast, this spell creates a light-blue, glowing bow in the caster's hands (or on the ground at his feet, at the caster's option). The bow can take any one of many forms, depending on the level of the caster.

The caster can choose any type of bow allowed at his level or less. The electric bow created is as a normal bow (ranges, firing rate, etc.), and its missiles can strike any creature vulnerable to +3 weapons or less. The bow can be used by the caster as if he has proficiency with the weapon, or by anyone of the caster's choosing who does have proficiency in the weapon. The bow gives no bonus for exceptional Strength. The bow exists until dispelled or it has fired all its arrows; it has one missile for every two levels of the caster.

Caster's

Level	Bow Created
14th	hand crossbow or short bow
16th	light crossbow or composite short bow
18th	heavy crossbow or long bow
20th	composite long bow
22th	ballista

The bow automatically loads itself when drawn or cocked, a *missile of lightning* appearing in the weapon. The ballista cocks and loads itself upon

the verbal command "Load," and fires upon the command "Fire." Each action takes one round, for a firing rate of 1/2. Flight arrows are created for short and long bows, and the appropriate quarrel appears for crossbows.

The *missiles of lightning* are magical bolts with a +1 bonus to hit and damage. They inflict base damage according to their type, plus an additional point of damage for every two levels of the caster above 20th (+1 at 22nd, +2 at 24th, etc.) to a maximum of +5 at 30th level.

However, only the special *missiles of lightning* created by the spell can be shot from the bow. If another missile of any sort is placed or cocked into the weapon, then the bow disappears and the spell is lost.

The material component for this spell is a trio of fine tail feathers handpicked from a quail, tied together with the bowstring of the bow used to bring the bird down. The bowman who shot the bird must have been at least 8th level at the time of the kill.

Notes: Uncommon for Weather mages; otherwise very rare. Known to be in the *Blue Book of Du'Morde, Vol. III*. (Updated from *DRAGON* Magazine.)

Electrical Screen, Otiluke's

See Otiluke's electrical screen.

Electrical Wards

(Alteration)

(Artifice)

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 4

Duration: Special

Area of Effect: 1 object

Saving Throw: None

This variation of *shocking grasp* can be cast upon any metallic object. Items guarded by *electrical wards* glow with a very faint blue light and radiate an unnatural aura of cold. The blue glow can be spotted only 25% of the time in daylight, 80% of the time in shadow or torchlight, but is noticed all of the time in complete darkness.

Any creature touching the object without speaking a special *word of release* (designated by the wizard at the time of casting) is struck for 2d10 points of electrical damage. A saving throw vs. spell for half damage is allowed.

When the spell is cast, the wizard also designates a *word of setting* that rearms the spell. The

spell can be armed or disarmed by the words of release and setting any number of times without affecting spell duration; the *electrical wards* last until the spell has discharged twice or has been successfully dispelled. Over the long term, about a 3 to 5 month span, the ward begins to fade and must be renewed. Like most wards, this spell cannot be cast in combination with itself or other warding magics.

The material component is a short length of copper wire.

Notes: Uncommon for transmuters and artificers; otherwise very rare.

Elemental Aura

(Abjuration, Evocation)

(Air, Earth, Fire, Water)

Level: 9

Range: 0

Components: V

Casting Time: 1 rd.

Duration: 1 hr./level

Area of Effect: The caster

Saving Throw: None

This spell has four very different effects depending on the type of *elemental aura* cast (air, earth, fire, water). The aura cannot be conferred upon another creature. It is not possible to benefit from more than one aura at one time. Elemental mages are restricted to the auras of their own element.

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 gray, 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 the 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

WOOD (Oriental only)

- immunity to wooden weapons
- total protection from plant-based attacks (except molds and fungi)
- ability to *pass without trace* at will
- ability to "plant" self in an area with sun and water, regaining 1 hit point per hour
- ability to *speak with plants* once

The auras do not restrict the caster in any way. The caster is free to move and act normally while under the influence of an aura.

Notes: Common for all Elemental mages; otherwise uncommon (*ToM*).

Elemental Burst

(Conjuration)

(Air, Fire, Stone, Water, Wood)

Level: 1

Range: 60 yds.

Components: V, S

Casting Time: 3

Duration: Instantaneous

Area of Effect: 10-ft. diameter

Saving Throw: ½

Upon uttering a twisted phrase of great potency, the wu jen indicates the target point within the range of the spell. The target point must be an item composed of one of the five elements wood, fire, water, stone, or air. The element then releases the magical energy within it in a sudden burst. In no case does the spell noticeably affect the structure of the targeted item.

Air: An *air burst* creates a concussive wave, stunning all in the area of effect for 1 to 2 rounds



unless a successful saving throw vs. spell is made.

Fire: A fire shoots off *glowing sparks*, causing 1d4 points of damage and a successful saving throw vs. spell results in no damage. The sparks have a 5% chance of igniting flammable objects in the area of effect.

Stone and Wood: Stone and wooden items throw off *sharp slivers* in all directions out to the radius of the spell. All within the area of effect must make a successful saving throw vs. spell or suffer 1d8 points of damage. The damage is halved if the saving throw is made.

Water: Water pushes out in a *strong wave*, knocking down all who fail to make a saving throw vs. spell. Boats and vessels are unaffected by the wave.

Notes: Common in oriental settings; uncommon for Elemental mages; otherwise very rare.

Elemental Control

(Abjuration)

(Air, Earth, Fire, Water)

Level: 5

Range: 10 yds. + 1 yd./level

Components: V, S

Casting Time: 1 rd.

Duration: Special

Area of Effect: 1 elemental or elemental-kin

Saving Throw: Special



This spell allows the wizard to seize control of an elemental summoned by someone else. This is determined by the outcome of a special control check, described later.

The wizard can make only one attempt per elemental; if the wizard does not seize control, no future efforts by the wizard to control that elemental will succeed until the wizard gains an experience level. If the effort is successful, the elemental obeys the wizard for the remainder of its stay on the physical plane.

Control Check: The wizard rolls 1d20 and adds his Wisdom bonus. Add +1 per five levels the wizard has more than the elemental's Hit Dice (drop fractions). The DM rolls 1d20 and adds the Wisdom bonus of the elemental's summoner. He adds +1 for every five Hit Dice the elemental has more than the wizard's level (drop fractions).

If the wizard has a higher total, then he has seized control. If the rolls are tied, the wizard can wrestle for control (taking no other action the next round) or abandon the control attempt. If he wrestles for control, then the elemental loses all actions except melee attacks and the tie is rerolled at the end of the next round. If the summoner has the higher total, then the *control elemental* spell fails.

Notes: Uncommon for abjurers and Elemental mages; otherwise rare. (Updated from *DRAGON* Magazine.)

Elemental Form

(Alteration)

(Province: Flame, Sand, Sea, Wind)

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 4

Duration: 1 turn + 1 turn/level

Area of Effect: Creature touched

Saving Throw: Neg.



This spell has four forms, one for each element. The caster must choose which form will be assumed when memorizing the spell: air, earth, fire, or water. In each form, the recipient can move and act without hindrance in a specific elemental environment at a rate of 12. The creature retains its hit points, THAC0, and any spellcasting ability. It also gains a minimum base Armor Class of 4 and an element-based hand-to-hand attack for 1d8 points of damage. Magical weapons are required to hit the creature. Unwilling creatures are entitled to a saving throw vs. spell.

A small vial of the essence of the appropriate type of elemental is required to cast the spell; this

must either be researched and distilled as a potion or bargained for with the genies.

Notes: Common in arabian settings; very rare elsewhere, but most likely in the hands of Elemental mages.

Elemental Guide

(Conjuration/Summoning)

(Province: *Flame, Sand, Sea, Wind*)

Level: 2

Range: 2 yds.

Components: V, S, M

Casting Time: 2

Duration: 1 turn/level

Area of Effect: 30-ft. radius

Saving Throw: None



Each elemental form of this spell is distinct, and must be learned and memorized separately.

This spell is much like an elemental form of the spell *unseen servant*. It conjures a tiny fire sprite, dust devil, pet rock, or a friendly puddle, which serves the caster exactly as an *unseen servant* does. The caster must conjure the guide from a small amount of the element: a candle flame, a handful of dust, a vial of water, etc. It can serve as a native guide to its own elemental plane, allowing the caster to move while on the plane without getting lost.

The guide is destroyed if dispelled, sent more than 30 feet from the caster, or if it takes more than 6 points of damage from a breath weapon, area effect spell, or similar attack.

The spell requires a golden bell and mallet, which are not consumed in the casting.

Notes: Common in arabian settings; uncommon for Elemental mages; rare for others.

Elemental Servant

(Conjuration/Summoning,

Enchantment/Charm)

(Air, Fire, Stone, Water)



Level: 7

Range: 0

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: 1 elemental

Saving Throw: Neg.

This spell allows the wu jen to summon any one of the four types of elementals—air, fire, stone, or water—and compel it to perform a service for the wu jen. Midway through the casting, an elemental

of 16 Hit Dice of the appropriate type appears. The caster then states the service he wishes completed. The service must be one that is within the powers of the elemental, can be completed in one day/level of experience of the wu jen or less, and can be done within the natural element of the elemental. Water elementals do not perform services that take them to land, and fire elementals must remain in their fiery realms, for example.

If the creature makes a successful saving throw vs. spell it disappears instantly, returning to its own plane. If the saving throw is failed, the elemental attempts to fulfill the mission. The wu jen need not supervise the actions of the elemental, agreeing to meet it at some predetermined place when the mission is completed. Typical services include fire elementals forging a blade in the heat of a volcano, water elementals recovering items from the bottom of the ocean, earth elementals producing rare ores from the center of the earth, or air elementals carrying the wu jen to some location. When the mission is completed and the meeting kept, the elemental instantly returns to its own plane. Elementals resent being summoned and forced to perform services and may attempt to exact revenge at some later date.

The material component for this spell is a large quantity of the appropriate element and a written document stating the exact nature of the service to be done.

Notes: Common in oriental settings; very rare elsewhere.

Elemental Transmogrification

(Alteration)

(Province: *Flame, Sand, Sea, Wind*)

Level: 8

Range: 20 yds.

Components: V, S

Casting Time: 2 rds.

Duration: Instantaneous

Area of Effect: 10 ft. + 5 ft./level diam. circle

Saving Throw: Neg.



This powerful spell covers an area 10 feet in diameter, with 5 feet being added to the circle's diameter for every level of the caster.

This spell affects those items that are composed of an elemental material. Elemental materials are those with strong ties to one of the four elements. Metals, gems, and glass all have ties to the element of sand and would be affected. However, such things as cloth, living creatures, and paper have no real ties to an elemental province

and would be unaffected. Any item in the area of effect composed of an elemental material is allowed a saving throw vs. spell.

If an item that could be affected fails its saving throw, it is immediately transformed into another elemental type. The type of element into which items are "transmogrified" is determined at the time of the casting. Elementalists and sorcerers must choose to transform items into an elemental province to which they are related.

The transmogrification is permanent and irreversible. The effects of transformation into most elements is obvious, but fire needs a bit further explanation.

When items are converted into fire, they become elemental fire. They burn very brightly but briefly for only one round. This flame is hot but affects nothing it touches; flesh doesn't burn nor do flammable objects ignite.

Any object affected by this spell turns into the appropriate element, remains in place for one round, and then is transported to its associated elemental plane.

Notes: Uncommon in arabian settings; very rare elsewhere.

Elemental Turning

(Abjuration)

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 5

Duration: 4 + 1d4 rds.

Area of Effect: 60-ft. radius

Saving Throw: Neg.



This spell allows the wu jen to drive off elementals by uttering a fearsome spell that is their bane. Before casting the spell, the wu jen must determine the type of elemental that is affected. When the spell is cast, all elementals of that type within the area of effect must make a saving throw vs. spell. If the save is successful, the creature can ignore the spell effect. If the saving throw is failed, the creature flees the area of effect and does not enter it again for the duration of the spell.

The spell centers about the wu jen and moves with him. If the elemental creature is forced into a position where it cannot escape the area of the spell, it disappears to its own plane instead of remaining. The spell does not break the concentration of any creature controlling the elemental.

The material component for this spell is a pinch of the element opposed to the type being turned, fire for water elementals, earth for air ele-

mentals, a puff of breath for earth elementals, and a drop of water for fire elementals.

Notes: Common in oriental settings; uncommon for Elemental mages elsewhere; otherwise very rare.

Elevate I — Pluma

(Alteration)

Level: 1

Range: 10 yds./level

Components: V, S

Casting Time: 1 rd.

Duration: 1 turn/level

Area of Effect: 1 item

Saving Throw: None



The *elevate* spell allows the caster to cause an object of *pluma* to float into the air. This, the most basic, will cause a work of *featherweaving* to float upward at 1 foot per round. It can lift an object of up to 1 pound/level of the caster in weight. The caster can move it toward or away from him, or cause gentle side to side movement, at no more than 10 feet per round of movement.

Notes: Restricted to Maztican *pluma* mages and those trained by them; common.

Elevate II — Pluma

(Alteration)

Level: 3

Range: 10 yds./level

Components: V, S

Casting Time: 1 rd.

Duration: 1 hr./level

Area of Effect: 1 item

Saving Throw: None



This is a more powerful *elevate* spell. It is capable of lifting a litter of feathers into the air, and a considerable amount of weight with it. The item to be elevated must be a *blanket of featherweaving*. (See "plumalitter" under *create talisman of pluma*).

The caster can lift an amount of weight on the featherweaving equal to his level times 20 pounds; a 15th-level cleric could elevate 300 pounds on the floating litter.

The item can be raised at up to 10 feet per round, and can move horizontally at 120 feet per round. It can move into the face of moderate winds, but a truly severe storm will easily overcome it.

Notes: Restricted to Maztican *pluma* mages and those trained by them; common.

Elminster's Effulgent Eputation

(Abjuration)

Level: 9

Range: 10 ft./level

Components: V, S

Casting Time: 1

Duration: 1 turn/level

Area of Effect: Special

Saving Throw: None

This powerful spell calls into being a number of floating, silver spheres, up to as many spheres as the caster has levels. Each of these spheres has the ability to absorb a single spell, spell-like ability, or magical effect of any offensive type. After absorbing the spell the sphere fades out, taking the spell energy with it.

Offensive spells can be generally considered those that inflict damage on the target or place the target under a baneful or harmful influence. Passive spells (such as walls) can sometimes be used in situations with harmful intent. Intent and situation are as important as spell effect for determining whether a spell is offensive or not for purposes of the eputation working. Various walls, spheres, some of Bigby's spells, and most abjurations will not affect the *eputation* spell. Those spells that have area effects in which a silver sphere exists (such as a *fireball*) will simply not function—the magical energy will be sucked into the sphere before the damage is inflicted.

Spells that are already in effect when the silver spheres enter them are not affected by this spell, but they are automatically negated if cast within 10 feet of a silver sphere. Items with charges of offensive spells (such as wands) can be negated if the sphere is placed on or in front of the wand. Otherwise, the spheres do not affect magical items or weapons, or potentially lethal items that are not activated, such as symbols.

The caster can direct the spheres to drift at a maximum movement rate of 60 feet per round, up to the limit of the spell range. The spheres created from a single eputation must move as a group, the caster cannot move them individually or split them up. The wizard creating them can cast other spells, but cannot move the spheres in the same round.

The caster can move and fight and move the spheres at the same time. If the caster leaves the area without the spheres, they remain until they absorb an offensive spell. Similarly, if the caster is slain, the silver spheres remain in the area, not moving, but not inflicting any damage.

The silvery spheres of eputation cannot be physically moved or attacked. They have no solid physical presence and can pass through magical



and physical barriers alike without harm.

Neither the caster nor anyone else can harness the spell energy dissipated by the spheres. Even the spell-like abilities of powers and creatures from other planes can be affected by the silvery spheres of an epuration, though the beings themselves may not be.

Notes: Very rare spell; known to Elminster.

Elminster's Evasion

(Evocation)

Level: 9

Range: 0

Components: V, S, M

Casting Time: 1 turn + total casting times

Duration: Instantaneous

Area of Effect: The caster

Saving Throw: None

A customized version of the *contingency* spell slanted toward the preservation of the caster, this spell will cause, under certain specific conditions, the caster's body, mind, and spirit to travel to another location. The transfer is automatic and transfers only the body and those items physically attached to it, but leaving behind any attached items weighing more than 50 lbs. individually. The spell brings together body, spirit, and mind, even if in different locations. When casting this spell, the wizard must detail six specific conditions that the evasion will function under. When any of these situations occurs, the caster's form is whisked away to the location. This location can be on the same plane or on any other known plane of existence or demiplane that the wizard has visited. Also when casting the spell, the wizard indicates two other spells (cast immediately after the *evasion* by the wizard) that will be cast once the wizard arrives at the location.

The material components of this spell are a pint of the caster's blood and a gem worth at least 5,000 gp. Both are consumed in the casting of the spell. The wizard also immediately loses 1-4 hit points, which remain lost until the *evasion* spell is triggered, at which point they are immediately recovered.

This spell was developed by Elminster of Shadowdale, with the intention of taking his form to a dimensional location he calls "Safehold" for cures and resurrection (if needed). As an example, the six clauses he says he uses are:

1. Upon his own death;
2. Upon loss of his mental faculties;
3. Upon loss of his physical faculties;
4. Upon destruction of both upper limbs;
5. Upon destruction of total body volume;

6. Upon his utterance of the word "Thaele."

Supposedly Safehold contains enough contingencies, spells, and magical items to effect a safe rescue of the sage of Shadowdale, should it be necessary.

Notes: Rare or very rare spell from the FORGOTTEN REALMS setting.

Elminster's Multiple Mouths

(Evocation)

Level: 3

Range: Special

Components: V, S

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None

This spell creates one *magic mouth* per level of the caster. These are akin to those created by the 2nd-level wizard spell of the same name. The mouths can appear on specific items or float in midair just above the head of a chosen recipient. A recipient must be personally known to the caster or met and clearly seen at least once; however, the being's current location need not be known. The *multiple mouths* even can be made to appear in a chorus in the same locale, usually in a ring around a specific point.

The mouths can speak any message uttered by the caster during casting, duplicating tone of voice, hesitations, volume, and the like, and can pass on magical words of activation and instructions. An actual spell incantation uttered by a *multiple mouth* would not function, nor can its utterances trigger magical items. Someone who heard the mouth and repeated its words could activate a magical item, however.

This spell has often been used to spread a warning—of an attack or fire, for example—in multiple locations throughout a castle or to share information between widely scattered beings (such as all of the Seven Sisters at once). The multiple mouths can appear anywhere on the same plane of existence, regardless of magical barriers or distance.

A caster of this spell who possesses 10 or more experience levels can, by increasing the casting time of the spell by one round per message, cause the multiple mouths to each speak different messages. In doing so, the caster can also vary their speaking times so that those mouths that appear in the same place can be made to speak one after another in a particular sequence. A caster of this spell who is 10th level or greater can alternatively elect to create

only a single mouth, but have it repeat the same message once per round until the spell expires.

The duration of the spell determines how long the mouths remain visible if the caster wants them to wait before triggering their speech (each mouth vanishes after it has spoken once).

This spell is named for its creator, the famous Old Mage of Shadowdale. It is used by some senior Harpers and by the Seven Sisters, who usually change its manifestation from bearded mouths with Elminster's dry voice to ruby-red female lips accompanied by a husky voice.

Notes: Restricted to the Elminster, the Seven Sisters, Khelben, and those trained by them; uncommon.

Elonia's Bane

Reversed form, see Elonia's glamor.

Elonia's Glamor

(Illusion/Phantasm)

Reversible

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 3

Duration: 1 hr. + 2 turns/level

Area of Effect: Creature touched

Saving Throw: Neg.

With this spell, the caster enhances the recipient's personal beauty. The recipient's eyes become brighter, the hair and skin become more richly colored and lustrous, teeth become whiter, etc. The recipient is surrounded by a subtle glow in dim light and is covered with minute sparkles in bright light. These effects raise the recipient's Charisma (or Appearance/Comeliness) score by two points (19 maximum). The effect is completely illusory and can be disbelieved. The material component is a pinch of ruby dust.

The reverse of this spell, *Elonia's bane*, casts a lackluster pall over the recipient that reduces Charisma by two points (minimum 2). The material component for this version is a pinch of chalk.

Notes: Rare or very rare spell. (Updated from *DRAGON Magazine*.)

Elude Blow

(Abjuration)

(Force)

Reversible

Level: 4

Range: 10 yds./level



Components: V, S

Casting Time: 1

Duration: 1 rd.

Area of Effect: 20-ft. radius

Saving Throw: None

The wizard can select any melee strikes in the area of effect and make them miss. Both weapons and natural attacks (claws, teeth, etc.), including touch-delivered spells, appear to be knocked aside by an unseen force. The spell takes effect either in the round of casting, or in the following round, as the caster decides at the instant of casting.

The caster can affect one creature per level. The spell has no effect on any creature with more Hit Dice or levels than the caster has experience levels. Creatures immune to most magic, such as golems, and those of demigod status or better are not affected. All of these count against the wizard's limit if targeted.

The reverse of this spell, *doomstrike*, has the same range, area of effect, and limitations as *elude blow*, but all melee strikes selected in the area receive a +4 bonus to attack rolls.

Notes: Uncommon for abjurers and Force mages; otherwise rare.

Eluding the Death Blow

A *MYSTARA* setting spell, aka *elude blow*.



Embalm

(Necromancy)

Level: 2
 Range: Touch
 Components: V, S, M
 Casting Time: 2 rds.
 Duration: Instantaneous
 Area of Effect: 1 corpse
 Saving Throw: None

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

Thus preserved, a corpse permanently retains the same odor and appearance it had at the time of casting. The *embalm* spell does not reverse the effects of putrefaction, but it does prevent any further decay of an individual's physical remains. Unlike more powerful spells (such as *Nulathoe's ninemen* or the priest spell *spirit bind*), the

embalm spell does not facilitate subsequent resurrection of a corpse.

The material component is a salve of rare unguents worth 100 gp.

Notes: Restricted to necromancers; uncommon.

Embattlement, Algarth's

See Algarth's embattlement.

Emotion

(Enchantment/Charm)
 (Song)

Level: 4
 Range: 10 yds./level
 Components: V, S
 Casting Time: 4
 Duration: Special
 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.

Notes: Common spell (*PHB*).

Empath

Aka empathic wound transfer.

Empathic Control

(Enchantment/Charm)
(Mentalism)

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

A more powerful version of the *empathic seizure* spell, empathic control allows the wizard to seize the mind and control the body of a single creature within the spell's range. Creatures of more than 6 Hit Dice or levels, undead, nonintelligent or mindless creatures, and creatures warded by *protection from evil* are immune to empathic control. The subject is entitled to a saving throw vs. spell to resist the wizard's control.

The creature remains aware while under the wizard's command. It cannot be forced to act against its nature or perform obviously self-destructive acts. For example, an orc could be compelled to flee or surrender, but it could not be ordered to let an enemy cut its throat or to fall on its sword. If such an order is given, the victim immediately gains a new saving throw with a +4 bonus to break free of the wizard's influence. The caster suffers damage equal to 25% of the damage taken by the controlled creature while under his influence, due to empathic shock (round fractions down).

The spell ends when the caster loses sight of the controlled creature for any reason, ceases to concentrate on maintaining his control, or takes dam-

age other than empathic shock. Note that the caster can send the controlled creature beyond the initial casting range, as long as it remains in sight.

Notes: Common for mentalists; uncommon for necromancers or enchanters; otherwise rare. (Updated from *POLYHEDRON* Newszine.)

Empathic Link

(Enchantment/Charm)
(Mentalism)

Level: 3
Range: 10 yds./level
Components: V, S
Casting Time: 3
Duration: 5 rds./level
Area of Effect: 1 creature
Saving Throw: Special

This spell allows the caster to make empathic contact with a creature and use its sensory abilities by concentrating on them. The caster can use this spell to see through another's eyes, hear through his ears, and so on. No saving throw is allowed for creatures of animal intelligence, but unwilling creatures of semi-intelligence or greater receive a saving throw vs. spell. Nonintelligent and unratable creatures are immune, as are creatures warded by *protection from evil* (or its reverse, *protection from good*). Elves and other creatures with immunity to charm spells are affected by this spell normally.

Once per round, the caster can try, if desired, to control the actions of a linked subject by concentrating upon the link to the exclusion of all other activities. The subject receives a saving throw vs. spell to fight off the caster's influence. Failure means that the caster can command the subject to perform a specific, short action. If the subject succeeds, the *empathic link* remains in effect, but the desired action is not carried out. A third failure to force control in this way breaks the entire spell.

A caster who establishes control can direct the subject within certain limits. The subject cannot be ordered to act against its nature or to engage in self-destruction; any such orders are ignored, and the creature immediately gains a new saving throw to break the entire spell with a +4 bonus.

The link lasts as five rounds per level of the caster, although the caster can end it earlier if desired. Once established, the link has unlimited range. The caster cannot cast spells or attack while the link exists.

The *empathic link* is somewhat dangerous, as the wizard takes 25% of any damage suffered by the subject creature due to empathic shock (round down). A caster who is using the subject's sensory

abilities can be affected by special visual, auditory, or olfactory attacks against the subject, such as a basilisk's gaze, a banshee's wail, or ghost stench.

Notes: Common for mentalists; uncommon for enchanters and necromancers; otherwise very rare. (Updated from *POLYHEDRON* Newszine.)

Empathic Perception, Rary's

See Rary's empathic perception.

Empathic Seizure

(Enchantment/Charm)

(Mentalism)

Level: 1

Range: 30 yds.

Components: V, S

Casting Time: 1

Duration: Special

Area of Effect: 1 creature

Saving Throw: Neg.

This spell enables the caster to seize the mind of a single creature and hold its body rigid. Creatures of more than 6 Hit Dice or levels, mindless or sightless creatures, and those under the influence of a *protection from evil* spell (or its reverse) are immune to the effects of the spell. Elves and other creatures with immunity to charm spells are affected by this spell normally.

To establish the effect, the caster must meet the victim's gaze. A victim who fails a saving throw vs. spell is held immobile until the caster takes damage (other than empathic shock) or ceases to concentrate on maintaining the spell. If the immobilized creature is injured while in the caster's power, the caster suffers empathic shock damage equal to 25% of the damage inflicted upon the subject (round fractions down), and must make a successful saving throw vs. death magic to maintain the *seizure*.

Notes: Common for mentalists; uncommon for enchanters and necromancers; otherwise rare. (Updated from *POLYHEDRON* Newszine.)

Empathic Shield

Reversed form, see empathy.

Empathic Wound Transfer

(Necromancy)

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Instantaneous



Area of Effect: Creature touched

Saving Throw: None

By casting this spell, a necromancer transfers some of the wounds of another creature to himself, thereby partially curing the recipient. Up to 2 hit points per level of the caster can be transferred; an 8th-level necromancer could cure an ally of 16 points of damage (but takes 16 points of damage himself).

This spell cannot restore amputated limbs, drained life levels, or lost life. It cannot undo any continuously acting poison or disease. The spell only temporarily reverses such harm, which will then continue to affect the victim.

The caster cannot drain his or her own life. Normally, a wizard can transfer only his current hit points. However, if the DM uses the "hovering on death's door" rules, then a caster might voluntarily drain himself to the brink of death (-9 hit points). The caster immediately loses consciousness in this case (as noted in the *DMG*), but his condition does not deteriorate unless he is further wounded by another agent. At the DM's discretion, this spell enables the caster to immediately restore an incapacitated and dying victim.

Hit points lost by the wizard can be regained by normal healing or magic.

After the transfer is complete, the wizard tem-

porarily loses 4 points of Constitution to extreme exhaustion; each point is recovered by one hour of complete rest. If the caster's Constitution drops below 3, unconsciousness results, and full Constitution is not regained for 24 hours.

The material components are hair and blood from both the recipient and the caster, two newt eyes, and two wolf teeth (each from a different animal). These components are consumed in the casting.

Notes: Restricted to necromancers; rare.

Empathy

(Divination, Enchantment)

(Mentalism)

Reversible

Level: 1

Range: 10 yds./level

Components: V, S

Casting Time: 1

Duration: 1 turn

Area of Effect: 1 creature/rd.

Saving Throw: None

By means of this spell, the caster can sense the basic needs, drives, and emotions of one or more creatures of animal intelligence or higher. Hunger, thirst, fear, fatigue, pain, uncertainty, rage, hatred, curiosity, hostility, friendliness, love, and other emotional states all can be detected by this spell.

The caster can probe one mind per round, but the spell yields no results for creatures protected against such detection, psionic creatures who know at least one defense mode, and emotionless or mindless creatures such as undead, golems, and oozes, slimes, and jellies. If employed against a psionic creature, *empathy* permits the caster to form an impression of whether the creature is a *weak*, *moderate*, or *strong* psionicist even if no emotions are revealed.

The reverse of this spell, *empathic shield*, masks the emotions of any one creature within range against any magical or psionic probes for one full turn.

Notes: Common for diviners and mentalists; otherwise rare.

Empradweomer

Reversed form, see maladweomer.

Enchant an Item

(Enchantment, Invocation)

(Universal)

Level: 6

Range: Touch

Components: V, S, M

Casting Time: Special

Duration: 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 cannot 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 be always 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.—cannot be made permanent. Magical devices cannot be used to enchant an item or cast magic upon an object so prepared, but scrolls can be used for this purpose.

The materials needed for this spell vary according to both the nature of the item being enchanted and the magic to be cast upon it. For example, a *cloak of displacement* might require the hides of one or more displacer beasts, a sword meant to slay dragons could require the blood and some other part of the type(s) of dragon(s) it will be effective against, and a *ring of shooting stars* might require pieces of meteorites and the horn of ki-rin. These specifics, as well as other information pertaining to this spell, are decided by the DM and must be discovered or researched in play.

Notes: Common spell (PHB).

Enchanted Armaments

Athasian Dragon King magic; psionic component renders the spell uncastable by wizards.



Enchanted Blade

(Evocation)



Level: 2

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: Creature touched

Saving Throw: None

When cast, this spell causes a sword blade of crackling electrical energy to appear in the recipient's hands. It is the size of a normal long sword, but is virtually weightless.

Electrical sparks flash up and down the length of the glowing blade. The enchanted blade can be used in two ways—in normal melee combat, or to fire a bolt of crackling energy from its tip up to a range of 30 feet. An attack roll must be made in either case. Either method can be used at any point in a combat (the wielder decides).

The spell has an absolute duration of 1 turn. However, it can disappear earlier. The sword can inflict damage up to the caster's level in six-sided dice to a maximum of 10d6 before disappearing.

Before rolling the attack, the wielder states how many dice will be used. If the hit is successful, that amount of damage is inflicted, and that many dice are subtracted from the sword's remaining potential. However, the defender, if hit, is allowed a saving throw vs. death. If this save is successful, the damage is reduced by half. If a 7th-level wu jen casts the spell, one attack can be made doing 7d6 of damage or several attacks can be made whose total damage equals 7d6.

The *enchanted blade* is magical energy and thus can be used to hit creatures that can be hit only by magical weapons. However, the magical bonus to hit such creatures is only +1 for every 4 levels of the caster's experience (+1 at levels 1–4, +2 at levels 5–8, and so on). This bonus is only used to determine if the creature can be struck by the weapon; it does not improve the chance to hit or the damage caused by a successful hit.

The material components for the spell are a small wooden sword and a silver rod.

Notes: Common in oriental settings; virtually unknown elsewhere.

Enchanted Mirrors — Paramander (Alteration)

Level: 5

Range: Special

Components: V, S, M

Casting Time: 1 turn

Duration: Permanent

Area of Effect: Two mirrors

Saving Throw: None

This spell requires two specially prepared mirrors. These set up a resonating field that multiplies the effect of the paramander's magic. As the paramander casts the spell, the mirrors begin to emit a faint glow. They hover 3 feet apart above the ground, facing each other, directly in front of the caster, and at his eye level, so that his line of sight passes between them.

In the last round of the casting time, the mirrors will be in place, and the paramander emplaces one of a limited number of spells into the area between the mirrors. If this is not done on the final round of casting, the entire spell complex fails and is wasted. The first spell effect from the *enchanted mirrors* appears at the end of the turn in which the spell complex is completed. Thereafter, the effects of the emplaced spell are recast every third round.

The effects of the emplaced spell are at half the ability level of the caster (5th-level ability at 9th and 10th level, 6th-level ability at 11th and 12th level, etc., to 10th-level ability maximum at 20th level).

Only the spells listed here can be emplaced in the *enchanted mirrors*; others will have no effect. If a spell is not released in a random direction or centered on the mirrors, then it will be projected in a straight line-of-sight, parallel to the mirror surfaces, along what was the caster's line of sight when the mirrors were enchanted. Specific magical spell effects are:

Flare: This shoots a small ball of light, like a signal light, out in a random direction. The caster sets the range and either a color or sequence of colors, which will be repeated.

Fog Cloud: Either effect can be specified at the time of casting. The stationary effect is centered on the mirrors; the mobile effect moves at a constant 10 feet per round along the line-of-sight.

Message: The direction is random and the content of the message is fixed; subsequent recastings repeat the original message.

Audible Glamer: The exact sound or sequence of sounds is set, and repeats.

Scare: The effect is projected along the line-of-sight to a set range and standard area of effect; the range cannot be changed.

Detect Invisibility: The path starts with the mirrors and extends along the line-of-sight. The paramander is mentally alerted if any hidden or invisible creature enters the path; a caster looking at the path can see any hidden or invisible creature in it. The spell duration makes this effectively continuous.

Flaming Sphere: The sphere materializes next to the mirrors and rolls straight along the line-of-sight.

Gust of Wind: The path starts with the mirrors and blows down the line-of-sight.

Confusion: The area of effect can be set anywhere along the line-of-sight and within range; the area's location cannot be changed.

Dimension Door: The destination is fixed with the initial casting. A single creature standing in the mirror line-of-sight and within 2 feet of the mirrors at the appropriate instant is transported.

Fear: The cone originates at the mirrors and extends along the line-of-sight.

Guards and Wards: The spell is centered on the mirrors. As long as they are undisturbed, the spell remains in place.

In addition, a *light* spell can be cast on either of the mirrors at any time without affecting its operation.

If anything disturbs or comes between the mirrors, both the *enchanted mirrors* spell and the repeating spell are canceled, and the mirrors fall to the ground.

The caster can try to change the repeating spell. The original spell is dispelled by the caster's *dispel magic* spell. This is 75% likely to remove the repeating spell; otherwise, the entire *enchanted mirrors* spell is dispelled and ceases to function. A successful *dispel magic* spell from another caster ends both the *enchanted mirrors* spell and the emplaced spell.

The material components of this spell are two small, matched mirrors of fine silver worth not less than 100 gp each.

Notes: Restricted to paramanders (a rare form of paladin/mage); common.

Enchanted Torch

(Alteration)

(Alchemy, Fire)

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Permanent

Area of Effect: 1 torch

Saving Throw: None

This dweomer creates an everburning torch. The torch illuminates a 40-foot radius. The enchanted torch cannot be extinguished by wind, or even by a *gust of wind* spell; nor will it go out if the torch is dropped. It can be extinguished by submersion in water, lack of oxygen, or dispelling magic. The enchantment of this spell is not transferable; that is, another torch, a campfire, or a pool of oil ignited by an *enchanted torch* will burn, but could be put out just as could an ordinary fire.

The material components of this spell are an ordinary torch and a pinch of phosphorus. When the spell is cast, the phosphorus is sprinkled over the torch, which ignites with a flame that burns indefinitely.

Notes: Uncommon for Fire mages and alchemists, rare for transmuters; otherwise very rare. Known to be in the *Fire-Eye Scrolls*. (Updated from *DRAGON Magazine*.)

Enchanted Weapon

(Enchantment)
(Alchemy, Artifice)

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: 5 rds./level

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.) 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.

Notes: Common spell (*PHB*).

Enchanting Gourmet, Quimby's

See Quimby's enchanting gourmet.



Encompassing Vision, Mordenkainen's

See Mordenkainen's encompassing vision.

Encrypt

(Illusion/Phantasm)

Level: 4

Range: 10 ft. + 10 ft./level

Components: V, S, M

Casting Time: 4

Duration: Permanent

Area of Effect: Special

Saving Throw: None

By means of this spell the wizard causes a message of no more than 66 characters or letters in length to be made unreadable by anyone save the spellcaster, one other specific individual named by the spellcaster, and those entities referred to specifically by name in that message. To all others, the message appears as an illegible, smudged scrawl.

The magic of the spell defeats spells such as *comprehend languages* and *read magic*, but not *true seeing*. The message can be on any medium (paper, stone, wood, or even soot or snow), but if the medium is destroyed, the encrypted message is

destroyed as well. Otherwise, the encrypted message can be fully destroyed only by a *dispel magic* or *erase* spell or by the will of the original caster.

The encrypted region radiates an aura of magic but otherwise does not call attention to its presence. Magical spells cannot be encrypted but any nonmagical language can be. Individuals mentioned in the encrypted message see the message normally. If unable to understand the writing, they still do not know what it says.

Within the limitations of the spell, *encrypt* can be used to conceal the messages of the caster or of others. Longer messages can be encrypted by multiple castings of the spell.

The material components of this spell are a pinch of dust or fluff and a feather.

Notes: Rare spell from the FORGOTTEN REALMS setting. Known to be in *Orjalun's Arbatel*.

Endless Slumber

(Enchantment/Charm)
(Alchemy)

Level: 8

Range: Touch or special

Components: V, S, M

Casting Time: 8

Duration: Permanent

Area of Effect: 1 creature or object

Saving Throw: None

This powerful enchantment places its subject creature in a permanent, unbreakable sleep. While sleeping, the creature remains in a state of suspended animation, requiring no air, food, or water. Subjects of this spell do not age, but they always dream. Even creatures normally resistant or immune to sleep effects are affected by this spell.

The *endless slumber* spell must be cast either directly on the creature by touch, or else be cast on an object that delivers the spell to its target. If cast on an unwilling, mobile subject, the caster must make a successful attack roll. Failure means the spell is lost.

If the spell is cast on an object, the subject must eat the object (such as a fruit), be wounded by it (a dagger or arrow), or wear it (as a medalion or ring). Each method of delivering the spell has its own limitations. If cast on food, the spell dissipates if the object is not eaten within one day of the enchantment. If cast on a weapon, the enchantment fails if the first attack fails. If cast on a decorative object, the enchantment is broken when the token is removed from the sleeper.

Dispel magic and *limited wish* spells do not

affect this enchantment, but a full *wish* spell can cancel it. Otherwise, the only means of waking the subject of an *endless slumber* spell is a single strict condition chosen by the caster upon completing the spell. The most famous conditions include the sleeper's return to the place of his birth, a solar eclipse, the death of an immortal dragon, the kiss of a prince or princess, or even the fall of a great empire.

The material components of this spell are one entire, perfect, blue lotus flower and a pure chunk of amber.

Notes: Uncommon for enchanters and Dream mages; otherwise rare. (Updated from *DRAGON Magazine*.)

Energy Drain

(Evocation, Necromancy)
(Shadow)

Level: 9

Range: Touch

Components: V, S, M

Casting Time: 3

Duration: Instantaneous

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 jujuzombies 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.

Notes: Common spell (PHB).

Energy Transformation**(Alteration)**

Level: 6

Range: 0

Components: V, S, M

Casting Time: 4 rds.

Duration: Special

Area of Effect: 40-ft. radius

Saving Throw: None

This complex spell creates a permanent, undetectable magical field. It absorbs magical discharges, such as spell effects and item functions, and uses them to power (that is, to extend the duration of) an existing magical spell or protection, with which the energy transformation is linked. The casting of the *transformation* must name this existing magic it is powering, and must also outline any desired limits on the absorption area of the transformation, within the limits of the "area of effect" given above. The spell field does not affect any magical items or weapons unless they are using a spelllike effect when they contact the field; in such cases, the energy transformation field absorbs the spell effect but has no further effect on the item or weapon.

The field absorbs spells cast through its area of effect. It absorbs spells of all types that come in contact with the field save abjuration and conjuration/summoning spells. Any external magical effects on weapons or items will be slightly hampered by the field; for example, glowing weapons or a *continual light* spell cast on a torch will visibly dim and flicker while passing through an *energy transformation* field.

In the Undermountain complex in the FORGOTTEN REALMS setting, a wizard trying to use *passwall*, *teleport*, *dimension door*, or a similar spell will encounter endless, overlapping fields of multiple *energy transformation* spells. The wizard simply teleports or moves slightly toward the goal and the spell vanishes on contact with an energy transformation field. Many of the wizard Halaster's *energy transformation* spells silently drink the spell energy, using it to further the magical field that cloaks Undermountain's passages and prevents scrying and teleportation magics of all types. Other uses might include a field around an icon, using spell energy to recharge a magical item within the icon itself. Only *Mordenkainen's disjunction*, *limited wish*, or a *wish* spell will destroy a single such field—a *dispel magic* will be absorbed by it without effect.

The material components of this spell include no less than three "permanent" magical items (which

are consumed in the casting), three drops of the caster's blood, the eye of any living creature, and a powdered diamond of not less than 5,000 gp value.

Notes: Very rare spell from the FORGOTTEN REALMS setting; known to Halaster.

Enervation**(Necromancy)****(Shadow)**

Level: 4

Range: 10 yds./level

Components: V, S

Casting Time: 4

Duration: 1d4 hrs. + 1 hr./level

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 0 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 remembered. Undead are immune to this spell.

Notes: Common spell (PHB).

Enfeeble — Old Empire**(Necromancy)**

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 6

Duration: Special

Area of Effect: 1 creature

Saving Throw: None

This spell enables a wizard to weaken the physical abilities of his target, making him weaker and less agile. The wizard must touch the victim within three rounds of casting the spell. If he connects, the victim loses 1 point each of Strength and Dexterity, permanently. Characters with exceptional Strengths have their Strengths reduced to a base of 18. One

point of lost Strength or Dexterity can be restored by a *restoration*, *limited wish*, or *wish* spell. Characters who have either characteristic reduced to 0 become shadows.

Creatures without ability scores lose 1 HD of attacking ability (but not hit points) and take a 1-point AC penalty (to a worst AC of 10). Creatures reduced to 0 Hit Dice or less cannot attack and must make a saving throw vs. death magic or perish (that is, a roll of 16 or better).

The caster ages one year each time a subject is successfully drained. The casting of this spell is an evil act.

The material component for this spell is essence of shadow.

Notes: Uncommon in the Old Empire; otherwise very rare. As a *FORGOTTEN REALMS* Old Empire spell, initial exposure requires a mentor or a *read Southern magic* spell.

Enhance

(Alteration)

Level: 8

Range: Touch

Components: V, S, M

Casting Time: 1 hr.

Duration: Special

Area of Effect: 1 person

Saving Throw: None

By means of an *enhance* spell, the wizard can permanently increase one ability score of his choice. The caster cannot cast this spell upon himself, and casting it upon another individual is so fatiguing that he must rest in bed for a full week (or lose one point of Strength permanently).

On those rare occasions when a wizard does cast this spell, he names the ability score to be modified (Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma). He adds one point to the desired ability score. The subject gains all of the appropriate bonuses and special abilities associated with the new score.

Following the casting of this spell, however, the wizard loses 1d4 Constitution points. Thus, if a wizard uses this spell and rolls a 3, the wizard himself loses 3 Constitution points. This loss is permanent.

No ability score can be increased above 22 by this spell. If a warrior's Strength is modified to 18, then percentile dice are rolled to determine exceptional Strength.

No ability score can be increased above 22 by this spell. If a warrior's Strength is modified to 18, then percentile dice are rolled to determine exceptional Strength.

This spell is 30% likely to backfire when cast. This is modified by -1% for each level of the caster. A 16th-level wizard, for example, has a 14% chance of a backfire (30-16=14). When the spell backfires, the wizard loses 1d4 points in the ability score named.

Although many high-level wizards know the *enhance* spell, it is one they rarely use. It is powerful, dangerous, and exhausting, so it is employed only in the most dire circumstances, or to reward deeds truly worthy of heroic status.

The material component of the *enhance* spell depends upon the ability score modified.

Strength	The horn of a black bull
Dexterity	The whiskers of a cat
Constitution	The claws of a bear
Intelligence	The tusks of a boar
Wisdom	Two wing feathers from an owl
Charisma	A lock of hair from a woman with a Charisma of 16 or more

Notes: Uncommon spell.

Enhance Blood Ability

(Alteration, Evocation)

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 2

Duration: 3 rds. + 1 rd./level

Area of Effect: Creature touched

Saving Throw: None

This spell enables a creature to tap the essence of its bloodline directly to temporarily increase the power of one blood ability. The caster must know the bloodline derivation, blood ability, and ability power (minor or major) to be affected. When the spell is cast, the chosen blood ability improves one power—minor to major—for the duration of the spell. Blood abilities of maximum level gain no benefit from the spell and blood abilities that have only one level of power cannot be enhanced.

At the end of the spell's duration, the blood ability returns to normal. The recipient then may not use the previously enhanced blood ability for one turn (he has stretched it beyond its limits).

The material components are two similar objects—one large and one small—representing the bloodline derivation of the target. (See the animal affinity blood ability description in the *BIRTHRIGHT* rulebook for a list of totems.) The wizard breaks the smaller of the two totems during the casting of the spell.

Notes: Common in the *BIRTHRIGHT* setting; virtually unknown elsewhere.

Enhance Fire Creature

(Alteration)
(Province: Flame)
Reversible



Level: 4
Range: 10 yds./level
Components: V, S, M
Casting Time: 4
Duration: 1d6 rds. + 1 rd./level
Area of Effect: 1 creature
Saving Throw: Neg.

This spell makes a creature of a fiery nature look and act tougher. (Recipients often waive their saving throws.) The spell can enhance creatures that dwell in fire or have the natural ability to manipulate fire, as well as creatures from the Elemental Plane of Fire. Examples include red dragons, hell hounds, efreet, fire elementals, flame monoliths, fire newts, and salamanders. *Enhance fire creature* does nothing to creatures who merely cast fire-based spells, such as the seven Mages of the True Flame. Nor does it affect individuals with fire-based magical items, such as *flametongue* swords.

A recipient of this spell looks bigger and more vigorous than before. Its flames are charged with scintillating yellow and purple streaks. More importantly, the recipient gains a +1 bonus to its attack rolls and damage. If a creature inflicts damage expressed as a number of dice (such as a red dragon's breath weapon), then the bonus is +1 point for each die of damage before any other modification is made. Finally, a creature native to the Elemental Plane of Fire gains a +1 bonus to each Hit Die. Damage is subtracted from the bonus hit points first.

The material component of *enhance fire creature* is a rag steeped in pitch.

The reverse of this spell, *quench fire creature*, has the opposite result. The recipient looks less vigorous, and its flames are duller and redder than usual. It suffers a -1 penalty to attack rolls and to each die of damage inflicted. A creature from the Elemental Plane of Fire suffers a -1 loss from each Hit Die immediately. A successful saving throw negates the effects of this spell.

The material component of *quench fire creature* is a piece of damp cloth.

Notes: Common in arabian settings; very rare elsewhere.

Enhance Maneuverability

(Alteration)
Reversible



Level: 5
Range: 10 yds.
Components: V, S, M
Casting Time: 5
Duration: 1d4 rds. + 1 rd./level
Area of Effect: 1 ship, 10 tons/level maximum
Saving Throw: None or Neg.

This spell can be cast on any spelljamming ship to increase its maneuverability class (MC). The maneuverability class can be increased only one class by using this spell, for example, from MC C to MC B. No ship can have its maneuverability increased more than one class above its initial rating, regardless of the number of *increase maneuverability* spells cast upon it.

The material component for this spell is a vial of wind from an air-based world.

The reverse of this spell, *decrease maneuverability*, acts similarly, but worsens the maneuverability of the ship.

Notes: Common for spellcasters from a spelljamming culture; otherwise rare.

Enhance Plant

(Enchantment, Invocation)

Level: 5
Range: Special
Components: V, S, M
Casting Time: 1 day + 1-6 days
Duration: Special
Area of Effect: 1 plant
Saving Throw: Neg.

This spell enhances a living plant. Any natural plant (excluding molds, shambling mounds, hangman's trees, and the like) can be enhanced in one respect. A grapevine could be made to grow faster, have broader leaves, bear sweeter fruit, and so on. Only a single quality is enhanced, and only if the plant normally has that quality. The plant must be normal and non-motile (incapable of independent movement). Once cast, the enhancement lasts as long as the plant lives; it cannot be reversed by a *dispel magic* spell, for example. Enhancements by means of this spell alone are not passed on to the plant's offspring.

Notes: Common for hedge wizards and specialists in nature magic; otherwise very rare. This is the second version of the spell *hedge enchantment*. (Updated from *DRAGON Magazine*.)

Enhance Rating

(Alteration)
Reversible



Level: 3
Range: 10 yds.
Components: V, S, M
Casting Time: 3
Duration: 1d4 rds. + 1 rd./level
Area of Effect: 1 spelljammer helmsman
Saving Throw: None

This spell can be cast only upon an individual using a major or minor spelljamming helm. This spell will raise the ship rating (SR, a measure of speed) of the spelljamming ship by 1–2 points for the duration of the spell. Only one *enhance rating* spell can be used at a time. A helmsman cannot cast it on himself. The spellcaster must be able to see the helmsman upon whom the spell is to be cast. The spell not work if the helmsman is hidden.

The material component of this spell is a small ivory arrow, which is pointed upward as the spell is cast.

The reverse of this spell, *decrease rating*, reduces the SR of the spelljamming helm and its user by 1–2 points for the duration of the spell. The helmsman is allowed a saving throw vs. spell to avoid the effect.

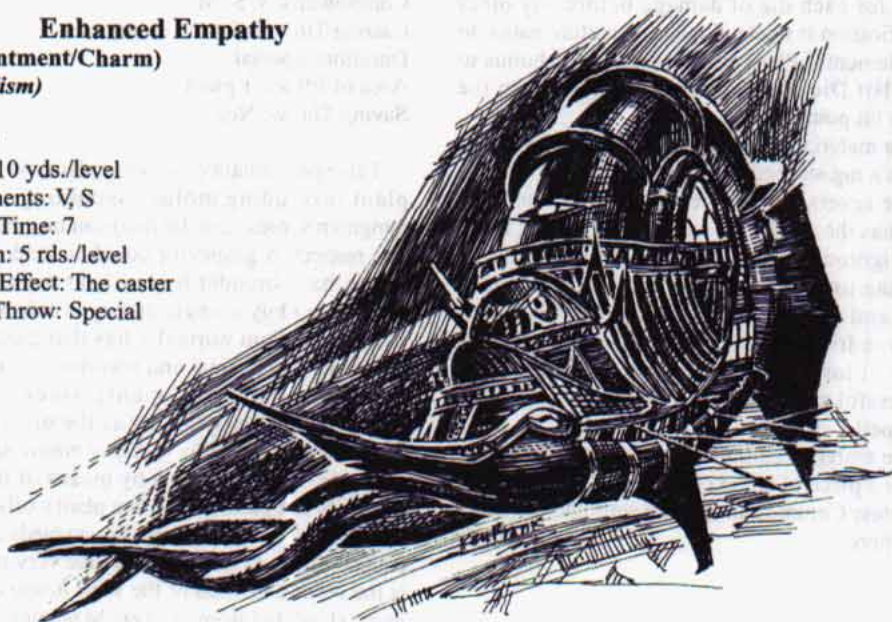
The material component is the same, but the ivory arrow is broken as the spell is completed.

Notes: Common for spellcasters from a spelljamming culture; otherwise rare.

Enhanced Empathy

(Enchantment/Charm)
(Mentalism)

Level: 7
Range: 10 yds./level
Components: V, S
Casting Time: 7
Duration: 5 rds./level
Area of Effect: The caster
Saving Throw: Special



This spell improves the effect of empathic spells of 3rd level or less, including *empathy*, *empathic seizure*, *empathic control*, and *empathic link*. While this spell is in effect, saving throws against any of the caster's empathic spells suffer a –4 penalty. In addition, the caster is completely protected against empathic shock damage. The *enhanced empathy* spell also allows the caster to engage in other activities such as combat or spellcasting while maintaining his empathic spells.

Notes: Common for mentalists; uncommon for enchanters and necromancers; otherwise rare. (Updated from *POLYHEDRON* Newszine.)

Enhanced Olfaction

(Alteration)
(Alchemy)

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

This spell dramatically increases the caster's sensitivity to odors, giving him a sense of smell equal to that of the keenest bloodhound. This gives the caster a +2 bonus on surprise checks. In addition, while the spell is in effect the caster can track by scent (adjudicated by the DM).



However, the caster's sensitivity gives him a -2 penalty to any saving throw against an olfactory attack, such as the stench of a ghaist, a troglodyte, a giant skunk, a *stinking cloud* spell, and so on.

The material component is a piece of dried skunk cabbage.

Notes: Rare spell. (Updated from *POLYHEDRON* Newszine.)

Enlarge

(Alteration)

(Dimension)

Reversible

Level: 1

Range: 5 yds./level

Components: V, S, M

Casting Time: 1

Duration: 5 rds./level

Area of Effect: 1 creature or object

Saving Throw: Neg.

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

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

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

For example, a fighter at 160% normal size hits with his long sword and rolls a 6 for damage.

The adjusted damage roll is 10 (that is, $6 \times 1.6 = 9.6$, rounded up). Bonuses due to Strength, class, and magic are not altered.

The reverse spell, *reduce*, negates the *enlarge* spell or makes creatures or objects smaller. The creature or object loses 10% of its original size for every level of the caster, to a minimum of 10% of the original size. Thereafter, the size shrinks by 1-foot increments to less than 1 foot, by 1-inch increments to 1 inch, and by $\frac{1}{16}$ -inch increments to a minimum of $\frac{1}{32}$ 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 $\frac{1}{10}$ 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.

Notes: Common spell (PHB).

Enlarge Desert Creature

(Alteration)

(Province: Sand)

Reversible



Level: 2

Range: 10 yds./level

Components: V, S, M

Casting Time: 2

Duration: 1d6 rds. + 1 rd./level

Area of Effect: 1 creature

Saving Throw: Neg.

This spell allows the caster to increase the size of a creature (including an intelligent one such as himself) in height, width, volume, strength, and weight. This increase also boosts the damage inflicted by the creature's physical attacks proportionately. The wizard has no more and no less control over the enlarged creature after casting than he had before.

The spell works best on desert creatures, but it can be cast on others, too. "Desert creatures" refers to animals and monsters that are normally found in desert terrain, as well as individuals whose origins and backgrounds are in the desert (such as a desert nomad or tentdweller). Anything carried or worn by the target of the spell increases along with him except a rider, should the target be a mount. The target can

grow to a size chosen by the caster, with a maximum 10% growth per level of the caster. Thus, a 10th-level wizard can bring about 100% growth (doubling size), while a 20th-level wizard can effect 200% growth (tripling the target creature's original size). These are absolute maximums; neither the caster nor another wizard can cast multiple *enlarge* spells on any given creature. If someone tries, the spell cast first is effective, but all other *enlarge* spells are lost. An ornery wizard might hope to harm the target by increasing its size beyond that of its immediate surroundings. That can't happen. When the target meets a resisting force (even a tent ceiling), growth stops before damage is incurred. The DM's best judgment applies.

An enlarged creature can reach farther and move faster. (The latter is particularly useful for a mount, provided the rider can remain seated.) Its new size never hampers its normal activities, including flight or climbing. As noted, its damage and movement increase to the numbers appropriate to its new size, with all fractions dropped. However, the following statistics do not change: its Dexterity, number of attacks, Hit Dice, hit points, and saving throws. (For example, a scorpion could be increased to the size of a dog, but its poisonous stinger would be no more effective.)

Every target of *enlarge desert creature* is allowed a saving throw vs. spell to avoid its effects. The save begins with a -6 penalty, but the penalty is adjusted by +1 for every point of Intelligence above 12. Finally, if the target is not native to the desert, it gains another +1 bonus.

The reverse, *diminish desert creature*, allows the caster to shrink a creature by 10% for each level of the caster, to a minimum of 10% of its original size. Thus a 10th-level wizard can shrink a beefy 6-foot-tall warrior to just half a foot. The diminished individual retains all Hit Dice and hit points, but attacks and movement rates are reduced accordingly, with all fractions dropped. Otherwise, the reverse works just as *enlarge*.

The material component of both versions of this spell is a small stick of mahogany or teak.

Notes: Common in arabian settings; very rare elsewhere.

Enslave Elemental

Athasian Dragon King magic; psionic component renders the spell uncastable by wizards.



Ensnarement

(Conjuration/Summoning)

(Geometry)

Level: 6

Range: 10 yds.

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: Special

Saving Throw: Neg.

Casting this spell attempts a dangerous act: to lure a powerful creature from another plane to a specifically prepared trap, where it will be held until it agrees to perform one service in return for freedom from the *ensnarement* spell. The type of creature to be ensnared must be known and stated, and if it has a specific, proper, or given name, this must be used in casting the *ensnarement* spell. The spell causes an awareness of a gatelike opening on the plane of the creature to be ensnared. A special saving throw is then made to determine if the creature detects the nature of the planar opening as a trap or believes it to be a gate. To save, the creature must roll equal to or less than its Intelligence score on 1d20. The score is modified by the difference between the creature's Intelligence and that of the spellcaster. If the creature has a higher score, the difference is subtracted from its dice roll to save. If the spellcaster has a higher score, the difference is added to the dice roll.

If the saving throw succeeds, the creature ignores the spell-created opening, and the spell fails. If the saving throw fails, the creature steps into the opening and is ensnared.

When so trapped, the otherplanar creature can freely attack the ensnaring wizard, unless the caster has created a warding circle. Such circles may be temporary (drawn by hand) or permanent (inlaid or carved). Even with such protection, the entrapped creature may break free and wreak its vengeance upon the spellcaster.

A hand-drawn circle has a base failure chance of 20%, while one inlaid or carved has a base of 10% (and that is for the first time it is used, to determine whether or not the job was done properly). The base chance is modified by the difference between the wizard's combined Intelligence and experience level and the Intelligence and the experience level or Hit Dice of the creature ensnared. If the spellcaster has a higher total, that difference in percentage points is subtracted from the chance for the creature to break free. If the creature has a higher total, that difference is added to its chance to break free.



The chance can be further reduced by careful preparation of the circle. If the hand-made circle is drawn over a longer period of time, using specially prepared pigments (1,000 gp value per turn spent drawing), the chance of breaking free is reduced by 1% for every turn spent in preparation. This can bring the base chance to 0%.

Similarly, an inlaid or carved design can be brought to a 0% chance of the creature breaking free by inlaying with various metals, minerals, etc. This cost will require a minimum of one full month of time and add not less than 50,000 gp to the basic cost of having the circle inlaid or carved into stone. Any break in the circle spoils the efficacy of the spell and enables the creature to break free automatically. Even a straw dropped across the line of a magic circle destroys its power. Fortunately, the creature within cannot so much as place a straw upon any portion of the inscribed ward, for the magic of the barrier absolutely prevents it.

Once safely ensnared, the creature can be kept for as long as the spellcaster dares. (Remember the danger of something breaking the ward!) The creature cannot leave the circle, nor can any of its attacks or powers penetrate the barrier. The caster can offer bribes, use promises, or make threats in order to exact one service from the captive creature.

The DM will then assign a value to what the wizard has said to the ensnared creature, rating it

from 0 to 6 (with 6 being the most persuasive). This rating is then subtracted from the Intelligence score of the creature. If the creature rolls a successful Intelligence check against its adjusted Intelligence, it refuses service. New offers, bribes, etc., can be made, or the old ones re-offered 24 hours later, when the creature's Intelligence has dropped by 1 point due to confinement. This can be repeated until the creature promises to serve, until it breaks free, or until the caster decides to get rid of it by means of some riddance spell. Impossible demands or unreasonable commands are never agreed to.

Once the single service is completed, the creature need only so inform the spellcaster to be instantly sent from whence it came. The creature might later seek revenge.

Notes: Common spell (PHB).

Enter Dream (Enchantment/Charm)

Level: 2

Range: 10 yds./level

Components: V, S, M

Casting Time: 1 turn

Duration: 1 turn/level

Area of Effect: 1 sleeping creature

Saving Throw: Special

This spell sends the caster into a deep sleep, but it also allows the caster's own mind to enter the dream of another. The caster can observe the dreams of the spell's target, much as an audience observes a play. The spellcaster remains undetected by the dreamer unless a saving throw vs. spell is successful (Wisdom modifiers apply). The caster can, however, purposefully reveal himself to converse with the dreamer or interact with the other elements of the dream. In this case, the dreamer perceives the spellcaster as a part of the dream, again unless he makes a successful saving throw. The spellcaster has no control over any aspect of the dream except his own actions.

When he detects the intrusion, the dreamer can attempt to eject the spellcaster from the dream. The contest is a matter of will, and the spellcaster must roll a saving throw vs. spell. As long as the spellcaster succeeds, he can remain in the dream; if he fails, he awakes and cannot return to the dream without casting another enter dream spell. The dreamer can try to force the spellcaster out of the dream once each round.

The *enter dream* spell has two main uses. Like the 5th-level *dream* spell, it allows the spellcaster to deliver a message to the dreamer. Unless the

dreamer recognizes the caster as an intruder, or unless the caster announces that he is a wizard invading the dream, the dreamer perceives the message as a genuine dream.

Alternately, the caster can remain passive and simply observes the dream, watching as the dreamer's unconscious mind reveals itself. While not as discreet as an *ESP* spell, *enter dream* can reveal information that the sleeper may not even realize when awake. For instance, a man questioned about his long-lost brother may truthfully answer that the boy ran away from home when very young. The man's dreams, however, may reveal that the man saw his father murder his brother, yet the memory lies buried in the subconscious mind, revealed only in dreams.

The material component of this spell is a one-once strip of dreamwillow bark, which the caster must steep in hot water and imbibe.

Notes: Common for Dream mages; uncommon for enchanters; very rare for others.

Entomb

(Alteration)

(Province: Sand)



Level: 3

Range: 30 yds.

Components: V, M

Casting Time: 3

Duration: 1 turn + 1 rd./level

Area of Effect: 30-ft. cube

Saving Throw: Neg.

This spell captures creatures in its area of effect by raising a block of solid stone out of the earth to engulf them. The block must be raised from natural earth, sand, rock or similar material, though it can burst through natural vegetation. Each target creature must make a successful saving throw vs. spell or be swallowed by the rock. Captured creatures can still breathe and speak, but, they cannot break free or move unless they can pass through solid stone. Creatures that make their saving throws are not enfolded by the rising stone and are instead flung out of the area of effect.

This spell is popular among dao slavetakers. Because it requires no somatic component, it can be used to preserve the secrecy of a slaving mission.

The material component is a cube of stone scored with lines on each side.

Notes: Common in arabian settings; very rare elsewhere.

Enveloping Darkness, Nystul's

See Nystul's enveloping darkness.

Erase

(Alteration)

(Geometry)

Level: 1

Range: 30 yds.

Components: V, S

Casting Time: 1

Duration: Instantaneous

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.).

Notes: Common spell (PHB).

Erasurement

Reversed form, see memory.

Erdlu Claw

(Alteration)

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1

Duration: 5 rds./level

Area of Effect: 1 creature

Saving Throw: None

When this spell is cast on a humanoid being, its fingernails grow into talons, precisely like the claws of the erdlu bird. Once in this state, they do damage as Athasian hand razors (S/M: 1d6+1; L: 1d4+1). The claws do no damage to creatures that can be struck only by magical weapons. In general, this spell is memorized by a wizard as a weapon of last resort, if an enemy actually closes for melee. There are unconfirmed rumors that the spell is used in the process of enchanting real hand razors.

The spell was developed by elf mages (Pre-servers) who belonged to nomad tribes, and it has since been adopted by all Athasian magic-using races who are both humanoid and do not already have clawed hands.

The material component is a single erdlu claw.

Notes: Common in the DARK SUN setting; very rare elsewhere.

**Erdlu Egg**

(Enchantment)

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 2 turns

Duration: 1 day

Area of Effect: 1 egg

Saving Throw: None

This spell causes an old erdlu egg filled with sand to become a fresh erdlu egg, with contents fit to eat. On any other world, the duration would be too short to do any practical good, but on Athas, the disappearance of the egg's water will not come about until after it has already been sweated out of the recipient's body. Elf nomads developed this spell as a means of creating an emergency food supply. Once the created food is eaten, the shell disappears, so a new shell is required for each casting. Thus, possession of this spell doubles the number of erdlu eggs any tribe has.

The material component is the old erdlu egg.

Notes: Uncommon in the DARK SUN setting; virtually unknown elsewhere.

Erdlu Hide

(Alteration)



Level: 3

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: 1 creature

Saving Throw: None

The wizards of elf nomad tribes of Athas developed this spell to provide an unarmored wizard with effective armor when he needs it the most. This spell causes the recipient's skin to become as tough as the scaly hide of an erdlu, giving the equivalent of scale mail (AC 6). This armor adds no weight or encumbrance to the wearer, lasting until successfully dispelled or until the wearer sustains cumulative damage greater than 8 hit points, plus 1 hit point per level of the caster. A protected wizard can still cast spells. The *erdlu hide* spell is cumulative with Dexterity and shield bonuses, but not with any other protective spell, such as *giant fur* or *armor*.

The material components for this spell are a pair of scales from an erdlu.

Notes: Uncommon in a DARK SUN setting; virtually unknown elsewhere.

Erik's Quills

(Evocation)



Level: 3

Range: 5 yds./level

Components: V, S, M

Casting Time: 3

Duration: 1 to 3 rds.

Area of Effect: 1 or 2 creatures within 20 ft.

Saving Throw: Special

This enchantment allows the caster to cause a number of magical quills (resembling porcupine quills) to fly from his hands and unerringly strike a chosen target. The quills reach their target even in a melee, and they seek chinks in armor and gaps in clothing when they strike.

A wizard can conjure 2d4 quills, plus 1 quill for every two levels above 5th; thus a 7th-level caster can create 2d4+1 quills. The quills can be directed at no more than two opponents, who must be within 20 feet of each other.

Each quill inflicts 1 point of damage on the initial round. In the second round, a saving throw vs. spell is allowed. Success ends the damage; failure means damage equal to that of the first round is taken.

In the third round, another saving throw vs. spell is required. Success ends the damage; failure means another round of identical damage is taken. At the end of the third round, all of the quills vanish.

The enchantment is especially effective against spellcasters, who cannot cast spells while suffering damage from quills. A *shield* spell requires the caster to make one attack roll for the burst of quills aimed at the protected individual. A miss means the *shield* spell stopped all of the quills aimed at that individual.

The material component is a porcupine quill.

Notes: Uncommon or rare spell in Cerilia, the BIRTHRIGHT setting; virtually unknown elsewhere.

ESP

(Divination)

(Mentalism)

Level: 2

Range: 0

Components: V, S, M

Casting Time: 2

Duration: 1 rd./level

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. Wisdom modifiers always apply, with a possible additional bonus up to +4 at the DM's option. If successful, the creature successfully resists and the spell reveals no additional information. If the saving throw is failed, the caster can 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.

Notes: Common spell (PHB).

ESP — Witch's**(Divination)**

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 2

Duration: 1 rd./level

Area of Effect: 1 creature/rd.

Saving Throw: None

This version of ESP requires the caster to touch the subject and remain in physical contact a full round in order to probe his thoughts. Thus, it cannot be used against an unwilling subject unless the target is physically restrained or held in place. However, a clever caster could disguise her intent by approaching the subject in a social situation and trying to make the contact look incidental; for example, she could take the subject's arm while strolling together, or hold his hand while dancing, or some other innocuous activity.

While the spell is in effect, the caster can probe the surface thoughts of one creature per round, or maintain contact with the same creature for several rounds to make a more exhaustive search.

The material component is a pinch of powdered nightshade.

Notes: Witches are restricted to this version of ESP and cannot learn the standard spell. A diviner or gypsy might (rarely) choose this version instead of the standard version if the DM allows. (Updated from *DRAGON Magazine*.)

Estate Transference**(Alteration)****(Dimension)**

Level: 9

Range: 0

Components: V, S, M

Casting Time: 10 turns

Duration: Permanent

Area of Effect: 2 sq. mi./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 plane, such as hardened magma or magically crystallized fire. The blocks must be spaced no more than five feet apart and can 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 the spell is cast. When the land moves, a hemispherical crater is left behind in the Prime Material Plane. Inside its pocket on the destination 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 cannot be moved again 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.

Notes: Uncommon (*ToM*).

Ethereal Banishment—Old Empire**(Alteration)****(Dimension)**

Level: 5

Range: 10 yds./level

Components: V

Casting Time: 1

Duration: 1 turn/level

Area of Effect: 1 creature

Saving Throw: Neg.

This spell temporarily sends one creature into the Ethereal plane. The subject is trapped in the Ethereal plane for the duration of the spell unless

released by the caster; any other attempt to return to the Prime Material plane will fail, except by the intervention of Powers or a *wish* spell. At the end of the spell, the creature is returned to the plane it was banished from. An unwilling creature receives a saving throw vs. spell to avoid the effect.

The material component for this spell is a one-eighth of a vial of *oil of etherealness*, or oil from a creature native to the Ethereal plane.

Notes: Uncommon in the Old Empire; otherwise very rare. As a *FORGOTTEN REALMS* Old Empire spell, initial exposure requires a mentor or a *read Southern magic* spell.

Etherealness

Aka ethereal banishment (Old Empire spell).



Etherealness

(Alteration)
(Dimension)

Level: 6
Range: Touch
Components: V, S
Casting Time: 1
Duration: 1 hr./level
Area of Effect: Creature(s) touched
Saving Throw: Neg.

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 them, unless the 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 here can perceive the physical world, an individual could scout out his surroundings or make good an escape from the safety of the Border Ethereal.

The wizard and his companions can 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 the home plane.

The wizard can 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.

Notes: Uncommon for dimensionists; otherwise very rare (*PO:SM*).

Evaporate Fluid — Witch

(Alteration)
(Air, Alchemy)

Level: 6
Range: 10 yds./level
Components: V, S, M
Casting Time: 6
Duration: Instantaneous
Area of Effect: 50-ft. cube
Saving Throw: Special

This spell causes any mass of exposed liquid designated by the caster—within the spell's vol-

ume limit—to sublimate into the atmosphere. Water, acid, blood, oil, chemical solutions, poison, potions, or even molten rock or metal can be transformed into harmless steam or vapor. Even if the substance would normally remain dangerous as a vapor or gas, the *evaporate fluid* spell renders it inert and completely safe; dangerous temperatures or toxic properties are dissipated. The caster can affect a volume up to a 50-foot cube or its equivalent.

The fluid evaporates from the entire surface, lowering the level of the entire body of water at once. This spell does not allow the caster to create a passage or selectively reveal a submerged object. In large bodies of water, the wizard's efforts may produce negligible or unnoticeable results.

The *evaporate fluid* spell can be focused to attack a single creature with an aqueous or liquid body, such as a water weird, a slime, an ooze, and similar monsters. The creature is allowed a saving throw vs. spell to ignore the effects, but if it fails it suffers 10d6 points of damage. Such creatures are likely to flee.

The material component is a bit of salt.

Notes: Common for witches; rare for others.

Evard's Black Tentacles

(Conjuration/Summoning)
(Shadow)

Level: 4

Range: 30 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 hr./level

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.

Notes: Common spell (PHB).

Evasion, Elminster's

See Elminster's evasion.

Everfire

Lost spell. Supposedly from DUNGEON® Magazine, no trace of this spell was found while this book was being prepared. A reasonable substitution is the firebrand spell.)

Everlasting Fire

(Evocation)

(Fire)

Level: 4

Range: 5 yds.

Components: V, S, M

Casting Time: 4

Duration: Permanent

Area of Effect: 1 object or construct

Saving Throw: None

This spell creates a very small gate to the Elemental Plane of Fire, calling through flame about equal to that on a torch. The flame is completely normal in all ways, except that since it comes from the Elemental Plane of Fire, it needs no fuel and continues to burn under any circumstance—without air, underwater, when covered with sand, etc. The flame lights any flammables that touch it, and it never goes out unless a *dispel magic* spell (or a stronger spell, like *limited wish*) is used to extinguish it.

The *everlasting fire* spell can be cast on a mobile or stationary object, but it burns anything flammable. The spell cannot be placed on any type of creature except a magical construct. Most casters place *everlasting fire* on an object made of stone or sturdy metal.

This spell can be used to make a magical item in the same manner as *continual light* can be placed on a rod. Such an "everburning torch" must be made of some nonflammable material. In

order for the item to be carried safely, some insulation should be used. A *Daltim's proof against fire* spell (described elsewhere) is a good way to make it possible to carry the "everburning torch."

The material components for this spell are a bit of wood soaked in lamp oil; the material is consumed during casting.

Notes: Rare spell. Known to be in *Daltim's Tome of Fire*.

Everpresent Record

(Conjuration/Summoning)

Level: 4

Range: 15 ft.

Components: S, M

Casting Time: 5

Duration: 1 day/level

Area of Effect: 1 creature

Saving Throw: None

The *everpresent record* spell resembles the 1st-level wizard spell *sorcerous scribe*, except that the wizard can cast it on another; a magical quill pen appears beside the caster and begins writing all the subject says. Once the spell is cast, the subject can travel any distance away from the quill and it will continue to transcribe. Only a successful *dispel magic*, *limited wish*, or *wish* spell will halt the writing.

Vain wizards use this spell on themselves to record all their words for posterity. A more useful application, however, is to cast it covertly on an enemy to learn secret information. The enchantment makes ordinary ink on the record permanent and the parchment extremely resistant to damage (+8 bonus to all saving throws).

This spell can be costly. The wizard must provide 100 sheets of parchment and a bottle of ink for each day the spell will last.

Notes: Uncommon for conjurers; rare for others.



Everwatching Skull

(Abjuration, Illusion/Phantasm)

Level: 2

Range: 20 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn/level

Area of Effect: 1 creature

Saving Throw: Special

This spell, also known as the *curse of the grinning skull*, creates the illusory image of a grinning human skull with twinkling eyes; it is visible to all. It floats at the shoulder of the victim, looking at him and seeming to react to his actions. It moves to always gaze into his eyes, responding to head and eye movements. From time to time, it moves its jawbone in a soundless, laughing motion.

This image is nothing more than a nuisance. It can serve to scare off a known thief, mark a being so that he can easily be followed through crowds, or anger a wizard into wasting destructive spells on it.

A grinning skull reflects all *dispel magic* spells back upon the caster. It is not affected by attacks or spells that deal physical damage. An *antimagic shell* or any related spell of 4th level or higher (such as a *minor globe of invulnerability*) will destroy it.

When the spell is cast, the target creature and the caster each roll 1d20 and add their level to the result. If the caster's total is higher, the skull appears—but if the victim's total is greater, the spell is lost, and a distorted skull appears only momentarily, flickers, and is gone.

The spell's material components are a piece of bone and a spark or flame.

Notes: Very rare spell. (Updated from *DRAGON* Magazine.)

Evolve

(Necromancy)

Level: 8

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: 1 animal

Saving Throw: Neg.

With this spell, a wizard can cause a normal animal to evolve and change into an intelligent, basically humanoid lifeform. By using *evolve* on multiple specimens and exerting patience, a wiz-

ard can potentially create an entire race of servant creatures.

The creature to be affected must be a normal, nonmagical animal. Small creatures are usually the target of the spell, but a normal animal of any size can be used. While mammals are the best subjects, the spell can be successfully performed on all sorts of creatures, including such diverse animals as reptiles and insects. The spell does not work on plants. The animal receives a normal saving throw based on its Hit Dice to avoid the effects of the spell; the saving throw is adjusted according to the creature's life order, as summarized on the table.

Life Order	Adjustment
Mammal	0
Bird	+1
Reptile	+2
Amphibian	+3
Fish	+4
Arthropod	+5
Other	+6

If the animal makes its saving throw, nothing happens, but nothing prevents the wizard from trying again. If the creature fails its saving throw, the animal begins to change; the exact change is left largely to the DM to determine, with the input of the player of the spellcaster.

First, the creature grows or shrinks, approaching man-size.

Second, the creature approaches a human appearance. An animal with four limbs becomes one with two arms and two legs; one with a different number of limbs might have more arms, or in certain cases, more legs. A legless animal subjected to the spell might grow limbs, but instead might simply acquire a more upright appearance. If the resulting creature has hands, these are basically human in appearance; the creature's face might also approach a human countenance, to some extent. A creature without hands develops some way to manipulate objects.

Third, the creature acquires an average Intelligence (8–10) and the ability to generate language. The being does not necessarily know anything, but has the ability to learn (some have the ability to communicate in the language of their creator; this seems to happen randomly).

Fourth, the creature becomes a being with 1d3 Hit Dice (depending mostly on its size and disposition). As with the change in size, the creature approaches human norm: a creature less than 1 HD becomes a 1 HD creature, while one with more than 1 HD is reduced to 2 or 3 HD. A crea-

ture that starts with 1 HD might remain at that level, or might increase to 2 HD.

The creature's other statistics—such as Armor Class, movement rate, number of attacks, and damage—are dependent on the exact type of creature in question, its final size, and any other factors the DM includes. In general, these statistics gravitate toward human norms, though natural attacks should carry through. For example, a spider subjected to the *evolve* spell might have a poisonous bite attack and the ability to make and move through webs; a dog used for the spell might have a bite attack and highly developed senses of hearing and smell; an evolved frog could hop, but must stay moist.

The evolved creature should not have magical abilities of any kind, nor should it typically advance in any character classes. As a general guideline, refer to the numerous humanoid or near-humanoid monsters found in the *MONSTROUS MANUAL™* accessory (see: aarakocra, bullywug, crabman, ettercap, gnoll, grippli, kenku, kuo-toa, lizard man, locathah, manscorpion, sahuagin, tabaxi, tako, and thri-kreen). An evolved creature might develop unusual powers or abilities, but the DM should adjudicate the situations carefully.

The evolution of the subject takes place over a full day, beginning when the wizard is done casting the spell. During this time, it is wise to keep the creature in a secluded place, where it cannot harm itself, and where it can be observed, or possibly even comforted as it goes through such great changes.

The creature's overall personality is affected greatly by this formative period, and while there are no guarantees as to its disposition, it is more likely to appreciate or admire an individual who at least appears to be caring and nurturing.

When the day of evolution is over, the creature is fully functional, able to survive and learn. An evolved creature can likely breed with others of its kind, allowing the new species to proliferate. The change cannot be reversed once completed by any magic short of a *full wish*.

Besides the subject animal, certain material components are needed: a bit of organic material from the caster (such as hair or blood), a pearl worth at least 500 gp, and a miniature tool of any kind. The animal changes radically and the components are consumed during casting.

Notes: Rare spell.



Exalted Eye

(Alteration)
(Mentalism)

Level: 7
Range: Special
Components: V, S, M
Casting Time: 3
Duration: 1 rd./level
Area of Effect: Special
Saving Throw: None

This is a much more powerful form of the *wizard eye* spell. By casting this spell, the wizard can view anywhere within a 10 square mile area per level of the caster. For example, a 10th-level wizard can view within a 100 square mile area. The *exalted eye* moves one mile per round, half that if it is searching for something, and everything in view of the eye is subject to the spell's automatic *clairaudience* and *clairvoyance* abilities. Further, the caster need not concentrate to use the *exalted eye*; he can perform other duties, rest, or cast other spells.

The *exalted eye* cannot be seen by others, but a *detect magic* spell will show its location. A successful *dispel magic* will end the spell.

The eye can move in any direction and, unlike a *wizard eye*, it can pass through solid objects, including living creatures. The eye also can be used in conjunction with a *crystal ball*, giving the caster a much greater range. The caster uses the *crystal ball* to observe an area, and then casts the eye through the ball to whatever range the caster's level allows the eye to wander.

The *exalted eye* is in some respects an extension of the caster's mind. Therefore, if the caster has the ability to communicate telepathically, he can do so through the eye.

The material component is an eyelash from the caster.

Notes: Very rare spell.

Exchange

Aka exchange wounds.

Exchange Wounds

(Necromancy)

Level: 8
Range: Touch
Components: V, S, M
Casting Time: 5 rds.
Duration: Special
Area of Effect: 2 creatures
Saving Throw: Neg.

This spell is similar to the *empathic wound transfer* spell, except that it allows the caster to transfer a hit point disability (of up to 2 hit points per level of the caster) between any two creatures, excluding the caster. The wizard must be able to the grasp both the creature with the disability and the creature about to receive it without having to make attack rolls, so the two beings involved must either be willing to undergo the spell or else be sleeping or unconscious.

The recipient of the disability is entitled to a saving throw vs. spell if unwilling. If the saving throw succeeds, the exchange is negated and nothing further happens.

If the recipient fails the saving throw, the disability passes through the wizard, inflicting him for an instant. If such a wound would normally place the wizard below zero hit points, it immediately does so, and the spell ceases; the wounded creature is healed and the second (recipient) is unharmed.

The material components for the spell are hair and blood from both creatures, two newt eyes, two wolf teeth (each from a different animal), and for a ruby (worth at least 5,000 gp), which is shattered as the disability passes through the caster.

Notes: Restricted to necromancers; rare.

Excruciating Screen, Otiluke's

See Otiluke's excruciating screen.

Expeditious Fire Extinguisher, Nystul's

See Nystul's expeditious fire extinguisher.

Expeditious Retreat

(Alteration)

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

When cast, the *expeditious retreat* spell 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, the spell's creator, was a wizard 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 in his frequent and precipitous withdrawals from combat. Kerith was noted for his cynical observation to a companion: "I don't have to outrun the troll. I just have to outrun *you*."

Notes: Uncommon spell (*PO:SM*)

Explosive Runes

(Alteration)
(Artifice, Geometry)

Level: 3
Range: Touch
Components: V, S
Casting Time: 3
Duration: Special
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 of the reader; thieves have only a 5% chance. 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 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*).

Note: Common spell (*PHB*).

Extend Fear

Reversed form, see focus fear.

Extension I

(Alteration)

Level: 4
Range: 0
Components: V
Casting Time: 2
Duration: Special
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.

Notes: Common spell (*PHB*).

Extension II

(Alteration)

Level: 5
Range: 0
Components: V
Casting Time: 4
Duration: Special
Area of Effect: Special
Saving Throw: None

This spell is the same as the *extension I* spell, except it extends the duration of 1st-through 4th-level spells by 50%.

Notes: Common spell (*PHB*).

Extension III

(Alteration)

Level: 6
Range: 0
Components: V
Casting Time: 6
Duration: Special
Area of Effect: Special
Saving Throw: None

This spell is the same as the *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%.

Notes: Common spell (*PHB*).

Exterminate

(Necromancy)

Level: 1

Range: 5 yds.

Components: V, S, M

Casting Time: 1

Duration: Instantaneous

Area of Effect: 1 cu. ft./level

Saving Throw: None

This spell instantaneously snuffs out the life forces of small rodents and vermin in the area of effect (1 cubic foot per level), including such normal pests as flies, mice, beetles, rats, spiders, and the like. Only creatures with up to 3 hit points per level of the caster (9 hit points maximum) and *animal intelligence or less* can be affected.

More powerful wizards can affect bigger pests, including large spiders, stirges, poisonous snakes, and giant or huge centipedes. If the targeted creatures are extremely small (1 hit point or less), an area up to 1 cubic foot per level can be cleansed of pests, to a maximum of 10 cubic feet. One larger creature per level can be killed, up to 10 creatures maximum. Familiars are immune to this spell.

This spell is well suited to indoor or outdoor applications and is a favorite among necromancers who live among pestilence. Cruel wizards have been known to exterminate benign animals (and sometimes others' pets) with the spell. The somatic gesture is a pointed finger, while the caster verbalizes a low *zzzt* sound.

The material components are a pinch of lavender and dried garlic.

Notes: Restricted to necromancers; common.

Eye in the Sky, Darsson's

See Darsson's eye in the sky.

Eye of Artifice

See seven-eyes.

Eye of Mystra

(Alteration, Invocation)

Level: 9

Range: 10 ft./level

Components: V, S

Casting Time: 9

Duration: 1 rd.

Area of Effect: 1 being or item

Saving Throw: None



This spell can be used only by true servants of Mystra. All others who cast it only see a floating, feminine eye appear. The eye winks mockingly at them and then vanishes.

An *eye of Mystra* appears as an all-knowing, beautiful human orb about the size of the caster's head. Its pupil is a very dark blue, and its lashes are long and black. It bends its gaze on a single being or item chosen by the caster, and a visible ray of cold blue light as large as the eye, and as long as is necessary, leaps out from it.

The ray never misses, and when it falls on the chosen item or being, all magic is removed from that target—including memorized spells and enchantments that have not taken effect yet or are long term. Magical aging and longevity are both reversed, and any magical disguises or shapechanges are stripped away. Healing, neutralize poison magic, and the like that occurred in the past are unaffected. Psionics are also unaffected by this spell, as are other items or beings the ray may pass over or touch on. Only the chosen target is "disenchanted."

This spell does not remove spellcasting ability from any creature, though its draining effect on magical items is permanent. Magical artifacts are immune, or partially immune, to the effects of the eye.

An *eye of Mystra* fails when used against a being who is one of the Chosen of Mystra. If the caster of an *eye of Mystra* is forced to use the spell under compulsion, its effect is only the mocking wink.

Notes: Restricted to true servants of Mystra (the FORGOTTEN REALMS setting goddess of magic)—the Seven Sisters, Elminster, and a few others; very rare.

Eye of Power

(Alteration, Evocation)

Level: 9
Range: 10 ft./level
Components: V, S
Casting Time: 1 turn
Duration: 1 rd./level
Area of Effect: Special
Saving Throw: Special

This spell enables the caster to create a *wizard eye* that is akin in all respects to the effect of the 4th-level wizard spell of the same name, except that it can appear anywhere, at any distance from the caster in the spell range. It is a visible, flying eyeball, and spells can be cast through it.

In other words, the caster can work spells in

the usual way, but elect to have them emitted silently from the eye, as if the eye was one of the caster's hands. Saving throws against these magics are permitted if the spells normally allow saving throws.

The caster need not concentrate on the eye to maintain its existence, but must do so to move it. Only one spell per round can be cast through the eye, and the eye halts during the casting. Only spells of 7th level or less can be cast through an *eye of power*. More powerful spells fail, simultaneously causing the eye to collapse. No being other than the creator of an *eye of power* can cast spells through it.

If the eye is destroyed by damage, the spell ends early.

Notes: Restricted to the Seven Sisters, their apprentices, and select Harpers; very rare.

Eye of Power: AC 1; MV fl 21 (A); hp 77; SD makes saving throws as if it were the caster.

Eye of Stone

See seven-eyes.

Eye of the Eagle, Tenser's

See Tenser's eye of the eagle.

Eye of the Mage

Eye of the Mind

Eye of the Soul

Eye of the Sword

See seven-eyes.

Eye of the Tiger, Tenser's

See Tenser's eye of the tiger.

Eye of Venom

See seven-eyes.

Eye-Shield — Dragon Knight

(Invocation/Evocation)

Level: 3
Range: Touch
Components: V, S, M
Casting Time: 3
Duration: 1 hr./level
Area of Effect: Creature touched
Saving Throw: none



This spell causes the subject's eyes to be protected from all dazzling conditions and targeted magical effects that impair vision, although there is no tangible barrier before the creature's eyes.

An individual protected by this spell suffers no penalties to vision or attack rolls due to glare from the sun or from spells such as *blindness* or a *darkness* spell cast to blind. It does not allow normal vision in areas of magical darkness nor does it counter the effects of dim lighting or natural darkness.

Notes: Restricted to Dragon Knights of Krynn (in the *DRAGONLANCE* setting) and those trained by them; common.

Eyebite

(Enchantment/Charm, Illusion/Phantasm)
(Mentalism)

Level: 6

Range: 20 yds.

Components: V, S

Casting Time: 6

Duration: 1 rd./3 levels

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 a -2 penalty. 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.

Notes: Common spell (PHB).

Eyefire

(Evocation)

Level: 5

Range: 0

Components: V, S

Casting Time: 5

Duration: 1 rd./3 levels

Area of Effect: 1 creature/round within
20 ft. + 5 ft./level

Saving Throw: ½

This dramatic spell causes the caster's eyes to glow a fearsome, bright emerald green. The round of casting, the caster's entire countenance takes on such a frightening aspect that every creature with less than 4 Hit Dice or levels must pass an immediate morale check or run away in terror.

The next round, the wizard can discharge twin bolts of crackling green energy at an opponent, who must be within the area of effect (65 feet at 9th level, 70 feet at 10th, etc.). The attack causes 1d8 points of damage per level of the caster (save vs. spell for half damage), to a maximum of 15d8. In subsequent rounds, the caster



can change targets and attack within a 90° field of vision.

Spell duration is one round per three levels of the caster, to a maximum of five rounds, so a 9th-level caster can attack with *eyefire* twice, a 12th-level caster thrice, and so on. Exposed magical items carried by those who fail their saving throws vs. spell must save vs. magical fire or be rendered nonmagical. Normal items are unaffected.

Notes: Very rare spell, originally from the FORGOTTEN REALMS setting.

Eyes of the Undead

(Necromancy)



Level: 4

Range: 30 yds.

Components: V, S, M

Casting Time: 4

Duration: 1 hr./level

Area of Effect: 1 undead creature

Saving Throw: Neg.

This spell is cast upon any dead or undead body of Small size (S) or less. Once cast, a link is

forged between the necromancer and the cadaver, allowing him to see and hear anything that the corpse can. Only an unwilling undead creature receives a saving throw vs. spell to avoid the *dweomer*. If the undead creature is a willing servant of the necromancer, no saving throw is necessary, and a dead body receives no saving throw.

Since a dead body is not able to direct its eyes, it is unlikely to see much of use unless prepared, although it can be an effective listener. An undead creature, able to move around, and is a better subject for the spell.

The necromancer cannot control the undead creature through this spell, but must rely upon the creature's orders or instincts to provide the appropriate views. The more self-willed and intelligent the undead, the better the chance of seeing or hearing something useful.

Although the corpse must be within 30 yards of the necromancer when the spell is cast, the caster can be up to one mile away and still see and hear through the undead creature. In the RAVENLOFT setting, the spell ceases to work if the caster and undead are in different domains and the borders of either domain (or any intervening domain) are closed.

The material components for this spell are an eye and an ear of a dead man. Casting this spell is cause for a RAVENLOFT powers check.

Notes: Restricted to necromancers and undead spellcasters; uncommon.

Eyesore, Drenal's

See *Drenal's eyesore*.



Fabricate
(Alteration, Enchantment)
(Alchemy, Artifice)

Level: 5
Range: 5 yds./level
Components: V, S, M
Casting Time: Special
Duration: Permanent
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.

Notes: Common spell (PHB).

Fabricate — Wu Jen

This 3rd-level spell is the same as the 5th-level version, except for a casting time of 3. It is restricted to those trained in oriental magic; common.



Fabulous Fireball, Fallion's

See Fallion's fabulous fireball.

Face

(Enchantment/Charm,
Illusion/Phantasm)

Level: 3
Range: Touch
Components: V, S, M
Casting Time: 1 turn
Duration: 2 turns/level
Area of Effect: Creature touched
Saving Throw: Special



By means of this spell, the wu jen is able to create the illusion that he is of a higher social level, title, office, or position than he actually is. When

cast, the wu jen decides what particular thing is increased—social level, title, or office. Upon completion of the spell, the appropriate status is increased by 1d4 ranks. The spell surrounds the wu jen with the appropriate air of confidence, aura of power, mannerisms, speech, and etiquette appropriate to the rank.

Upon those unfamiliar with the rank assumed the spell has a greater than normal effect. They give the wu jen an inordinate amount of respect, their encounter reaction rolls are 10% greater than that dictated by the assumed rank (or -2 on the encounter reactions, Table 59, in the DMG). They unhesitatingly believe the wu jen really is a member of the assumed position and is quite fearsome and powerful. The confidence he radiates impresses those affected greatly. Those familiar with the rank assumed are allowed a saving throw vs. spell. If failed, they treat the wu jen as if he were of the assumed rank. If successful, they begin to notice slight flaws in the behavior of the wu jen. After one turn they become suspicious of the wu jen and after two turns they realize he is an impostor. Whether they communicate this to others and what actions they take depend on the situation. Those of higher status are also allowed a saving throw vs. spell with the same results for success or failure. Of course, they never treat the wu jen as an equal. The material component for this spell is a drop of honey.

The reverse of this spell, *lose face*, causes the victim to become socially graceless. The victim must be touched (normal attack roll) but no saving throw is allowed. The victim and those with him are not immediately aware of any change, but when social graces are important the victim somehow manages to do the wrong thing to the obvious notice of those around him. The exact effect of such blunders are adjudicated by the DM, depending on the situation and NPCs involved.

The material component for *lose face* is a small piece of charcoal.

Notes: Common in oriental settings; very rare elsewhere.

Face-Blur — Ninja

(Illusion)

Level: 1
Range: Touch
Components: S
Casting Time: 4 rds.
Duration: 1 hr./level
Area of Effect: Creature touched
Saving Throw: None



The ninja casts this spell on himself or on another, willing subject. The spell alters the subject's features slightly, making them unremarkable—neither handsome nor ugly. The gaze of any witness slides right off the features of a creature affected by this spell.

Someone who is keenly and alertly looking at the faces of everyone he sees, such as a dedicated guard scanning a crowd to find someone who has just disappeared into it, gets a saving throw vs. spell to avoid its effects. If the observer makes his saving throw, he sees the actual features instead of the nondescript face. Immunity to the spell lasts the length of the spell duration, but the spell itself is not dispelled and will work on people who have not made their saving throws. The person who successfully saves against this spell has no idea that a spell is in effect; he does not see the false features fade away and feels no hint of magic.

This spell's success depends on the creature's maintaining a mental attitude of dullness and boredom. When a creature deliberately does something interesting while wearing this spell—if he attacks someone, saves a life, or robs a merchant—the spell ends and every witness can see his true features. This spell can be canceled by a *dispel magic* spell.

Notes: Restricted to ninja and those trained by them; common.

Facet

(Alteration)



Level: 5

Range: Touch

Components: V, M

Casting Time: 1 turn

Duration: Instantaneous

Area of Effect: 1 gem or piece of jewelry

Saving Throw: Special

The *facet* spell increases the value of a gem or piece of jewelry by removing flaws and improving the quality of the gem. When a wizard successfully casts *facet* upon a gem or item of jewelry set with gems, the value of the piece doubles. Thus a wizard successfully casting *facet* on an emerald valued at 500 gp increases the gem's value to 1,000 gp. The gem or piece to be enchanted must succeed in an item saving throw vs. crushing blow.

If the wizard has the gem cutting or appraising nonweapon proficiency, the saving throw is at a +2 bonus. If this spell is cast on the same item more than once, the saving throw receives a -1 penalty for each successive casting (thus the third casting would receive a -2 penalty, etc.). A gem

or piece of jewelry worth more than 25,000 gp cannot be enchanted by the *facet* spell.

The spell was developed by a Khinasi wizard-merchant of Cerilia (of the BIRTHRIGHT setting).

The material component is a jeweler's polishing cloth, which must be rubbed across the gem or jewelry to be enchanted.

Notes: Common in the BIRTHRIGHT setting; otherwise virtually unknown.

Faerie Sword — Elf

(Invocation/Evocation)

Level: 7

Range: 0

Components: V, S, M

Casting Time: 6

Duration: 1 rd./2 levels

Area of Effect: Special

Saving Throw: None

This spell creates a slender, shimmering sword in the caster's hands. The sword gives a single-class mage a +4 to hit, and can hit creatures that can be hit only by magical weapons. The sword inflicts 4d4 points of damage against man-sized or smaller opponents, and 5d4 points against larger creatures.

A caster who successfully attacks can elect to inflict either damage or a random magical effect upon the target. If the caster elects to inflict a magical effect, roll d100, add the caster's level, and refer to the table.

Die Roll Effect

01–25 No effect; victim takes no damage

26–50 Target suffers 8d4 points of damage

51–75 Target suffers 10d4 points of damage

76–85 Target imprisoned in *forcecage*

86–90 Target randomly polymorphed

91–95 Target must successfully save vs. petrification or be turned to stone

96–97 Target randomly teleported d100 yards

98–99 Target randomly teleported d100 miles

100+ Target dies; saving throw vs. death magic negates this effect

The material component of this spell is a tiny gold or crystal sword (worth at least 250 gp), which disappears immediately after the spell is cast.

Notes: Restricted to elves; rare.

Faithful Hound, Mordenkainen's

See Mordenkainen's faithful hound.

Faithful Phantom Defenders, Mordenkainen's

See Mordenkainen's faithful phantom defenders.

Faithful Phantom Guardian, Mordenkainen's

See Mordenkainen's faithful phantom guardian.

Faithful Phantom Shield-Maidens, Mordenkainen's

See Mordenkainen's faithful phantom shield-maidens.

Falling Wall

(Evocation)

Level: 2

Range: 0

Components: V, S, M

Casting Time: 2

Duration: 2 rds.

Area of Effect: 20 × 20 ft. by 4 in. thick

Saving Throw: None

This spell enables the caster to create a temporary wall of armor plate, which "falls" into place from above. The wall is stationary once it strikes an immobile surface (floor or ground) and remains unmoving, regardless of force directed against it, until the spell expires (whereupon it melts away). It can withstand anything short of a *dispel magic* or *disintegrate* spell, or contact with prismatic magic of any sort (including the *color spray* spell). *Fireballs* that strike it will rebound, *flaming spheres* and the like are halted, and so on. *Magic missiles* dodge around it unless it completely seals an opening, such as a doorway (which is the most common use of the spell).

A *falling wall* is lightning-fast. Though it is very rare for one to hit a creature or moving object, if this occurs the wall strikes for 2d4+12 points of damage. More often, the wall slams down in the face of an onrushing missile or charging being; creatures that strike a falling wall will be stopped by it, typically taking 1d6 to 4d6 points of stunning damage, depending on how fast they are moving and how large they are (faster increases damage, larger body size decreases it). A running warrior in plate mail usually suffers 2d6 points of damage. Only 25% of stunning damage is permanent, the rest is temporary, nonlethal damage.

Once a *falling wall* is created, the caster is free to cast another spell, flee, read a scroll, or perform any other activity. A caster cannot will his own wall to vanish; it must be destroyed as noted above or expire.

The material component of this spell is a piece of metal that is, or was once, part of armor worn into battle.

Notes: Very rare spell. (Updated from *DRAGON*

Magazine.) The damaging effects of this wall have been reduced from earlier versions.

Fallion's Fabulous Fireball

(Evocation)

(Fire)

Level: 5

Range: 100 yds. + 10 yds./level

Components: V, S, M

Casting Time: 5

Duration: Instantaneous

Area of Effect: 5-ft. to 20-ft. radius sphere

Saving Throw: ½

The wizard Fallion devised this variation of the 3rd-level wizard spell *fireball* for use in close quarters or in twisting dungeon passages. It differs from the original fireball in two respects:

First, the area of effect is variable, ranging from 5 to 20 ft. radius sphere. This allows the caster to use it in cramped areas without fear of being engulfed in his own spell. The exact area of effect is determined at the instant of casting.

Second, *Fallion's fabulous fireball* can maneuver around corners. The fireball can turn 45° for every level the spellcaster has attained. The wizard specifies the path at the instant of casting. The wizard might state that the fireball is to travel 50 feet, turn 90 degrees to the right, travel 20 feet, turn 45 degrees to the left, travel 30 feet more, then detonate.

If the *fabulous fireball* contacts an object before completing its path, it detonates there. Living beings caught in the path must individually save vs. spell to avoid the spell's detonation, saving a second time against its effects if the first saving throw is failed. The spell duration is instantaneous no matter how complex the path is. The maximum range is 100 yards plus 10 yards per caster level.

In all other respects, including damage, material components, and saving throws, this spell is identical to the 3rd-level *fireball* spell.

Notes: Very rare. Known to be in the *Fire-Eye Scrolls*. (Updated from *DRAGON* Magazine.)

False Face

(Alteration, Necromancy)

Level: 3

Range: 10 yds./level

Components: V, S, M

Casting Time: 3

Duration: 1 turn/level

Area of Effect: Caster

Saving Throw: None

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

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

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

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

Notes: Restricted to necromancers; uncommon.

False Tracks

(Illusion)

Level: 1

Range: 0

Components: S

Casting Time: 1 rd.

Duration: 1 turn/level

Area of Effect: The caster

Saving Throw: None



For the duration of this spell, the ninja leaves tracks appropriate to a common normal animal (herd beast, deer, fox, etc.). The ninja chooses the species when the spell is cast. His footprints will be those of an animal, moving at whatever pace the ninja maintains. (If the ninja is running, he leaves behind the running footprints of the animal.) If bits of the ninja's clothing become snagged on underbrush, they will appear to be bits of animal hide. However, if the ninja drops an item of equipment or a garment, this spell will not conceal its nature.

No saving throw is allowed. However, the spell can be removed by casting a *dispel magic* spell. If such a spell is cast on any part of the trail the ninja has left behind, the entire spell is canceled and all tracks revert to normal.

The effects of this spell are entirely illusory.

When the spell duration ends, all affected footprints revert to normal.

Ninja use this spell to elude pursuers. When someone a ninja wishes to ambush is hunting a specific type of animal, the ninja will leave tracks

of that animal for the quarry to follow.

Notes: Restricted to ninja spellcasters and those trained by them; common.

False Vision

(Divination)

Level: 5

Range: 0

Components: V, S, M

Casting Time: 5

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

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.

Notes: Common spell (PHB).

Familiar Enhancer

(Alteration, Enchantment)

Level: Special

Range: 10 ft.

Components: V, S, M

Casting Time: 72 hrs.

Duration: Instantaneous

Area of Effect: The caster's familiar

Saving Throw: None

This series of related enchantments are not true spells. Instead, they are special processes developed by the wizard and keyed to a type of familiar (cat, toad, weasel, etc.).

The wizard must research the process to enhance his type of familiar; each enhancement, from I to VIII, is researched as a spell of the next higher level (*familiar enhancer I* is researched as a 2nd-level spell, etc.) according to the *DMG* rules for spell research. No enhancer level can be

skipped: A familiar cannot receive *familiar enhancer III* until it has received *familiar enhancer II*, and so on. Special familiars (imp, quasit, etc.) cannot be enhanced. For the purpose of the special powers, the spellcasting level of the familiar is equal to the level of its wizard.

As the enhancement of a familiar continues, the familiar should develop a personality that seems almost human, displaying specific traits, likes, dislikes, opinions, habits, and foibles (*DMG* Table 70 may prove useful). Its animal qualities also develop as its personality matures. A black cat might develop discriminating and expensive tastes in food and creature comforts; a crow might become a collector of gaudy gemstones and jewelry; and an otter might develop a frolicsome personality combining a short attention span for serious matters with a love for playful pranks.

The familiar takes on some of the alignment view and attitudes of its wizard, though a leaning toward the neutral alignment, a holdover from its simple animal origin, will always remain. The familiar may tend to become more of an independent NPC as it is enhanced. The DM should carefully consider if relaxing the dependency of the familiar on the wizard will improve the campaign play.

Notes: Rare. (Updated from *DRAGON* Magazine.)

FAMILIAR ENHANCER I

The familiar's intellect improves, rising into the Low Intelligence range (4 + 1d3). The familiar can now think in the wizard's native tongue and communicate in words and simple sentences with its wizard through their empathic link.

The familiar gains one special power from Table I. Unless otherwise noted (or obvious), familiar spell abilities affect only the familiar.

FAMILIAR ENHANCER II

The familiar's intellect rises into the Average Intelligence range (7 + 1d3). The familiar can, with patient tutoring by the wizard, learn to communicate in other languages, up to the maximum number of languages permitted by its Intelligence. The acquisition of certain special powers may enable a familiar to learn languages from someone other than its wizard.

The familiar gains another special power, as determined by a dice roll. Note that stronger powers will replace weaker powers of the same general type.

1d10	Special Power
1-8	One from Table I
9-0	One from Table II

FAMILIAR ENHANCER III

The familiar's intellect improves to the Very Intelligent range (10 + 1d2). The familiar can now be tutored to read languages as well as communicate with them through the empathic link with its wizard.

The familiar acquires another special power as decided by dice roll.

1d10	Special Power
1-6	One from Table I
7-0	One from Table II

FAMILIAR ENHANCER IV

From this point forward, the intelligence of the familiar will not improve. One or more special powers are obtained with each additional enhancer, as noted.

1d10	Enhancer IV Special Power
1-3	One from Table I
4-8	One from Table II
9-0	One from Table III

FAMILIAR ENHANCER V

1d10	Enhancer V Special Power
1-2	Two from Table I
3-4	Two from Table II
5-8	One from Table III
9-0	One from Table IV

FAMILIAR ENHANCER VI

1d10	Enhancer VI Special Power
1-2	Two from Table II
3-5	One from Table III
5-8	One from Table IV
9-0	One from Table V

FAMILIAR ENHANCER VII

1d10	Enhancer VII Special Power
1-3	One from Table III
4-7	One from Table IV
8-0	One from Table V

FAMILIAR ENHANCER VIII

1d10	Enhancer VIII Special Power
1-2	Two from Table III
3-5	One from Table IV
6-0	One from Table V

Table I

d100	Special Power
01-03	<i>Dancing light sphere</i> (1 only), twice per day; 2 rounds per level of the wizard.
06-20	<i>Detect magic</i> twice per day. The familiar can judge intensity, but cannot identify a school.
21-25	<i>Feather fall</i> , twice per day.
26-30	<i>Jump</i> (1 jump), three times per day.
31-40	<i>Pass without trace</i> , once per day, 5 rounds per level.
41-60	<i>Protection from evil</i> , once per day, 2 rounds per level (<i>protection from good</i> if the wizard is evil).
61-75	<i>Speak with animal</i> (own general family; for example, a black cat could talk to any feline), twice per day. This gives no special influence.
76-80	<i>Spider climb</i> , once per day.
81-95	<i>Unseen servant</i> , once per day for 3 turns + 1 turn per level.
96-00	Familiar can detect one type of metal, mineral, vegetable or other substance within 30 feet, three times per day, for 1 turn per use. At DM's option, familiar may display an obsessive interest in the substance, and may seek and collect it at inopportune times.

Table II

d100	Special Power
01-10	<i>Blur</i> , twice per day.
11-20	<i>Change self</i> , once per day. Must still be own essential animal form, but can change color/pattern, subtle body features (black cat to siamese or manx), and size ($\pm 25\%$).
21-25	<i>Comprehend language</i> , once per day. Reading a written message requires Intelligence of 10.
26-35	<i>Detect evil</i> , once per day (<i>detect good</i> if wizard is evil).
36-45	<i>Detect invisible</i> , once per day, 5 rounds per level of the familiar.
46-50	<i>Grease</i> , 5 x 5 ft., once per day.
51-60	<i>Protection from cantrips</i> , once per day; duration 24 hours.
76-80	<i>Speak with animals</i> (own biological class; for example, a black cat could talk to any mammal), twice per day. This gives no special influence.
81-85	<i>Sense of direction</i> : 90% accurate to sense true north, use at will. If wrong, roll for direction identified as north: 1,2 east, 3,4 south, 5,6 west. Once the familiar is wrong it will call the wrong direction "north" for the rest of the day.

86-00 *Blending as robe*, 90% success chance, but can't mimic another creature. Once per day for 2 rounds per level.

Table III

d100	Special Power
01-10	<i>Alter self</i> , once per day, to form of another animal familiar.
11-20	<i>Charm animal</i> , 1 HD per 2 levels, once per week. Must be of same family (black cat/feline). Charm lasts 1 turn/level.
21-25	<i>Fly</i> , once per day. Familiar sprouts wings. Familiars already able to fly gain 50% speed (e.g., 12 to 18, etc.).
26-40	<i>Invisibility</i> once per day, or <i>knock</i> once per day (50% chance of either).
41-50	<i>Mirror Image</i> , once per day.
51-65	<i>Speak with animals</i> (any nonmagical type), three times per day. This gives no special influence.
66-70	<i>Water breathing</i> , once per week.
71-80	<i>Enemy detection</i> (as wand) 30-foot radius, once per day for 1 turn.
81-85	<i>Detect traps</i> (as wand) twice per day for 1 turn; unlike wand, can't find secret doors.
86-95	Intelligence raised to High (12+1d2).
96-00	Familiar gains a normal voice and can speak any language it knows.

Table IV

d100	Special Power
01-10	<i>Blink</i> , once per day, as spell.
11-20	<i>Charm animal</i> , 1 HD per 2 levels, once per week. Must be of same biological class (black cat/mammal). Charm lasts 2 turns/level.
21-25	<i>Delude</i> , once per day. Note that a familiar taking the alignment of another animal could conceal its status as a familiar.
26-35	<i>Hold animal</i> (of same family), once per day.
36-45	<i>Item</i> , once per week. Affects an object not in the possession of another; the dwomer is dispelled if any creature other than the familiar touches it.
46-55	<i>Protection from normal missiles</i> , once per week.
56-65	<i>Summon animals</i> (of familiar's species), once per week. One animal per 2 levels will appear.
66-70	<i>Tongues</i> , once per day. If animal does not have speech, reroll.

- 71-80 *Wraithform*, once per week.
 81-85 *Glibness* (as potion), once per week, for 1 round per level. If animal does not have speech, reroll.
 86-95 Intelligence raised to Exceptional (14 + 1d2).
 96-00 *Polymorph* to a specific human or demihuman form, once per day for up to 2 turns/level. DM decides exact details of appearance. Hit points and Intelligence are retained, but outer form is typical of race; enhanced animal senses are lost in this form (as will be wizard's surprise bonus).

Table V
d100

	Special Power
01-10	<i>Charm animal</i> , 1 HD per 2 levels, once per week. Can be any nonmagical animal of any class. Charm lasts 2 turns/level.
11-20	<i>Dimension door</i> , once per week. Up to 200 lbs. in the familiar's grasp or jaws can be taken.
21-35	<i>Hold animal</i> (of same biological class), once per day.
36-45	<i>Improved invisibility</i> , once per day.
46-55	<i>Stoneskin</i> , once per month.
56-70	<i>Summon animals</i> (of same family), once per week; limited to 1d6 animals of 3 HD or less each (a cat could summon cheetahs, but not tigers).
71-75	<i>Telekinesis</i> , once per day; can move 25 lbs. 10 feet/round; also can manipulate levers, keys, etc. Can't expend all power in one round.
76-80	<i>Persuasion</i> (as potion), once per day for 1 round per level. Gives +5 reaction roll (base Charisma 11) and one <i>suggestion</i> . If animal does not have speech, reroll.
81-90	Intelligence raised to Genius (16 + 1d2); also gains a +2 bonus vs. mind attacks.
91-00	<i>Polymorph</i> to specific animal of family (e.g., cat to leopard), once per week for up to 1 turn per level. Receives new AC, move, and attack routine. Retains hit points, attack rolls, saves, and mental abilities. Form cannot exceed 10 times basic animal weight.

Fang, Alustrial's

See Alustrial's fang.



Fang Fist — Alhoon

(Alteration, Necromancy)

Level: 2
 Range: 0
 Components: V, S
 Casting Time: 2
 Duration: 1 rd./level
 Area of Effect: The caster's arm
 Saving Throw: None

This spell temporarily transforms one of the caster's arms, from elbow to fingertips, into a snakelike, flexible body ending in a fanged, biting mouth. It is retractable, from a minimum of 1 foot in length to a maximum of 15 feet, and can lash out with lightning speed, to surprise foes who think they're out of reach.

This "snake-arm" strikes with a bonus of +1 to all attack rolls, and bites for 1d8+4 points of damage. It can't be combined with poison effects, and the caster can use only verbal-component spells while it's in existence. The arm is AC 4, and will turn back to the caster's real arm if dealt more than 12 points of damage in a single round (the caster takes all damage suffered by the arm in the normal way). The caster can also return the arm to normal at will; however, this ends the spell.

The snake-arm's jaws can grip and hold items such as wands and ropes. By curling its lips over the teeth, it can grasp quite firmly without sinking its teeth into fragile objects. The snake-arm has the same strength as the caster's real arm.

Notes: Restricted to Alhoon; common.

Fantastic Fencers, Bigby's

See Bigby's fantastic fencers.

Far Reaching I

(Alteration)

Level: 3
 Range: 0
 Components: V
 Casting Time: 2
 Duration: Special
 Area of Effect: Affects next spell cast
 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. It does not affect spells that have range of 0 or touch.

Notes: Uncommon spell (*ToM*).

Far Reaching II

(Alteration)

Level: 4
 Range: 0
 Components: V
 Casting Time: 4
 Duration: Special
 Area of Effect: Affects next spell cast
 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%. Any spell of 4th level has its range extended by 25%. The spell to be affected must be cast on the round immediately following the *far reaching II* spell or the latter is wasted. A wizard can use this spell only to affect his own dweomers. It does not affect spells with range 0 or touch.

Notes: Uncommon spell (*ToM*).

Far Reaching III

(Alteration)

Level: 5
 Range: 0
 Components: V
 Casting Time: 5
 Duration: Special

Area of Effect: Affects next spell cast
 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%; the range of any 4th- or 5th-level spell is increased by 50%. The spell to be affected must be cast on the round immediately following the *far reaching III* spell or the latter is wasted. A wizard can use this spell only to affect his own dweomers. It does not affect spells with range 0 or touch.

Notes: Uncommon spell (*ToM*).

Farscry

(Alteration, Divination)
 (Mentalist)

Level: 5
 Range: Touch
 Components: V, S, M
 Casting Time: 5
 Duration: 12 rds. + 2 rds./level
 Area of Effect: Creature touched
 Saving Throw: None

The caster confers upon the recipient the ability to hear, see, speak, and even touch distant beings and objects on the same plane. The spell recipient's normal vision and hearing can be used through up to three focal objects (though only one focal point can be used at a time). The recipient can transfer his senses to another focus for the next round, at will. The spell requires from one to three focal points through which the affected being can *farscry*; these must be solid, inorganic objects with a smaller surface area than the spell recipient's head. The objects must be touched during casting; they are not altered by the spell. The focal points radiate a magical dweomer.

By means of the *farscry* spell, the recipient sees and hears things as if he were standing where the focal points are, but he cannot "turn" or move a focal point to change its view. The spell is not impaired if the focal point is moved by another being or by other causes. The recipient can speak normally through a focal point and touch what the focal point touches—in fact, anything that heats or otherwise harms a focal point harms the spell recipient (though he can end the spell at will).

The transfer of the recipient's sense of touch through the spell also allows him to activate magical items by touching them with the focal point and speaking through it. Touch spells can be delivered through the focal point, and words of activation spoken through it. This spell is often used with an

accomplice who holds and directs an item triggered by a wizard who has cast this spell on himself.

While the recipient's speech is emitted from a focal point, other sounds around the recipient are not transmitted. Unlike objects enchanted with the *magic mouth* spell, the focal point does not change its appearance or exhibit other spell manifestations.

The spell requires a glass, crystal, or amber ring (which must be transparent, not 'frosted') of any shape or size, that bears the engraved symbol of a human eye.

Notes: Uncommon for diviners; otherwise very rare. Originally from the FORGOTTEN REALMS setting.



Farseer

(Alteration)

(Artifice)

Level: 1

Range: Special

Components: V, S, M

Casting Time: 1

Duration: 4 rds. + 1 rd./level

Area of Effect: Field of vision

Saving Throw: None

This spell enables the wizard to see anything in plain view as if it were closer. The range of this spell is limited only by the caster's line of sight, and the subject is seen as if roughly 10 times closer.

The spell requires is a miniature tube of iron set with two quartz crystals, the whole worth not

less than 50 gp. The device is not consumed in the casting.

Notes: Common for artificers; otherwise very rare. (Updated from *POLYHEDRON* Newszine.)

Farspeaker

(Alteration)

(Artifice)

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 3/box

Duration: 1 hr./level

Area of Effect: 1 box/level, to 12

Saving Throw: None

This spell enchants two or more specially constructed boxes so that words spoken into one will be heard from all the others. The boxes must remain within one-half mile per level of the caster, to a maximum of 5 miles. Boxes taken out of range will become functional when brought back into range.

The boxes must be constructed of a sturdy ceramic material and filled with a fine silver wire; the cost is about 100 gp each. They are roughly 8 inches square and weigh about two pounds each. The boxes are reusable. The wizard must touch each box in the course of casting the spell.

The material component is heart's blood from a hydra with at least as many heads as the number of boxes to be activated.

Notes: Common for artificers; otherwise very rare. (Updated from *POLYHEDRON* Newszine.)

Fascinate

(Illusion/Phantasm)

Level: 2

Range: 30 yds.

Components: V, S

Casting Time: 2

Duration: Special

Area of Effect: 1 creature

Saving Throw: Neg.

By means of this spell the illusionist attempts to captivate the subject creature's attention and gain its love, friendship, and/or obedience. The spell creates an illusion around the spellcaster so that he becomes, in the eyes of the subject, a trusted and/or desired companion. Unless a saving throw vs. spell is successful, the subject will follow the illusionist wherever he goes, if possible without undue risk to life and safety. Creatures of animal intelligence can be affected, but non-intelligent creatures are not subject to a *fascinate* spell.

If the illusionist is able to converse with the fascinated creature, the subject will obey requests from the spellcaster as long as a roll of 3d6 per request does not exceed the Appearance (or Comeliness) of the illusionist. If these sub-ability scores are not used, the Charisma score can be used instead.

Requests that are obviously against the better interests of the creature add +1 to the dice roll, and the more hazardous and unreasonable of these requests will add from +2 to +6. The spell is shattered whenever the fascination check is failed, and the subject will likely be filled with rage and hate.

Creatures of normal sort with animal Intelligence will remain fascinated for only a short time (1–4 days), but if the illusionist has been careful to treat the subject well, attend to its needs, and feed it, there is a 2% chance per point of Appearance (or Comeliness) that the subject will willingly befriend and follow him or her. Otherwise, the creature will attack (if it was not cared for) or leave (if it was cared for) when the spell wears off.

Notes: Restricted to illusionists; uncommon.

Fatigue — Elf

(Enchantment/Charm)

Level: 4

Range: 0

Components: V, S, M

Casting Time: 5

Duration: Instantaneous

Area of Effect: 60-ft. cone, 30-ft. diameter at base, 5-ft. at caster's end

Saving Throw: Neg.

This spell causes all creatures within its cone to feel weary and tired. For 1 round per level of the caster, those affected move at half rate, fight at –2 to hit and damage, and suffer –2 to their morale. Elves and other creatures resistant to *sleep* are likewise resistant to this spell.

The material component is a small stone.

Notes: Uncommon for elves, who jealously guard it; otherwise very rare.

Fear

(Illusion/Phantasm)

(Shadow)

Level: 4

Range: 0

Components: V, S, M

Casting Time: 4

Duration: Instantaneous

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.

Notes: Common spell (PHB).

Fear Aura

(Abjuration)

Level: 5

Range: 0

Components: V, S, M

Casting Time: 5

Duration: 2 rds./level

Area of Effect: 60-ft. radius

Saving Throw: Special

While this spell is in effect, the mere sight of the caster causes all creatures of two Hit Dice or less within the area of effect to flee in terror.

Creatures with more than two Hit Dice but less than the caster's level must save vs. spell at –2 or be immobilized, unable to move or act. Creatures immobilized by terror can try to ward off blows, suffering a –1 penalty to Armor Class; they cannot attack. Each round, an immobilized creature can try a new saving throw without penalty to shake off the spell's effect and regain its freedom of action.

Creatures whose levels or Hit Dice equal or exceed the caster's are unaffected, as are mindless creatures or creatures immune to fear.

The material component is a scrap of cloth from a lich's shroud.

Notes: Very rare spell. (Updated from POLYHEDRON Newszine.)

Fear Ward

(Abjuration, Necromancy)

(Geometry)

Level: 8

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn/level

Area of Effect: 5-ft. radius

Saving Throw: None

Fear ward creates a mobile aura around the caster, making him and allies in the area of effect immune to all forms of fear. It also blocks special area attacks of the undead: aging, stench, wails, spoilage, etc. It has no effect on other attacks, including special undead attacks delivered by touch. The spell ends if the caster is slain.

The material components for this spell are spider fangs and a hair from the head of a ghoul.

Notes: Restricted to necromancers and abjurers; uncommon. (This version replaces the one in the *Complete Wizard's Handbook*).

Fearfire

(Enchantment/Charm, Illusion)

(Fire)

Level: 3

Range: 0

Components: V, S, M

Casting Time: 4

Duration: 4 rds. + 1 rd./level

Area of Effect: 30-ft. radius

Saving Throw: Neg.

This spell allows a wizard to temporarily charm a group of creatures. To cast the spell, the wizard must break a piece of wood of any size; once broken, a 30-foot radius area around the wizard erupts in magical flames and energy that simulates the retributive strike of a *staff of the magi*.

Up to one creature per two levels of the caster within the area of effect (rounded up, with a maximum of 5 creatures at 10th level) must make successful saving throws vs. spell to resist the effects; those who fail are in awe of the caster and will obey the caster's suggestions out of sheer terror of the wizard's power. Affected creatures treat the wizard as their all-powerful master, but effects other than duration duplicate those of a *charm* spell.

This charm effect can affect elves and creatures normally immune to *charm* spells; subtract 20% from such creatures' normal resistances to charm when gauging the effects of this spell. Blind creatures are immune to this particular spell.

This spell is one of the flashiest illusions created within the history of the Watchful Order of Magists and Protectors of Waterdeep. It was granted to them by Alcedor Kolat the Enchanter in exchange for some rare material components and minor spells.

Notes: Common for the Watchful Order and Alcedor Kolat in the FORGOTTEN REALMS Setting; otherwise very rare.

Feather Fall

(Alteration)

(Air)

Level: 1

Range: 10 yds./level

Components: V

Casting Time: 1

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None

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

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

Notes: Common spell (PHB).

Feather Float

(Alteration)

(Water)

Level: 1

Range: 10 yds./level

Components: V, S, M

Casting Time: 1

Duration: 3 rds. + 1 rd./level

Area of Effect: 10-ft. cube

Saving Throw: Special

This spell prevents objects or creatures within the area of effect from sinking into water or other liquids. The caster can affect a total weight of up to 200 pounds, plus 100 pounds per level, divided between as many objects or creatures as he chooses to include in the spell. Affected objects and creatures bob to the surface and remain

afloat for the duration of the spell, regardless of subsequent drifting.

Anything affected by this spell resists being pulled under with a buoyant force equal to its normal weight. If cast on an unwilling creature—for example, a merman trying to escape the wizard by diving—a successful saving throw vs. spell negates the effect, though the creature counts toward the spell limit.

The material component is a duck's feather.

Notes: Common for Sea mages; uncommon for Water mages; otherwise rare. (Updated from *POLYHEDRON* Newszine.)

Featherfoot — Ninja

(Alteration)

Reversible



Level: 2

Range: Touch

Components: S

Casting Time: 5 rds./level

Duration: 1 turn

Area of Effect: 1 person

Saving Throw: None

The person affected by this spell gains the magical ability to move quietly and weightlessly at a normal walking pace or slower. If he tries to go any faster, the spell is broken and lost. The person affected by this spell does not leave footprints, nor does he set off weight- or pressure-based traps.

While the spell is in effect, the person gains +30% to his move silently roll. (If without this skill, the person has a 30% chance to move silently, as a thief, for the duration of the spell.)

The reverse of this spell, *leadfoot*, affects one creature. The victim is allowed a saving throw to avoid being affected by the spell. The victim of a *leadfoot* spell moves loudly and heavily. Silent movement and hiding in shadows is impossible; the creature also automatically sets off any pressure-based traps it steps on (no roll is necessary).

A *leadfooted* creature inside the area of a *silence* spell moves normally; he can be heard if he fails to make a move silently roll.

Notes: Restricted to ninja spellcasters and those trained by them.

Featherweaving — Pluma

(Alteration)

Level: 1

Range: 0

Components: S, M

Casting Time: Special



Duration: Special

Area of Effect: Special

Saving Throw: None

The *featherweaving* spell is a harmonious exercise, strongly Maztican in character. The caster must sit quietly, in peaceful surroundings. He works bits of down into a fine mesh of cotton or maguey fiber, and slowly creates a tapestry of brilliant featherwork. The weaving can be worked into an abstract design, a symbolized image (a Mayan or Incan design is common), or a realistic image.

The weaving is a relaxing, mentally healthful activity. For every hour that the caster spends concentrating on the spell, he can recover 1 point of damage. He also weaves approximately one square inch of his ultimate creation during an hour.

The weaving must be completed before the caster advances to the next level of ability. A first-level caster must weave a piece 1 square foot in size; at second level, 2 sq. ft, and so on. A fifth-level pattern weaver can create an item 5 feet by 5 feet or larger; a truly large weaving can become a *featherlifter* (see *create talisman of pluma*).

The material components of the spell are the feathers and mesh needed to make the piece.

Notes: Restricted to practitioners of *pluma* magic (the Maztica setting); common.

Feathery Flyer, Murdock's

See Murdock's feathery flyer.

Feeblemind

(Enchantment/Charm)

(Mentalism)

Level: 5

Range: 10 yds./level

Components: V, S, M

Casting Time: 5

Duration: Permanent

Area of Effect: 1 creature

Saving Throw: Neg.

This spell is used solely against people or creatures who use magic spells. The *feeblemind* causes the subject's intellect to degenerate to that of a moronic child. The subject remains in this state until a *heal* or *wish* spell is used to cancel the effects. Magic-using beings are very vulnerable to this spell; thus, their saving throws are made with the following adjustments:

Spell Use of Target	Saving Throw Adjustment
Priest	+1
Wizard (human)	-4
Combination or nonhuman	-2

Wisdom adjustments apply to the saving throw.

The material component of this spell is a handful of clay, crystal, glass, or mineral spheres, which disappears when the spell is cast.

Notes: Common spell (PHB).

Feeling Fingers, Bigby's

See Bigby's feeling fingers.

Feign Death

(Necromancy)

Level: 3

Range: Touch

Components: V, S

Casting Time: 1

Duration: 1 hr. + 1 turn/level

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.

Notes: Common spell (PHB).

Feign Destruction

(Alteration, Illusion/Phantasm)

Level: 4

Range: 0

Components: V, S, M

Casting Time: 1

Duration: Instantaneous

Area of Effect: The caster

Saving Throw: None

This unusual spell allows the caster to feign his own death or destruction while actually making



good his escape. In order to prepare the spell, the wizard must create a replica of his own body. A lich can use a pile of dust and bones, but a living wizard may find that a preserved corpse or dead clone is necessary to supply a believable body. The caster can also choose to add duplicates of his own clothing and gear in order to dress the body properly, but the only metal that can be used in preparing the body is unenchanted iron—if the caster wants a copy of his golden amulet with the body, he'll have to settle for a replica made from iron.

After the fake body has been prepared, the wizard can cast *feign destruction* to switch places with the body. The caster must be within 1,000 yards per level of the prepared body at the time the spell is cast, and the body must be in the exact place and position it was left by the wizard. If the duplicate has been undisturbed, the *feign destruction* spell instantly teleports the wizard to the body's location while bringing the body to the spot of the casting. A brief illusion of the wizard's "death" covers the moment of the exchange.

A lich using this spell also gains a special misdirection effect that causes detection magics to indicate that the lich's spirit has returned to its phylactery. This effect lingers for 1 hour per caster level.

While the *feign destruction* spell creates a very plausible death scene, especially if the wizard was badly wounded at the time, it is not infallible. Careful opponents may be able to discern the truth with a thorough examination of the "remains."

The material component is dirt from a vampire's grave, sprinkled over the duplicate body.

Notes: Uncommon for liches; very rare for living characters.

Feign Undead

(Necromancy)

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 5

Duration: 1 turn + 1 rd./level

Area of Effect: Person touched

Saving Throw: None

This spell can make the caster or any willing person appear to be a zombie. The target looks like a zombie, ceases to breathe, and feels no pain or emotion. He becomes immune to paralysis, poison, or attacks that drain Strength or energy levels. Poison attacks require a saving throw vs. poison only when the spell expires. The immunity to pain does not protect the person from damage, but does block penalties due to excessive pain.



The person's body looks just like an animated corpse—the skin color changes, and flesh shrinks to show the bones. His joints become stiff and his movements jerky. When he attacks, it is as a normal zombie, striking last in the melee round. The person's attire does not change; the individual must attend to the state of his clothes himself. Spells that normally affect undead have no influence over him, which might reveal his true nature.

Most creatures seeing the person will assume the individual is a zombie. Actual undead won't attack the person unless ordered to do so. If the individual does something out of character for a zombie, then the chances that an intelligent creature deduces that he is not what he seems increases. On the Demiplane of Dread, casting this spell requires a RAVENLOFT powers check.

The material component for this spell is a bit of bone and dirt from a grave.

Notes: Uncommon in the RAVENLOFT setting; otherwise very rare.

Fellblade

(Abjuration, Evocation, Necromancy)

Level: 6

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn/level

Area of Effect: Creates 1 blade

Saving Throw: None

The casting of this spell brings into being a smoky gray, blade-shaped bar of force (up to 4 feet in length) in the caster's grip. A *fellblade* passes into nothingness in an instant if it leaves the caster's hand. (It cannot be given away or sheathed to be wielded later.) Its use precludes spellcasting of any type. It vanishes instantly if the caster dies, becomes unconscious, or is *feble-minded*. Otherwise the blade can be wielded for one strike per round (normal attack roll required).

The *fellblade's* strike can have one of three fell effects, selected by the caster prior to each attack.

- **Damage.** The blade can inflict 2d4 points of damage, functioning as a weapon able to hit all creatures at normal chances.
- **Drain.** The blade can drain from any creature it hits the exact hit points necessary to heal all current damage to the sword-wielder, up to the maximum possessed by the target. Each time hit points are actually drained, the duration of the spell shortens three full turns.
- **Curse.** The blade can inflict 1 point of physical damage and *bestow curse* (the reversed form of

the 4th-level wizard spell *remove curse*). This power can be used only thrice per day by any spellcaster, even if more than one *fellblade* spell is cast.

The magics used evoking this blade are potent and extremely evil. Spellcasters of good or neutral alignment are at risk if they employ this spell.

The material components of this spell are a drop of the caster's blood, a piece (any size) of cold-wrought iron, and a drop of unholy water.

Notes: Very rare, usually found in the hands of evil wizards. Known to be in *The Glandar's Grimoire*.

Fiendform

(Alteration)

Level: 5

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1d4 + 1 turns/2 levels

Area of Effect: The caster

Saving Throw: None

Only wizards of evil alignment can learn this spell, which grants its caster the form and abilities of a randomly selected creature from the Lower Planes. When cast, roll d100 on the following table to determine the form that the wizard takes. (If the DM does not have access to the *PLANESCAPE MONSTROUS COMPENDIUM**, Appendix I, roll randomly for a fiend listed in the *MONSTROUS MANUAL Tome*.)

Die Roll

Fiend

01-15 Tanar'ri, alu-fiend

16-30 Tanar'ri, bar-lgura

31-40 Tanar'ri, cambion

41-45 Tanar'ri, succubus

46-50 Tanar'ri, chasme

51-55 Tanar'ri, nabassu

56-60 Tanar'ri, balor

61-65 Tanar'ri, vroock

66-75 Yugoloth, dergholoth

76-85 Yugoloth, mezzoloth

86-90 Yugoloth, yagnoloth

91-95 Yugoloth, arcanaloth

96-00 Yugoloth, nycaloth

Unlike *polymorph* or similar spells, *fiendform* grants its caster many abilities of the creature rolled, including special attacks and defenses, immunities, Armor Class, and hit points. *Fiendform* does not grant abilities based on Intelligence, innate magical abilities, magic resistance, or the ability to gate in other extraplanar entities.

The caster also gains the vulnerabilities of the form, as determined by the type of fiend rolled.

After the spell expires, the caster returns to his or her original form. Any damage suffered while in *fiendform* remains when the caster takes his original form. A caster slain in fiend form must save vs. death magic or be slain in normal form as well. In that event, the caster reforms as a manes in the Abyss and is not restorable by any means. Even if the saving throw is successful, the caster immediately reverts to normal form with 0 hit points and lies in a coma for 3d10 hours.

The material component of the *fiendform* spell is a crystal statuette of a fiend (of any type) worth at least 3,000 gp. The statuette shatters when the spell ends; it is left behind when the spell is cast to focus energy required for the spell. If it is prematurely shattered the spell ends immediately.

Notes: Rare; usually found in the hands of evil NPC spellcasters.

Fiery Backlash, Gamelon's

See Gamelon's fiery backlash.

Fiery Constrictor, Forest's

See Forest's fiery constrictor.

Fiery Cube, Darsson's

See Darsson's fiery cube.

Fiery Eyes

(Alteration)

(Fire)

Level: 1

Range: 0

Components: V, S

Casting Time: 5

Duration: 3 rds./level

Area of Effect: The caster

Saving Throw: None



This spell causes the wu jen's eyes to glow with an unnatural fire. So lit, they project beams of bright light to a range of 3 feet, clearly illuminating the area as if lit by a lantern. Further, by fixing his sight on one spot for 3 rounds, the wu jen can cause combustible materials to burst into small, flickering flames if desired.

Any creature looking at the wu jen must make a saving throw vs. spell. If the saving throw is failed, the creature hesitates for an instant, fascinated by the unearthly light. Creatures so affected automatically lose the initiative on the next combat round.

If cast in conjunction with a *hypnosis*, *hypnotic pattern*, or *mass suggestion* spell, the victims suf-

fer a -1 penalty to their saving throws if they are looking at the spellcaster. The wu jen can control the color of the light emitted from his eyes, ranging from a reddish glow to brilliant yellow.

Notes: Common in oriental settings; otherwise very rare.

Fiery Fists

(Alteration)

(Province: Flame)



Level: 3

Range: 0

Components: V, S, M

Casting Time: 2 rds.

Duration: 2 rds. + 1 rd./level

Area of Effect: The caster

Saving Throw: None

When this spell is cast the caster's hands become enshrouded with blazing blue fire, making them deadly weapons. If the caster touches an opponent (a hit on AC 10, adjusted for the victim's Dexterity and magical protection), the magical fire leaps up in a smoky explosion. The fire causes 2-7 points of flame damage (1d6+1), and the noxious smoke forces the creature struck to make a saving throw vs. poison or stand helplessly coughing and choking for 1d4+1 rounds thereafter (the smoke affects only the creature struck). Although the caster has two fiery fists, the spell allows only one effective attack per round, so roll only once to hit.

The material component is a lump of coal held in the caster's hand.

Notes: Uncommon in arabian settings; otherwise very rare.

Fiery Protector, Daltim's

See Daltim's fiery protector.

Filter

(Abjuration)

(Air, Alchemy)

Level: 2

Range: Touch

Components: V, M

Casting Time: 2

Duration: 1 turn/level

Area of Effect: 10-ft. radius sphere

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 by spells of 4th level or less (such as *stinking cloud*). The exceptions are poisonous vapors created by a creature of 8 Hit Dice or more, and dragons' breath weapons (such as the chlorine gas of a green dragon); in these cases, the creature protected by *filter* suffers half damage and makes a saving throw for quarter damage.

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

Notes: Uncommon spell.

Filth's Bane

(Alteration)

Level: 1

Range: Touch

Casting Time: 1 rd.

Components: V, S

Duration: Instantaneous

Area of Effect: Creature touched

Saving Throw: None

Casting *filth's bane* completely cleans the body of one creature of up to huge size, clothing, and any equipment held. The target creature smells fresh and clean afterward—as does its breath. Its clothing, if any, appears soft, fresh, and pressed; however, the spell does not remove old, ground-in stains, nor repair rips and holes.

Notes: Uncommon spell; originally from the MYSTARA setting.

Find Direction — Ninja

(Divination)

Level: 1

Range: 0

Components: S

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: The caster

Saving Throw: None



By performing *kuji-kiri* finger exercises, the ninja obtains a momentary understanding of his current direction. This can be very helpful when he has become lost.

The ninja understands the actual direction in relation to true north, south, east, and west; the presence of lodestones will not affect the spell. The spell works underground, in darkness, when the ninja is upside down, and in any sort of disorienting circumstance.

Notes: Restricted to ninja spellcasters and those trained by them.

Find Familiar

(Conjuration/Summoning)

(Song)

Level: 1

Range: 1 mi./level

Components: V, S, M

Casting Time: 2d12 hrs.

Duration: Special

Area of Effect: 1 familiar

Saving Throw: Special

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

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

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

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

The power of the conjuration is such that it can

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

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

d20	Familiar*	Sensory Powers
1–5	Cat, black	Excellent night vision & superior hearing
6–7	Crow	Excellent vision
8–9	Hawk	Very superior distance vision
10–11	Owl	Night vision equals human daylight vision, superior hearing
12–13	Toad	Wide-angle vision
14–15	Weasel	Superior hearing & very superior olfactory power
16–20		No familiar available within spell range

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

Notes: Common spell (PHB).

Find Familiar — Dragon

(Conjuration/Summoning)

Level: 3

Range: 1 mi./level

Components: V

Casting Time: 1d20 hrs.

Duration: Special

Area of Effect: 1 familiar

Saving Throw: Special

This spell is similar to the wizard spell *find familiar*, except that the familiar summoned by this spell is a humanoid. Only races of the goblinoid class are eligible to become familiars (i.e., kobolds, goblins, orcs, and hobgoblins).

The humanoid so attracted is unshakably loyal to the dragon caster (morale 20), willingly giving its life for its master. The dragon and humanoid share the ability to communicate telepathically at a range of up to five miles. The dragon gains no sensory bonuses, and it suffers no damage should the humanoid familiar die.



The casting takes considerable time. The dragon must be in a calm, relaxed state, well away from any distractions, and must continuously repeat a monotonous, hypnotic chant until the familiar appears. It's impossible for the dragon to maintain the chant for longer than 20 hours, so if at the end of this period no familiar has arrived, the spell fails. A dragon can cast this spell no more than once per year; it can have no more than one familiar at one time.

When the familiar arrives, it is totally loyal to its master. The spell is actually a form of charm, however; it grants its victim a similar opportunity to throw off its effects. On a regular basis, the familiar can roll a saving throw vs. spell, this roll suffering a penalty of -1 for each three age categories of the casting dragon. The frequency of the saving throw depends on the race of the familiar.

A successful saving throw means that the familiar has thrown off the effects of the spell and is totally free-willed again. (Its first reaction will probably be to escape.) If the dragon is within five miles of the familiar and awake when it shakes off the influence, it will sense the termination of the telepathic bond, and thus know that its familiar is free. The dragon's response depends on its alignment and mood.

The DM can select an appropriate humanoid candidate depending on where the dragon is casting the spell, or he can use the table provided.

d20 Roll	Familiar	Frequency of save
1-6	Kobold	Every 2 years
7-11	Goblin	Every year
12-14	Orc	Every 9 months
15-16	Hobgoblin	Every 6 months
17-20	No humanoid available; spell fails.	

Killing a familiar while it is still bound by the spell is not acceptable behavior, and will probably bring down upon the dragon retribution from various celestial powers. (Killing the thing once it has shaken the spell is just fine, however.)

Knowledge of the draconic spell is useless toward developing a human, demihuman, or humanoid version. The spell is too closely aligned to the mental architecture and innate magical abilities of dragons to be translated into any form usable by nondracoforms.

Notes: Restricted to dragons; uncommon.

Find Familiar — Necromancer

(Summoning)

Level: 2

Range: 1 mi./level

Components: V, S, M

Casting Time: 2d6 hrs.

Duration: Special

Area of Effect: 1 familiar

Saving Throw: Special

Except for the types of familiars, the timing of the casting (must be under a full moon), and the cost for the ingredients (which is doubled to 2,000 gp), this is much the same as the wizard's *find familiar* spell. The necromancer uses a special table to determine what, if any, familiar arrives.

Imps and quasits will not serve a master of less than 4th level. If one arrives at the call of a necromancer of 1st to 3rd level, the creature will instead of serving agree to return when the necromancer is more powerful. In the meantime, the necromancer must find another familiar, for when the imp or quasit returns, it will kill and eat its predecessor to seal the bargain. The necromancer suffers the usual penalties for the death of the first familiar: a system shock survival roll is required and a point of Constitution lost.

1d20	Familiar	Sensory Powers
1-3	black cat	Excellent night vision & superior hearing
4-5	giant rat	Superior olfactory power
6	frog	Wide-angle vision
7	g.centipede	Very sensitive touch
8	large spider	Wide-angle vision
9	bat	Very superior hearing
10	raven	Excellent vision
11	imp	MONSTROUS MANUAL
12	quasit	MONSTROUS MANUAL
13-20	No familiar, cannot try again until next month.	

An imp or quasit receives no bonus hit points based on the caster's level, nor does it waste away if separated from the necromancer. If it is killed, the necromancer suffers the standard penalties for loss of familiar.

Notes: Restricted to necromancers, who use this instead of the standard *find familiar* spell.

Find Person

(Divination)

Level: 4

Range: Infinite

Casting Time: 1 rd.

Components: V, S, M

Duration: 1 turn/level

Area of Effect: 1 person

Saving Throw: None

This spell reveals a person's location as a compass direction (as well as "up" and "down") and most basic life readings: alive or dead. It reveals less information in two cases:

- If the person is on another plane of existence, the spell only reveals that the person is "outside."
- If the person is imprisoned the spell reveals only that the person is "confined."

In both of these two special cases no direction or life reading is possible. The spell is never more accurate than this.

The caster must know the name of the person sought or have personally seen the individual at least once in order for the spell to function.

Typical readings include:

- | | |
|---------------------------|------------------|
| 1. South-southwest, dead. | 4. North, alive. |
| 2. Outside. | 5. Confined. |
| 3. East, down, dead. | 6. Up, alive. |

The components of the spell are a rod or staff with a *continual light* spell cast upon it, and a garment of the person searched for or a personal article of sentimental value.

Notes: Uncommon for diviners; otherwise very rare. Known to be in *Prismal's Pocket Library, Vol. IV*.

Find the Path

(Divination)
Reversible

Level: 7
Range: 0
Components: V, S, M
Casting Time: 1 rd.
Duration: 1 turn/level
Area of Effect: The caster
Saving Throw: None

The caster can find the shortest, most direct physical route sought, be it the way into or out of a locale. The locale can be outdoors or underground, 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 per caster level has elapsed.

The spell frees the caster, and any 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 material component is a torch or lantern whose flame will always point in the correct direction. If the flame is extinguished, the spell ends.

The reverse spell, *lose the path*, makes a creature touched totally lost and unable to find its way for the duration of the spell, although it can be led, of course. The material component is a torch or lantern flame, which is extinguished as the spell is cast.

Notes: Restricted to diviners; uncommon.

Find Traps — Red Wizard

(Divination)

Level: 3
Range: 30 yds.
Components: V, S, M
Casting Time: 1 turn
Duration: 1 turn
Area of Effect: 10-ft. path
Saving Throw: None

When a diviner casts a *find traps* spell, all traps—concealed normally or magically—of magical or mechanical nature become apparent to him. 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 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.

This 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 rain, a wall weakened by age, a naturally poisonous plant). If the DM is

using specific glyphs or sigils to identify magical wards (see the *glyph of warding* spell), this spell shows the form of the glyph or mark. The spell does not detect traps that have been disarmed or are otherwise inactive.

The spell's material component is a small string noose that must be broken.

Notes: Restricted to diviners; uncommon. In the FORGOTTEN REALMS setting this spell is also available to the Red Wizards of Thay.

Find Treasure

(Divination)

Level: 4

Range: 60 yds. + 10 yds./level

Components: V, S, M

Casting Time: 4

Duration: 2 rds./level

Area of Effect: 10-ft. wide path

Saving Throw: None

This spell determines the direction of the nearest large mass of treasure (at least 5,000 coins or 50 gems) within range, but not its distance or its exact composition. Only valuable metals, gems, and jewelry are located; worthless metals and those magical items with no precious metals or gems in their construction are not detected. The



caster can scan one 10-foot wide path to the limit of his effective range each round, so by standing still and turning in a slow circle over several rounds he can discover if there is any treasure within the spell's range.

The spell ignores all obstacles between the caster and treasure, even solid stone or iron, but the divination can be blocked by a thin coating of lead or by any magical ward effective against divination spells.

The material component is three hairs from a hunting hound.

Notes: Restricted to diviners; uncommon.

Find Water

(Divination)



Level: 3

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 1d12 turns + 1 turn/level

Area of Effect: 20 mi. +1d8 mi./level

Saving Throw: None

This involved incantation imbues one creature with a remarkable "nose" for water. The individual can smell (or otherwise sense) the presence of water within 20 plus 1d8 miles per level of the caster. The recipient can identify the direction in which the water lies, as well as the approximate distance. He knows whether the water is within 10 feet of the surface, or located deeper. However, *find water* does not tell the recipient whether the water is pure or readily accessible.

The spell only recognizes water sources containing 10 gallons or more. (A nearby waterskin, for example, won't count.) If the recipient is above ground, only water lying 100 or fewer feet below the surface can be found. If the recipient is below ground himself, the spell can help him locate water lying up to 100 feet above or below his depth.

The recipient's chance of finding water equals the spell's effective range in miles (roll percentile dice). Permanent water sources—wells, oases, cities, lakes, and seas—are always detected first. A second casting of this spell within the same area reveals other sources, if any exist. For each additional casting of the spell per day, the chance of finding water within range drops 10 percent. If the spell does not locate water, that simply means the magic failed; the area may or may not be dry.

The material component of this spell is a drop of the caster's sweat, spittle, or tears.

Notes: Common in arabian settings; otherwise very rare.

Finding the Center

(Alteration, Invocation)

Level: 8
 Range: 0
 Components: S
 Casting Time: 1
 Duration: 1 turn
 Area of Effect: The caster
 Saving Throw: None



This spell is a more powerful version of *aiming at the target*. Like that spell, *finding the center* can be cast after a spell that requires concentration. The casting is a series of breathing exercises that releases the power of the spell. Once *finding the center* is cast, the wu jen no longer need concentrate on the first spell for it to have effect. His unconscious mind maintains the concentration required for the spell. The wu jen is free to take other actions—movement, combat, casting other spells, or any activity he could normally undertake. The concentration required by the first spell cannot be broken unless the wu jen is slain, his mind *enfeebled*, *confused*, or controlled, or the spell's duration ends.

Notes: Restricted to oriental wizards and those trained by them; common.

Finery, Flann's Finery and Freshness

A *MYSTARA* setting spell, aka Flann's finery.

Finger of Death

(Necromancy)

Level: 7
 Range: 60 yds.
 Components: V, S
 Casting Time: 5
 Duration: Permanent
 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 juzu 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.

Notes: Common spell (*PHB*).

Fire — Hishna

(Invocation/Evocation)

Level: 4
 Range: 10 yds./level
 Components: V, S, M
 Casting Time: 1 rd.
 Duration: 1d6 + 1 rds.
 Area of Effect: 3 × 3 ft. square or 1 creature/level
 Saving Throw: Special



This spell allows the caster to ignite virtually any object, for the duration of the spell. If the object is flammable, it will remain burning after the spell expires. The fire is non-magical.

A creature within the area of effect suffers 2d6 points of damage per round. The spell will burn off hair and burnable clothing during the three rounds of its effectiveness. A successful saving throw vs. spell reduces damage by half; a target creature repeats the saving throw each round until it makes a successful roll, or the spell's duration expires.

Notes: Restricted to practitioners of *hishna* magic (the *Maztica* setting); common.

Fire, At'ar's

See sunfire.

Fire and Ice, Otiluke's

See Otiluke's fire and ice.

Fire Arrows

(Alteration)
 (Province: Flame)

Level: 2
 Range: 5 yds./level
 Components: V, S, M
 Casting Time: 2
 Duration: Instantaneous
 Area of Effect: Special
 Saving Throw: Special



This magic causes a campfire to release fiery arrows on the caster's behalf. The fire source must be within range but need not be seen by the caster. When *fire arrows* is cast, the fire extinguishes itself

instantly, exploding into fiery missiles. The spell creates one fire arrow per level of the caster (regardless of the size of the original fire source). These short-lived streamers of flame leap from the fire source in a direction determined by the caster. If the caster does not choose a course, the arrows fly outward in random directions. A fire arrow travels up to 30 feet from its source, and can set fire to any combustibles it touches (a saving throw vs. magical fire is required).

A being endangered by a *fire arrow* must make two saving throws vs. paralysis. If both are successful, the being avoids all harm. If one check succeeds, the victim suffers 1d4 points of fiery damage. If both checks fail, the being takes 2d4 points of flame damage. Multiple arrows force multiple checks.

In addition to a fire source, this spell requires a handful of sand, into which a drop of the caster's spittle or tears has been placed. The caster blows the mixture off his palm.

Notes: Common in arabian settings; otherwise very rare.

Fire Aura

(Abjuration)

(Fire)

Level: 4

Range: 0

Components: V, S, M

Casting Time: 4

Duration: 2 rds./level

Area of Effect: The 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.

A creature touched by the wizard suffers 2d4 points of damage; also a victim who fails to make a saving throw vs. death magic is set afire with green flames.

The flames persist for 2d4 rounds and can be extinguished by *dispel magic* or a similar spell. Each round, the victim burns for an additional 1d6 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.

Notes: Restricted to abjurers and Fire mages; rare.

Fire Breath

(Evocation)

Level: 5

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: Cone, 30 ft., 15 ft. at base

Saving Throw: ½



This spell allows the wu jen to breathe a cone of magical flame into the area of effect. All within the cone suffer 1d6 points of damage for every level of the wu jen unless they make a successful saving throw vs. breath weapon (which reduces the damage to half). The maximum possible damage is 15d6. Combustible objects (other than the clothing and gear of creatures in the cone) are ignited automatically. This may cause additional damage to those within the area. The DM must rule on these situations.

The material component for this spell is a piece of red hot charcoal clenched in the teeth of the caster. This charcoal does no damage to the caster.

Notes: Common in oriental settings; very rare elsewhere.



Fire Burst

(Alteration, Evocation)

(Alchemy, Fire)

Level: 1

Range: 5 yds./level

Components: V, S

Casting Time: 1

Duration: Instantaneous

Area of Effect: 10-ft. radius

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 1d3 + 1 point of damage per level of the caster (maximum of 10 points). Those who roll a successful saving throw vs. spell suffer no damage.

Notes: Uncommon spell (*ToM*).

Fire Charm

(Enchantment/Charm)

(Alchemy)

Level: 4

Range: 10 yds.

Components: V, S, M

Casting Time: 4

Duration: 2 rds./level

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 multi-hued 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.

Notes: Common spell (*PHB*).

Fire Elemental Guide

See elemental guide.

Fire Enchantment

(Enchantment, Charm)

(Fire)



Level: 4

Range: 240 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: 10-ft. radius

Saving Throw: Neg.

By means of this spell, the wu jen is able to enchant a fire within range of the spell. Through this enchantment, the wu jen can deliver a *suggestion* spell coming from the dancing flames of the fire. All within the area of effect must make a successful saving throw vs. spell to avoid the effect of the suggestion. Those who fail to make the saving throw have looked at the fire and fallen under the spell's effect. All the normal rules concerning the duration and type of suggestion apply to *fire enchantment*.

The material components for this spell are a mirror and a lighted candle.

Notes: Common in oriental settings; very rare elsewhere.

Fire Eyes

(Alteration)

(Fire)

Level: 6

Range: 1 foot/level

Components: V, S

Casting Time: 6

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: ½

This spell causes the caster's eyes to emit twin rays of fire. These are concentrated beams that

are hot enough to burn holes in plate armor in one round and in most stone walls in two rounds. The eye-beams cause 4d8 points of damage per round to any creature they touch except the caster (including items worn or carried).

In normal conditions, the caster can train his eye beams on a maximum of two creatures per round. Sometimes, such as when he is looking along a corridor at an approaching file of creatures or when multiple beings look in a window or doorway and meet his gaze, one after another, the caster might be able to affect more creatures.

While the caster's eyes are emitting fire, he can see normally but cannot cast or wield any other magic. The caster can end the spell at will before it would expire normally. Emitting the beams can be interrupted temporarily, also, so that the caster can look at creatures and things without burning them.

Contact with an eye beam instantly ignites flammables such as paper and cloth and forces all other items to make a saving throw vs. magical fire. Wizards employing this spell can easily—and sometimes inadvertently—cause fires. A wizard under a *fire eyes* spell is protected against all direct flame and heat effects, from any fire (including dragon breath) and any hot substance (such as hot lava). He is not protected against fire-related damage, such as falling timbers in a burning building.

Notes: Rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere.

Fire Gate — Red Wizard

(Alteration)

Level: 4

Range: 0

Components: V, M

Casting Time: 4

Duration: Instantaneous

Area of Effect: The caster

Saving Throw: None

Upon casting this spell the caster can step into a large fire (with at least a 2-foot radius) and immediately reappear in another, similar-sized fire up to 50 yards per level away. If no such fires exist within that range, the spell does not function and the caster remains in the initial fire. If multiple large fires are available, the caster can choose from them.

If there is a large, solid object blocking the *fire gate*, then the caster is mired in the Elemental Plane of Fire and will remain so until he either

finds another way out or is rescued.

This spell has made its way out of the savage and brutal lands of the Red Wizards of Thay. It is recommended that the spellcaster have some form of protection against fire before attempting it.

Notes: Common for the Red Wizards of Thay; uncommon for Fire mages; otherwise very rare. Known to be in *Daltim's Tome of Fire*.

Fire Lance — Red Wizard

(Evocation)

(Fire)

Level: 3

Range: 100 yds.

Components: V, S, M

Casting Time: 3

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: ½

This spell creates a burning lance of flame that leaps from its caster's hand, hitting automatically and inflicting 1d6 points of damage per level of the caster, to a maximum of 10d6. Unlike many other fire spells, *fire lance* does not damage clothing or equipment.

The material component is a lit torch in the caster's hand or one fire source of at least torch size within 30 feet of the caster. Casting this spell extinguishes a torch-sized fire source but only slightly diminishes a larger source.

Notes: Common for Red Wizards of Thay; uncommon for Fire mages; otherwise very rare.

Fire Phantom

(Conjuration/Summoning)

(Fire)

Level: 3

Range: 30 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 3 rds./level

Area of Effect: Special

Saving Throw: None

This is a spell used to summon a weaker fire elemental.

The physical appearance of a fire phantom is a fiery outline of a vaguely humanoid form, 7 feet tall. The phantom must remain within 30 feet of the caster; if it moves beyond this range the spell expires. Normal fires set by the fire phantom continue to burn after the phantom is gone.

The fire phantom (being of low Intelligence) follows all commands given by its summoner as long as the caster concentrates on controlling it. If the caster's concentration is broken, the phantom immediately attacks its summoner. Otherwise, the fire phantom remains until it is destroyed or until the spell's duration expires, whereupon it vanishes.

Any more powerful creature from the Elemental Plane of Fire can dismiss the fire phantom at will, or even turn it upon its summoner, regardless of other circumstances.

The material component of this spell is a pint of oil, which must be poured out and ignited during the casting of the spell.

Notes: Rare for Fire mages; otherwise very rare. Known to be in the *Fire-Eye Scrolls*. (Updated from *DRAGON Magazine*.)

Fire Phantom: AC 5; MV 12; HD 2+2; #AT 1; Dmg 1d8; SA ignites combustibles. The fire phantom can be hit by ordinary weapons.

Fire Quench

Reversed form, see fire storm. Not to be confused with Fistandantilus's firequench or quenchtouch.

Fire Quill

(Alteration, Evocation)
(Fire, Geometry)

Level: 1
Range: 0
Components: V, S, M
Casting Time: 4
Duration: 1 turn/level
Area of Effect: Special
Saving Throw: Special

This spell transforms a feather of any size and type into a quill pen that writes letters of illusory flame. The pen can be used for up to one turn after the spell is cast to write 10 letters, characters, or symbols per level of the caster. These letters appear to be made of leaping flame, and are bright enough to read by anyone within 7 feet. They can be written in the air, on a stone wall, or even on a person.

Creatures unwilling to be written on receive a saving throw vs. spell; if the saving throw is successful, the letters fade as they are written. The pen comes to life only as the caster wills. The flames are not real, and cannot ignite any-

thing, but they do not form on water or a wet surface.

The flaming inscriptions last for one turn per level of the caster from when the spell was cast, not when they were actually written. They need not all be written in the same place, on the same surface, or adjacent. For example, the caster can draw an arrow here, another arrow with a word or two of instructions in the next room, another couple of arrows down a passage, and an inscription in the room at its end.

If the caster tries to use the fire quill to draw magical glyphs or symbols, they do not form. The magic only works when the caster's hand is guiding the quill. No ink is necessary.

The feather is the material component of the spell.

Notes: Rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere.

Fire Rain

(Evocation)



Level: 3
Range: 240 yds.
Components: V, S, M
Casting Time: 5
Duration: Instantaneous
Area of Effect: 30-ft. cube
Saving Throw: ½

This spell causes threads of magical flame to stream from the sky over the target area. The spell is only effective outdoors and creatures in a building or under solid cover are protected. The building or protection may be set on fire, however.

All exposed creatures in the area of effect (except those immune to fire) must make a saving throw vs. spell. Those who fail suffer the full damage of the spell, while those who make the save suffer half damage. The spell causes 1d8 points of damage for every two levels of the caster (fractions rounded down), to a maximum of 5d8. In addition, there is a 50% chance that combustible materials in the area of effect are ignited, starting a small fire (although this may quickly spread).

The material components for this spell are a small blowpipe through which the caster must blow a mouthful of lamp oil.

Notes: Common in oriental settings; otherwise very rare.



Fire Shield

(Alteration, Evocation)

Level: 4

Range: 0

Components: V, S, M

Casting Time: 4

Duration: 2 rds. + 1 rd./level

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.

Notes: Common spell (PHB).

Fire Shuriken

(Evocation)

Level: 2

Range: 60 yds.

Components: V, S, M

Casting Time: 3

Duration: Instantaneous

Area of Effect: One or more creatures

Saving Throw: None



This spell allows the wu jen to create razor-sharp pinwheels of fire. When cast, the wu jen makes a flicking gesture with his hand, firing out one or more shuriken-shaped wheels of magical fire. These fly at the desired target, throwing off fiery sparks as they travel. An attack roll must be made, using the combat table for warriors of the same level as the wu jen. A successful hit causes 2d8 points of damage from the flames and the sharp edges. Creatures resistant to fire suffer only 1d4 points of damage.

Upon striking the target (or any other solid object on a missed throw), the *fire shuriken* disappears in a burst of multi-colored smoke. This smoke is particularly thick, temporarily obscuring the vision of the target and causing a -2 penalty on the creature's next attack. The wu jen



can cast one *fire shuriken* at 1st–6th level, two at 7th–12th level, and three at 13th level or higher.

The material component for this spell is a tiny shuriken coated with pine sap and sulphur.

Notes: Common in oriental settings; very rare elsewhere.

Fire Stones — Red Wizard

(Conjuration)

(Fire)

Level: 5

Range: 40 yds.

Components: V, S, M

Casting Time: 1 rd./stone (4 maximum)

Duration: Special

Area of Effect: Special

Saving Throw: ½

The *fire stones* spell creates special missiles or timed incendiaries that burn with great heat. The spell can be cast to create either *fire stone missiles* or *fire stone incendiaries*, as chosen when the spell is cast.

- *Fire Stone Missiles:* This casting turns up to four small amber stones into special grenade-like 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 ball bursts upon striking any hard surface, causing 2d8 points of damage and igniting any combustible materials within a 5-foot radius of the point of impact. If a successful saving throw vs. spell is made, a creature within the burst area receives only half damage, but a creature struck directly suffers full damage (no saving throw).

- *Fire Stone Incendiaries:* This casting turns up to four small amber stones into special incendiaries. The stones are most often placed, but can be thrown like any stone. They burst into flame if the caster is within 40 feet and speaks a word of command. The stones 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 stones* lose their power after a duration equal to one turn per experience level of the caster—for example, the stones of a 12th-level caster remain potent for a maximum of 12 turns after their creation.

The material components are small amber stones, of about half gem-value quality (50 gp each).

Notes: Common for the Red Wizards of Thay; uncommon for Fire mages; otherwise very rare.

Fire Storm — Red Wizard

(Evocation)

Reversible

Level: 8

Range: 60 yds. + 5 yds./level

Components: V, S, M

Casting Time: 8

Duration: 1 rd.

Area of Effect: One 10-ft cube/level

Saving Throw: ½

When a *fire storm* spell is cast, the whole area of effect is shot through with sheets of roaring flame. Creatures within the area of fire and 10 feet or less from the edge of the affected area receive 2d6 points of damage plus 1 additional point per level of the caster. Creatures that roll successful saving throws vs. spell suffer only half damage. The damage is inflicted each round the creature stays in the area of effect. The area of effect is a volume equal to one 10-foot cube per level of the caster; for example, a 16th-level caster can cast a *fire storm* measuring 40 × 40 × 10 feet. The height of the storm must be 10 or 20 feet; the balance of its effect is in length and width.

The reverse spell, *fire quench*, smothers twice the area of effect of a *fire storm* 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 (up to 95% total) of being extinguished.

The material component for this form of the spell is charcoal from the cremation of a dead wizard.

Notes: Common for the Red Wizards of Thay; uncommon for Fire mages; otherwise very rare.

Fire Track

(Evocation)

(Province: Flame)



Level: 5

Range: 0

Components: V, S, M

Casting Time: 5

Duration: 1 rd./level

Area of Effect: Radius of 10 yds./level

Saving Throw: None

A *fire track* spell creates a fiery spark that follows the path of a given individual as doggedly as a desert hound follows a scent. The caster identifies the target when casting the spell, either by name or by physical description (e.g., "the man who stole the emir's purse today;" or "the woman I saw wearing the gray eye patch"). A spark of flame appears harmlessly at the caster's fingertip—the faithful "hound" ready for the hunt.

If the target has not been within the area of effect during the last 24 hours, then the flame leaps off the caster's finger, lands on the ground nearby, and extinguishes itself. If the target has been within range, the flame leaps off the caster's fingertip and flies toward the target's trail, striking the ground as soon as it "picks up the scent."

The fire track is like a brilliant flame traveling along a fuse. In its wake is a faint line of scorched earth and dust, marking the path of its prey. (The scorch marks are easily swept clean.) The flame moves at a rate of 0 to 8 for the spell's duration, as chosen by the caster. The *fire track* burns with the strength and brightness of a torch. It inflicts 1d6 points of damage upon those who get in its way, and sets combustible materials aflame. (A wise wizard does not use this spell to investigate burglaries in a cotton warehouse.)

The *fire track* can be foiled in a number of ways. It cannot cross water, and is extinguished in the attempt. It can be snuffed out while in

motion by strong breezes, blowing sand, and heavy rain. If the pursued individual takes to the air or teleports, the *fire track* circles in place until its time expires. Mere climbing, leaping, or jumping (even across a chasm) cannot foil the *fire track*, however, and it always pursues in the correct direction.

The material components of this spell are a hair or droplet of blood from a saluqui (a desert greyhound), wrapped in wax. The wax is melted to cast the spell.

Notes: Common in arabian settings; otherwise very rare.

Fire Trap

(Abjuration, Evocation)

(Alchemy, Fire, Geometry)

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: Until discharged

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 salt-

peter and touch the center of the effect. Attunement to another individual requires a hair or similar object from that person.

Notes: Common spell (*PHB*).

Fire Truth

(Divination)

(Province: Flame)



Level: 1

Range: 5 yds.

Components: V, S, M

Casting Time: 1 turn

Duration: 10 rds.

Area of Effect: 1 creature

Saving Throw: None

By means of this spell, the caster and those accompanying him can determine whether someone speaks the truth or knowingly lies. A special candle serves as the material component of this spell (see below). Its flame is fed by the veracity of the target individual's words—whether they're spoken aloud or given in sign language.

When casting the spell, the wizard lights the candle in the presence of the target (no farther than 5 yards away). The wizard himself must question the target. The candle remains lit as long the target answers truthfully. An intentional half-truth or slight deception causes the flame to gutter. An outright lie extinguishes the flame, ending the spell.

Otherwise the spell lasts 10 rounds, or for 10 questions, whichever comes first. At the end of that period, the flame flares brightly, then goes out. Truth is subjective to the target. If the target truly believes something, then the candle registers it as truth. "I don't know" or a similar response has no effect on the candle if the target is truly ignorant.

The *fire truth* spell allows no saving throw, but it can be rendered useless by other magics, such as a *philter of glibness* or the spell *undetectable lie* (reverse of the priest spell *detect lie*) or its equivalent.

The *fire truth* spell is used most often in business and matters of state, where veracity is important, and the target creature is (supposedly) willing and interested in telling the truth. When signing a contract, for example, that target is often asked to verbally attest to his honesty. ("Do you swear that the information here is true? Do you plan to uphold this contract?")

The candle required for this spell is made of a rare form of desert bee's wax. It costs 300 gp ready-made, and is usually available only

through holy men (usually moralists). The wizard can make the candle himself in a week, after investing 100 gp in the raw materials, if available.

Notes: Common in arabian settings; unknown elsewhere.

Fire Wake

(Abjuration, Evocation)

(Fire)

Level: 4

Range: 10 yds./level

Components: V, M

Casting Time: 4

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: Neg.

This enchantment creates superheated air directly behind the target creature. The heated area is the height and width of the target and causes the target's nonmetal and nonmagical possessions to make a saving throw vs. magical fire or burst into flames. The effect causes the target to suffer 1d6 points of damage, plus an additional point of damage for every level of the caster. For example, an 8th-level wizard would inflict 1d6+8 points of damage with this spell. The damage is halved if the target makes a successful saving throw vs. spell.

Notes: Rare for Fire mages; otherwise very rare. (Updated from *POLYHEDRON* Newszine.)

Fire Wings — Wu Jen

(Alteration)

(Fire)



Level: 3

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn

Area of Effect: The caster

Saving Throw: None

This spell transforms the wu jen's arms into phoenix-like wings of brilliant fire. The caster and all he carries suffer no damage from this flame, but all within 3 feet suffer 1-2 points of damage each round unless immune to fire.

Since the caster's arms are transformed, he cannot hold items in his hands or cast spells while using the *fiery wings*. Rings and bracers can still be worn, fitting around the pinions of feathery flames. The wings give the caster the ability to fly

at a rate of 24 (MC: B). They cast illumination as a *light* spell to a radius of 60 feet. Although the wings are ill-suited to combat, the wu jen can use them to batter opponents. However, he does so using his nonproficiency penalty when determining if he hits. A successful attack inflicts 2d6 points of damage (no saving throw allowed).

The wings can be snuffed out if the wu jen is hit by a large quantity of water, freezing cold, or a wind of hurricane or greater force.

The material component is the feather of a bird, which must be burned upon casting. The spell also requires a golden amulet shaped like a phoenix (value of at least 50 gp), which is reusable.

Notes: Common in oriental settings; otherwise very rare.

Fireball

(Evocation)

(Fire)

Level: 3

Range: 10 yds. + 10 yds./level

Components: V, S, M

Casting Time: 3

Duration: Instantaneous

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, that is, thirty-three 10 × 10 × 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.

Notes: Common spell (PHB).

Fireball, Fallion's Fabulous

See Fallion's fabulous fireball.

Firebrand

(Evocation)

(Fire)

Reversible

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 4

Duration: 2 rds. + 1 rd./level

Area of Effect: Special

Saving Throw: None

By means of this spell, which involves a pinch of sulphur and a spark of normal flame, the caster creates an *everburning flame* that blazes until the spell duration expires without consuming the object or location it is cast upon. Instead, the conflagration sucks air into itself and somehow feeds upon the ether and spell energy for its burning.

The spell must be cast on an object or particular physical spot and cannot be subsequently transferred to another. It can be ended at any time by the deliberate will of the caster, but does not require continued concentration on the caster's part for its existence. The maximum spread of flames created by means of a *firebrand* spell is a volume the size of the caster's fist times the caster's level.

This spell is usually used to make a sword into a flaming-bladed weapon. The spell adds 1d4+1 points of fiery damage to that of the weapon and chances of causing further combustion, but does not make any weapon a *flametongue* or give it any magical pluses. When cast upon a stick or pole, it can also be used to create a torch that remains alight underwater and despite *gust of wind* spells and the like.

The spell can also give a caster or fellow creature touched by the caster a nonpainful, noninjurious *flamehand* or limb equal in effect to a

normal torch or lamp. This torch is able to readily burn hair, paper, cobwebs, cloth, and other flammables and to deal to others not protected $1d6+1$ points of damage per extended contact ($1d4+1$ for a blow, $1d4+3$ for a firm grip upon an unarmored area).

Note that although this latter application of the spell can be visually impressive, care must be taken or damage results due to the *flamehand* touching its owner's own hair, clothing, or flammable oil. Items on the caster's person ignited by the *flamehand* cause him or her normal burn damage.

More than one hand or foot can be affected by a single *firebrand* spell if the caster is of high enough level. When the spell is cast upon them, a surface area of 6 square inches per level can be affected if the appendages are placed together (for example, clasped hands).

Nonliving matter used as a spell focus and then separated into smaller pieces (for instance, a flaming stick broken or a flaming blade shattered) does not become many smaller fires; only one fragment retains the magical effect, and the others do not. Note also that the bearer of such *everlasting flame* is in no way immune to the effects (heat, flame, smoke) of other fires.

The reverse, *quenchtouch*, requires a drop of water as an additional material component and is cast upon a limb or object in an identical manner to *firebrand*, having identical duration and area of effect. The effect created is a painless, shimmering black flame that gives off no heat nor cold and does no damage. Whenever it comes into contact with flame of any sort, however, that flame is instantly and utterly quenched. Any heat in excess of the surrounding ambient temperature is drained as well.

Normal fires can be extinguished in this way. Permanent or longlasting magical (*flametongue sword*, *fire trap*, *wall of fire*) or natural (campfire, flaming oil) sources of fire are instantly quenched and prevented from reigniting or being set off for $1d4$ rounds, determined randomly for each instance. Fires of great extent are quenched in a 40-foot-radius globe per touch of black flame and real flame. Fiery explosions within 40 feet of *quenchtouch* dark flames neutralize and destroy the dark flames, but themselves dwindle into nothingness in a scattering of sparks, inflicting only $1d4$ points of damage on creatures within 40 feet of them (successful saving throws against the explosions, such as *fireball*, halve damage).

Notes: Very rare spell from the FORGOTTEN REALMS setting. Known to be in *Shandaril's Workbook*.



Fireflow***(Alteration)**
(Wild)

Level: 3
 Range: 30 yds.
 Components: V, S, M
 Casting Time: 3
 Duration: 1 rd./level
 Area of Effect: 1 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 cannot 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-foot by 10-foot 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 creature caught in flames created from a candle will suffer only minor damage, while one 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.

Notes: Restricted to wild mages; uncommon (ToM).

Fireform, Zikalan

See Zikalan fireform.

Fireproof**(Abjuration)**

Level: 2
 Range: 5 yds./level
 Components: V, S, M
 Casting Time: 2
 Duration: 1 turn + 1 turn/level
 Area of Effect: 30 ft. + 10 ft./level radius
 Saving Throw: None

This spell is cast on objects within the spell radius to protect them from ordinary fires. Only

one type of object can be protected, and that type must be named when the spell is cast: masts, for instance, or sails. If the spellcaster seeks to protect two types of objects at the same time, two separate *fireproof* spells must be cast.

The spell prevents ignition by normal fires. Against magical fires it bestows either the item saving throw vs. magical fire at a +1 bonus or the caster's saving throw vs. spell, whichever is more advantageous. If the saving throw is successful, the object is not set afire. The DM may decide the degree of damage based on the circumstances; for example, burning sails may need to be cut away, while a mast can be saved fairly intact if immediate countermeasures successfully quench the flames.

The material component is powdered lime.

Notes: Common for Sea mages; otherwise very rare. (Updated from *DRAGON* Magazine.)

Firequench, Fistandantilus's

See Fistandantilus's firequench.

Firestaff**(Evocation)****(Fire)**

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

This spell causes a ball of blue flame to appear at each end of a nonmagical staff, pole, log, club, or tree limb. The object must be of wood and have two discernible ends. The wizard cannot choose to light only one end of the staff, nor can the staff be extinguished at will.

The *firestaff* is a melee weapon that inflicts 1d6 points of damage plus 2d4 points of flame damage per successful attack. The staff is not a magical weapon for determining what creatures it can hit. The staff can be wielded by someone other than the caster and can ignite flammable materials as well as being used as a weapon.

The material components of this spell are a piece of phosphorous or a flame of any sort and a pinch of iron filings. The wooden object used is not consumed or altered by the spell or its flames.

Notes: Rare for Fire mages; otherwise very rare. Known to be in *Galadaster's Horizon*.

Firetrail — Dragon**(Invocation/Evocation)**

Level: 4
 Range: Any
 Components: V
 Casting Time: 3
 Duration: Special
 Area of Effect: Special
 Saving Throw: None

The *firetrail* spell was developed by an ancient, and long-dead, red dragon named Thermal for a specific purpose: setting fire to towns and other settlements that the creature wanted to attack. This is a very rare spell, and only a few evil dragons are aware of it.

The spell must be cast by a dragon while in flight. As its name implies, it creates a trail of tiny, fiery droplets in the air behind the dragon. These droplets fall to the ground at a rate of 30 feet per round. When they touch the ground or any solid object, they burst into flame, each burning for only a few seconds but with the same amount of heat as a burning torch. This fire has an 80% chance of igniting anything flammable (usual modifiers apply for wet material, etc.). The length of the trail is 40 feet per effective level of the casting dragon. Thus a red wyrm (effective level 20) could create a *firetrail* 800 feet long.

While the trail is still falling, it can be disrupted by spells like *gust of wind* or by natural winds. These effects won't prevent the droplets of the trail from reaching the ground, however; they just spread it out, possibly enhancing its effects. (The DM must carefully adjudicate this depending on circumstances.)

Although the spell's main purpose is to fire a town, *firetrail* can also cause serious personal damage. Anyone under the *firetrail* when it reaches the ground is struck by 1d20 droplets, each of which inflicts 1d2 points of damage (a saving throw vs. spell for half damage is allowed). Any creature foolish enough to fly through a descending *firetrail* is struck by 3d10 droplets, each inflicting 1d2 points of damage (save for half damage).

Notes: Restricted to dragons; known only to a few evil dragons. (Updated from *DRAGON Magazine*.)

Firewater**(Alteration)****(Alchemy)**

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

By means of this spell, the wizard changes a volume of water to a volatile, flammable substance similar to alcohol and likewise lighter than water. If this substance is exposed to flame, fire, or even a spark, it will burst into flames and burn with a hot fire. Each creature subject to *firewater* flame suffers 2d6 points of damage.

The caster can turn 1 pint of water per level into *firewater*, to a maximum of 10 pints. If poured on a non-porous surface, such as a stone floor, a line 1 foot across and 1 foot wide per caster level can be created. If ignited, it burns for an entire round.

The *firewater* created will evaporate and be useless within 1 round, even if it is securely contained and sealed, so it must be utilized (ignited) the round after its creation.

The material components of this spell are a few grains of sugar and a raisin.

Notes: Uncommon spell.

First Strike**(Alteration)**

Level: 2
 Range: 0
 Components: V, S, M
 Casting Time: 4
 Duration: 1d4 rds. + 1 rd./level
 Area of Effect: 30-ft. radius, 1 creature/level
 Saving Throw: None

This spell causes a number of creatures within 30 feet of the caster to automatically gain initiative in the ensuing combat rounds. The *dweomer* does not hasten the casting time of spells.

Individuals under the influence of a *first strike* spell must remain within 30 feet of the caster; if they venture outside this area, they lose the effect. Re-entering the spell area does not reinstate the effect on those individuals.

If both sides in a battle are affected by *first strike* spells or an individual is using a weapon such as a *short sword of quickness*, initiative is



rolled normally. Unlike a *haste* spell, this enchantment does not age the affected individuals.

The material component of this spell is a handful of purified sand, which the caster runs through his fingers.

Notes: Common in Cerilia (the BIRTHRIGHT setting); uncastable elsewhere.

Fisher's Luck — Pluma (Summoning)

Level: 2
Range: 0
Components: V, S, M
Casting Time: 3 turns
Duration: Special
Area of Effect: 100 yds./level
Saving Throw: None



By means of this spell, the caster attracts all fish within the area. While the fish do not exactly fling themselves onto shore, netters or spearmen can take a continuous catch. Fish must be present for the spell to work, and those with more than 2+1 Hit Dice receive a saving throw vs. spell to avoid the dweomer. The spell lasts as long as the caster concentrates, to a maximum of one day.

The material components are bits of fish scales.

Notes: Restricted to practitioners of *pluma* magic (the Maztica setting); common.

Fist, Ongeldyn's

See Ongeldyn's fist.

Fist of Sand

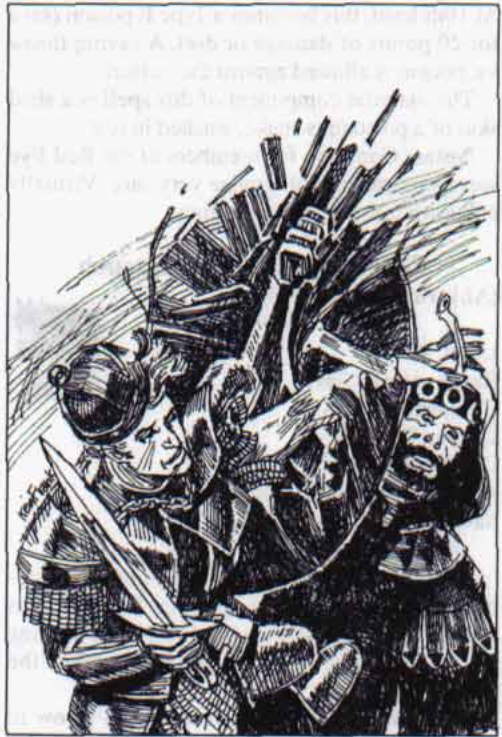
See desert fist.

Fist of Stone

(Alteration)
(Earth)

Level: 1
Range: 0
Components: V, S
Casting Time: 1
Duration: 1 rd./level
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 a Strength of 18/00. Combat bonuses for Strength apply only if the caster uses his fist as a weapon.



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

Notes: Uncommon spell (ToM).

Fist of the Adder

(Alteration)

Level: 2
Range: 0
Components: S, M
Casting Time: 2
Duration: 1 attack
Area of Effect: The caster's arm
Saving Throw: None



The *fist of the adder* is a dreaded attack spell practiced most often by members of the Red Eyes sorcerous society. The fist causes the caster's arm to elongate into a serpentine tentacle, tipped by an adder's head.

The arm streaks outward up to 5 feet per caster level, whipping about wildly and striking with deadly accuracy. The caster attacks with the arm as a fighter of the same level; and the *fist of the adder* can strike creatures only affected by magical weapons. The attack inflicts 1d4 damage per level of the caster, to a maximum of 10d4.

If the caster is 5th level or more, a successful strike also injects a Type F poison (save or die).

At 10th level, this becomes a Type E poison (save for 20 points of damage or die). A saving throw vs. poison is allowed against the poison.

The material component of this spell is a shed skin of a poisonous snake, washed in tears.

Notes: Common for members of the Red Eye sorcerous society; otherwise very rare. Virtually unknown outside arabian settings.

Fistandantilus's Firequench (Abjuration, Alteration)

Level: 4

Range: 10 yds./level

Components: V, S, M

Casting Time: 2

Duration: 4 rds.

Area of Effect: 40-ft. radius sphere

Saving Throw: Special



This spell extinguishes fire and prevents combustible materials from igniting. Normal fires such as blazing arrows, campfires, even burning trees or thatched roofs simply go out when the *firequench* is cast.

Fire-based spells receive a saving throw to resist being extinguished; this is a 1d20 roll equal to or less than the spell level (a *wall of fire* spell survives on a roll of 1 through 4).

Magical items that cause fire-based effects save as 12th-level wizards, unless the item description specifically states otherwise (for example, a *wand of fire* saves as a 6th-level wizard). Failure means the fire-causing functions are negated for the spell's duration. Fire-based creatures, such as those from the Elemental Plane of Fire, receive a normal saving throw vs. spell; failure means the creature loses the ability to cause fires for the duration of the spell. (Note that secondary fires caused by the ignition of combustible materials by fire-based attacks are normal, not magical fires.)

This spell can be cast on an area to prevent fiery attacks from taking effect. Normal fires are blocked; magical spells are negated unless they make the special saving throw (spell level or less on 1d20). The area of effect is immobile once the spell is cast; it can't be moved or travel with the caster. This casting is the only way this spell can defend against fire-based spells of instantaneous duration.

The material component of *Fistandantilus's firequench* can be a piece of ice, a cupped handful of water, a pinch of sand, or a drop of the caster's spittle.

Notes: Restricted to Fistandantilus and those trained by him. (Updated from *DRAGON Magazine*.)



Flame Arrow (Conjuration/Summoning) (Alchemy, Artifice, Fire)

Level: 3

Range: 30 yds. + 10 yds./level

Components: V, S, M

Casting Time: 3

Duration: 1 rd.

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.

Notes: Common spell (PHB).

Flame Chase

(Evocation, Fire)

(Fire)

Level: 7

Range: 30 yds. + 10 yds./level

Components: V, S, M

Casting Time: 3

Duration: 2 rds. + 1 rd./level

Area of Effect: Special

Saving Throw: ½

Upon casting this spell, the wizard causes several *flame paths* to form on the ground, which then pursue target creatures chosen by the wizard. Those caught will be engulfed either in a *flame column* or a *flame burst*, as described later. This spell is likely to cause many small incidental fires. These are normal, nonmagical fires that can be extinguished by normal means or allowed to burn out. Croplands, dry forest, grasslands, and similar areas might burn uncontrollably.

Flame Path: The spell creates one *flame path* for every two levels of the caster, to a maximum of six paths at 12th level. The 3-foot-wide paths begin 3 feet from the caster and each travels straight toward one target creature. To target a creature, the wizard must be aware of it, it must be in range, and it must be in contact with the ground when the spell is cast. A *flame path* cannot be sent against an object.

Each *flame path* travels at a rate of 24. The fire does not require combustible material such as wood, grass, or weeds; it can travel over bare outdoor or indoor surfaces. It can travel across any surface except water, snow, ice, and other wet surfaces. A *flame path* is able to climb a vertical surface of less than 45°, as long as the surface is wide enough (3 feet; a rope, for example, is not wide enough).

Combustible items in the flame's path must save vs. magical fire or be set ablaze. The *flame path* continues to follow the target creature until the creature is caught, the spell ends

or is dispelled, or until the creature crosses a surface where the path cannot follow. Non-targeted creatures caught in the flame's way are burned for 1d6 points of damage (save for half damage).

Flame Column: When a path catches its target, the creature is engulfed in a *flame column* and takes 3d6 points of fire damage immediately, plus 1d6 points of damage per round for the remaining duration of the spell. The *flame column* stays with the creature until it burns out or is dispelled. Items engulfed in the column must save vs. magical fire or be destroyed.

Flame Blast: Those outdistancing the pursuing flames or who evade the *flame column* by crossing a wet surface face one more danger. If a target creature is within 10 feet of the endpoint of the *flame path* after the flames have moved for the round, and if the flames are unable to close the distance due to the creature's speed or an obstruction, then the flames leap to the creature instead. This *flame blast* causes double the normal *flame column* damage (6d6 points) in a burst, expending the path's remaining power immediately. Creatures and items caught by the *flame blast* save vs. spell at a -2 penalty.

Optionally, separate initiative rolls can be made for each flame path to determine when it moves during the round. A *flame blast* always occurs at the end of a round, after all attacks and movements have been made.

The material components for this spell are a small pouch filled equally with sulphur and coal dust, a live caterpillar, and a live firefly. All are expended in the casting.

Notes: Uncommon for Fire mages, otherwise very rare. (Updated from DRAGON Magazine.)

Flame Dagger — Red Wizard

(Evocation)

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 3

Duration: 1 rd./level

Area of Effect: Creates 1 flame dagger

Saving Throw: None

This spell causes a blazing ray of red-hot fire, 1-foot long, to spring from the caster's hand. This bladelike ray is wielded as if it were a dagger. If the caster successfully hits with the *flame dagger* in melee, the creature struck suffers 1d4+1 points of damage, with a damage bonus of +1 if the

creature is undead or is especially vulnerable to fire. If the creature is protected from fire, the damage inflicted is reduced to 1d4. 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 underwater.

The material component is a pinch of iron mixed with a pinch of sulphur.

Notes: Restricted to the Red Wizards of Thay and those trained by them.

Flame of Justice

(Necromancy)
(Province: Flame)



Level: 6
Range: 10 yds.
Components: V, S, M
Casting Time: 1 turn
Duration: 10 rds.
Area of Effect: 1 target
Saving Throw: Special

The *flame of justice* is a more powerful (and in some minds, more twisted) version of the 1st-level *fire truth* spell. It is cast in much the same way, using a lit candle to determine truth or falsehood. However, the spell has two important changes.

First, this spell causes part of the target's body to burst into flame for each untruth spoken. The first untruth inflicts 1d4 points of damage, and each additional untruth inflicts 1d6. There is no saving throw against the casting of the spell, but for each untruth told, the recipient is allowed a saving throw vs. spell to halve the damage. Damage still increases with each untruth; the result is divided by two.

Second, the ideal of "truth" is subjective to the caster, not the target. If the caster believes something to be true, even if it is incorrect, the target suffers the effects of telling the (unappealing) truth. Telling the questioner what he wants to hear is an excellent method of surviving the spell. Ignorance or silence is not a defense if the caster believes the target is hiding something. Half-truths and outright lies can spare the target, provided that the caster believes in them. The DM must adjudicate in such situations, but only the evil and black-hearted rogue would choose to dis-

believe everything said only for the purpose of inflicting damage.

The spell is limited to 10 questions or 10 rounds, whichever comes first. An attack on the caster breaks the spell, provided the attack inflicts damage. The *flame of justice* may aid a local ruler in trying someone accused of a serious crime, although in gentle, civilized lands, *fire truth* is preferred. Mages of the True Flame (wizards who follow only the province of flame and persecute wizards of all others) often use the *flame of justice* to extract confessions.

The material component of this spell is the same as that for fire truth—a candle made of a rare form of desert bee's wax. It costs 300 gp ready-made, and is available only through holy men (usually of the moralist faction). The wizard can make the candle himself in a week, after investing 100 gp in the raw materials, if these are available.

Notes: Common for the Mages of the True Flame; rare for others. Virtually unknown outside an arabian setting.

Flame Ray

(Alteration)
(Fire)

Level: 2
Range: 0
Components: V, S
Casting Time: 6
Duration: 2 rds.
Area of Effect: 20-ft. long × 5-ft. diam. cone
Saving Throw: ½

This spell is a stronger variation of the *burning hands* spell. The cone of searing flame is projected from the caster's forefinger. It inflicts 1d3 points of damage, plus 2 points of damage per caster level in the first round, to a maximum of 1d3 plus 20 points of fire damage. In the second round, the ray inflicts half damage (rounded up). A successful saving throw vs. spell halves the damage in either round. The *flame ray* cone extends 20 feet, to a 5-foot diameter at its widest end. Its relatively long casting time is unusual.

Notes: Very rare spell. Known to be in the *Book of the Silver Talon*.

Flame Shroud

Aka shroud of flame.

Flameproof

(Abjuration)
(Fire)

Level: 6
Range: Touch
Components: V, S, M
Casting Time: 6
Duration: 1 turn/level
Area of Effect: 1 object or creature
Saving Throw: None

When cast upon an item, *flameproof* renders that item immune to all flame, whether magical or natural in origin, for the duration of the spell. The item (and anything it contains) will remain at normal temperature and cool to the touch despite immersion in lava or exposure to a red dragon's breath weapon.

When cast upon a creature, the recipient gains full immunity to normal fires. Ordinary flame—even such exceptionally hot fires as molten lava—cannot harm him. Fire-breathing creatures (such as hell hounds or red dragons) and those made of flame (such as fire elementals) that attack the recipient suffer a -1 penalty to each die of damage inflicted.

The recipient also gains a +2 bonus on any saving throw against magical fire, including spells such as *fireball*. When cast upon a creature from the Elemental Plane of Fire, the spell has no effect.

Flameproof cannot be combined with other spells or magical items that provide protection against flame. (Contrast this with the magical item *ring of fire resistance*.)

The material component of this spell is a bit of candle wax.

Notes: Uncommon spell. Known to be in *Dal-tim's Tome of Fire*.

Flamespin

(Evocation)
(Fire)

Level: 1
Range: 10 feet/level
Components: V, S, M
Casting Time: 1
Duration: 3 rds.
Area of Effect: Special
Saving Throw: None

This spell creates a 2-foot-diameter vertical pinwheel of flame in midair, anywhere in spell range. It remains stationary unless touched by the caster, who can touch it without taking any harm



and—alone of all beings—can move it about. The caster can throw it, bowl it, tow it along, or thrust it at a foe like a bludgeoning weapon. A caster using it as a weapon strikes once per round (at his THAC0), instead of casting a spell that round. The caster need not concentrate to maintain the *flamespin*.

Circumstances may increase the caster's chances of striking a target. Hurling the pinwheel through a hatchway or down a narrow passage or shaft, for example, might merit a bonus for the caster's attack roll. A stationary *flamespin* cannot be moved by any means except the caster's hand, so beings who lack a *dispel magic* and cannot wait for the spell to expire must take damage if they have to touch the flames. Falling through a *flamespin* in a shaft, for example, results in fire damage to the falling being.

A *flamespin* causes 1d6+3 points of damage to any creature touched by it, unless the creature is protected against magical fire. A *flamespin* also forces all items that come into contact with it to make saving throws vs. magical fire (except those worn or carried by the caster). If a *flamespin* remains in contact with a creature, it causes damage and forces exposed items to make saving

throws each round.

The material component of this spell is a bit of phosphorous or saltpeter.

Notes: Rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere.

Flamestrike, Flamsterd's

See Flamsterd's flamestrike.

Flaming Blade, Tenser's

See Tenser's flaming blade.

Flaming Fist, Daltim's

See Daltim's flaming fist.

Flaming Sphere

(Evocation)

(Fire)

Level: 2

Range: 10 yds.

Components: V, S, M

Casting Time: 2

Duration: 1 rd./level

Area of Effect: Sphere, 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.

Notes: Common spell (PHB).

Flaming Weapon, Avissar's

See Avissar's flaming weapon.

Flamsterd's Flamestrike

(Evocation)

(Fire)

Level: 4

Range: 10 yds./level

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: 1 creature

Saving Throw: ½

This specialized fire spell can be used both as an attack and as a guardian trap. In either case, it affects one creature only, its flames appearing in a roaring spiral around the victim for one round. The *flamestrike* inflicts 1d12 points of damage, plus 1 point per level of the caster, and is a menace to clothing, carried items, and other exposed flammable materials near to the victim (item saving throws vs. magical fire required).

When used as a trap, *Flamsterd's flamestrike* must be cast on a small piece of metal (typically a coin), and a series of specific triggering conditions (equivalent to those of a *magic mouth* spell) uttered. The trap is then "set" to activate when the conditions are met. It can be magically detected as a trap only if the detector is specifically considering an action that would trigger it.

The conditions involve disturbing the coin or piece of metal, and the dweomer can wait indefinitely until the conditions are fulfilled. Conditions that do not involve disturbing the coin are not valid and cause the spell to fail.

If a *dispel magic* is cast on the coin before the trap is triggered, the spell is immediately dispersed without taking effect. If several creatures fulfill the trap conditions, only the first to do so is affected; if several do so at once, determine the affected creature randomly.

The material components are a pinch of saltpeter, filings or a small piece of any metal, a piece of phosphorous, and a pinch of ashes.

Notes: Rare or very rare spell; originally from the FORGOTTEN REALMS setting.

Flann's Finery

(Abjuration)

Level: 2

Range: Touch

Components: V, S

Casting Time: 1 rd.

Duration: 1 day/level

Saving Throw: None

Area of Effect: Creature touched

Using *Flann's finery*, a wizard (or other spell recipient) can resist dirt, blood, sweat, and other undesirable substances that otherwise would soil their persons or clothing. Although this spell in no way protects an individual from damage due to acid, disease, etc., it keeps him looking good. It preserves metal items from rust and tarnish and keeps clothing from tearing or wearing thin. The somewhat fussy wizard Flann developed *Flann's finery* to keep an appearance of nobility even while fighting or traveling. Flann always included this as a mandatory part of a student's spellbook to maintain standards of decorum.

Notes: Uncommon or rare spell; originally from the MYSTARA setting.

Flare

(Evocation)

Level: 1
Range: Special
Components: V, S
Casting Time: 1
Duration: Instantaneous
Area of Effect: Special
Saving Throw: None

This spell is typically used for long-range signaling outdoors. It produces a streak of intense light, of a color chosen by the caster, that shoots straight up into the air several hundred feet from the caster's index finger and remains visible for about six seconds. It is equally visible in daylight or darkness, and can be seen from as far away as 12 miles.

A *flare* can be used to indicate the position of the wizard and his party, or it can be used to transmit simple messages. Since the *flare's* color is controlled by the caster, a simple code can be devised for signaling between an army and its scouting parties. For instance, a red flare might indicate that an enemy is near, a yellow one might mean that the enemy is retreating, a green one "all clear," and so on.

The *flare* is otherwise harmless and has no effect on creatures or objects. Its vertical ascent is stopped by any physical barrier.

Notes: Very rare. Known to be in the *Fire-Eyes Scrolls*. (Updated from *DRAGON Magazine*.)

Flash

(Alteration)

Level: 2
Range: 0
Casting Time: 1
Components: V, S
Duration: Special, maximum 2 rds./level
Area of Effect: Thin beams, 90 feet long
Saving Throw: Special

By means of this spell, the caster can release a series of flashing, multi-colored beams of light from his fingertips in a dazzling display.

The caster generates two light beams for each level of experience. These can be released as rapidly as three per round or as slowly as one per round. The beams can be of any color; they are 90 feet long. They are stopped by physical objects, visual illusions, and any magical force spell of 4th level or greater, such as *minor globe of invulnerability*, *wall of force*, and similar spells.

A creature is struck by a ray and dazzled unless the caster deliberately avoids the eyes, or unless the creature makes a successful saving throw vs. paralyzation. Dazzled creatures receive a penalty of -1 to attack rolls made during the next round. Only one creature can be dazzled by a single ray. The dazzling effect is not cumulative for multiple beams (multiple saving throws can be forced), but can be extended by hits in later rounds. Blind or eyeless creatures cannot be dazzled. Multiple creatures can be dazzled, provided they are within 10 feet of each other.

The caster can take actions other than spell-casting during the round in addition to the dazzling effect, and can end this spell at will.

Notes: Rare spell. Known to be in *Myrl's Text*.

Flash — Red Wizard

Red Wizard spell, see flashburst.

Flash, Nystul's

See Nystul's flash.



Flashburst — Red Wizard (Evocation)

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

This spell creates a blinding flash of light. All sighted creatures caught in its area or looking at the effect when it goes off are blinded for the next round. Further, they must make a saving throw vs. spell; failure blinds a creature for 2d10 rounds. Blinded creatures have a -4 penalty to attack rolls. Thief skills requiring sight are at -20%; nonweapon proficiencies may be affected at the DM's option.

Forewarned creatures can avoid the effects merely by closing their eyes if in the area or averting their eyes if not in the area.

Notes: Common for Red Wizards of Thay; otherwise very rare.

Flashlight

(Alteration)

Level: 1
 Range: 0
 Components: V, S, M
 Casting Time: 1
 Duration: 3 turns/level
 Area of Effect: Beam, 30 ft. + 10 ft./level
 Saving Throw: None

This spell generates a beam of light a few inches in diameter. An opaque object can block the beam. The wizard can turn the beam off and on, instantly, at will.

The beam is not equal to sunlight, but it can disorient a light-sensitive creature (drow, derro, duegar, svirfneblin, mind flayer, etc.) if played across the creature's face. One creature per round can be so affected and must save vs. spell. Failure means the creature suffers its standard penalty for light for 1d6 rounds. A thief hiding in shadows who might be caught by the beam must reroll for hiding and is detected if the roll fails.

Any magical darkness cast against the wizard for the purpose of extinguishing the *flashlight* will do so and is expended.

The material component for the spell is a dozen dried fireflies.

Notes: Very rare spell. (Updated from *POLYHEDRON* Newszine.)

Flashpuff — Geisya**(Alteration)**

Level: 2

Range: 40 yds.

Components: S, M

Casting Time: 2

Duration: 1 rd./level

Area of Effect: Cloud, 2 × 2 × 2 ft.

Saving Throw: None



The wu jen throws a pinch of white powder into a burning fire (such as a brazier), which causes a brilliant flash and a cloud of smoke. If a blinding effect is desired by the wu jen, onlookers are blinded for 2–5 rounds if a save vs. wands is failed; the wu jen is unaffected by the flash.

The cloud of smoke can be any color the wu jen desires, and lasts for the full duration of the spell. This smoke can be used to form any simple, two-dimensional image the wu jen concentrates on. The painting proficiency allows the wu jen to create instant artwork that dissipates at the end of the spell.

Notes: Common for geisya; uncommon for wu jen; virtually unknown elsewhere.

Fleet Feet**(Alteration)****Reversible**

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 3

Duration: 1 day/5 levels

Area of Effect: 1 individual

Saving Throw: Neg.



This spell allows an individual to move more quickly. The one affected can take very large strides, as if his feet and legs weighed far less than they actually do. For purposes of cross country movement, an affected individual can double his normal movement rate (and can force march beyond that, though still subject to the forced march effects). The individual's movement rate is doubled in combat situations as well, but his balance and inertia make it difficult to maneuver. If moving greater than his normal movement rate and attempting to turn in any way, such as to round a corner or to avoid an obstacle, the individual must make a successful Dexterity check to avoid falling (failure ends his movement for the round and makes him prone).

The material component for this spell is a feather from a flightless bird, such as an erdlu.

The reverse of this spell, *stone feet*, makes the affected individual's legs feel as heavy as rock, slowing his movement to half. A saving throw negates this effect. The individual's balance is unaffected.

The material component for the reverse is a piece of mekilloth hide.

Notes: Common on Athas (the DARK SUN setting); virtually unknown elsewhere.

Fleeting Journey, Bowgentle's

See Bowgentle's fleeting journey.

Flensing — Red Wizard**(Alteration)**

Level: 8

Range: Touch

Components: V, S, M

Casting Time: 8

Duration: Special

Area of Effect: Creature touched

Saving Throw: Special

This horrifying spell actually strips the flesh from its victim. Developed by the Red Wizards for torture and interrogation, it can be learned only by spellcasters of evil alignment.

Flensing takes four full rounds to be effective.

- **1st Round:** The victim suffers great pain and a disfiguring tearing of his or her flesh but no actual damage.
- **2nd Round:** The victim suffers 2d6 points of damage (saving throw vs. spell is allowed for half damage).
- **3rd Round:** The victim takes 2d10 points of damage (save for half damage).
- **4th Round:** The victim must save vs. death magic or die instantly as the very flesh is torn from his or her bones.

Victims of this spell often give in during the first round of casting and tell the Red Wizards what they want to know. On occasion, the wizards let the spell complete its work even after they have gotten the information.

Flensing causes extensive disfigurement, depending on when the spell is stopped. The victim's Charisma cannot be reduced below 1 in this manner. Charisma points can be restored by a regeneration effect.

- **1st Round:** The victim must save vs. breath weapon or lose 1–3 points of Charisma permanently.
- **2nd–3rd Round:** The victim must save vs. breath weapon or lose 2d4 points of Charisma permanently.

- **4th Round:** A victim who survives the fourth round must save vs. breath weapon to avoid the permanent loss of 2d6 points of Charisma.

The material component of *flensing* is an onion from a field plowed by rothe (see the MONSTROUS MANUAL Tome under "Mammal"), which is peeled, one layer per round of the spell.

Notes: Restricted to the Red Wizards of Thay or those trained by them.

Flesh Mirage

(Necromancy)



Level: 5

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: 1 rd./level

Area of Effect: The caster and 1 creature

Saving Throw: Neg.

This spell enables a wizard to "switch faces" with another creature, living or dead. It has no effect on the undead. The caster gains the touched individual's facial features, while the target gains the caster's. The caster must be able to see the features he intends to assume.

The caster does not gain any sensory abilities (or disabilities) associated with his new face. For example, if he copies a medusa's face, he gains none of the creature's gaze attacks. Likewise, if he copies a blind man's face, he still retains his normal sight. The reverse is also true—that is, the blind man remains sightless despite his "new eyes." Both individuals retain their normal voices, as well as height, bodily appearance, knowledge, spells, and spell-like abilities.

Flesh mirage compensates for any unusual restriction that a new visage might otherwise cause. For instance, even if the caster's new face has no apparent breathing holes, he can still breathe normally. And even if his new face has no apparent eyes, he can still see as he did before.

The *flesh mirage* serves as an effective disguise. It does radiate magic, however, which is identifiable as part of the Necromancy school. Magics that detect or remove spells of the illusion school—such as *banish dazzle*, *dispel illusion*, or *dispel mirage* do not affect this disguise; *flesh mirage* is not illusionary. *Dispel magic* or *destroy magic* can reverse the effects of this spell, returning each face to its origin.

An unwilling creature touched by the caster is allowed a saving throw vs. spell to avoid the transference. As usual, a willing target can simply forgo the saving throw.



The material components of this spell are a bit of plaster and glue, and a mirror, all of which are consumed by the casting.

Notes: Common in arabian settings; otherwise very rare.

Flesh to Air

(Necromancy)

Reversible

Level: 4

Range: 10 yds.

Components: V, S

Casting Time: Special

Duration: Permanent

Area of Effect: 1 living creature

Saving Throw: Neg.

With this spell, a wizard can vaporize the flesh of any one living creature, leaving it a special animated skeleton unless a successful saving throw vs. spell is made. These living skeletons can magically see and hear but cannot talk or cast spells. The creature can be controlled as if undead, but since it is not truly undead it cannot be turned or blasted out of existence by a priest's turning ability. The effects of this spell can be negated by its reverse, or by casting first a *remove curse* spell and then a *dispel magic* spell. No system shock roll is required. Restoration requires 5 rounds per original Hit Die of the creature restored.

This spell has alignment repercussions as decided by the DM.

The reverse, *air to flesh*, clothes in flesh (a term including muscles, inner organs, brain tissue, etc.) any one being turned into a "living skeleton" by the *flesh to air* spell, restoring the body to its original appearance and abilities (slain special skeletons simply turn into dead bodies).

Notes: Restricted to necromancers; rare.

Flesh to Rocky

See statue form.

Flesh to Stone

Reversed form, see stone to flesh.

Fleshshiver

(Necromancy)

Level: 5

Range: 10 ft./level

Components: V, S, M

Casting Time: 2

Duration: Instantaneous

Area of Effect: 1 being

Saving Throw: Special

This spell afflicts any single creature of large size or smaller the caster can see within range. The creature is automatically *stunned* (reeling, unable to think or act coherently) for the following round, and must make five Constitution checks (save vs. death magic for monsters without a Constitution score). For each one failed, a limb is broken, with an accompanying 1d6+2 points of damage and loss of mobility. For human, demihuman, and humanoid, the checks are for left arm, right arm, left leg, right leg, and neck; if the last one fails, a system shock survival roll is required to avoid death. (DMs must rule on a reduction in movement rate appropriate for the creature if one or more limbs that provide movement are broken; a reduction by half for a bipedal creature, for example).

A wizard of 18th level can affect huge creatures; one of 25th can affect gargantuan creatures.

The material component for this spell is a bone, which is broken during the spellcasting. Chicken bones are often used.

Notes: Restricted to the Seven Sisters, their apprentices, and select Harpers; rare.

Float

A spell of this name from the *DRAGONLANCE* setting has been combined with the spell feather float and appears there.

Float

(Alteration)



Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1

Duration: 1 turn/level

Area of Effect: 1 creature or object

Saving Throw: Neg.

A recipient of this spell becomes more buoyant in water. The creature floats straight up to the surface like a cork, at a rate of 10 feet per level of the caster per round, carrying up to 10 pounds of "baggage" per level of the caster. Air-breathing creatures benefiting from this spell are safe from drowning unless they are prevented from rising to the surface. At roughly 50 feet per round, the ascent is swift, but the creature stops if it encounters some obstacle. A floating creature can move around as it normally

would; the spell does not interfere with normal swimming or movement, even if the recipient is diving or swimming downward. However, an individual who stops swimming floats toward the surface. There are no ill effects of this rapid rise, regardless of the original depth. The *float* spell does not imbue the creature with the swimming proficiency, but it keeps an air-breathing creature on the surface, where breathing is possible, at least until the spell wears off.

A caster touching an object instead of a creature can successfully float a weight of up to 10 pounds per experience level. (This is harder than lifting a creature, who in theory is already somewhat buoyant.) For example, an experienced wizard might use *float* to raise a treasure chest from the sea floor.

The material component of *float* is a bit of cork. The wizard bites down hard on it when casting the spell.

Notes: Common in arabian settings; very rare elsewhere.

Floating Disc, Tenser's

See Tenser's floating disc.

Fly

(Alteration)

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 3

Duration: 1 turn/level + 1d6 turns

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 (180 degrees or less of turning in a round). 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.

Notes: Common spell (*PHB*).

Flyfield

(Alteration)



Level: 5

Range: Touch

Components: V, S, M

Casting Time: Special

Duration: Special

Area of Effect: Creature touched

Saving Throw: Special

This spelljammer's spell allows the caster (or another designated by the caster who activates the spell by speaking final words of power) to cause a powerless, drifting spelljamming ship, up to 5 tons per caster level, to suddenly lunge in a desired direction and distance, up to 30 yards plus 10 yards per caster level. It is commonly used to foil ramming attempts or avoid collisions, escape missiles in combat, or to dart through crystal sphere portals. While the basic spell requires an entire round to cast, save for the final command, speaking the final command has a casting time of 1. The spell activator need not have any spellcasting ability. The spell activator has total control over the ship's direction and distance. If no direction is chosen, choose one at random, using the rules governing grenadelike missiles.

For the spellcaster to designate another as the spell activator, the two must touch each other as the spell is cast. The activator must then be taught the final words of power while holding the crystal sphere (see material components, below). If the activator speaks the key words within one day per level of the caster, the spell instantly takes effect (or is wasted; see below).

If the activator is killed or *feble-minded* between casting and the end of the effectiveness period, the spell is lost (normal sleep or unconsciousness do not affect the spell).

If the activator is in physical contact with two ships when he activates the spell, the spell fails. The *flyfield's* magic can be centered only on a single ship.

This spell will not work with any ship currently under power (by a spelljamming helm, a furnace, or other power source) but will work in wildspace, phlogiston, and atmospheres alike. It cannot affect a ship whose total tonnage (atmosphere excluded) exceeds the caster's capability—if tried, the spell is lost.

The material components are two small lodestones and a small sphere of crystal, which dissipate as the spell is cast.

Notes: Common for spellcasters from a spelljamming culture; otherwise rare.

Flying Feat, Drawmij's

See Drawmij's flying feat.

Flying Fist

(Evocation)

(Force, Mentalism)

Level: 2

Range: 10 yds./level

Components: V, S

Casting Time: 2

Duration: 1 rd./level

Area of Effect: Creates 1 fist

Saving Throw: None

This spell creates a small, utilitarian hand, normally in the shape of a gloved fist of magical force, which is visible only to the caster (though *detect invisibility* or similar spells will allow others to see it).

The hand has a movement rate of 12, but it must remain within 10 yards per level of the caster. It can hover, swoop, and dive at the mental command of the caster. No concentration is required to maintain the fist; it can follow a wizard as he moves and fights. If the wizard casts another spell or is knocked unconscious, the fist dissipates immediately.

The fist can perform any one of three tasks:

- It can grab small falling or floating objects weighing no more than 1 lb. and carry such objects for up to two rounds. The fist does not have the strength or the dexterity to remove items that are tethered, secured, or sheathed, or to take items from a creature's grasp.
- The fist can push or slap an opponent, causing a -1 penalty to the creature's next attack.
- The fist can physically attack an opponent, with the caster's THAC0 and a +2 bonus, causing 1-2 points of damage. (It is not considered a missile, magical or otherwise).

The fist cannot penetrate solid objects or pass through *walls of force* or antimagic barriers. It can be destroyed physically by 5 points of damage. Its AC is 3 if invisible, 7 if the attacker can see it. Destroying the fist does not affect the caster.

The flying fist is recorded in more ancient tomes as *Alcimer's flying fist*. Alcimer was extremely proud of the spell and disseminated its secret widely. Soon, so many mages were using it that they dropped Alcimer's name from the title.

Notes: Uncommon spell from the FORGOTTEN REALMS setting; known to be in *Detho's Libram*.



Flying Jambiya

(Alteration)
(Province: Wind)



Level: 2
Range: 10 yds./level
Components: V, S, M
Casting Time: 2
Duration: 3 rds. + 1 rd./level
Area of Effect: 1 item
Saving Throw: None

This specialized magic enables a wizard to send a blade after a target like a hawk after a desert rat. Only small weapons with metal blades work, such as the jambiya, knife, dirk, dagger, and the blade created by a *sand jambiya* spell. Otherwise, the weapon can be of any type. If the caster is not familiar or proficient with it, attacks are made with the usual THAC0 penalty (-5 for wizards).

To cast the spell, a wizard whispers an incantation, holds the chosen weapon in hand, blows on it, then throws or releases it. The caster directs the enchanted weapon against a specific individual. The weapon flies about to attack that opponent at a distance. The caster can change the target as long as the spell is maintained. In any case, he must be able to see his target; the weapon cannot fly without benefit of his sight.

The caster can move the weapon 60 feet per round. The weapon strikes once per round with the caster's normal THAC0 (and nonproficiency penalty, if applicable). It boasts a +2 bonus to attack rolls and is considered a +2 magical weapon for purposes of what it can strike. (If the blade was magical before this spell was cast, add these benefits to its usual bonuses.)

Damage, however, is at -1, to a minimum of 1. While animated, the weapon has an Armor Class of 0 and is considered to have 12 hit points. If it's reduced to 0 or fewer hit points, the spell ends, but the weapon itself is not actually damaged.

The caster must concentrate on the *flying jambiya* continuously to keep it animated. The spell ends instantly if the caster dies, begins any other spellcasting, falls unconscious, or goes out of range.

While the wizard is casting a *flying jambiya*, any injury to him ruins the spell. However, if the weapon is already animated, injury alone doesn't end control over the weapon. If control is ever lost, the spell ends and the weapon simply falls to the ground.

In addition to a suitable blade, this spell requires a teardrop from the caster.

Notes: Common in arabian settings; otherwise very rare.

Focus Fear — Dragon

(Alteration)
Reversible

Level: 4
Range: 0
Components: V
Casting Time: 4
Duration: 1 rd./level
Area of Effect: Special
Saving Throw: Special

Similar in function to the *aura of terror* spell, *focus fear* increases the potency of the dragon's panic and fear auras. It is useful for all dragons of adult age or older, and it can be used in conjunction with an *aura of terror*.

By means of this spell, the dragon reduces the radius of its fear aura, focusing the power of that fear. For every 5 yards the dragon reduces its aura, the saving throw modifier against the dragon fear gains an additional -1. However, a dragon cannot reduce its fear aura to a radius of less than 15 yards in any case. An adult dragon, with a normal fear radius of 20 yards and a saving throw modifier of +2, can reduce its fear radius to 15 yards and change the modifier to +1. Likewise, a great wyrm could condense its fear radius to 15 yards from 50 yards, changing its usual -4 save modifier to -1. A natural 20 saves regardless of the modifiers.

The reverse of this spell, *extend fear*, allows the dragon to enlarge its fear radius to a maximum of 50 yards. An extended aura is weaker, with saving throw modifiers changing in an opposite manner from that of *focus fear*. The reverse can be used by dragons as young as "young adults" (if they possess the required spellcasting ability) but is useless to a great wyrm.

Both versions of this spell allow the dragon such fine control of the fear radius that it can alter the dimensions of its fear radius on a round-by-round basis. Of course, the aura can be altered only within the parameters of the version employed (that is, any radius between the dragon's normal radius and the limits of the appropriate version of the spell). To change the radius while the spell is in effect, the dragon must stop what it is doing and concentrate; it cannot engage in other activities in that round. Otherwise, the dragon is free to cast spells, fight, fly, use its breath weapon, and so on, as the spell requires no concentration. The dragon can cancel the spell at any time. A *dispel magic* has no effect on either version of this spell, though spells such



as *wish*, *limited wish*, and the like can end the dwomeer immediately.

Both versions of this spell are fairly common among dragons capable of casting a spell of this level.

Notes: Restricted to dragons; uncommon. (Updated from *DRAGON* Magazine.)

Fog Cloud

(Alteration)

(Air)

Level: 2

Range: 10 yds.

Components: V, S

Casting Time: 2

Duration: 4 rds. + 1 rd./level

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 × 20 feet × 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.

Notes: Common spell (PHB).

Fogbolt — Phaerimm

(Evocation)

Level: 1

Range: 10 yds.

Components: V, S, M

Casting Time: 1

Duration: 2d4 rds.

Area of Effect: 1 creature

Saving Throw: Special

This spell creates a flying teardrop of foglike vapor and hurls it at any one being chosen by the caster. The target creature is enveloped in an aura of thick, smokelike fog, and temporarily shrouded (-3 to attack rolls, AC worsened by 2, saving throws reduced by 3 if based on dodging; that is, the "Starlight" penalties from the *DMG* Table 72). All phaerimm are immune to this spell; its fog will not cling to them.

Any fiery light sources (torches, candle lamps, and open lanterns) carried by or in contact with the target get a saving throw vs. magical fire. If this fails, the flames are instantly extinguished and can't be reignited by any means (their fuel won't burn) for 2d4 rounds.

The target creature is allowed a saving throw vs. spell. If successful, the cloud dissipates on the round after striking; if not, it clings to the target, foiling vision-related spells, missile aiming, spying attempts on surroundings, and the like, by reducing the range of effective vision to less than 1 foot.

The fog lasts for 2d4 rounds. If an affected creature touches another creature within 4 rounds of being enveloped, the second creature must save vs. spell. Failure means the spell effects are transferred to the second creature, regardless of the intent of the creature already affected. This holds true even if only an item held, carried, or worn touches the second creature.

In hot, daytime desert conditions, the fog lasts

only 1d6 rounds (1d4 if strong winds are present, including *gust of wind*).

The material component of this spell is a large drop of water or spittle, or a drop of sweat, let fall into smoke of any sort.

Notes: Restricted to *phaerimm*; common.

Fool's Speech*

(Alteration)

(Wild)

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: 1 hr./level

Area of Effect: Caster + 1 creature/level

Saving Throw: None

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

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

Fool's speech is not recognizable as any known language, nor does it remotely sound like any language. A *comprehend languages* or *tongues* spell will not translate it. It can be understood by an individual 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.

Notes: Restricted to wild mages; uncommon (ToM).

Fools' Gold

(Alteration, Illusion)

(Alchemy, Earth)

Level: 2

Range: 10 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 hr./level

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 × 1-inch × 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*.

Notes: Common spell (PHB).

Foothold — Old Empire**(Alteration)**
(Earth)

Level: 3
 Range: 10 yds./level
 Components: V, S, M
 Casting Time: 3
 Duration: 1 turn/level
 Area of Effect: 900 sq. ft.
 Saving Throw: Neg.

A *foothold* spell causes stony hands to appear from the ground. These try to grab the legs of all creatures in a 30-foot by 30-foot area or a 90-foot by 10-foot area (depending on the desire of the caster). Creatures successfully held by this spell cannot move, but they can attack normally and cast spells. Those trapped by this spell are considered to have an effective Dexterity of 1.

The *foothold* spell cannot affect airborne or invisible creatures. A successful saving throw negates the effect of this spell on a target, but a new saving throw must be rolled every round the target is in the area of effect.

The material component for this spell is a vulture's claw.

Notes: Rare spell. As a *FORGOTTEN REALMS* Old Empire spell, initial exposure requires a mentor or a read *Southern magic* spell.

Footprints, Ruornil's

Reversed form, see Ruornil's tracks.

Force Missiles, Mordenkainen's

See Mordenkainen's force missiles.

Force Sculpture, Bigby's

See Bigby's force sculpture.

Force Shapechange**(Necromancy)**

Level: 5
 Range: 10 yds./level
 Components: V, S, M
 Casting Time: 1
 Duration: Instantaneous
 Area of Effect: 30-ft. radius
 Saving Throw: Special

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. The spell affects one creature per level in the area of effect. If the creatures are indeed shapechangers, they must make a successful saving throw vs. spell or immediately revert to their true form and suffer 3d10 points of damage from the wracking pain caused by the forced change. The change takes a full round, during which time a victim can take no other actions. If the saving throw was successful, the victim does not change form, but still suffers half damage.

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.

Notes: Very rare spell.

Force Umbrella, Otiluke's

See Otiluke's force umbrella.

Forcebuckler, Zala's

See Zala's forcebuckler.

Forcecage**(Evocation)****(Force)**

Level: 7
 Range: 10 yds./2 levels
 Components: V, S, special
 Casting Time: 3-4
 Duration: 6 turns + 1/level
 Area of Effect: 20-ft. cube
 Saving Throw: None

This powerful spell enables the caster to bring into being a cube of force, but it is unlike the magical item of that name in one important respect: Instead of solid walls of force the *forcecage* has alternating bands of force with 1/2-inch gaps between. Thus, it is truly a cage, rather than an enclosed space with solid walls. Creatures within the area of effect of the spell are caught and contained unless they are able to pass through the openings—and, of course, all spells and breath weapons can pass through the gaps in the bars of force of the *forcecage*.

A creature with magic resistance has a single attempt to pass through the walls of the cage. If the resistance check is successful, the creature escapes. If it fails, the creature is caged. Note that a successful check does not destroy the cage, nor does it enable other creatures (save familiars) to flee with the escaping creature. The *forcecage* is also unlike the solid-walled protective device, *cube of force*, in that it can be gotten rid of only by means of a *dispel magic* spell or by the expira-

tion of the spell.

By means of special preparation at the time of memorization, a *forcecage* spell can be altered to a *forcecube* spell. The cube created is 10 feet on a side, and the spell then resembles that of a *cube of force* in all respects save that of the differences between a cast spell and the magic of a device, including the methods of defeating its power.

Although the actual casting of either application of the spell requires no material component, the study required to commit it to memory does demand that the wizard powder a diamond of at least 1,000 gp value, using the diamond dust to trace the outlines of the cage or cube he desires to create via spellcasting at some later time. Thus, in memorization, the diamond dust is employed and expended, for upon completion of study, the wizard must then toss the dust into the air and it will disappear.

Notes: Common spell (PHB).

Forcecube

See *forcecage*.

Forceful Hand, Bigby's

See Bigby's forceful hand.

Forcelash — Phaerimm

(Evocation)

Level: 4

Range: 0

Components: V, S

Casting Time: 4

Duration: 4 rds.

Area of Effect: 1 forcelash, 80 ft. long

Saving Throw: Special

This spell creates a whip of shimmering force, projecting from the caster's arm (or another limb or protrusion of the caster's choice) to the limits of the lash's length. Controlled by the caster's will, this crackling band of force strikes at one being per round. It penetrates *shield* spells and other magical barriers of 3rd level or less and always hits, inflicting 6d4 points of damage.

A struck being must make two saving throws vs. spell. The first, if successful, reduces the damage by half; the second governs the target's mobility. If successful, the victim can move and act normally; if it fails, the victim is rooted to the spot, body convulsed with the energy discharge of the *forcelash*. This lessens Armor Class by 2 points, denies Dexterity Armor Class adjustments, and prevents the victim from moving, launching attacks, aiming or readying items, and ruins any attempted spellcasting that round. The

DM may require a Dexterity check to see if a convulsing target drops items. Fragile items dropped on hard surfaces might require their own saving throws vs. crushing blow.

The lash wielder has the option to keep a victim immobilized with the lash instead of striking with it; the whip and the arm wielding it cannot be used for other actions. An individual who tries to free an immobilized creature by seizing the lash immediately takes 3d4 points of damage, but the immobilized victim is instantly freed. This does not end the spell; the wielder is free to use the lash against any target on the next round.

Notes: Restricted to phaerimm; common.

Forcewave

(Abjuration, Evocation)

(Force)

Level: 2

Range: 10 yds./level

Components: V, S, M

Casting Time: 2

Duration: 1 rd.

Area of Effect: 1 creature

Saving Throw: Special

This spell hampers a single creature for one round. A wave of translucent, silent, colorless force, visually resembling an ocean wave breaking on a beach, comes into being in front of the caster. The caster must point to, name, or concentrate upon the creature during the casting. The wave rushes toward the creature a rate of 30 yards per round. It affects only the intended target.

If the target creature is within range, the *forcewave* strikes it. The target receives a saving throw vs. spell to determine the *forcewave's* effect. If successful, the creature suffers one point of impact damage and is thrown off-balance; a running or charging creature, or one on a narrow bridge or high place, must make a Dexterity check on 1d20 to avoid falling. A failed saving throw means the creature suffers 1d4+1 points of impact damage, is *repulsed* (forced away from the caster) 10 feet, and has any ongoing spellcasting ruined. Only missile attacks are permitted on the round during which it is struck. A Dexterity check must be made to avoid falling (at -1 if the target creature is small, weak, surprised, or precariously situated).

Noncorporeal beings cannot be affected by a *forcewave*, but a being employing a displacement or *blink* effect, or that shifts rapidly from one plane to another, can be affected by this spell.

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

spittle, or a tear.

Notes: Rare spell. Known to be in *Laeral's Libram*.

Foresight

(Divination)

Level: 9

Range: 0

Components: V, S, M

Casting Time: 1 rd.

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

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.

Notes: Common spell (PHB).

Forest's Fiery Constrictor

(Conjuration/Summoning)

(Fire)

Level: 6

Range: 10 yds./level

Components: V, S, M

Casting Time: 6

Duration: 1 rd./level

Area of Effect: 1 fire source

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 enchantment, and has hit points equal to double the caster's level (24 hit points for a 12th-level caster).

Any creature within 20 feet of the tentacle is subject to attack as directed by the caster. The victim must attempt a saving throw vs. spell. If successful, the subject only suffers 1d6 points of fire damage from contact with the tendril. If the saving throw is failed, the victim is entangled 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* can exist is cut in half.

The material component is a red dragon's scale.

Notes: Uncommon spell (ToM).

Forget

(Enchantment/Charm)

(Mentalism, Song)

Level: 2

Range: 30 yds.

Components: V, S

Casting Time: 2

Duration: Special

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.

Notes: Common spell (PHB).

Fortunes of War, Tenser's

See Tenser's fortunes of war.

Freedom

Reversed form, see imprisonment.

Freezing Sphere, Otiluke's

See Otiluke's freezing sphere.

Friends

(Enchantment/Charm)

(Song)

Level: 1

Range: 0

Components: V, S, M

Casting Time: 1

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

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 individual's new Charisma. Those with favorable reactions tend to be very impressed with the spellcaster and make an effort to be his friend 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.

Notes: Common spell (PHB).

Frightful Joining, Bloodstone's

See Bloodstone's frightful joining.

Frightful Joining, Strahd's

See Strahd's frightful joining.

Frost Fingers

(Evocation)

Level: 1

Range: 0

Components: V, S

Casting Time: 1

Duration: Instantaneous

Area of Effect: The caster

Saving Throw: ½



This is essentially a cold form of the *burning hands* spell. When cast, it causes freezing cold and shards of ice to blast from the caster's fingertips to a distance of 3 feet in a 120-degree arc in front of the caster. Any creature in this area suffers 1d3 points of damage, plus 2 points for every level of the spellcaster, to a maximum of 1d3 + 20 points of cold damage. Those who make a successful saving throw vs. spell receive half damage. Liquids engulfed by the cold will freeze unless an item saving throw vs. cold is made.

Notes: Common for Frost mages and Savage mages of the North; otherwise very rare. Known to be in *The Codicil of White*.

Frost Shroud

(Alteration)

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1

Duration: Special

Area of Effect: 10-ft. square/level

Saving Throw: None



This spell enables a wizard to cover a surface of the designated size with a thick coating of frost. Any type of surface can be affected, but the spell is used to best advantage if the frost blends in with surrounding ice or snow, thus obscuring the covered surface.

The surface to be affected must be cold enough to enable water to freeze. The spell remains in effect until temperatures warm sufficiently to melt surrounding ice or snow. In an arctic climate, the spell could last permanently. Warming the affected surface melts the frost temporarily, but if temperatures are cold enough, the frost forms again after one round.

Similar spells have been known to exist, creating shrouds of moss, mold, grass, etc.

The material component for the spell is a pinch of powdered glass mixed with several drops of water.

Notes: Common for Frost mages and Savage mages of the North; otherwise very rare.

Frostfire**(Alteration)**

Level: 2
 Range: 10 yds./level
 Components: V, S, M
 Casting Time: 2
 Duration: 1 turn/level
 Area of Effect: 1 fire source
 Saving Throw: Special

Through the use of the *frostfire* spell, the wizard is able to change the normally hot radiance of fires to a cold radiance. *Affected flames* are tinged with blue for the duration of the spell. Flame magic that burns for less than one round cannot be affected by this spell. The dweomer produces one of three effects, as chosen by the caster at the instant of casting:

- *Cool Flame*: This creates a total absence of heat radiation; the flame will continue to burn, consume fuel, and give off light, but it will produce no heat.
- *Cold Flame*: This effect causes flames to burn cold; they will inflict frost damage on creatures that come into contact with them. For example, a torch normally causes 1d3 points of heat damage. If the *cold flame* effect is cast upon the torch, it will now inflict 1d3 points of cold damage to anyone struck by the torch.
- *Chill Fire-User*: This spell can be cast upon a single fire-dwelling or fire-using creature such as an *efreet*, *fire elemental*, etc. The being is allowed a saving throw vs. spell. Success means the spell has no effect, but a failure inflicts 2d4 points of damage.

As a rule, the wizard can affect flame equal to one torch or four candles per experience level. For this purpose, a small campfire is equal to three torches, a bonfire, six, and a *wall of fire*, eight. If fire under the effect of a *frostfire* spell goes out, the effects of the spell cease immediately. While an affected fire burns, it cannot ignite flammable materials.

The material components for this spell are a piece of ivory and a pinch of soot if the *cool flame* or *chill fire-user* version is cast. The *cold flame* version requires a piece of ice and a clear crystal of at least 10 gp value.

Notes: Uncommon for Frost mages; otherwise very rare. Known to be in *The Book of Naz*.

Frozen Moment, Storm's

See Storm's frozen moment.

Fumble**(Enchantment/Charm)**

Level: 4
 Range: 10 yds./level
 Components: V, S, M
 Casting Time: 4
 Duration: 1 rd./level
 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.

Notes: Common spell (PHB).

Fumble-Fingers*Reversed form, see prestidigitation.***Fundamental Breakdown, Alimir's**

See Alimir's fundamental breakdown.





Galathar's Gnostic Chain (Enchantment/Charm, Evocation) (Geometry)

Level: 4
Range: 10 ft./level
Components: V, S, M
Casting Time: 4
Duration: Special
Area of Effect: 1 spellcaster
Saving Throw: Special

Galathar's gnostic chain is effective only against spellcasting beings. If cast on a being using psionics, natural spell-like powers, or magical items, the spell is wasted.

The chain appears as a glowing, snakelike spiral of light in the air above the chosen target, and settles down around the individual. The chain can form even if the target is invisible or surrounded by magical barriers. There is no known way to escape a *gnostic chain* as it forms. If the chosen target is not a spellcaster, the chain falls past the individual to the ground and vanishes in a harmless chaos of winking lights.

On the round after the *gnostic chain* is cast, it affects the chosen target. The victim is forced to cast only spells of the same level as the last spell cast before the chain formed; he can choose which spell (if more than one remains) and when to cast, but any spell cast must be of that spell level. If all memorized spells of that level have been exhausted, the individual has to engage in study before being able to cast spells again. Scrolls and magical items can be used normally.

A *gnostic chain* cannot be dispelled. It can be escaped only by a successful saving throw vs. spell. The first saving throw allowed to the victim is two rounds after being affected, and it is made at a penalty of -6. The second saving throw, two rounds later, is at -5, the third is at -4, and so on. The penalty decreases to zero (0) and then becomes a bonus of +1 added every other round until a maximum +6 bonus is reached, whereupon the modifiers reduce by 1 again until -6 is reached, and the cycle begins anew. When a saving throw is successful, the spell is broken. The death of the victim also ends the spell; once resurrected or raised, the individual is free of it.

Galathar was an elf mage who won many spell duels during his long adventuring career by means of this spell, until the Simbul defeated him.

The material components are least three joined links of any sort and size of chain, a lock that has been used to confine any living being in the past,

and a horseshoe nail. All are consumed in the spell's casting.

Notes: Restricted to the Seven Sisters, their apprentices, select Harpers, and an occasional geometer; rare or very rare.

Galkyn's Bolt (Alteration)

Level: 4
Range: 20 ft./level
Components: V, S
Casting Time: 1
Duration: Instantaneous
Area of Effect: 1 creature
Saving Throw: None

This spell is sometimes used by Harper mages who are expecting trouble but have a need to carry mostly nonbattle spells. Named for its long-dead creator, it "drinks" any spell of 3th level or less that is currently memorized in the caster's mind, converting it into a magical bolt.

This raw energy pulse leaps at a being of the caster's choice, striking at a +4 bonus to hit and using the caster's THAC0. The caster can will the pulse to fly straight or to arc around or over barriers.



ers. A bolt that misses simply fades away and the magic is wasted. A hit inflicts 5d4 points of damage. Undead and other beings linked to the Negative Material Plane suffer 5d6 points of damage instead.

Notes: Restricted to the Seven Sisters, their apprentices and certain Harpers; uncommon or rare.

Gamalon's Fiery Backlash (Enchantment/Charm, Evocation)

Level: 3

Range: 120 yds. + 10 yds./level

Components: V, S

Casting Time: 1

Duration: 1 turn + 1 rd./2 levels

Area of Effect: 1 to 4 creatures or objects in a 30-ft. radius

Saving Throw: Neg.

When cast, the *fiery backlash* spell establishes invisible dweomers around the targets chosen by the caster. Whenever the target (whether a living being or a magical item) casts a fire-based spell (*fireball*, *burning hands*, etc.), the spell is immediately redirected onto the casting being or object with all normal effects. For example, a wizard under the effect of a backlash can cast a *fireball*, but finds himself at the center of it, subject to all the damage (a saving throw for half damage is allowed). An item, such as a *wand of fire*, must make a successful saving throw vs. magical fire or be destroyed.

Originally designed in Llorbauth by a starfaring mage, its primary use was to defend against long-distance fire attacks, a favored attack form in Wildspace. This spell returned and spread through the Realms by sources who maintain its original creator's name. Khelben Arunsun graciously provided the spell knowledge to the Watch-Wizard Corps and the Watchful Order of Magists & Protectors of Waterdeep, as well as the Harpers.

Notes: Uncommon or rare for the Harpers, Watchful Order of Magists & Protectors of Waterdeep, and the Watch-Wizard corps; otherwise rare or very rare.

Gambler's Luck (Enchantment/Charm, Invocation)

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 1



Duration: 1 turn/level

Area of Effect: Creature touched

Saving Throw: None

When cast, the *wu jen* has no control over what form this spell takes. He must abide by the winds of fate. There is a 60% chance the outcome is good and a 40% chance the outcome is bad. A good outcome improves all die rolls made for the character by 1 (or 10% for percentile rolls) for the duration of the spell. A bad outcome does not affect the die rolls of the character but afflicts him with a gambling mania for the duration of the spell.

The individual automatically accepts any game of chance or wager offered him. The game or wager must include some element of chance; thus, a dare does not fall into this category. Likewise, the spell does not force the individual to accept suicidal wagers (the individual does not agree to kill himself or let another kill him) on the basis of a coin toss. He would, however, accept a bet that offered freedom or surrender on the basis of a roll of the die. The individual continues to play at any game until unable to pay, although he attempts to borrow from others to remain in a game.

The material component for this spell is a small statuette of the god of luck.

Notes: Common in oriental settings; otherwise very rare.

Gaseous Form

(Alteration)

(Alchemy)

Level: 4

Range: Touch

Components: V, S

Casting Time: 4

Duration: 2 rds./level

Area of Effect: Creature touched

Saving Throw: None

This spell allows the recipient, plus any gear carried or worn, to assume gaseous form for the duration of the spell. In gaseous form, an individual is both transparent and insubstantial (and therefore very difficult to spot, although an alert observer may notice small disturbances and distortions in the air that give away the gaseous form's location). This spell allows flowing movement at a rate of 3 per round but not unassisted levitation or flight. A *gust of wind* spell, or even normal strong air currents, will blow the gaseous form at air speed. While gaseous, the

form can enter any space that is not airtight. For example, it could pass through a tiny crack or hole in a wall.

Magical fire or lightning can harm the gaseous form normally. Whirlwinds and similar magical tempests or cyclones inflict double damage on the individual, but all other attack forms cannot harm the insubstantial individual. The creature can will itself back into solid form at any time, ending the spell.

Notes: Very rare. (Updated from *POLYHEDRON* Newszine.)

Gate

(Conjuration/Summoning)
(Dimension, Geometry)

Level: 9

Range: 30 yds.

Components: V, S

Casting Time: 9

Duration: Until the summoned being leaves

Area of Effect: Creates 1 gate

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 depends 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. Beings of deity status 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.

Notes: Common spell (*PHB*).

Gate Seal

(Abjuration)
Reversible



Level: 3

Range: 0 or special

Components: V, S, M

Casting Time: 4

Duration: 1 turn/level

Area of Effect: 1 gate or battlefield

Saving Throw: None

The *gate seal* spell is a more powerful version of *gate ward*. It temporarily shuts down any one gate between the cubes of Acheron. If the spell is cast just as a creature enters a gate, the creature vanishes into the gate and immediately reappears out of it, effectively going nowhere. A sealed gate displays the seal of the wizard who cast the spell. The gate seal of a wizard who has no personal sigil displays the face of the caster. The gate seal lasts for 1 turn per caster level, and when cast on a battlefield, all *cubehopper* spells fail within the area of the ongoing battle.

The material component of the spell is a bar of steel.

The reversed form, *unseal gate*, only negates the *gate seal* and *gate ward* spells. Its material component is a twig, which is snapped as the spell is completed.

Notes: Uncommon in the PLANESCAPE setting; otherwise, very rare (and useful primarily on Acheron).

Gate Ward

(Abjuration)
Reversible



Level: 2

Range: 0

Components: V, S, M

Casting Time: 3

Duration: 1 rd./level

Area of Effect: 1 gate

Saving Throw: None

The *gate ward* spell temporarily shuts down any one gate between the cubes of Acheron. If the spell is cast just as a creature enters a gate, the creature vanishes into the gate and immediately reappears out of it, effectively going nowhere. A warded gate displays the seal of the caster. The *gate ward* of a wizard who has no



personal sigil displays the face of the caster. Anonymous versions of the spell are said to exist, though no confirmed example of this has been verified.

The material component of the spell is a bar of steel engraved with the wizard's seal and bent into a circle.

The reversed form, *remove gate ward*, counters a *gate ward* (but will not counter a *gate seal*, which is a more powerful spell). The material component is a small, flat piece of iron with a jagged edge.

Notes: Uncommon in the PLANESCAPE setting; otherwise very rare.

Gateway

(Alteration)

(Dimension)

Level: 8

Range: 10 yds.

Components: V, S, M

Casting Time: 8

Duration: 1 rd. + 1 rd./level

Area of Effect: 10-ft. diameter disk

Saving Throw: None

By means of this spell, the caster creates a magical portal to another location on the same plane that the wizard has previously visited. The wizard and other individuals can cross freely between one side of the portal and the other for the duration of the spell.

The gateway appears as a vertical disk 10 feet in diameter. Through the portal on one side, the terrain beyond can be clearly seen. The other side of the disk is a smooth gray surface. The portal cannot be called into being in the same space as another object but can be placed against a wall or other flat surface.

Creatures can pass through freely from one side of the portal to the other, but nonliving material cannot unless brought by living creatures. Each side of the gateway maintains its own environment, so that opening a portal into a live volcano or at the bottom of the ocean poses no danger to someone on the other side unless he chooses to cross into such a deadly area.

The *gateway* can be cast only into areas that the wizard has himself visited. In addition, there is a success rate dependent on distance from the source.

Distance	Success
Within 100 miles of the area	100%
Within 500 miles of area	50%
On different planet	10%
In different solar system	5%

Failure indicates that no such portal can be opened. Gateway portals cannot open into other planes of existence or be cast while on any plane other than the *Prime Material*.

A *gateway* can be dispelled by the caster at will, by a successful *dispel magic*, or by the spell duration elapsing. Any living thing caught in the portal as it collapses must make a Dexterity check or be sliced between two different locations, presumably killed instantly.

The material component of this spell is a handful of earth or the equivalent from the caster's location.

Notes: Uncommon spell. Known to be in *Elminster's Traveling Spellbook*.

Gauntlet

(Alteration, Evocation)

(Force)

Level: 1

Range: 0

Components: V, S, M

Casting Time: 1

Duration: 9 rds.

Area of Effect: One of the caster's hands

Saving Throw: None

This spell creates a translucent, silent, nonconductive glove of magical force around one of the caster's hands. This glove cannot be crushed, so the caster can use it to wedge doors open, keep even the great weight of a falling portcullis from slamming down, and so on. The caster can remove his hand from the *gauntlet* if it is so wedged, but cannot it put back in. The wedge remains in effect until the spell expires or a *dispel magic* spell causes the *gauntlet* to vanish.

The *gauntlet* can be used to strike for 2d4 points of damage per blow, with the caster's normal THAC0. It gains no attack or damage bonuses but is considered a +4 magical weapon for purposes of what it can hit. It can touch or handle heat, acid and other flesh-corrosive substances, and boiling liquids or vapors without suffering harm. Diseases cannot be transmitted by it or cling to it, so molds and mummy rot can be freely handled and not passed on to another being who later touches the *gauntlet*. No substance or creature can adhere to the *gauntlet*,

regardless of what methods are used. In other words, a *spider climb*-using mage could not, and neither could a *viscid glob*, gibbering moulder secretion, stirge barb, mimic pseudopod, or *web* spell. The glove does not grasp or strike with any force beyond the caster's normal strength.

A spellcaster cannot cast any spell with somatic components while the *gauntlet* is in place. It can be banished instantly by the caster's silent will, ending the spell.

The material component of this spell is a lump of clear glass or rock crystal large enough to fill the caster's palm.

Notes: Uncommon in the FORGOTTEN REALMS setting; virtually unknown elsewhere.

Gauntlet of Teeth

(Evocation)

(Force)

Level: 6

Range: 10 ft./level

Components: V, S, M

Casting Time: 5

Duration: 6 rds.

Area of Effect: Special

Saving Throw: ½

This spell creates a whirling oval of disembodied teeth in midair. The countless teeth all face one way, and they spin around each other in random arcs within an oval area 8 feet long or tall and 4 feet across at its widest extent. The caster can, in any round in which he does no other spellcasting, mentally direct the *gauntlet* to fly about at MV Fl 9 (MC: A), tilting it as desired. (Its orientation is vertical when it first appears.) If other spellcasting is undertaken by the caster, the teeth of the *gauntlet* whirl about in a stationary location until control is resumed. The *gauntlet* can form about a target creature, and it compresses to fit through any opening at least as large as the caster's head.

The teeth are constructs of force and can penetrate any nonmagical armor. They cause any creature 6d4 points of damage on contact (or per round of continued contact with immobile creatures). They do no damage to objects. If a *gauntlet of teeth* can pass through a target creature—that is, move up to, envelop, and continue onward beyond it—damage is increased by an additional 2d4 points. If circumstances permit (for example, a *gauntlet of teeth* moving down a narrow passage occupied by a file of beings), the *dweomer* can harm up to 12 beings per round, but

it deals the specified damage to each only once. (In most cases, only one or two victims are affected in a round.)

Magical armor of any sort (not bracers or rings) provides some protection from the gauntlet. Its damage is reduced by 2 points for each magical plus of the armor worn (*leather armor* +2 would reduce the damage by 4 points). The minimum damage caused by the gauntlet is 2 points.

The material components of this spell are at least seven teeth. They are consumed by the spell.

Notes: Rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere.

Gaze Reflection

(Alteration)

(Dimension)

Level: 1

Range: 0

Components: V, S

Casting Time: 1

Duration: 2 rds. + 1 rd./level

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 that requires eye contact, 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; the spellcaster suffers no effects from the gaze attack. Creatures whose gaze attacks are reflected receive a saving throw against their own gaze effect. This spell is only effective against attacks in which the attacker's gaze must be met. The spell does not affect vision or lighting.

Notes: Common spell (PHB).

Geas

(Enchantment/Charm)

(Mentalism)

Level: 6

Range: 10 yds.

Components: V

Casting Time: 4

Duration: Special

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.

Notes: Common spell (PHB).

Geirdorn's Grappling Grasp

(Evocation)

(Force)

Level: 4

Range: 10 yds./level

Components: V, S, M

Casting Time: 4

Duration: 2 rds./level

Area of Effect: Creates 1 hand

Saving Throw: None

This magic brings into being a hand-shaped force, invisible to all but the caster, which can be used to grapple objects and even certain spell effects.

Only the caster can direct the hand, which is twice the size of the caster's own left hand. Directing *Geirdorn's grappling grasp* precludes spellcasting; if such is undertaken, the hand merely hangs motionless until concentrated upon again. Control can be assumed and neglected several times within the spell's duration, if desired.

The hand can move through the air as rapidly as the caster normally moves. It can grip but not strike: The hand cannot touch living matter, but it can grasp parapets, locks, keys, levers, weapons, etc. with the same strength as the caster. Small objects can be carried about, to a maximum of 10 pounds.

The hand cannot manipulate things with any delicacy, but it can slow or prevent their movement for one round. Weapons cannot be wielded by the spell force, but the hand can hinder the weapon of any nonliving enemy so as to cause a -2 attack roll penalty.

A primary use of this spell is to combat the various *Bigby's hand* spells. This spell can lessen the damage dealt by the *Bigby's hand* spells by $1d4+1$ hit points. If a *Bigby's hand* spell causes no damage, *Geirdorn's grappling grasp* keeps the former from taking effect for one round.

The material component of this spell is a glove or a finger bone.

Notes: Very rare spell from the FORGOTTEN REALMS setting; known to be in *Galadaster's Orizon*.

Geisya Cantrip

This is the oriental form of the cantrip spell, see cantrip.



Gemidan's Icicle

(Evocation)

Level: 1

Range: 20 yds./level

Components: V, S, M

Casting Time: 1

Duration: 1 rd.



Area of Effect: One object or creature

Saving Throw: None

When cast, this spell summons an ice-blue bolt that streaks to its intended target like a *magic missile*. It inflicts $1d4$ points of damage on one opponent ($2d4$ to fire-based or fire-using foes) and causes a 1-foot-thick patch of ice to form over a 3-foot radius at its impact point. The spell is designed to hit foes in their eyes (blinding them for one round) or their hands (disrupting spellcasting for one round). The target area is named at the time of casting. The ice dissolves into mist after one round.

This variant of the *Snilloc's snowball* spell was created by Gemidan, Khelben's youngest apprentice. Like its parent spell, it has the benefits of greater range at higher levels and can be used against objects (triggering traps or placing ice on torches to extinguish lights, etc.).

The material component for this spell is a piece of ivory or a small chunk of ice.

Notes: Known by Gemidan, Khelben, Laeral, and those trained by them; very rare.

Gemidan's Paralytic Missile

(Evocation)

Level: 2

Range: 40 yds. + 10 yds./level

Components: V, S

Casting Time: 1

Duration: 1 rd./level

Area of Effect: 1 creature

Saving Throw: Neg.

This spell generates a missile of green magical energy that lances out of the caster's fingertip and always hits its target creature or person; the target must be at least partially visible for the spell to work. A creature struck by a *paralytic missile* is immobilized for 1 round per level of the caster. A successful saving throw vs. paralysis negates the effect.

Originally a miscast *magic missile* spell, Gemidan and Khelben both found it to be a useful application as a defense for lower level mages. Khelben promptly gave the spell's particulars to Mage Civilar Thyriellantha Snome, the senior watch-wizard.

Notes: Known by Gemidan, Khelben, Laeral, the Watchful Order of Magists & Protectors of Waterdeep, and the Watch-Wizard Corps; uncommon or rare. The effect of the saving throw has changed from previous versions of the spell.

Gemjump

(Abjuration)
(Artifice)

Level: 7

Range: 0

Components: V, S, M

Casting Time: 2 rds.

Duration: Instantaneous

Area of Effect: The caster

Saving Throw: None

This spell allows the caster to immediately teleport without error to the location of a specially enchanted gem. The teleport will always be on target (never high or low). If the area the gem is in is too confined, the caster will appear in the nearest sufficiently large space. This transport is one-way, and the spellcaster cannot jump back to his initial location by use of this spell.

This spell is initially cast upon a special gem known as a *roguestone*. The roguestone is not destroyed in the initial casting or subsequent activation of the spell. At any time after the stone is enchanted, by uttering a command word, the caster can immediately teleport to the location of the gem. The caster can use the roguestone to gemjump any time after the initial casting.

There is no time limit, and the caster can be slain, *resurrected*, *reincarnated*, *shapechanged*, or become undead and still be able to use the roguestone to gemjump. Gemjumping requires only the uttering of a word, whether the caster is in chains or otherwise bound, or within a magical entrapment such as a *force cage*. The caster can be on a different plane or planet than the stone and still have it function. The caster cannot use the command word if *feble-minded*, asleep, unconscious, petrified, paralyzed, or insane, nor will the gemjump operate if the caster or the roguestone is within an *antimagic shell*. Only the caster and his normal clothing will be transported; any chains, equipment, or allies will be left behind.

The roguestone itself radiates no detectable magical energy unless it is in the process of gemjumping. Multiple gemjumps can be cast on a single roguestone by separate wizards. These additional spells do not negate the previous gemjumps on the roguestone. A *limited wish* will reveal the number (though not the identity) of gemjumps cast on a roguestone. Only a full *wish* will dispel those magics on a roguestone. Physical destruction of the roguestone will also destroy the magic, though spellcasters who have links

with a roguestone will be aware of its destruction. The roguestone saves as rock crystal.

Notes: Uncommon spell. Known to be in *Elminster's Traveling Spellbook*.

Genie Contract

(Enchantment/Charm)



Level: 4

Range: 0

Components: V

Casting Time: 1 turn

Duration: Special

Area of Effect: 2 creatures

Saving Throw: None

This solemn spell binds two parties in a permanent contract, the terms to which they must both agree. Both parties must swear to honor those terms; failure to do so results in a penalty to one or the other. Genies commonly use this spell to set conditions for mortal lovers, to bind themselves to a sha'ir's service, to hoodwink mortals when making bets, or simply to outline the terms of an obligation or a favor. Neither *remove curse* nor *dispel magic* affects a genie contract.

This spell is an absolute prerequisite if a genie and *ins* (the genie name for nongenies) intend to bear offspring.

Notes: Uncommon in arabian settings; otherwise very rare.

Gentle Reminder, Nybor's

See Nybor's gentle reminder.

Gesture, Laeral's

See Laeral's gesture.

Ghast Creation

(Necromancy)

Level: 5

Range: 0

Components: V, S, M

Casting Time: 1 turn

Duration: Instantaneous

Area of Effect: 1 ghoul

Saving Throw: None

The *ghast creation* can be cast only on a properly prepared ghoul; the spell creates one ghast. The ghoul must make a successful saving throw vs. death magic or be utterly destroyed by the process.

The resulting ghast is normal for its type in every way (see the *MONSTROUS MANUAL Tome*).

When first created, the ghost is subservient to the caster. This may change if the creature is not well treated or its needs are not supplied.

The ghoul's body must be infused with a special liquid that costs 400 gp to produce. The infusion process takes a full hour. The casting of the *ghost creation* spell must be preceded by a *bestow curse* and followed by an *enchant an item* spell. Creating a ghost is an evil act.

Notes: Restricted to necromancers; very rare. (Updated from *DRAGON Magazine*.)

Ghastly Hands

(Necromancy)

Level: 3

Range: 0

Components: V, S

Casting Time: 3

Duration: 2 rds./level.

Area of Effect: The caster

Saving Throw: None



When this spell is cast, the flesh of the wizard's hands changes to resemble the flesh of a ghost. Those within 10 feet of the wizard will smell a sickening stench; if they have met ghosts before, they will recognize the stench as being similar to the nauseating odor given off by those beasts, though it has no other adverse effect.

Any human or demihuman (including elves) touched by the wizard must make a successful saving throw vs. paralyzation or be paralyzed for 4 + 1d6 rounds. Only one creature can be touched per round, and the wizard must make a successful attack roll. The wizard can end the spell at will (but not the paralyzation, which runs its course).

Notes: Restricted to savage mages and necromancers; very rare. (Updated from *DRAGON Magazine*.)

Ghelkyn's Wounding

(Necromancy)

Level: 4

Range: Touch

Components: V, S

Casting Time: 4

Duration: Special (1 turn max.)

Area of Effect: Creature touched

Saving Throw: Neg.

This spell enables the caster to steal vital energy (hit points) from a foe that the caster touches. A successful attack roll is required to touch hostile or wary targets, but the spell need

not be unleashed until contact is made.

If a touch is not made within one turn of casting, the spell is lost. The spell drains 2d8+1 hit points from the victim unless a successful saving throw vs. spell is made. One of the drained hit points is always lost in the transfer, but the caster gains the remainder as healing energy. Any existing damage to the caster can be healed instantly by the influx of energy. Any excess hit points that are left after all damage is cured are retained for 1 turn. Any damage to the caster during that turn is first taken from these excess hit points. After the turn ends, the excess hit points are lost.

A target creature that successfully saves against *Ghelkyn's wounding* loses only 1 hit point, which is not gained by the caster. The target is then stunned (unable to take any action during the round and acts last in the following round).

The caster of a *Ghelkyn's wounding* spell can also choose to give vital energy to a target. If the target is willing or unconscious, no saving throw is necessary. An undead creature is harmed by such a gift of energy: The caster gives up the hit points, and the undead creature suffers the same amount of damage if it fails a saving throw vs. spell. If a target successfully saves, it is stunned (unable to take any action) during the remainder of the round and acts last on the round following. In the case of creatures able to alter their state or location (phase, teleport, gaseous form, etc.), any such change is prevented until the end of the round following the caster's touch.

Notes: Very rare; virtually unknown outside the *FORGOTTEN REALMS* setting.

Ghost Armor

(Conjuration)

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 1

Duration: 1 rd./level

Area of Effect: 1 creature, size H or smaller

Saving Throw: None

An improved version of the *armor* spell, *ghost armor* provides the recipient with a suit of ghostly, translucent plate armor. The plate armor provides an Armor Class of 3 to the user, which can combine with Dexterity and other magical bonuses. If the recipient is already AC 3 or better, the spell has no effect. Magical bonuses from existing armor (*leather armor* +2, for example) are not added to the ghost armor.

Ghost armor has no weight and does not restrict the wearer in normal movement, spell-casting, or thieving. The armor is magical force, not metal, and so is not vulnerable to attack from rust monsters or the *heat metal* spell.

The material component of this spell is a fragment of real armor that has been worn in battle.

Notes: Uncommon spell. Known to be in *The Collected Wisdom of Snilloc*.

Ghost Blade

(Alteration)

Level: 2

Range: 0

Components: V, S, M

Casting Time: 2

Duration: 2 rds. + 2d4 rds.

Area of Effect: 1 wooden item

Saving Throw: None

This spell temporarily transforms any wooden object that is longer in one direction than in another and of less than 35 lbs. or so (an average man-sized being must be able to lift it in one hand) into a sword. The sword can be of any one-handed type, from a short sword to a long sword, and is considered a magical weapon for purposes of what it can hit. It inflicts the normal damage of the weapon type selected (gaining neither damage nor attack bonuses from the magic), and can be wielded by any being as if she were proficient with it. The caster can cause the magic to end instantly before the spell duration expires. The wooden item—usually a staff, cudgel, furniture leg, or tree limb—is not consumed by the spell and reappears whole at the end of the spell duration even if the *ghost blade* was broken or bent during use.

The spell's material components are a handful of iron filings and a drop of water from any pool or body of water once struck by lightning.

Notes: Known to the Seven Sisters and some other wizards; rare.

Ghost Light

(Conjuration)

Level: 1

Range: 120 yds.

Components: V, S, M

Casting Time: 5

Duration: Concentration

Area of Effect: 10 linear feet

Saving Throw: None



With this spell, the wu jen summons a ghostly green radiance anywhere within the range of the spell. The light can be used to illuminate some object or can be shaped in any form within the limits of the area of effect. Furthermore, the caster can control the movement of the light. The *ghost light* could be formed in the shape of a man and then commanded to walk or fly, for example.

The spell lasts as long as the caster continues to concentrate on it. Common superstition holds that various evil spirits radiate a light similar to that produced by the *ghost light* spell. Intelligent creatures with a low rating or those less than 1 Hit Die must make a saving throw vs. spell upon seeing the ghost light. If the saving throw is successful, the creature stands its ground, albeit nervously. Those who fail panic, running at their full movement rate away from the light for 1 round. If they are unable to flee, they cower and attempt to hide. If forced to fight under these conditions, they suffer a penalty of -2 on attack rolls.

The material component for this spell is a piece of phosphorus.

Notes: Common in oriental settings; otherwise very rare.

Ghost Pipes

(Alteration)

(Song)

Level: 2

Range: Touch

Components: V, S

Casting Time: 1 rd.

Duration: Until touched by a living creature

Area of Effect: 1 instrument

Saving Throw: None

When this spell is cast, the wizard can cause any one nonmagical musical instrument to play itself. The instrument must be whole and in playing condition. It need not be an instrument that the wizard himself can play, but he must be able to softly whistle or hum the desired tune. This tune can be no more than one minute long.

Upon releasing the instrument, it glows as if limned with *faerie fire* and levitates at the level it was released. The various parts of the instrument (keys, valves, strings, etc.) move under the control of the magic. Upon reaching the end of the song, the instrument repeats the tune over and over until stopped.

The *ghost pipes* stop playing when any living

creature touches the instrument. The radiance fades and the instrument slowly settles to the ground.

This spell was originally created by Vangerdahast of Suzail, currently royal magician to King Azoun IV. It was made available through the Council of Mages. Royal scuttlebutt claims firmly that the august and puissant Vangerdahast is deeply embarrassed by this early attempt at spell research and would have banned it completely except that His Majesty enjoys the spell as a novelty. The throne room is often filled with an orchestra of levitating, glowing instruments.

Notes: Uncommon spell. Known to be in *The Libram of Lathintel*. (Note that this spell's level is 2nd, not 3rd, as has been given in some sources.)

Ghost Production

Lost spell. It is believed that, even if successful, the ghost was not under the caster's control.

Ghost Rigging

(Conjuration/Summoning
(Province: Wind))



Level: 4
Range: 120 yds.
Components: V, S, M
Casting Time: 4
Duration: 1 hr./level
Area of Effect: 1 vessel
Saving Throw: None

Used primarily at sea, this magic creates a "ghostly" rigging on a ship or other vessel, which functions just as normal rigging does. Sorcerers typically use the spell to replace damaged sails or masts that have snapped—especially when the crew is no longer sufficient to rig the ship by other means.

The rigging always matches the vessel's needs. Thus, an unmasted galleon gains three masts, each with a billowing set of sails. A raft or barge acquires a single sail, sufficient to help it on its way. The vessel moves normally for its type.

The conjured rigging performs as normal rigging in all ways—even in combat. It is vulnerable to damage just as normal rigging would be. Further, a successful *dispel magic* or similar spell can destroy it.

The rigging is translucent and glows dimly; sails provide a soft radiance even at night. The caster can place a personal symbol on the sails to advertise his presence. For instance, one sorcerer-pirate creates sails that resemble screaming faces,

appearing and disappearing as the wind catches the ghostly fabric.

The material components of this spell are a bit of canvas and string. When the spell is cast, the components expand and change to become the ghostly rigging.

Notes: Common in arabian settings; otherwise very rare.

Ghostfire

Lost spell, referenced in the novel Prism Pentad.

Ghostgrail

(Abjuration, Alteration, Necromancy)

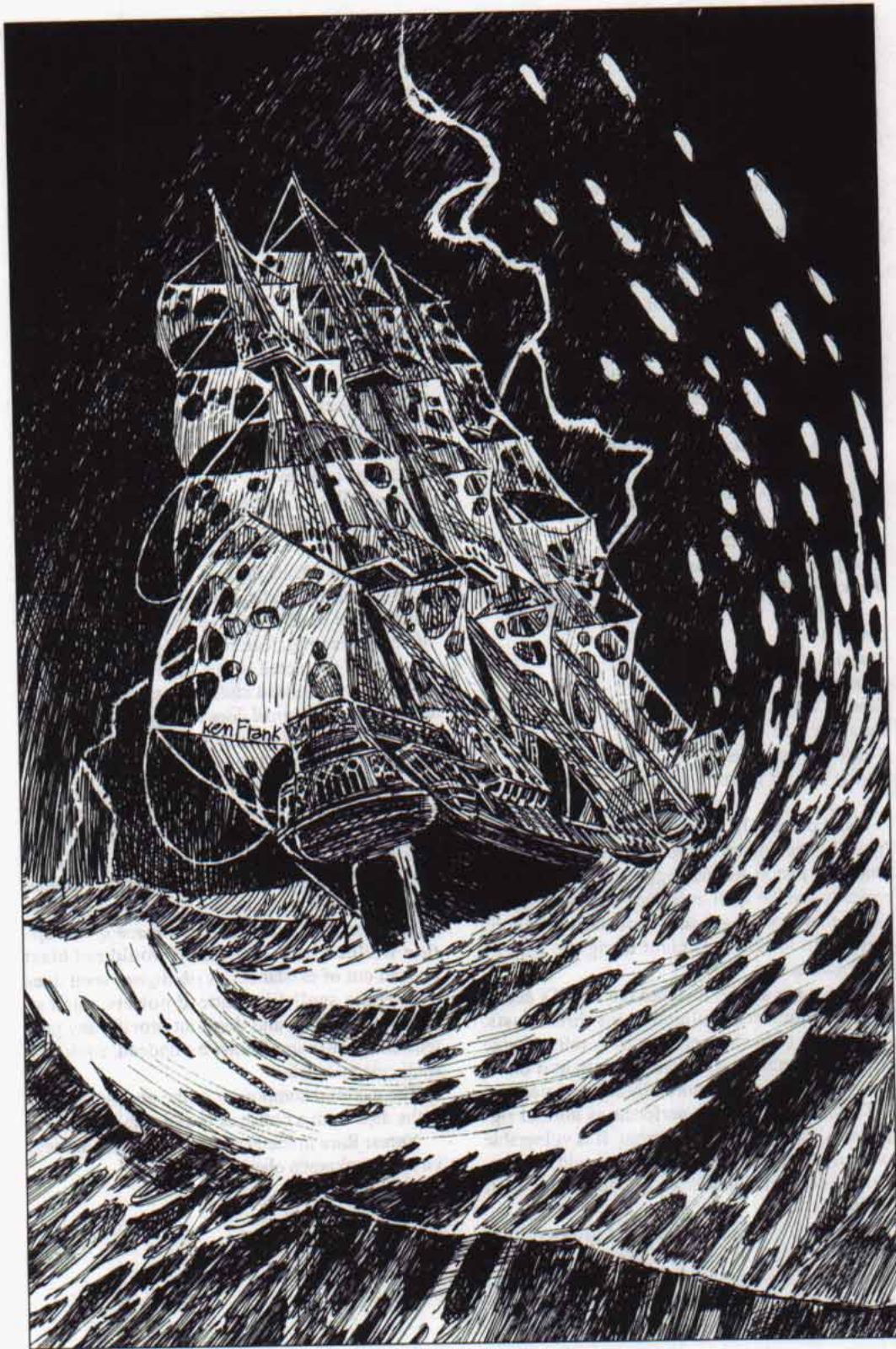
Level: 6
Range: Touch
Components: V, S, M
Casting Time: 6
Duration: 1 rd./level
Area of Effect: Creature touched
Saving Throw: None

This spell affects the caster or a single creature touched during spellcasting. It makes the recipient immune to all undead special powers (level or Strength draining, fear, mummy rot, and the like), so that the protected being suffers only physical damage from undead attacks. A wizard under the effects of a *ghostgrail* does not age when encountering a ghost and need not make a saving throw when hearing a banshee wail.

Moreover, the spell allows the protected being to see, hit, and damage undead with normal weapons (shadows are always seen, vampires can be struck when gaseous, and so on). This temporarily overrides undead immunities, but also negates any special bonuses the recipient receives against undead (for example, a *mace of disruption* wielded by the recipient would not blast undead out of existence). A *ghostgrail* spell does not negate spell-like undead powers, such as phasing or flying, and does not provide any protection against spells cast by undead, such as a spell cast by a lich.

The material component of the *ghostgrail* spell is the dust from a coffin or burial slab.

Notes: Rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere.



Ghosharp

(Evocation)

(Song)

Level: 1

Range: 0

Components: S, M

Casting Time: 1

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None

This spell enables a caster to silently and unobtrusively make harp music performed much earlier—performed or heard by himself—be heard again. The volume and apparent origin of the music are under the caster's control. Sung or spoken words cannot be conveyed by means of this spell, but messages, recognition motifs, and even magical triggers can all be carried by the right tune performed in the proper manner.

The spell can be used to play several tunes, in any order and sounding as if they come from various directions and distances, so long as all of this music was audible while the spell was memorized and the spell duration is not exceeded. Silences can be placed between tunes or between repetitions of the same tune by the spellcaster.

The casting of this spell requires only that the caster's flesh directly touch a tiny model of a harp (which can be inside a pocket or under clothing), as the will is bent on unleashing the music. The model harp vanishes as the spell takes effect. This spell is usually used to distract foes or captors, to impress folk with the caster's powers, or to trick people into thinking the caster is a harpist or that a harpist is somewhere close by.

Notes: Restricted to the Seven Sisters, their apprentices, and select Harpers; *uncommon*. Optionally available to bards and song mages; *uncommon*.

Ghoul Gauntlet

(Alteration, Necromancy)

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 6

Duration: Special

Area of Effect: 1 human

Saving Throw: Neg.

This rare and horrible curse causes the victim to be slowly transformed into a ravening, flesh-eating ghoul (see the description of ghouls in the

MONSTROUS MANUAL Tome for details). The transformation process usually begins at the limb or extremity (usually the hand or arm) closes to the location touched by the caster at the onset of the spell. The victim suffers 1d2 points of damage each round while the body slowly dies and transforms into a ghoul's cold, undying flesh.

The victim is entitled to an initial saving throw to resist this deadly transformation. If failed, only a *limited wish*, *wish*, or *restoration* spell will end the condition. A *dispel magic* or *remove curse* is effective only if cast within three rounds of the touch. During the early stages of the spell, the original afflicted extremity might also be severed and burned to terminate the spell.

If the extremity affected by the *ghoul gauntlet* is amputated while the victim has lost less than 20% of total hit points, then only a hand or foot may need to be severed (inflicting 1d4+1 points of damage, requiring a system shock roll to remain conscious, and resulting in the loss of the limb's mobility and functions). After the victim has lost 20%–50% of total hit points, however, an entire limb must be cut off, with the loss of 1d12+4 hit points and a required system shock roll. Initially, the transformed flesh of the victim has no paralytic powers or any of the special abilities of ghouls. As the spell unfolds, the advancing front of dying flesh inexorably traverses the entire body, and the victim dies once the *ghoul gauntlet* reaches the heart or brain (that is, upon reaching 0 hit points due to the spell). Healing spells, potions, or magical items have no power to cure or reverse this affliction.

One full day after the victim has died, unless the remains are burned, the subject awakens as a full-fledged ghoul. The new undead is now a fawning slave, utterly under the control of the necromancer who cast the nefarious spell.

The material components include a fingernail of a corpse and a pinch of purple mandrake root. Both of these are consumed by the casting of the spell.

Notes: Restricted to undead spellcasters; rare.

Ghoul Lattice

(Necromancy)

Level: 8

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: 100 yds./level

Saving Throw: None



Stealing corpses from graveyards for raw materials can be a time-consuming task without the use of this spell. Casting it creates a small tunnel that extends chaotically from the point where the spell was cast and then divides into a series of shafts, connecting with any number of graves or other subterranean pockets within the area of effect.

The tunnels are 4 feet in diameter, circular, and an average of 6 feet below the surface. The tunnels intersect in a maze-like fashion, but the only place they emerge at the surface is at the point where the caster stands. (If cast underground, the tunnels never reach the surface.) The spell creates a random latticework of tunnels through which new undead minions can be summoned or necromantic spell components harvested.

The material components for this spell are a long fingernail and a pinch of dirt from a grave.

Notes: Restricted to necromancers and undead spellcasters; *uncommon*.

Ghoul Touch

(Necromancy)

Level: 2

Range: 0

Components: V, S, M

Casting Time: 2

Duration: Maximum 1 rd./level

Area of Effect: 1 person

Saving Throw: Special

When this spell is in effect, the caster's touch causes any single human, dwarf, gnome, half-elf, a halfling, to become rigid for 3–8 (1d6+2) rounds unless the victim makes a successful saving throw vs. paralysis.

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

Notes: Restricted to necromancers; *uncommon*.

Giant Fur

(Alteration)

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: Creature touched

Saving Throw: None



This spell causes the recipient's body hair to grow thickly in a matter of seconds, covering him with a layer of matted hair that provides armor protection equivalent to that of padded armor (AC 8). Any member of a mammalian race, intelligent or not, can benefit from this spell, even if he keeps his hair shaved off. Thri-kreen and other nonmammalian beings are not affected by this spell. Successive castings on an individual have no effect as long as a previous casting is in effect. The armor does not hinder movement or prohibit spellcasting—it's the recipient's own body hair, after all—and the hair shrinks back into the body at the spell's end. The spell lasts until successfully dispelled or until the wearer takes cumulative damage totaling greater than 8 hit points plus 1 hit point per level of the caster. This spell's protection is cumulative with normal shield and Dexterity bonuses but not with protective spells like armor.

The material component for this spell is a strand of giant hair.

Notes: Available on Athas; very rare. (Updated from *DRAGON* Magazine.)

Giant Size

(Alteration)

Reversible

Level: 8

Range: 0

Components: V, S, M

Casting Time: 1 turn

Duration: 2–8 rds.

Area of Effect: The caster

Saving Throw: None



This spell allows the wu jen to assume truly gigantic proportions. As soon as the spell is cast, the wu jen must make a system shock roll. If the roll is failed, the individual permanently loses 1 point of Constitution. The spell causes the wu jen to instantly grow, adding a height of 3 feet for every level of experience. An 18th-level wu jen would be about 60 feet tall and a 29th-level wu jen would stand a colossal 93 feet tall. The Strength of the wu jen increases proportionately—1 point of Strength for every three levels of experience, to a maximum of 25. However, the giant form is awkward and clumsy, so the wu jen does not receive any hit bonuses for his increased Strength (although he does receive damage bonuses). The percentile scores for an 18 Strength are ignored, going directly from 18 to 19 in Strength. Damage bonuses for Strengths above 18 are equal to +6,

plus 1 point for every point of Strength greater than 18. The Armor Class of the wu jen is improved by 1 for every 12 feet of height gained. The hit points of the wu jen remain unchanged. The movement rate also remains unchanged, because of the slow and lumbering body of the caster.

While in giant form, the wu jen cannot cast spells of any type. Items carried by the wu jen do not increase in size, except for normal clothing. Obviously, because of this, the wu jen cannot use normal weapons. However, he can uproot trees to use as clubs (2d10 points of damage, plus Strength) if a successful bend bars/lift gates roll is made. Boulders can be hurled, again if a successful bend bars/lift gates roll is made. Each boulder thrown causes 3d6 points of damage. Other acts of rampage and destruction must be adjudicated by the DM, using the general guidelines of Strength and the bend bars/lift gates roll. Also, since the spell causes a sudden spurt of growth, the caster should take care in picking the place the spell is used. If cast underground or in an area smaller than the full size attained by the caster, the caster will take damage, possibly even dying because of the squeezing and crushing that occurs.

The material component for this spell is the scale of a dragon or hairs from the head of a giant.

The reverse of this spell is *minute form*. When cast, the size of the caster reduces by three inches per level. An 18th-level caster reduces by 54 inches. When the caster shrinks to one inch in height only $\frac{1}{10}$ th of an inch is lost per level thereafter. The maximum reduction allowed is $1\frac{1}{10}$ th inch tall. The Armor Class of the caster remains unchanged. However, the individual must be seen to be hit! The movement rate is reduced by 1 per foot of height lost. Upon reaching the last foot of height, the movement rate is reduced by 1 for every further 3-inch reduction in height. The movement rate cannot be less than 1 per round.

Upon reaching one foot in height, the creature suffers only half normal damage from falls. At one inch or less of height, no damage is suffered from falls. However, the creature is highly susceptible to winds and breezes and can be blown about easily by *gust of wind*, *wind breath*, and similar spells. Although all items shrink when this spell is cast, most are rendered unusable or negligible in their effect. The ranges and effects of magical items and spells are adjusted proportionately to their size.

The material component for this spell is a flea,

swallowed by the caster.

Notes: Common in oriental settings; otherwise very rare.

Giant Strength, Tenser's

See Tenser's giant strength.

Gift of Life — Elf (Elven High Magic)

Level: 9

Range: 1 yd./level

Components: V, S, M

Casting Time: 8

Duration: Instantaneous

Area of Effect: 1 undead creature

Saving Throw: Neg.

This powerful high magic spell has an effect unlike any other. It restores undead creatures to life. Undead creatures are allowed a saving throw vs. death magic, but they can only make such a roll at a level equal to half their Hit Dice. An 18th-level lich, for example, would make a saving throw vs. death magic as if it were actually a 9th-level wizard.

If the undead creature fails its saving throw, it is immediately restored to life as it was just before its death, if it died by unnatural causes. It is restored to life as it was 10 years before its death if it died of old age or similar causes. The restored creature is stunned and incapable of any action for 1d4 turns as it slowly realizes what happened.

The restored creature returns to life at an appropriate experience and Hit Die level, and with its original alignment and abilities. It will, however, be wearing the same clothes, and carrying whatever equipment (if any) that it did as an undead creature.

This spell does not necessarily change the alignment of a creature who was originally evil, but the elves recount legends of wicked liches or vampires who were restored through this spell, repented their old lives, and changed alignment, dedicating themselves to the defense of elves.

The material component of this spell is a gold medallion in the form of the sun (worth at least 500 gp).

Notes: Restricted to elves able to cast High Magic, such as those of Evermeet.

Give Wounds

See cause light wounds.

Glamer, Elonia's

See Elonia's glamer.

Glassee

(Alteration)
(Alchemy, Artifice, Earth)

Level: 6
Range: Touch
Components: V, S, M
Casting Time: 1 rd.
Duration: 1 rd./level
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.

Notes: Common spell (PHB).

Glassteel

(Alteration)
(Alchemy, Artifice, Earth)

Level: 8
Range: Touch
Components: V, S, M
Casting Time: 8
Duration: Instantaneous
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 spell-caster), 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.

Notes: Common spell (PHB).

Glassremove, Duhlark's Glasstrike, Duhlark's

See Duhlark's glasstrike.

Glitterdust

(Conjuration/Summoning)
(Alchemy)

Level: 2
Range: 10 yds./level
Components: V, S, M
Casting Time: 2
Duration: Special
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.

Notes: Common spell (PHB).



Globe of Invulnerability

(Abjuration)

(Geometry)

Level: 6

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 rd./level

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.

Notes: Common spell (PHB).

Gloom

(Alteration)

(Shadow)

Level: 4

Range: 60 yds. + 10 yds./level

Components: V, S, M

Casting Time: 4

Duration: 1 turn/level

Area of Effect: 120-ft. radius

Saving Throw: None

This spell weakens light sources of any kind in the area of effect. Light equal to daylight in brightness or intensity (including *continual light*) is reduced to a deep twilight gloom. Torches and magical weapons illuminate only a 5-foot radius, and lamps, lanterns, and other magical light sources illuminate only a 10-foot radius. The spell covers a 120-foot radius, and can be made mobile if cast on an object.

Light-based combat penalties for creatures of darkness are negated within the area of effect, and monsters that cannot abide the touch of daylight (vampires, for instance) are fully capable of acting under the veil of gloom. Light-based spells

are halved in effect; for example, a *sunburst* from a *wand of illumination* is reduced from 6d6 to 3d6 damage against undead.

The material component is a special incense prepared by the caster.

Notes: Rare spell. (Updated from *POLYHEDRON* Newzine.)

Glorious Transmutation

(Alteration)

(Alchemy)

Level: 9

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: Instantaneous

Area of Effect: 50–500 lbs. iron or
0–100 lbs. lead

Saving Throw: None

This spell turns iron into silver or lead into gold at the caster's option. The *prime ingredient* for this spell is a magical item called the *philosopher's stone*, which must be touched by the wizard and alchemically combined with the metal during casting. The formula for mixing the stone and the metal must be known by the caster; the spell is useless without it. (The exact ingredients and formula are decided by the DM 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 1d10 × 50 pounds of iron into an equal quantity of silver or 1d10 × 10 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 can be used per casting of the spell. The entire philosopher's stone is consumed in the process.

Notes: Uncommon spell (ToM).



Glowing Globe, Nchaser's

See Nchaser's glowing globe.

Gnostic Chain, Galathar's

See Galathar's gnostic chain

Golden Revelation, Nystul's

See Nystul's golden revelation.

Gong of Isolation, Otto's

See Otto's gong of isolation.

Graft

(Alteration, Necromancy)

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: Special

A spellcaster invoking a *graft* spell can attach an appendage of another creature to the recipient's body in place of a missing limb. The

appendage must take the place of a lost limb—that is, the caster cannot place the arm of another creature onto a body that had no such limb before, nor add an extra arm in the middle of its chest. Additionally, the limb to be grafted must also perform roughly the same function as the old one; consequently, a wizard cannot attach a foot to an arm stump.

The appendage can be of any size, but the recipient must be able to manipulate it with his current Strength. If the limb is overly cumbersome or exceptionally different from the original, it may inhibit movement or limit spellcasting ability. The appendage to be replaced can be anywhere on the body: arms, legs, feet, hands, or parts thereof; but it cannot be the head. The replacement can be of any form, so a gargoyle's claw, a bear's forepaw, or a human hand could take the place of a lost hand, claw, or paw.

The appendage to be grafted must have been alive within the hour before the spell is cast or the graft will not take. The member to be grafted can be successfully joined provided that the recipient of the limb makes a successful system shock roll upon completion of the casting. A failed roll indicates that the graft does not take, and the limb withers and dies in one day. If the graft does take, then the new member will remain in place and function normally.

The recipient might receive Strength or Dexterity bonuses or penalties based on the grafted limb. The grafted appendage has its original immunities and weaknesses, including Armor Class and damage ability, so long as such bonuses and penalties were physical in nature and did not result from special characteristics of the limb's original body. (Thus, innate spellcasting abilities, psionic ability, magic resistance, and Strength bonuses other than for grasping do not apply.) For example, if a wizard grafted on the hand of an arcanaloth, his new hand would be AC -2, would take only half damage from cold, and would inflict 1d4 points of clawing damage. The hand would no longer be magic resistant (as is an arcanaloth's hand). A wizard grafting on the forefoot of a lizard might have an improved Armor Class for that hand, but probably would not be able to cast spells due to the low potential dexterity of a lizard's claw. The hand of an ogre (the largest-size humanoid whose limbs can be so used) would allow for a grasping Strength of 18; however, the wizard could not lift weights as an ogre.

The spell requires the appendage to be grafted and a prepared mixture made up of the blood of the being to which the member originally

belonged, a *potion of polymorphing* (self or other), a *potion of extra-healing*, and at least 10,000 gp worth of powdered moonstone. The prepared mixture is consumed when the spell is cast.

Notes: Very rare spell. Known to be in *Laeyndar's Book of Metamorphoses*. (Updated from *DRAGON Magazine*.)

Graft Flesh

(Alteration, Necromancy)

Level: 5

Range: 0

Components: V, S, M

Casting Time: 5

Duration: Special

Area of Effect: 1 person

Saving Throw: None

With this spell, a wizard can graft any freshly taken flesh to the body of the recipient, either replacing a lost limb or serving as a disguise. The spell only functions on living human, demihuman, or humanoid subjects of up to ogre size. Grafted tissue must be of the same species as the host. The *graft flesh* spell cannot be combined with other enchantments (such as *embalm* or *spirit bind*) that are used to preserve a corpse.

The duration is limited only by the compatibility of the grafted flesh to the host's body. Flesh taken from the recipient (such as a severed limb) can be permanently reattached with this spell. If the grafted limb was taken from a fresh corpse, however, the maximum duration of the spell is 1 day/level of the caster. Only musculo-skeletal tissues are affected by this spell; it cannot be used to graft organs or attach additional appendages (such as an extra arm) to the recipient.

The *graft flesh* spell can also disguise the subject (who may be the caster) with flesh from a cadaver. While the subject gains the facial and bodily appearance of the deceased individual, the transformation is only "skin deep." The recipient retains his normal voice, knowledge, spells, and other abilities. Furthermore, the subject does not gain any physical or sensory abilities associated with his new appearance (for example, the spell cannot replace lost eyesight). This application lasts 1 day/level of the caster.

For the duration of the spell, grafted flesh literally becomes an extension of the host's own body (affected tissue radiates a faint aura of



necromancy, however). The recipient has complete control over the flesh as if it were natural. At the conclusion of the spell, however, the grafted flesh slowly deadens and ultimately drops away. A successful *dispel magic* ends the spell prematurely.

The material component is the host's own severed limb or else a suitable replacement from a fresh corpse (dead for no longer than 1 day per level of the caster). By the conclusion of the spell, all grafted flesh has decayed past all utility and cannot be used in a subsequent casting.

Notes: Restricted to necromancers; common.

Graft Flesh — Lich's

See graft limb.

Graft Item

(Necromancy)
(Artifice)



Level: 8
Range: 0
Components: V, S
Casting Time: 1 rd.
Duration: Instantaneous
Area of Effect: The caster
Saving Throw: Neg.

This spell is similar to the *graft limb* spell, but allows the caster to graft any item, magical or otherwise, to its flesh in order to replace a lost limb. The attachment is instantaneous and permanent, and the item functions normally. There is no way to remove the object short of cutting it off.

At the DM's discretion, the caster might be able to graft additional items to its body and use them—obviously, its abilities will have to be specifically adjudicated. In the RAVENLOFT setting, the sight of such a modified creature will certainly evoke a horror check.

Notes: Restricted to undead spellcasters; rare.

Graft Limb

(Necromancy)



Level: 8
Range: 0
Components: V, S
Casting Time: 1 rd.
Duration: Instantaneous
Area of Effect: The caster
Saving Throw: Neg.

Should an undead spellcaster, such as a lich, fall victim to a vorpal weapon or otherwise lose a limb, it can cast this spell and graft parts from dead bodies on to its own; the grafted limb will function normally. At the DM's discretion, a lich can even graft additional appendages to its body and use them—obviously, its abilities will have to be specifically adjudicated. In the RAVENLOFT setting, the sight of such a creature will certainly evoke a horror check.

Notes: Restricted to undead spellcasters; uncommon.

Grappling Hand, Halaster's

See Halaster's grappling hand.

Grappling Grasp, Geirdorn's

See Geirdorn's grappling grasp.

Grasp the Magic Since Used

A MYSTARA setting spell, aka reverse teleport.

Grasping Hand, Bigby's

See Bigby's grasping hand.

Graymantle, Grimwald's

See Grimwald's graymantle.

Grease

(Conjuration)

(Alchemy)

Level: 1
Range: 10 yds.
Components: V, S, M
Casting Time: 1
Duration: 3 rds. + 1 rd./level
Area of Effect: 10 × 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 rung, 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.

Notes: Common spell (PHB).



Grease Slick

(Alteration)
(Alchemy)

Level: 3
Range: 10 yds.
Components: S, M
Casting Time: 3
Duration: 2 rds./level
Area of Effect: 15 × 15 ft. area
Saving Throw: Special

This variation of the *grease* spell allows a wizard to create a spray of grease that erupts from his fingertips and can extend up to 10 yards away from his body. The grease coats all objects within a 15-foot by 15-foot area.

Objects coated by the grease become slippery, slimy, and subject to the effects of a *grease* spell (save vs. spell or fall). Further, individuals in the area of effect who are carrying weapons and other objects must, for each object, make a successful saving throw vs. spell at a -2 penalty. Failure means the object slips from the individual's grasp. Individuals attempting to pick up

greased items must make a successful saving throw vs. spell at a -3 penalty to grasp any one object. Once a saving throw is made for an object, it can be handled normally.

The material component of this spell is a pinch of lard.

Notes: Very rare spell.

Great Shout

(Evocation)
(Song)

Level: 8
Range: 0
Components: V, M
Casting Time: 1
Duration: Instantaneous
Area of Effect: Cone, 90 ft. long × 20 ft. wide
Saving Throw: Special

Upon uttering the *great shout*, the caster releases a stunning force, akin to a *horn of blasting*, from his mouth in a 90-foot by 20-foot cone, with additional damage inflicted along a narrow path in the center of the cone, 1 foot wide by 8 feet long.

All creatures within the general area of effect must save vs. spell. Those which do not save are stunned for two rounds, deafened for four rounds, and suffer 1d10 points of damage. Those who do save are stunned for only a single round and deafened for two rounds.

Damage is much greater along the narrow path at the heart of the *great shout*. Boulders can be split, cottages leveled, and powerful gates breached by this part of the shout. It inflicts structural damage as if the *great shout* were a missile flung by a large catapult (see "Siege Damage" in the *DMG*) with a -2 modifier to the saving throw. All items, magical and nonmagical, within the narrow path of the shout must make a saving throw vs. crushing blow or be destroyed. Creatures within the narrow path take 2d20 points of damage if they fail their saving throw and 1d10 points of damage if they make their saving throw. Deafness and stunning effects apply as described above.

The *great shout* is extremely taxing and dangerous to the user. The shout drains 2d4 hit points from the caster, and in addition the caster must make a system shock roll or die from the exertion.

The material component of this spell is any item that radiates a magical aura, including those temporarily invested with *Nystul's magic aura* as well as magical items. Powerful items such as artifacts and unique weapons cannot be used to

power the *great shout*. The item is destroyed in the process.

Notes: Rare spell from the FORGOTTEN REALMS setting; known to be in *The Spell Book of Daimos*.

Great Thump — Geisya

(Evocation)



Level: 4

Range: Touch

Components: V, S, M

Casting Time: 1

Duration: 1 turn/level

Area of Effect: Creature touched

Saving Throw: Neg.

When a *great thump* is cast, the *wu jen* thumps the attacker with an ornamental fan and berates the offender. Unless a saving throw is successful, the attacker suddenly loses all interest in attacking anything. If the creature is attacked, the spell is broken. This spell affects only those creatures that can be affected by *thump*.

Notes: Common to individuals with *geisya* training; otherwise rare in oriental settings; virtually unknown elsewhere. (Updated from *DRAGON Magazine*.)

Greater Detect Undead

(Divination, Necromancy)



Level: 2

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 3 turns

Area of Effect: 1 mi./point of Intelligence

Saving Throw: None

With this spell, the caster can detect all undead within range. Range is equal to the caster's Intelligence score in miles. The detection is omnidirectional. The caster need not remain stationary. The spell indicates direction but not specific location, distance, or the type of undead—for instance, the caster might sense a small number of undead about ten miles north, a single undead creature about 100 feet to his left, and so on. The undead receive no saving throw against this detection, nor is the spell hindered by obstacles of any kind, save magical warding like *nondetection*.

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

Notes: Restricted to undead spellcasters of 11th level or higher; uncommon. This spell can be researched only in the RAVENLOFT setting.

Greater Distraction — Ninja

(Illusion)



Level: 3

Range: 20 yds.

Components: S

Casting Time: 3

Duration: 1 turn/level

Area of Effect: 1 creature

Saving Throw: Neg.

With this spell, the ninja causes the victim to become distracted by a sensation. The caster decides what the sensation will be before he casts the spell. Typical sensations include itching, the feeling that one's hands are grubby, or the need to answer nature's call.

If the victim fails a saving throw vs. spell, the sensation will not stop distracting him until he deals with it (by scratching the itch, washing his hands, etc.) or until the spell duration ends. Once either of these conditions is met, the distracting sensation ends. A victim who makes the save feels the sensation momentarily, but it goes away almost immediately. The victim is never aware that a spell was cast, whether he saves or not.

This is another spell used by intruding ninja to maneuver guards or intended targets out of position.

Notes: Restricted to ninja spellcasters and those trained by them; common.

Greater Malison

(Enchantment/Charm)

Level: 4

Range: 60 ft.

Components: V

Casting Time: 4

Duration: 2 rds./level

Area of Effect: 30-ft. radius sphere

Saving Throw: None

This spell operates exactly like the 3rd-level *minor malison* spell; it allows a wizard to adversely affect all the saving throws of his enemies. The wizard places a -2 penalty on the saving throws of all hostile creatures within the area of effect. Optionally, the wizard can impose a -3 penalty to saving throws against spells from one school of magic. This penalty is not cumulative with the specialist wizard saving throw penalty; the penalty is not increased to -4.

Notes: Uncommon spell (ToM).

Greater Sign of Sealing

(Abjuration)

(Geometry)

Level: 6

Range: 0

Components: S, M

Casting Time: 1 turn

Duration: Permanent

Area of Effect: Special

Saving Throw: 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, 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 to 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*.

Third, 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 can 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.

Notes: Uncommon spell (PO:SM).

Greater Spelldream

(Invocation, Illusion/Phantasm)

Level: 6

Range: 10 yds./level

Components: V, S

Casting Time: 6

Duration: 1 turn/level

Area of Effect: 1 creature

Saving Throw: Special

Like the 4th-level *lesser spelldream*, but more powerful, the *greater spelldream* spell allows the caster to remove spells of 6th level or less from a slumbering creature, who must be visible to the caster or specifically named during spellcasting.

When the spell is cast, the recipient is allowed a save vs. spells with a -5 penalty. If the save succeeds, the spell is lost, and the intended recipient instantly awakens.

This occurs during an enforced slumber, which can be broken by any physical attack on the recipient (such an event will jolt the recipient into instant alertness). The enforced slumber is accompanied by dreams, and the caster of this spell can choose one image per level to feature in these dreams (typically, the caster shapes a sequence of images showing the recipient how he came to be enspelled, or why the caster has chosen to remove those spells).

The spell effects are unraveled slowly, without doing harm to the caster of the *spelldream* or the recipient, and without triggering any spell traps or defensive effects. Note that spells that have been made permanent cannot be unraveled in this way. Spells not subject to *dispel magic* cannot be unraveled unless the caster makes a saving throw vs. spell at a -5 penalty. Failure means the spell is transferred to the caster.

While a *spelldream* is unfolding, the recipient's mind cannot be contacted or influenced by any other being. Thus, a wizard can pass information to a creature who is under magical thought surveillance without risk of the information being detected.

Notes: Common for Dream mages; otherwise rare.

Grimwald's Graymantle (Necromancy)

Level: 5

Range: 5 yds./level

Components: V, S, M

Casting Time: 5

Duration: 1 rd./level

Area of Effect: 1 creature

Saving Throw: Neg.

On the round of casting, a small skull or bone is imbued with a silvery-gray radiance. The skull or bone can then (in the next round) be touched to an opponent or thrown to the limit of the spell's range against a target. In cases of touching the skull to an opponent, the attack is +2 to hit. Otherwise the chances of hitting are normal, according to the mage's normal THAC0.

If the skull or bone hits the target, the gray radiance is transferred from the skull to the creature, covering it entirely. For the duration of the spell, the creature cannot regain hit points by any means. Natural regeneration (such as that of trolls) is stopped as are the effects of a *ring of regeneration*, *potion of healing*, or *staff of cur-*

ing. Spells that return lost hit points (*cure light wounds*, *heal*) will not work on that individual. Other necromantic spells will function normally, including those that cure other afflictions (*disease*, *blindness*). Those that remove hit points (*cause light wounds*) are unaffected by the spell.

Should the gray-wrapped skull or bone miss the target, or should the target make a saving throw vs. spell (at -2 for those administered by touch), the *graymantle* fades and the spell has no effect.

Upon the expiration of the spell, automatic healing abilities and items such as the *ring of regeneration* or the troll's regenerative ability are restored and regenerate hit points normally. Any healing attempted during the spell's duration is lost.

The material component of this spell is the skull or bone used.

Notes: Uncommon or rare spell. Known to be in *The Tome of the Covenant*.

Ground Flame

Lost spell, referenced in the novel, Prism Pentad.



Ground Fog

(Invocation)
(Air, Water)



Level: 3
Range: 0
Components: V, S
Casting Time: 10 rds.
Duration: 1 hr./level
Area of Effect: One 50 × 50-ft. square/level
Saving Throw: None

This spell creates a ground fog or mist that rises only knee high on a normal human (about two feet). The mist fills an area defined by the spellcaster, laid out as 50-foot × 50-foot squares. The first square must be centered on the caster. The others can be laid out in any pattern so long as every square shares a complete border with another square. Indoors, the fog fills only the level or floor where the caster stands. It cascades down stairs and into pits but evaporates after a few feet.

The fog is full of moving swirls and eddies. An invisible individual moving through the fog does not create enough of a stir to reveal his presence more readily than normal. The ground is generally not visible beneath the fog. It is quite possible for a corpse to be lying on the floor and be completely covered by the fog. A *detect magic* spell will reveal an aura of invocation.

This spell may seem innocuous, but to a vampire spellcaster it is a deviously simple trap. The gaseous form of the vampire is easily concealed by the fog. In effect, he can rise up out of the fog anywhere and attack with surprise. Alternatively, the spellcaster or undead minions can lie down under the fog cover, then leap up to attack or strike at passing legs.

The material component of the spell is a pinch of lamb's fleece.

Notes: Common for undead spellcasters; uncommon for mages of Air, Water, Frost, and Weather; very rare for others.

Grue Conjunction, Nystul's

See Nystul's grue conjunction.

Guardian — Pluma

(Conjuration/Summoning)



Level: 2
Range: 0
Components: V, S, M
Casting Time: 1 turn

Duration: 3 hrs./level
Area of Effect: Up to 30-ft./level radius
Saving Throw: None

A guardian spell will alert the caster if a living creature above a certain size (specified at the time of the casting) approaches within a certain distance of the caster. The spell will awake the individual from a sound sleep.

Any size creature can be indicated—including the tiniest—but the caster will be constantly alerted to the approach of insects, mice, etc. Since the spell gives no indication of the size of the approaching being, this may be somewhat unsettling.

The material component of the spell is the ear of a bat.

Notes: Restricted to practitioners of *pluma* magic (the Maztica setting); common.

Guardian, Serrel's

The 3rd-level guardian spell, see Serrel's guardian.

Guardian Mantle

(Abjuration, Invocation)

Level: 7
Range: 0
Components: V, S, M
Casting Time: 7
Duration: 1 turn + 1 rd./level
Area of Effect: The caster
Saving Throw: None

The guardian mantle spell creates a blanket of translucent bluish energy that encases the caster's body as protection from melee and missile attacks. Those attempting to attack the caster must roll a successful saving throw vs. spell at a -4 penalty or find the attack foiled by the mantle. Attackers using magical weapons can add the weapon bonuses to the saving throw. Maintaining this defensive enchantment requires no concentration on the part of the caster, who can cast spells or choose to ignore attackers. The mantle does not protect against spells or spell-like powers and cannot be made permanent. While the mantle is in effect, it suppresses all of the caster's other protective magics for its duration. For example, neither a *globe of invulnerability* nor an *amulet of life protection*, neither a *ring of regeneration* nor *bracers of defense*, will operate while this spell is in effect.

The material components are a piece of blue velvet and a gem of at least 500 gp value.

Notes: Very rare spell.

Guards and Wards

(Alteration, Enchantment/Charm, Evocation)
(Geometry)

Level: 6

Range: 0

Components: V, S, M

Casting Time: 3 turns

Duration: 1 hr./level

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 \times 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.

Notes: Common spell (PHB).

Guess, Hornung's

See Hornung's guess.

Guise of the Yak-Man

(Illusion)



Level: 5

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn/level

Area of Effect: Creature touched

Saving Throw: Neg.

This spell makes the target look, feel, smell, and sound like one of the hideous yak-men. It is an extremely powerful illusion that cannot be detected through normal or magical means, short of *true seeing*, and cannot be dispelled save through the use of a *wish*. Even creatures that are normally unaffected by illusions or phantasms are affected by this spell.

The *guise of the yak-man* spell has two possible uses. The first is beneficial. Because of an ancient pact between yak-men and geniekind, dao will never harm or interfere with a yak-man. The target of this spell will not be harassed or harmed by dao, though that individual has no other special powers over the genie races.

The second use comprises a means for the caster to do away with someone without dirtying his own hands. Everyone hates yak-men, and most denizens of civilized areas will attack these creatures on sight. By casting this spell upon someone, the wizard virtually guarantees that his victim will avoid cities or be killed upon entering one.

The material component of this spell is hair from a yak-man, which is not at all easy to obtain. A successful saving throw vs. spell negates this spell's effect.

Notes: Uncommon in arabian lands; unknown elsewhere.

Gullship — Elf**(Alteration)**

Level: 7
 Range: 10 yds.
 Components: V, S, M
 Casting Time: 1 turn
 Duration: 1 hr./level
 Area of Effect: 1 vessel
 Saving Throw: None

When cast, this spell allows a single normally water-borne vessel to fly. The vessel can be no longer than 10 feet per level of the caster, and it must still rely on the winds to move (MC E). The caster can control the vessel's altitude up to 100 feet per level. A vessel raised with this spell will lower itself gently to sea level as the spell ends; it will not come crashing down. The caster need not maintain concentration, except when changing altitude.

The material components of this spell are a small model boat and the feather of a seagull.

Notes: Common for elves, who jealously guard it; otherwise very rare.

Gunther's Kaleidoscopic Strike**(Invocation/Evocation)****(Geometry)**

Level: 8
 Range: 5 yds./level
 Components: V, S
 Casting Time: 8
 Duration: Instantaneous
 Area of Effect: 1 spellcaster
 Saving Throw: Neg.

When this spell is cast, a thin beam of shimmering, kaleidoscopic light shoots from the wizard's fingertips toward a target spellcaster. That individual is allowed a saving throw to resist the beam.

This spell has no effect on non-spellcasters, causing them no harm whatsoever. Creatures with innate spell-like abilities are also unaffected. Against those using memorized spells, this dwomeer can be devastating. It "short-circuits" the arcane energy stored in a spellcaster's mind, wiping away memorized spells. Lost spells are dissipated without effect and 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 might 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. Spells drained from a given level are determined randomly.

Notes: Uncommon or rare spell (ToM).

Gust of Wind**(Alteration)****(Air)**

Level: 3
 Range: 0
 Components: V, S, M
 Casting Time: 3
 Duration: 1 rd.
 Area of Effect: 10 ft. wide × 10 yds./level long
 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 × 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.

Notes: Common spell (PHB).





Haelyn's Bow

(Enchantment)
Reversible
(Artifice)



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

When a wizard casts this spell upon a short bow, long bow, or crossbow, the bow gains a +1 bonus to attack and damage rolls for a number of rounds equal to the wizard's level. The bonus conferred by this spell adds to any magical bonus the bow already carries.

The spell takes effect when the first shot is fired and then lasts for the full duration, which is one round per caster level. The first shot must be fired within 8 hours of the casting or the enchantment is lost. Multiple spells can be cast upon the bow, with cumulative bonuses.

The reverse of this spell, *cursed bow*, confers a -1 penalty to attack and damage rolls for a number of rounds equal to the caster's level.

The material component is a stone arrowhead.

Notes: Common in the BIRTHRIGHT setting; very rare elsewhere.

Hail of Stone

(Conjuration/Summoning)
(Earth)



Level: 1
Range: 120 yds.
Components: V, S, M
Casting Time: 1 rd.
Duration: Instantaneous
Area of Effect: 5-ft. sq./level
Saving Throw: None

Upon casting this spell, the wu jen summons a rain of stones in the area of effect, causing damage to creatures and objects within this area. An attack roll is made against every creature in the area of effect, at the caster's chance to hit. A hit means the creature has been hit by one or more stones falling from the sky. The damage caused is 1d3 points per level of the caster (10d3 maximum). Any number of creatures can be struck by these stones if within the

area of effect.

The material component for this spell is a piece of jade worth at least 1 ch'ien (5 gp), which is thrown at the desired target.

Notes: Common in oriental settings; otherwise very rare.

Hailcone

(Evocation)
(Air)

Level: 4
Range: 10 yds./level
Components: V, S, M
Casting Time: 4
Duration: 1 rd.
Area of Effect: 30-ft. diameter cone
Saving Throw: None

The spellcaster causes large hailstones (2 inches across and greater) to rain down in a conical area, from a point 30 feet above a surface or target downward in a cone that opens to a 30-foot base diameter. Creatures within this area of effect suffer 3d10 points of damage, and any exposed items must make a successful saving throw vs. crushing blow to avoid damage.

If the spell is cast in midair, there is a danger zone up to 30 feet below the broad base of the cone; creatures in this area take 1d10 points of damage and items that are fragile and exposed must save vs. crushing blow. Creatures beneath the danger zone might be struck by odd hailstones and thus become aware of the spell's effect, but these hailstones will have no appreciable force and will inflict no damage.

The material components of the hailcone are a pinch of dust and a few drops of water.

Notes: Very rare spell from the FORGOTTEN REALMS setting. Known to be in *Aubayreer's Workbook*.

Hair

(Alteration, Invocation/Evocation)

Level: 1
Range: Touch
Components: V, S
Casting Time: 1
Duration: Instantaneous
Area of Effect: 1 creature
Saving Throw: Neg.

This useful spell allows the caster to perform one or more of the listed functions on his own

or another person's hair (the artistic ability or barbering nonweapon proficiencies are a plus). The functions are:

- Trim or cut the hair
- Style the hair
- Wash, cleanse, and dry the hair
- Lightly dye or bleach the hair

The change lasts until the person's hair grows out naturally or becomes dirty again. An unwilling subject receives a saving throw vs. spell to avoid the caster's attentions.

Notes: Rare spell. Known to be in *Prismal's Pocket Library, Vol. I.*

Halaster's Grappling Hand

(Evocation)

(Force)

Level: 5

Range: 10 ft.

Components: V, S

Casting Time: 5

Duration: 4 rds. + 1 rd./level

Area of Effect: Creates 1 hand

Saving Throw: None

This spell creates a translucent, 5-foot tall magical left hand of force. Silent and noncorporeal, the hand appears within ten feet of the spellcaster and moves with him. It can pass through nonmagical, unliving matter easily; door frames, missiles, and so on do it no harm. It lasts without concentration while the caster engages in other activities, including spellcasting.

The hand acts only when a magical attack, such as a *magic missile* or *lightning bolt*, is directed at the caster, or when a hostile creature armed with magic attempts to attack the caster. The spell intercepts any magic targeted directly on the caster. The hand does not stop wide area effects that incidentally include the caster, such as a *fireball*.

The hand moves to block any creatures armed with magic that try to approach the caster, stopping them as if it were a solid barrier. Innately magical creatures (such as most constructs) are generally blocked, though their natural attacks inflict full damage. Special creatures with virtual immunity to most spells are unaffected (for example, a true golem would walk right through the hand unless it was actually carrying a magical weapon).

The hand is lightning-quick, and can defend against several magical attacks or one creature in a round. It tries to intercept all such attacks, taking their damage itself. The hand is AC 0,

has the same hit points as the caster in full health, and has the caster's saving throw against special attack forms. Magical weapons can damage the hand, inflicting one point of damage for every combat bonus of the weapon. For example, a *dagger* +2 inflicts two points of damage upon the hand. Individuals or monsters without magical weapons, items, or armor pass freely through the hand.

The caster should make a Dexterity check to see if the hand successfully intercepts a magic-based attack. If it does, all damage is suffered by the hand (if the hand is destroyed, any damage it did not stop affects the caster). *Dispel magic*, negation, or cancellation effects and spells destroy the hand instantly. Once a *grappling hand* has been created, it cannot be ended by will of the caster or anyone else before its duration runs out; to remove it, a *dispel magic* must be used.

The *grappling hand* does not stop and is not affected by normal missiles or any nonmagical thrown item. Most creatures cannot harm a hand by attacking it, unless using enchanted weapons (which inflict only their magical bonuses as damage to the hand).

Notes: Known to Halaster, archmage of the FORGOTTEN REALMS setting.

Hallucinatory Terrain

(Illusion/Phantasm)

Level: 4

Range: 20 yds./level

Components: V, S, M

Casting Time: 1 turn

Duration: 1 hr./level

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 yards × 120 yards × 120 yards.

The material components of this spell are a stone, a twig, and a bit of green plant—a leaf or grass blade.

Notes: Common spell (PHB).

Halo of Eyes

(Conjuration)

Level: 4

Range: 0

Components: V, M

Casting Time: 4

Duration: 1 turn/level

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 feet. The caster can see



opponents on all sides of him, providing they are not invisible; and therefore cannot 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 eyes, 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.

Notes: Uncommon spell.

Hand — Dragon

(Invocation/Evocation)

Level: 2

Range: 5 yds./level

Components: V, S

Casting Time: 2

Duration: 2 rds./level

Area of Effect: Special

Saving Throw: None

The spell brings into being a faintly glowing area of force similar in size and shape to a human hand. It has four fingers and an opposable thumb. The fingers of the hand are much more precise in their movements than, for example, an *unseen servant*. The Dexterity ability score of the fingers is equal to the casting dragon's Intelligence, plus 1d3-1.

The hand is very weak when compared to typical dragon strength. It can lift objects weighing up to 60 pounds and can apply an equivalent amount of force. Thus it can crush only the most fragile of objects. The hand cannot wield a weapon or throw an object.

The hand can deliver a single slapping attack per round; its THAC0 is the same as the dragon's. The slap causes no damage, but a successful hit will break a spellcaster's concentration and ruin a spell.

The dragon must have a direct line of sight to the hand. As soon as the dragon's view of the hand is blocked, the spell ends.

Hand is one of the few draconic spells that might possibly be learned by a nondragon.

For dragons unable to polymorph or shapechange into human or demihuman form, the lack of small manipulating digits is a real problem. They can't write, they can't open small jewelry boxes, and so on. The *hand* spell solves this problem.

Notes: Common for dragons; otherwise very rare. Known to be in the *Draconomicon*.

Hand of Darkness — Drow**(Alteration)**

Level: 3

Range: 10 yds./level

Components: V, S, M

Casting Time: 3

Duration: 1 turn + 1 rd./level

Area of Effect: 30-ft. radius sphere

Saving Throw: None

This spell cloaks light sources quickly and with great precision. On the round after casting, the radiances caused by glowing magical items, *light* and *continual light* spells, torches, fires, and other sources within the 30-foot-radius area of effect are negated. The sources themselves are not extinguished (an unseen fire still burns fuel and beings coming into contact with it), they simply give off no light while in the affected area. Those in the area cannot see light from outside, and light sources brought into the area are negated. Creatures requiring light for vision suffer standard penalties for operating in total darkness. The spell has no effect on infravision.

The spell area of effect is targeted as if the caster were attacking (an attack roll using the caster's THAC0 is required). A missed attack causes the spell center to be other than where it was intended; use the grenade-like missile scatter diagram from the DMG.

The *hand of darkness* cannot be dispelled by subsequent casting of *light* or *continual light* spells. The effect continues until the *hand of darkness* spell itself expires or is dispelled.

The material components of this spell are a piece of coal or handful of ash, a small sphere of black glass or stone, and a scrap of black cloth, fur, or hide.

Notes: Restricted to drow; common.

Handfangs**(Alteration, Necromancy)**

Level: 4

Range: 0

Components: S, M

Casting Time: 4

Duration: 1 rd./level

Area of Effect: Caster's hands

Saving Throw: None

This spell conjures bony fangs or hooked teeth that protrude from the back and/or knuckles of one or both of the caster's hands, or a

single other extremity, though the fangs appear only on bare flesh, not beneath footwear or clothing.

The fangs are sharp enough to saw through bindings, tear cloth, or slash opponents (for 1d2 points damage), but they have a more potent attack: the first time handfangs touch another's living flesh, they inject a virulent poison that *slows* a victim for 1d4 rounds (no saving throw) and instantly inflicts 1 point of damage per level of the caster. The poison's effects can be removed by a *neutralize poison* spell, but *slow poison* is ineffective. This nerve-numbing attack functions only once per casting, not once for each fanged hand.

The material component is a flake or chip of bone from any source, and the somatic component is a subtle, almost unnoticeable gesture.

Notes: Known by Shaaan (Shay-an) the Serpent Queen, of the FORGOTTEN REALMS setting. (Updated from *DRAGON* Magazine.)

Harm**(Necromancy)**

Level: 7

Range: Touch

Components: V, S

Casting Time: 7

Duration: Instantaneous

Area of Effect: Creature touched

Saving Throw: None

The *harm* spell corrupts the victim's life energies, causing the loss of all but 1d4 hit points. Noncorporeal, nonliving, and extraplanar creatures are not affected by the spell. A successful touch attack is required, and the caster has a +4 bonus to the attack roll. The damage must be healed naturally or cured with magic. Unlike the 6th-level priest spell, *heal*, this spell is not reversible. Casting *harm* is an evil act.

Notes: Restricted to evil necromancers, evil witches, and those trained by them; uncommon.

Handy Mirror, Prismal's

See Prismal's handy mirror.

Handy Timepiece, Drawmij's

See Drawmij's handy timepiece.

Harp, Melisander's

See Melisander's harp.

Haste

(Alteration)

Level: 3

Range: 60 yds.

Components: V, S, M

Casting Time: 3

Duration: 3 rds. + 1 rd./level

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 (like all magical aging, this requires a system shock roll). The spell is not cumulative with itself or with similar magic (including *boots of speed* and *potion of speed*).

Its material component is a shaving of licorice root.

Notes: Common spell (PHB).

Hasten Growth

(Alteration)

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 2 hrs.

Duration: Instantaneous

Area of Effect: Animal touched

Saving Throw: Neg.

This can be cast once per week upon any animal, including a giant variety. If a saving

throw vs. spell is failed, the creature ages by one month instead of one week, undergoing any physical changes associated with the normal passage of time. Casting this spell more than once per week on the same animal may afflict it with magic-induced changes, a degenerative disease, system shock, genetic damage, or other penalties at the DM's option. The spell is most often used to accelerate maturation during breeding experiments.

The material components are: a pinch of spinach and a spoonful of cod liver oil.

Notes: Very rare spell. (Updated from *Imagine Magazine*.)

Hatch the Stone from the Egg

(Alteration, Enchantment, Evocation)

(Alchemy, Earth)

Level: 7

Range: Touch

Casting Time: 1d4 + 4 hrs.

Components: V, S, M

Duration: Special

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 through 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 spell requires the magical item known as the *philosopher's egg*. This is an enchanted retort (a long-necked piece of glassware) used to distill an alchemical mixture. The egg is not destroyed upon completion of the spell and can be used again (XP value: 1,000; the other property of the egg is to reduce by half the time required to produce any fluid by means of alchemy.)

Notes: Uncommon spell (ToM).

Haunted Sleep, Tasirin's

See Tasirin's haunted sleep.

Heal Self — Phaerimm

(Necromancy)

Level: 6

Range: 0

Components: V, S, M

Casting Time: 6

Duration: Special

Area of Effect: The caster

Saving Throw: Special

This healing spell is usable only by the phaerimm. When it is cast, a saving throw vs. spell is required. If the throw fails, the casting phaerimm is healed of only 4d8 points of damage (to the limit of damage previously taken). Blindness, poison, weakness, or nausea, however caused, are banished from the phaerimm's body.

If the throw succeeds, *all* damage is healed, including the restoration of full use to broken limbs and damaged organs. All afflictions (including rot grub and other parasitic infestations, diseases such as mummy rot, and even lycanthropy) are ended.



In addition, the phaerimm temporarily gains 1 point of Strength, with the applicable bonuses (a phaerimm possessing 18 Strength attains 19 Strength, regardless of any percentile normally possessed). This augmentation lasts for 1 turn, plus 1 round per level. The healing effects of the spell cannot be dispelled, although new damage can be taken.

This healing spell requires as its material components two drops of water, a drop of blood, and a gemstone of not less than 100 gp value. The phaerimm holds these in one tentacle, claps that tentacle to its body, and intones the spell.

Notes: Restricted to phaerimm; common.

Healing Dream

(Enchantment/Charm)

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 3

Duration: 8 hrs. + 2 hrs./level

Area of Effect: 1 sleeping creature

Saving Throw: Neg.

Casting this spell induces a deep, unbreakable sleep in which the subject dreams peacefully of the most comforting images or events his mind imagines. During the dream, the sleeper cannot be awakened normally, not even by wounding. However, during each hour after the first eight, the dreamer heals wounds at an astonishing rate, recovering 2 hit points per hour.

If this enchantment is magically countered, or if the sleeper is affected by a *true nightmare* or *sleepwalking* spell, the healing effect is stopped. Likewise, a successful *dispel magic* spell not only wakes the sleeper, but also stops the healing.

The material components for this spell are a bear's claw, a strip of dreamwillow bark, and the dried, crushed petal of a blue lotus flower.

Notes: Restricted to Dreammaster mages, non-evil witches, and those of gypsy blood. (Updated from *DRAGON* Magazine.)

Healing Touch

(Alteration, Necromancy)

Level: 3

Range: 0

Components: V, S

Casting Time: 3

Duration: One touch

Area of Effect: 1 living being

Saving Throw: None

When the caster touches a living being, life energy is transferred from the caster to the subject being. If the being is unwilling, a successful attack roll is required.

The caster rolls 1d6, and this is the number of temporary hit points bestowed upon the subject and subtracted from the caster's total. The caster must then make a successful saving throw vs. spell or be paralyzed for 1d4 rounds. Any transferred hit points over the target's normal total are lost. The temporary hit points are the first lost to any subsequent damage, and any remaining after one hour per caster level are lost.

When cast upon an undead creature, this spell inflicts damage equal to the number of hit points lost by the caster.

This spell was developed by Stavros of the Skulls to fulfill an order of the Lords of Waterdeep. It is essentially a reversed version of the *vampiric touch* spell.

Notes: Known by the mage Stavros; uncommon for the Watch-Wizards' Guild of Waterdeep; virtually unknown outside the FORGOTTEN REALMS setting.

Heart of Stone

(Necromancy)

Level: 8

Range: 0

Components: V, S, M

Casting Time: 1 day

Duration: 1 year

Area of Effect: The caster

Saving Throw: None

This potent spell exchanges the wizard'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.

From any slashing or piercing attack (type S or P), the wizard suffers only 1 point of damage, plus any magical adjustment for the weapon. For example, a wizard struck by a *long sword +1* suffers only 2 points of damage. Strength and specialization bonuses are ignored. Note that while the caster may not feel a sword in his rib cage, any damage sustained interrupts spellcasting. A wizard who is dismembered suffers no additional damage other than the inconvenience of having his limbs removed, and a severed limb reattaches if held in place for one full turn.

The *heart of stone* is also partially effective against bludgeoning attacks (type B) since it prevents bruising, swelling, and crushed blood vessels. Against bludgeoning weapons, the wizard only suffers half normal damage. *Cause wound* spells always inflict minimum damage against a wizard protected by this spell.

In addition to resisting injury, the *heart of stone* also renders the character immune to fatigue and exhaustion, whether normal or magical. The caster also gains a +4 bonus to saving throws vs. petrification attacks.

While the *heart of stone* is quite powerful, it has limitations. First, determined physical attacks can eventually destroy the wizard despite his unnatural resistance to injury—a mob of angry peasants with hatchets and spears can finish off the wizard one 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. 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 wizard vulnerable in one other way: his own real heart can be destroyed, instantly slaying him. Naturally, the wizard will 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 wizard who currently has 6 points of damage suffers 6d6 points of damage 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 gp. It must be prepared by use of the *enchant an item* spell. The stone is not consumed at the spell's end and can be used again if it is undamaged.

Notes: Uncommon (PO:SM)

Heartcall

(Divination)

Level: 3
Range: Special
Components: V, S, M
Casting Time: 3 turns
Duration: 1 turn
Area of Effect: 1 creature
Saving Throw: None

This spell indicates approximate direction and distance of the subject's true love, if such a one exists. Sometimes the spell gives no result, indicating that either the subject has no true love or that the time is not right for them to meet. If this true love is on a different plane of existence, some indication of the plane is all the information that can be garnered by this method (Outer plane, Astral plane, demiplane, etc.).

The material components are a spool of red thread and a glass disk.

While adventuring in far-off Kozakura, the hedge-sorceress Majinhime discovered the belief that an invisible thread of Fate connected those destined to marry. The theory led to the creation of this spell.

Notes: Uncommon for diviners, good witches, and gypsies; otherwise very rare. (Updated from *DRAGON Magazine*.)

Heartsense — Hishna

(Divination)

Level: 2
Range: 0
Components: V
Casting Time: 1 rd.
Duration: 1 turn/level
Area of Effect: 30 yds./level
Saving Throw: None



This spell allows the caster to sense the beating of any warm-blooded hearts within range—that is, mammals and birds, including humans and humanoid creatures. The area moves with the caster for the duration of the spell. In addition to the location of the target, the caster can make an estimate as to the being's approximate size.

Notes: Restricted to practitioners of *hishna* magic (the Maztica setting); common.

Heat Mirage

(Illusion)

Level: 5
Range: 10 yds./level
Components: V, S
Casting Time: 1
Duration: 1 rd./level
Area of Effect: Cube, 5 ft./level per side
Saving Throw: Neg.



The *heat mirage* is a simple illusion spell that is used to augment the desert's natural illusory properties. When cast upon an area that is already affected by a natural mirage, it enhances that image and produces auditory and olfactory illusions as well. Anyone who fails a saving throw vs. spell will believe that the illusion is an actual oasis.

This spell is often used to lure unwary travelers to an area so that they may be ambushed. Because the illusion isn't dispelled until someone tries to drink from the "oasis," bandits can hide within the affected area and spring upon their unwitting victims.

Good wizards use this spell to lure foolish travelers away from dangerous areas or creatures. While not exactly the most polite method, those wizards valuing their privacy find that the *heat mirage* works much better than an open meeting.

Notes: Uncommon in arabian settings; otherwise very rare.

Hedge Enchantment (Enchantment, Invocation)

Level: 5
 Range: Special
 Components: V, S, M
 Casting Time: 1 day + 1–6 days
 Duration: Special
 Area of Effect: 1 item
 Saving Throw: Neg.

Similar in many respects to the 6th-level spell *enchant an item*, this spell is much more limited. It is used, typically, to make a minor magical effect, such as *cantrip*, a part of an object. Such enchantments have little or no combat use and are usually restricted to comfort or everyday use items such as skillets and blankets. The more pronounced the effect, the more days the wizard must spend working over the item, to a maximum of one week (at the DM's discretion).

Notes: Restricted to hedge wizards; common. These are minor NPC wizards of 9th level or less (and optionally the kit in *The Complete Book of Humanoids*). The second, plant-affecting version of the original spell has been renamed *enhance plant*. (Updated from *DRAGON Magazine*.)

Hellfire

See Avissar's bane.

Helm, Dolent's

See Dolent's helm.

Heroism — Elf

(Alteration)

Level: 4
 Range: Touch
 Components: V, S, M
 Casting Time: 4
 Duration: 1 rd./level
 Area of Effect: 1 warrior
 Saving Throw: None

Developed by grey elf mages, this spell confers a temporary increase in life energy level upon any warrior character of 9th level or lower, including 0-level men-at-arms or hirelings. The amount of the increase varies with the subject's base level, as shown below:



Warrior's Level	Levels Bestowed	Dice for Bonus hp
0	4	4d10
1st to 3rd	3	3d10+1
4th to 6th	2	2d10+2
7th to 9th	1	1d10+3

The warrior gains the THAC0, number of attacks per round, and saving throws of the new, temporary level. In addition, a number of bonus Hit Dice (shown above) are added to the warrior's current hit point score. Any damage the warrior sustains while under the influence of the *heroism* spell is taken from these bonus hit points first. The bonus hit points vanish at the end of the spell, and the warrior returns to his own true level. If the warrior is struck by an energy draining attack while the spell is in effect, bestowed levels and their bonus hit points are negated first. Only classes from the warrior group can be affected, although a multi-class or dual-class character who is a warrior can benefit from this spell.

The material component is a leaf from an oak tree.

Notes: Very rare spell. While not restricted to elves alone, the spell is jealously guarded by its creators. (Updated from *POLYHEDRON Newszine*.)

Hidden Lodge, Leomund's

See Leomund's hidden lodge.

Hide Heart

(Necromancy)



Level: 8

Range: 0

Components: V, S, M

Casting Time: 1 turn

Duration: 1 month

Area of Effect: The caster

Saving Throw: None

This macabre spell allows the wizard to pull his beating heart from his chest and place it in some better protected place. While this causes no physical damage to the caster, it has several other effects.

First, the spell protects the caster from damage. The caster suffers only half damage from any normal physical attack; magical weapons inflict half damage plus any magical bonuses. Magical attacks are treated normally. In addition, any shot specifically aimed to pierce the caster's chest (and presumably his heart, if it were still there), causes no damage.



The material components for the spell are a silken pillow, on which the heart is laid, and a glass or crystal cover for it.

When a wizard uses this spell, the heart is usually placed in some unusual place, not easily found, and very well-protected. The wise wizard chooses non-carnivorous creatures to guard the heart.

If the heart is discovered and damaged, the caster feels it immediately (though other magical warnings may have already caused an alert). While separated from the body, the heart can suffer 1 point of damage per level of the caster before the caster dies.

Notes: Uncommon in arabian lands; virtually unknown elsewhere.

Hide Normal Metal

Reversed form, see smelting.

Hiding Place

(Abjuration)

Level: 4

Range: 0

Components: V, M

Casting Time: 1 hr.

Duration: 1 day/level

Area of Effect: 1 room, 5-ft. cube/level

Saving Throw: None

The small room on which this spell is to be cast must first be completely sealed; doors locked and windows boarded over, all cracks filled with rags, and so on. The spell is then cast. For one day per level of the caster thereafter, the room is completely undetectable save by divinations of at least 5th level cast by diviner specialists (including sages, seers, and certain mystic priests). Those within are protected against detection and location just as if wearing the amulet of that power. Also, anyone outside the room will forget its location, if known, for the spell's duration. The area affected is not large; even a 12th-level caster can hide a room of only 10 feet by 15 feet.

The spell requires previously prepared magical scrolls (worth a minimum of 1,000 gp) with pictograms of eyes, ears, and brains. These are burned as words of command are spoken to magically seal the room.

Notes: Very rare spell; most likely known to multi-class mage/thieves. (Updated from *Imagine Magazine*.)

Hissing Sand

(Evocation)

(Province: Sand)



Level: 3

Range: 10 yds./level

Components: V, S, M

Casting Time: 3

Duration: 3 rds.

Area of Effect: Surface area 10 ft. × 10 ft./level

Saving Throw: None

This spell causes sand or loose earth to flow 10 feet per round in a general direction chosen by the caster. This spell moves only natural sand or loose soil (the latter includes mud, dust, gravel, or topsoil with virtually no plant cover). Cultivated soil cannot be affected.

The sand hisses softly as it drifts. It can't bury large objects or creatures, nor creatures that can move to evade it. The sand can cover small objects and corpses of man-size or less, and can obliterate tracks or markings.

If used on slopes or dune slipfaces, the spell can start sandslides. In this case, a creature at the bottom may be buried, just as it would by a normal sandslide. Sand running down a cliff face forces creatures clinging or climbing there to make a successful Strength check each round. Failure means they lose their holds and fall (the moving sand provides no cushion against normal falling damage).

When casting *hissing sand*, the wizard must pour out roughly a cup of any liquid, which disappears.

Notes: Common in arabian settings; otherwise very rare.

Hoardguard — Dragon

(Abjuration, Evocation)

Level: 4

Range: 0

Components: V

Casting Time: 1 rd.

Duration: 1 hr./level

Area of Effect: As breath weapon

Saving Throw: None

By means of this spell, a dragon can protect its hoard in such a way as to make theft virtually impossible.

When the spell is cast, the dragon's breath weapon temporarily changes. Instead of the usual fire, lightning, acid, and so on, the breath weapon becomes pure magical energy, which

must be released by the dragon within 1 round following the spell's casting, or the magic is wasted. The dragon breathes this energy (which conforms to the dimensions of the dragon's usual breath weapon) over its hoard, attempting to encompass as much of the hoard as possible within the area of effect.

This energy bonds whatever parts of the hoard it touches into a solid mass. The spell does not harm the hoard in any way, nor does it alter its appearance or position; the items within the hoard remain loose and separate. Instead, the *hoardguard* magic fills in the spaces between the individual coins, gems, weapons, chests, ingots, and so forth, and holds them together as a solid mound of wealth. This invisible bond prevents the hoard from being sorted, separated for transport, scattered, or otherwise moved or manipulated as separate items. Because it has essentially become one single mass, lifting the hoard as a whole is impossible by any single creature, except through powerful magic.

The hoard so protected cannot be harmed by physical or magical attacks without first removing the *hoardguard* spell. It is thus impossible for intruders to break off pieces or sections of the hoard and carry them away.

Dispel magic has no effect on a hoard protected by the spell, and an *antimagic shell* frees only as much treasure as fits within its area of effect. (If freed treasure is not removed from the hoard, the *hoardguard* magic reasserts itself as soon as the shell expires or moves away.) A *limited wish* negates a *hoardguard* for one hour (and if the treasure is not separated in that time, the *hoardguard* will return as above). A *full wish* destroys the spell permanently.

Treasure added to a hoard already protected by this spell does not gain the spell's benefits. New treasure requires a *hoardguard* of its own, though the dragon may include the new treasure after the first *hoardguard*'s duration expires and a new spell is cast.

This spell only affects the dragon's hoard. It does not function upon creatures or the items they possess, unless the dragon acquires the items and adds them to its hoard. This spell typically protects the dragon's treasure while it is out hunting for food or seeking treasure. Some dragons arrange their hoards so that the entire amount can be warded with a single spell. Others make several smaller piles, to use up an invader's magical powers in repeatedly negating the spell, and thus minimizing the overall treasure loss.

Many dragons cannot use this spell due to its level, but all dragons who know of it seek magical items that can duplicate its effects. Non-dragons who somehow cast *hoardguard* (or a derivative thereof) instantly contract a form of insanity that combines paranoia with intense greed, for which there is no known cure, short of exceptionally powerful magic.

Notes: Rare for dragons; otherwise very rare. Known to be in the *Draconomicon*.

Hold Giant

(Enchantment/Charm)

Level: 4

Range: 120 yds.

Components: V

Casting Time: 4

Duration: 2 rds./level

Area of Effect: 1 to 4 giants in a 40-ft. cube

Saving Throw: Neg.

This spell immobilizes from one to four true giants or giant-kin within spell range and in sight of the spellcaster. The caster can opt to hold one, two, three, or four giants. 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.

Notes: This spell is known by the wizard Delsenora. (Updated from *POLYHEDRON* Newszine.)

Hold Golem

(Abjuration, Enchantment/Charm)

(Artifice)

Level: 7

Range: 10 ft./level

Components: V, S

Casting Time: 3

Duration: 1 rd./level

Area of Effect: 1 golem

Saving Throw: None

This spell allows the caster to halt a single golem of any type within spell range. The locations of all golems in range and not magically warded are revealed to the caster—even if they are disguised, hidden behind cover, or inactive—and the caster chooses which golem to affect.

The chosen golem becomes immobile even if it is under the direct control of another being. Moreover, a *hold golem* freezes any existing

golem attack (even magic or a breath weapon) in midair, so only creatures venturing into the attack's area are affected. A *held* golem cannot use any special attack form it possesses until it is released.

The golem can be touched, climbed, attacked, and even dismantled without breaking the spell. The only way to free the golem before the spell expires is to slay the caster. A *dispel magic* cast on the caster or the golem does not affect the *hold golem* spell. Once the spell takes effect, even the caster cannot end it before its duration runs out.

Notes: Rare for artificers; otherwise very rare in the FORGOTTEN REALMS setting and virtually unknown elsewhere.

Hold Monster

(Enchantment/Charm)

(Song)

Level: 5

Range: 5 yds./level

Components: V, S, M

Casting Time: 5

Duration: 1 rd./level

Area of Effect: 1 to 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.

Notes: Common spell (*PHB*).

Hold Person**(Enchantment/Charm)****(Song)**

Level: 3

Range: 120 yds.

Components: V, S, M

Casting Time: 3

Duration: 2 rds./level

Area of Effect: 1 to 4 persons, 20-ft. cube

Saving Throw: Neg.

This spell holds from one to four humans, demihumans, or humanoid creatures rigidly immobile for five or more rounds.

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

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

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

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

Notes: Common spell (PHB).

Hold Portal**(Alteration)****(Universal)**

Level: 1

Range: 20 yds./level

Components: V

Casting Time: 1

Duration: 1 rd./level

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.

Notes: Common spell (PHB).

Hold Portal Open**(Alteration)****Reversible**

Level: 2

Range: 10 ft./level

Components: V, S

Casting Time: 2

Duration: Maximum 1 rd./level

Area of Effect: 1 open door, gate, or valve

Saving Throw: None

The purpose of this spell is to keep a door, gate, or valve of wood, metal, or stone from being shut. The spell only works on a portal that is already open and in range.

When the spell is cast, the door freezes in its open position. The spell can be shattered, and the door shut, by an extraplanar creature of 4 Hit Dice or more. Creatures of huge size (size H) or larger can force the door closed if they have strength and bulk comparable with their size (giants, dragons), though this is likely to break the door from its hinges unless it is specially reinforced.

The reverse of this spell, *slam portal*, immediately shuts an open door, gate, or valve in range. The slammed door can be opened normally. A *slam portal* spell cast directly against a *hold portal open* spell will negate it, and will close the portal if the caster is of higher level than wizard who cast the *hold portal open* spell.

Notes: Very rare spell. (Updated from DRAGON Magazine.)

Hold Undead**(Necromancy)**

Level: 3

Range: 60 yds.

Components: V, S, M

Casting Time: 5

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

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 less than three Hit Dice are automatically affected. Other undead are allowed a saving throw vs. spell 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.

Notes: Common spell (*PHB*).

**Hold Undead**

An early 5th-level version of this spell was incorporated into the 2nd Ed. rules at 3rd level.

Hold Vapor**(Abjuration)****(Air, Alchemy)**

Level: 3

Range: 10 yds./level

Components: V, S, M

Casting Time: 3

Duration: Special (maximum 1 hr.)

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

Saving Throw: Special

This spell allows a wizard to halt and prevent the further movement of any visible cloud or vapor within the spell's range and area of effect. Such clouds include gaseous breath weapons, *fog cloud*, *cloudkill*, and *incendiary cloud* as well as the smoky effects of *pyrotechnics*. Other objects and creatures can pass freely through this barrier, moving into and out of the gas-filled area. A volatile gas could be contained by the spell and safely incinerated by tossing a torch through the barrier.

The *hold vapor* spell will restrain gas clouds even against magical and natural winds. A creature in gaseous or airlike form (air elemental djinns, and vampires, for example) can be contained by this spell. In these cases, the creature being contained is permitted a saving throw vs. spell each round to break through the barrier. Gaseous creatures cannot transform from their gaseous state when being contained by this spell.

The spell lasts for as long as the wizard continues chanting, to a maximum of one hour, at which time the spell fades and the cloud (if it is still there) settles or drifts naturally. The wizard can move normally during this period, though if silenced or interrupted from chanting for a full round, the spell will fade and the held vapors will be freed.

This spell does not control a cloud of gas, it only contains it and halts its movement.

The material component of the spell is a small balloon or bladder.

Notes: Uncommon spell from the FORGOTTEN REALMS setting. Known to be in *The Book of Bats*.

Hold Vapor

An early 5th-level version of this spell has been incorporated into the 3rd-level version.

Homunculus Shield

(Necromancy)

Level: 8
Range: 0
Components: V, S, M
Casting Time: 3
Duration: 1 rd./level
Area of Effect: The caster
Saving Throw: None

By creating a *homunculus shield*, the wizard separates a portion of his life force in the form of a 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 can move and act normally while this spell is in effect. The magical homunculus operates as an independent spellcaster. It can cast only *teleport*, *contingency*, and protective spells of 4th level and lower. It casts spells only from the wizard's memorized store of spells, but any spell cast by the homunculus has a casting time of 1. The wizard selects which spells are cast by the 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 (for example, 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 (or dying) even if the homunculus has 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.

Notes: Uncommon spell (*ToM*).

Honor Mark

(Alteration)



Level: 1
Range: 10 ft./level
Components: V
Casting Time: 1 rd.
Duration: Permanent (special)
Area of Effect: 1 creature
Saving Throw: None (special)

This spell is used to mark those whom the wizard has seen performing a dishonorable action. The *honor mark* is generally a striking black line that cuts across the eyes or slashes down the face along the nose. The mark is instantly recognizable to all who see it, and they will treat the character so marked as if his station were two full levels lower than it actually is.

The only way to remove the mark is to atone for the misdeed. Once this has been done, the mark disappears and the character cannot be marked for that action again.

While there is no a saving throw allowed for those subjected to this spell, the wizard must have actually seen the individual performing a dishonorable act. A wizard attempting to mark a character whom he hasn't witnessed performing a misdeed receives the mark instead. The mark remains until the wizard apologizes to the character for attempting to malign his name. The wizard must also perform a task of atonement named by the offended party.

Notes: Uncommon in arabian settings; otherwise very rare.

Hornung's Baneful Deflector*

(Evocation)

(Wild)

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

This spell creates a shimmering, hemispherical field of force. The field is transparent and

moves with the recipient, forming about one foot away from his body. The force serves as a *shield* spell 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, left side, right 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 radius 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 in a group are each protected by *baneful deflector*, a missile may change course several times before reaching its target.

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



A reversed form of this spell was developed much later, called *Strahd's baneful attractor*. This spell has its own listing.

Notes: Restricted to wild mages; uncommon (ToM).

Hornung's Guess*

(Divination)

(Wild)

Level: 1

Range: 300 yds.

Components: V

Casting Time: 2

Duration: Instantaneous

Area of Effect: Special

Saving Throw: None

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. 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.

Notes: Restricted to wild mages; common (ToM).

Hornung's Random Dispatcher*

(Abjuration)

(Wild)

Level: 8

Range: 30 yds.

Components: V

Casting Time: 2

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: Neg.

With the utterance of a few words, this spell can hurl a creature to a random plane of existence and leave him there. The creature, if unwilling, is allowed a saving throw. If successful, the spell fails. If unsuccessful, the creature and all items it carries are sent to a random plane. To determine the plane, roll on the table.

The caster has no control over the destination of the target creature. The conditions at the destination might kill the creature (for example, arriving in the Elemental Plane of Fire) or merely make life difficult. This determination is left to the DM.

Notes: Restricted to wild mages; common (ToM). The original table provided with this spell has been updated to incorporate the PLANESCAPE setting.

Hornung's Surge Selector*

(Alteration)

(Wild)

Level: 7

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: Special (maximum 12 hrs.)

Area of Effect: The caster

Saving Throw: None

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.

Random Dispatcher Table

d100

Roll Plane

01-06	Alternate Prime Material Plane or campaign setting
07-12	Prime Material Plane*
13-17	Ethereal Plane
19-21	Demiplane (Dread, Nightmare, Shadows)
22-25	Elemental Plane (Air, Earth, Fire, Water)
26-28	Para-Elemental Plane (Smoke, Magma, Ooze, or Ice)
29-31	Positive Quasi-Plane (Lightning, Radiance, Minerals, or Steam)
32-34	Negative Quasi-Plane (Vacuum, Ash, Dust, or Salt)
35-37	Positive Material Plane
38-40	Negative Material Plane
41-47	Astral Plane
48-52	The Outlands (Sigil)
53-55	Mechanus
56-58	Arcadia
59-61	Mount Celestia
62-64	Bytopia
65-67	Elysium
68-70	Beastlands
71-73	Arborea
74-76	Ysgard
77-79	Limbo
80-82	Pandemonium
83-85	Abyss
86-88	Carceri
89-91	Gray Wastes
92-94	Gehenna
95-97	Baator
98-00	Acheron

*Characters sent to the Prime Material plane are teleported elsewhere in the same world.

The great Hornung, having been blasted more than once by his own wild surges, devised this method of improving the results of wild magic and, not incidentally, his own chances of survival. The result was *Hornung's surge selector*.

The spell requires a brass spinner, which is reusable.

Notes: Restricted to wild mages; common (ToM).

Horrid Wilting, Abi-Dalzim's

See Abi-Dalzim's horrid wilting.

Hover**(Conjuration)****(Air)**

Level: 3

Range: 10 yds./level

Components: V, S

Casting Time: 3

Duration: Special (4 rds. maximum)

Area of Effect: 1 creature

Saving Throw: Special

By means of this spell, a mage can instantly arrest the movement of a falling, jumping, or flying creature within spell range (including the caster), stopping its aerial movement and fixing its position for a short, variable time.

The creature chosen by the caster is affected for one round. An aerial creature of Huge size or larger is affected for that one round only, any other creature is affected for one round and receives a saving throw vs. spell each round thereafter. An aerial creature that succeeds can fly at half normal speed in the following (second) round; a jumping or falling creature descends at *feather fall* rate (2 feet per second, 120 feet per round). In the next (third) round all movement is normal.

If the saving throw fails, creature might hover for up to four rounds. The creature makes a saving throw at the beginning of each round to see if the effect ends—whether this is desirable not—with a success as described above. If the spell hasn't ended by the fourth round, it does so at the beginning of the fifth.

This spell cannot be dispelled, nor can the hovering creature move aerially. A creature able to *plane shift* or become astral or ethereal can escape the spell in this way. A *ring of free action* provides complete immunity.

A hovering creature can launch missile weapons, cast spells, read scrolls, open locks, shout instructions, catch ropes or thrown items, turn around, and the like as if standing on firm and solid earth.

Notes: Very rare spell from the FORGOTTEN REALMS setting. Known to be in *The Libram of Lathintel*.

**Hovering Skull****(Necromancy)**

Level: 3

Range: Special

Components: V, S

Casting Time: 4

Duration: 2 rds./level

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. A caster who stops moving and concentrates 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 other creatures with its razor-sharp teeth. If the caster's concentration is interrupted while controlling the skull, the skull immediately drops to the ground. It takes no damage, and a caster who resumes concentration, can continue to command the skull.

The *hovering skull* has the same attack rolls and saving throws as the caster; the skull has 3 hit points and inflicts 1d6 points of damage with its bite. Most attacks directed at the skull do not harm the caster, nor does damage taken by the caster affect the skull. Gaze attacks against the skull do affect the caster.

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

Notes: Uncommon for necromancers; otherwise very rare.

Howl of Pandemonium

(Conjuration/Summoning)
(Dimension)



Level: 6
Range: 0
Components: V, S, M
Casting Time: 6
Duration: Special
Area of Effect: 30-ft. radius or
60 × 20-ft. cone
Saving Throw: Special

This spell channels the screaming winds of Pandemonium through the caster's body, emitting a numbing howl that incapacitates anyone nearby. The spell can last as long as one round per level of the caster, but ceases if the howl is not maintained for that length of time—the howl must be maintained for at least one full round to be effective at all. The effects linger after the spell ends, lasting as long as the howl was maintained. The wizard can take no other action than standing still and howling to maintain the spell.

A wizard casting *howl of Pandemonium* can either affect all creatures within 30 feet or channel the spell into a cone-shaped area, 60 feet long and 20 in diameter at the far end. Those native to Pandemonium are unaffected by this spell.

The spell negates all sound-based attacks, even drowning out a banshee's wail or an androsphinx's roar. All creatures in the area of effect are deafened and disoriented by the spell. Communication of any kind is impossible, and those affected suffer a -2 penalty to attack rolls and saving throws. Any creature trying to approach the caster must save vs. spell to be able to get closer. Nonmagical missile fire is deflected by the force of the howl. Creatures of 2 Hit Dice or less who fail a saving throw vs. spell are driven into a catatonic state that lasts for 2d6 hours.

In addition to the above effects, creatures whose Hit Dice or levels are greater than 2 but less than the caster's must save vs. spell or become *confused*. Roll a d10 for those who fail their save and refer to the results given.

1d10	Result
1	Wander away for duration of effect.
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 material component is a pebble from Pandemonium, which must be consumed by the caster.

Notes: Common for members of the Bleak Cabal in the PLANESCAPE setting; otherwise very rare.

Howling Chain

(Evocation)

Level: 6

Range: 10 yds./2 levels

Components: V, S, M

Casting Time: 6

Duration: 1 rd./level

Area of Effect: 1 creature

Saving Throw: None

This spell brings into being a shimmering, blood-red chain of force (akin to that created by the 5th-level spell, *sighing chain*) that coils snakelike around a single chosen target creature. This spell is named for the howling chant emitted by the chain as it loops and writhes around the target creature. The chain's movements do not require the caster's continued attention; once it is cast, the caster is free to work other magic or even leave the scene.

The victim within a *howling chain* is not held fast, nor prevented from moving, but the chain imposes a -2 penalty on all of the creature's attack and damage rolls; adversely affects ability checks, saving throws, and movement rate by 2; and increases the casting time of a spell cast by the chained creature by 2.

A *howling chain* flails at the chained creature constantly, attacking twice per round with a THAC0 of 7, and dealing 3d4 points of crushing and bludgeoning damage per successful strike. In any round in which both chain attacks hit a spellcasting victim, the spell is ruined; otherwise, an enchained spellcasting creature can successfully cast spells with a casting time of 5 or less. If an enchained creature devotes its attention exclusively to blocking and avoiding chain attacks, and does not otherwise move or attempt any other actions not directly related to defense (readying a shield is permissible), one chain attack per round automatically misses, and the other is made at THAC0 12.

Creatures trying to pull at the chain suffer 2d4 points of bludgeoning damage per tug, and such attempts are always futile. Foes of the chained creature trying to strike at it past or through the chain suffer a -2 penalty on attack rolls, but are otherwise unaffected by the chain.

Aside from waiting for its disappearance at the expiration of the spell, the chain can be gotten rid of by *dispel magic*, by destroying it, or by the death of the chained creature. If the first creature dies and the spell has not expired, the caster can direct the chain to move to another creature, coiling and writhing at a movement rate of 9. To enchain the subsequent creature requires a successful attack roll at the caster's THAC0, and directing the chain to a new victim consumes the spellcaster's action for that round. This is the only way a *howling chain* can change victims. If the chain is not directed to a new victim in the round following the first victim's death, it dissipates.

To destroy a *howling chain*, it must be dealt 33 points of damage. It is only AC 8, but the nature of the magic causes equal damage to be inflicted upon the enchained victim. Thus, a victim must suffer 33 points of damage to be free of a *howling chain* that is destroyed by damage.

The material component of this spell is a length of at least three joined links of chain of the finest steel or of any pure metal.

Notes: Very rare in the FORGOTTEN REALMS setting; unknown elsewhere.

Howling Horror††

(Evocation, Necromancy)

Level: 7

Range: 0

Components: V, S, M

Casting Time: 7

Duration: 1 rd./level

Area of Effect: Attacks 1 creature

Saving Throw: None

This spell causes a wraithlike flying form to be emitted from the caster. Moaning eerily, it flies at a target being within line of sight that has been mentally selected by the caster. A *howling horror* cannot form underwater.

A *howling horror* is a faceless, translucent gray, wispy being that swirls and drifts in response to weapon blows and moving objects. It is not fooled by *feign death* spells or similar conditions. The caster need not concentrate on the horror to maintain its existence. Once a target creature is selected, the *howling horror* cannot be redirected against any other being.

The *howling horror* is a magical force, not an undead creature, and thus cannot be turned. It lasts for 1 round per level of the caster, or until the target creature perishes. The horror is destroyed by suffering more than 22 points of

damage or if the caster wills it to vanish.

Only physical attacks that pass through the volume of air the horror occupies harm it. The horror itself hits every time it attacks for 2d4 points of damage. For every point of damage the *howling horror* inflicts, a hit point is gained by its caster. If the caster has been hurt, these points heal damage. When the caster is at full hit points, these points become bonus hit points that remain with the caster for 1 turn. Any damage suffered by the caster is taken from the bonus hit points first.

Spells that affect an area have no effect on a howling horror. Spells directed specifically against a horror do it no harm; these spell effects are instead transmitted to its caster. The caster suffers no harm from them and can emit them at any chosen target (not necessarily the horror's target). This retransmission occurs in addition to the caster's other activities and does not disrupt or replace the caster's own spellcasting. The emission is immediate and involuntary; if the caster does not direct the emission, then the distance and direction of the spell effect is determined randomly.

Spells targeted on the caster while the horror is active are likewise transmitted through the magical link to the horror, to be emitted by the horror at targets selected by the caster. The primary target of the horror need not be among them. Spells affecting an area are also immediately altered and usurped by the caster in this manner if the caster is in the area of effect at all (any other creatures in the area escape the effects of the usurped spell). Again, this occurs in addition to any spellcasting on the part of the horror-caster, and it does no harm to either the horror or its creator.

If the caster is unconscious, spells are emitted from the caster (or horror, respectively) in random directions. A retransmitted spell that affects an area is focused at a random distance and direction.

The material component of this spell is a small cone made of bone that is consumed in the casting.

Notes: Unique spell; known only to Sememon, one of the Zhentarim triumvirate. Casting this spell is an evil act.

Howling Horror: MV Fl 15 (A); AC 5; #AT 2; THAC0 always hits; Dmg 2d4; SD damage inflicted heals caster; immune to spells; spell link/retransmission.

Hunting Hawk, Tenser's

See Tenser's hunting hawk.

Huntsman's Call — Hishna

(Summoning)



Level: 1

Range: 0

Components: V, S, M

Casting Time: 1 turn

Duration: Concentration

Area of Effect: 1,000 yds./level

Saving Throw: None

This spell allows the caster to call game from a wide area, bringing it—albeit cautiously—toward the caster as long as he retains his concentration. Mammals and birds are summoned by the spell, and will move in the general direction of the caster. However, their natural alertness remains, and they will flee at the first sign of a threat.

The material component for the spell is a whistle made from the claw of a jaguar.

Notes: Restricted to practitioners of *hishna* magic (the Maztica setting); common.

Hypnosis — Hishna

(Enchantment/Charm)



Level: 2

Range: 10 ft.

Components: V, S, M

Casting Time: 1–6 rds.

Duration: Special

Area of Effect: 1 being

Saving Throw: Neg.

This spell allows the caster to beguile another individual, creating much the same effect as a *charm person* spell. However, the casting of *hypnosis* requires the caster and subject to pay attention to each other for a period of several rounds. The casting time required is determined (by the DM) at the time the spell begins.

The target being is allowed a saving throw vs. spell to avoid the effect. However, one who successfully resists will not be aware that the attempt to hypnotize him has been made unless possessing godlike Intelligence (21+). The spell can affect any creature of semi-intelligence (2) or higher.

Notes: Restricted to practitioners of *hishna* magic (the Maztica setting); common.

Hypnotic Pattern**(Illusion/Phantasm)****(Geometry)**

Level: 2

Range: 30 yds.

Components: S, M

Casting Time: 2

Duration: Special

Area of Effect: 30-ft. cube

Saving Throw: Neg.

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

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

Notes: Common spell (*PHB*).

Hypnotism**(Enchantment/Charm)****(Mentalism)**

Level: 1

Range: 5 yds.

Components: V, S

Casting Time: 1

Duration: 1 rd. + 1 rd./level

Area of Effect: 30 ft. cube, 1d6 creatures

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 spell, *suggestion*). 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 that 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.

Notes: Common spell (*PHB*).



Ice Blight
(Evocation, Summoning)
Reversible



Level: 7
Range: 0
Components: V, S, M
Casting Time: 1 turn
Duration: 1 day/level
Area of Effect: ½ mi. diameter/level
Saving Throw: None

This powerful spell allows the wu jen to summon fearsome freezing winds, ice, and snow in the area of effect. Once cast, gray scudding clouds gather and rain begins to drizzle down. The temperature begins to fall abruptly—40°F in a single day. Winds begin to blow, gently at first, but slowly gaining strength. Each day the weather conditions worsen. The clouds thicken, the rain falls heavier, the air gets colder, and the winds blow more fiercely. The temperature can drop no colder than -20°F.

In arctic and winter conditions, the snowfall begins after 6 hours. In temperate climates, snow begins to fall by the end of the first 24 hour period. In desert lands the snow starts 36 hours after the casting of the spell, while tropical areas experience snow by the end of the second day. Thereafter, the snow continues to fall at the rate of 1 inch per hour to a maximum depth of 48 inches. The winds whip the snow into huge drifts (5 feet to 12 feet or more) and the wind chill is extreme. During the snowfall, visibility is limited to 200 feet and movement rates are ¼ normal.

Creatures exposed to the weather without adequate warm clothing, fire, and shelter suffer 1d8 points of damage each turn. *Control weather* spells cannot cancel the effects of the *ice blight*, but can be used to lessen the severity by raising the temperature, slowing the snowfall, and breaking the cloud cover.

Casting *ice blight* is an extremely difficult process for the wu jen, as he seeks to control magical energies powerful enough to affect a huge area. Upon uttering the final word of the spell, a tremendous blast of mystical energy leaps through the wu jen, ravaging his body and spirit. The wu jen instantly forgets all other spells memorized the moment this spell is cast. His Strength and stamina are broken, causing him to lose all but 1 hit point. All his ability scores are temporarily reduced to 3 and he

must have immediate bed rest (the caster is at the center of the area of effect). Each day the wu jen regains 1 point to each ability score. Only when all his abilities have returned to 50% or more of normal can the wu jen begin to recover his lost hit points (although once this occurs, curing spells can be cast to speed recovery). Likewise, no spells can be memorized until all scores are returned to normal.

The material component for *ice blight* is a piece of ice.

The reverse of the spell, *drought*, cancels the effects of *ice blight*. Drought has the opposite effect, raising the temperature and drying the land instead of covering it with snow. When cast, the sky quickly clears of clouds and remains so for the duration of the spell. No rain falls for the duration of the spell. The temperature soars upward 20°F per day to a maximum of 120°F during the day and a cool of 100°F at night. Fields become hard and cracked after four days, small streams dry up after six days, all but the deepest wells go dry after 10 days, small rivers are reduced to a trickle in 14 days and go dry after 20 days. Large rivers drop noticeably in 10 days and become little more than streams after 20 days. On the 25th day of drought, only extremely deep wells still have water—all else having evaporated or soaked away.

Plants suffer according to their size and normal habitat. Desert plants hardly notice the drought while those of tropical jungles die and wither rapidly. Normal creatures flee the area of the drought, returning only when normal conditions have been restored and the land recovered. Creatures exposed to the full light of the sun for an entire day suffer 2d6 points of damage a day if without adequate shade and water. Characters in bulky and metallic armor suffer 1d3 points of damage a turn from the blistering heat and exhaustion. As with *ice blight*, the effects of the spell can be lessened by a *control weather* spell and can be cancelled by the casting of an *ice blight*. The caster suffers all the effects of casting the *ice blight* when casting *drought*. The material component for *drought* is a handful of desert sand.

Notes: Common in oriental lands; uncommon in some savage northern lands; otherwise very rare.

Ice Knife

(Evocation)
(Artifice, Water)



Level: 2
Range: Special
Components: V, S, M
Casting Time: 1 rd.
Duration: Instantaneous
Area of Effect: Special
Saving Throw: Neg.

The *wu jen* casting this spell fires a dagger of ice at the target. The caster makes a normal attack roll as if attacking with a missile weapon, adjusting for the range from the attacker to the target (the 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 2d4 points of damage. If the *ice knife* misses its target, consult the rules for grenade-like missiles in the *DMG* to determine where it lands.

When an *ice knife* strikes a solid object or a creature, the knife shatters, releasing a wave of numbing cold. All creatures within a 5-foot radius must make a successful saving throw vs. paralysis or suffer 1d4 points of cold damage and become *numb* for 1d3 rounds. Proximity to a major source of heat, such as a roaring bonfire, improves a creature's saving throw by +2. Numbed creatures have their movement rates reduced by half and their attack rolls suffer a -2 penalty.

An *ice knife* that misses or is lost cannot be picked up by the caster (or anyone else) and thrown again. If the knife is touched, it instantly shatters, releasing its numbing cold. If a lost 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.

Notes: Common in oriental lands; uncommon for Frost or Water mages; otherwise rare.

Ice Storm

(Evocation)
(Water)

Level: 4
Range: 10 yds./level
Components: V, S, M
Casting Time: 4
Duration: Special
Area of Effect: 20 ft. radius (hail) or 40 ft. radius (sleet)
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 20-foot-radius area and inflict 3d10 points of damage to any creatures within the area of effect, or driving *sleet* falls in an 40-foot-radius 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.

Notes: Common spell (*PHB*).

Icejacket, Zala's

See Zala's icejacket.

Icelance

(Alteration)
(Water)

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

This spell will function only if there is sufficient ice present—usually no less than 10 lbs. though the remnants of an *ice storm* spell will suffice. The spell causes the shards of ice to reform into a long magical lance of ice that then spirits off in the direction dictated by the caster against a particular target of the caster's choice.

The lance strikes with the caster's THAC0 and a +4 bonus; it inflicts 5d6 points of dam-



age and the target creature must save vs. spell or be stunned for 1d4 rounds.

The *icelance* travels in a straight line. It crumbles to its component shards if it misses the target creature or if it strikes some other target before hitting the intended one. The spell creates only a single lance.

Notes: Common for Frost or Water mages, otherwise uncommon. Originally from the FORGOTTEN REALMS setting. Known to be in the *Tome of Rathdaen*.

Icicle, Gemidan's

See Gemidan's icicle.

Identify

(Divination)

(Universal)

Level: 1

Range: 0

Components: V, S, M

Casting Time: Special

Duration: 1 rd./level

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 (that is, 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.

Notes: Common spell (PHB).

Identify Race — Neogi**(Divination)**

Level: 4

Range: Touch

Components: V, S

Casting Time: 4

Duration: 1 rd./level

Area of Effect: Creature touched

Saving Throw: None

This unusual spell is used by the neogi to identify the capabilities of a newly encountered race. The spell provides for the caster the name of the race (as it is known to the creature itself), its general combat abilities, a brief knowledge of the creature's customs, and what the creature needs to survive. The spell can identify only one piece of information (for example, the usual methods of attack) per round. The DM must decide if the information being sought is available. The spell will only identify with that particular creature's life, not the race as a whole, so various readings are possible. For example, the lifestyle and abilities of a human wizard of Thay from the FORGOTTEN REALMS setting will differ greatly from those of a human Knight of Solamnia from Krynn of the DRAGONLANCE setting.

This spell is used by the neogi to determine the abilities and needs of a potential slave without serious risk to the slave's life. Although this spell may seem somewhat trivial to other races, it has been witnessed that ships bearing neogi wizards capable of casting this spell have far more powerful slaves than those that do not.

Notes: Restricted to neogi; common.

Identify Species**(Divination)**

Level: 3

Range: 10 ft./level

Components: V, M

Casting Time: 3

Duration: 1 rd./level

Area of Effect: 1 creature/round

Saving Throw: Neg.



By using this spell, the caster can determine the race and species of a creature. One creature can be examined per round while the spell remains in effect. A saving throw vs. spell is allowed only for creatures that realize a spell is being cast at them and actively resist. For the spell to be effective, the subject creature's loca-

tion must be known to the caster. If the spell works, the name of the creature's species immediately comes to the caster's mind.

This spell is useful when dealing with creatures in disguise, beings deformed by the effects of the *red curse* of cinnabryl, or unidentified monsters. The spell sees through magical or normal disguises and deformations, including such spells as *polymorph other*.

There is one exception. Since the aranea spiderfolk created this spell, it detects the true race of aranea only when they are in giant spider form. If used upon an aranea in another form (such as one affected by *polymorph self* or *shape change*, or otherwise altered in form), the aranea is detected as a creature of the apparent species. Nobody else knows enough about the aranea to create a version of the spell that can successfully identify aranea in another form.

The spell's material component is two strands of animal hair twisted tightly together. The hairs are pulled apart during casting, and are consumed when completely separated.

Notes: Common for aranea spider-folk or wizards from the RED STEEL setting; otherwise virtually unknown.

Identify Tighmaevril**(Divination)**

Level: 4

Range: 100 yds.

Components: S, M

Duration: 1 rd./level

Casting Time: 4

Area of Effect: 1 cu. yd.

Saving Throw: None

Identify tighmaevril allows the caster to distinguish the bloodline-draining "bloodsilver" from other metals. Because of the spell's relatively short duration and limited area of effect, it is most useful for confirming whether a found object is indeed forged of tighmaevril.

The spell causes all tighmaevril within the chosen area of effect to glow a bright burgundy color and to pulse in a manner visible only to the caster. If, for some reason, the caster cannot see the tighmaevril affected by the spell (because of magical darkness or interposing walls), he will sense the metal's location, but not its shape or size.

The material component, which melts during the casting, is a band of copper wire wrapped around a rod of steel.

Notes: Common in Cerilia, the BIRTHRIGHT setting; otherwise rare. This spell is castable outside the Cerilian setting.

Ignite Flame — Old Empire

(Evocation)

(Fire)

Level: 1

Range: 10 yds.

Components: V, S

Casting Time: 1

Duration: 3 rds. or less

Area of Effect: Special

Saving Throw: Neg.

With this spell, a wizard can create a small area of hot flame, typically a three-inch-square area. If cast on exposed flesh, this causes 1d3 points of damage per round. The victim can put out the flames by spending one round smothering them, receiving damage for that round but automatically putting out the flames. The flames go out by themselves after three rounds.

If this spell is cast on flammable material, it grows into a small fire, destroying flammable materials such as paper, causing exposed flasks of oil to explode, or creating a bonfire. Affected materials still receive saving throws vs. normal fire; flame produced by the *ignite flame* spell is normal, not magical, fire.

Notes: Common spell. As a *FORGOTTEN REALMS* Old Empire spell, initial exposure requires a mentor or a *read Southern magic* spell.

Illusory Script

(Illusion/Phantasm)

Level: 3

Range: Touch

Components: V, S, M

Casting Time: Special

Duration: 1 day/level

Area of Effect: Script reader

Saving Throw: Special

This spell enables the wizard to write instructions or other information on parchment, paper, etc. The illusory 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 *illusory script*.

An unauthorized creature glancing at the script must roll a saving throw vs. spell. A suc-

cessful 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 *illusory 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 *illusory 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.

Notes: Common spell (PHB).

Illusory Wall

(Illusion/Phantasm)

Level: 4

Range: 30 yds.

Components: V, S, M

Casting Time: 4

Duration: Permanent

Area of Effect: 1 × 10 × 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 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.

Notes: Common spell (PHB).

Illusory Wall

Aka illusory wall.

Ilyykur's Mantle

(Abjuration)

Level: 4
 Range: 0
 Components: V, S, M
 Casting Time: 4
 Duration: 1 rd./level
 Area of Effect: The caster
 Saving Throw: None

When *Ilyykur's mantle* is called into being, the caster is surrounded by a luminous aura that completely covers him, conforming to the contours of his body. This mantle does not affect any physical or magical abilities of the caster, but does affect spells that are cast against him. The effects are:

- +3 on all saving throws against all enchantment/charm spells that allow a saving throw. The mantle does not grant a saving throw against spells that do not normally allow one;
- +1 on all other saving throws vs. spell, again provided that one is allowed under the spell description;
- All damage from electrical attacks, including *shocking grasp* and *lightning bolt*, is halved (saving throws can negate or halve the damage again).

The mantle protects only the caster and the caster's familiar, provided that the creature is relatively small (size S) and remains in physical contact with the caster.

The material component of this spell is a natural (not cut or finished) gem.

Notes: Rare or very rare spell from the FORGOTTEN REALMS setting. Known to be in the *Tome of the Covenant*.

Imbue Undead with Spell Ability (Necromancy)

Level: 6
 Range: Touch
 Components: V, S, M
 Casting Time: 1 turn
 Duration: Special
 Area of Effect: 1 undead
 Saving Throw: None

The wizard using this spell grants an undead creature one use of a particular spell the wizard has memorized. Any sort of spell can be transferred, and will take effect when released as if cast by the wizard. For example, a ghoul can be invested with a *lightning bolt*, or a skeleton

guard with a *dimension door* to the location of its master's throne room.

Once this spell has been given to an undead creature, it remains with that creature. The wizard who imbues the spell loses the use of one spell of that particular level—until the creature discharges the spell or is destroyed. For example, if wizard imbues a skeleton with a *fireball* spell, the wizard has one less 3rd-level spell available. A wizard can imbue as many different undead as he has *imbue* spells or spells to give away. No spell above 5th level can be imbued, nor can an undead creature receive more than one spell at a time.

Once discharged, the imbued spell takes effect as if it were cast by the wizard for purposes of range, duration, area of effect, and damage. No material, verbal, or somatic materials are required at the time of the undead's casting (any materials are expended at the time of imbue), and the casting time of the released spell is 1.

The material components of *imbue undead with spell ability* are a small scroll of paper upon which is written the name of the imbued spell in squid ink and any material components required by the imbued spell.

Notes: Uncommon for necromancers; otherwise very rare. From the FORGOTTEN REALMS setting, it is known to be in the lich Kyrstan's tome, *Studies in Death*.

Immediate Animation

Athasian Dragon-King magic;
psionic component renders the
spell uncastable by wizards.



Immunity

See immunity to poison and disease.

Immunity to Adherence — Drow (Abjuration, Alteration)

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

This spell confers upon the drow or another being temporary immunity to magical and natural webs, *viscid globs* (such as those produced by a *wand of viscid globs*), the sticky secretions and natural glue-like properties of roper strands, mimic pseudopods, cave fisher filaments, and

similar impediments. These perils do not hamper or cling to the spell recipient, who can move and act normally.

The material components for this spell are a milkweed seed or other windborne seed “key” or “puff” and a drop of water, alcohol, tears, or spittle.

Notes: Restricted to drow; uncommon. Note that the material component is difficult for subterranean drow to acquire.

Immunity to Magical/Normal Weapons

See invulnerability to magical/normal weapons and protection from magical/normal weapons.

Immunity to Poison and Disease (Abjuration)

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 5

Duration: 24 hrs.

Area of Effect: Creature touched

Saving Throw: None

This spell renders the recipient immune to disease, parasitic infestation, poison, and natural venoms. Even magical or cursed diseases such as lycanthropy and mummy rot cannot take hold in the subject while the spell is in effect. The spell repels the attacks of such vermin such as rot grubs and ear seekers, and prevents damage from yellow mold spores and similar infestations.

Immunity to poison and disease only affects the recipient's subsequent exposure—it has no effect on diseases, parasites, or poisons already afflicting the recipient when the spell is cast.

The material component is a ground bay leaf.

Notes: Restricted to witches (common) and abjurers (very rare); the latter must be trained by a witch—part of this training implants a fatal curse that is triggered against the abjurer and student if the knowledge is passed on.

Immunity to Spider Venom — Drow (Abjuration)

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 2

Duration: 2 rds. + 1 rd./level

Area of Effect: Creature touched

Saving Throw: Neg.

This spell confers upon the caster or another touched creature (who, even if willing, receives a saving throw; if successful, it breaks the spell) absolute immunity to all effects of the venom, internal fluids, digestive juices or secretions, or spilled gore of any arachnid (that is, corrosive as well as poison effects are negated). Fresh-spun webs will not adhere to the protected being, and the spell recipient is even immune to any blinding effects that would normally result from being sprayed in the face by such fluids.

The spell also confers upon the protected being a +2 saving throw bonus against all other acids, venoms, and poisons (ingested, contact, or insinuating).

The material component of this spell is a whole poisonous spider of any size, alive or dried, which is crushed during spellcasting.

Notes: Restricted to drow; uncommon.



Immunity to Undeath (Abjuration, Necromancy)

Level: 9

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: 40-ft. radius

Saving Throw: None

This spell creates a globe that moves with and is centered on the caster. The perimeter of this protected area glows with a very faint blue-white radiance, visible only in gloomy or dark surroundings. All creatures can freely pass into and out of the globe.

Within the globe, all beings are rendered immune to undead energy draining attacks, Strength draining attacks, mental control, and all undead powers that cause fear, paralysis, aging, or death (such as a banshee wail). The undead can be turned as usual.

A creature leaving the globe becomes normally vulnerable to undead attacks while it is outside the area. A being on the perimeter is protected as long as any part of its body is in contact with the globe.

Within the globe, physical attacks by undead creatures inflict normal physical damage. Undead cannot voluntarily change form (for example, a vampire cannot turn from gaseous to solid form or vice versa), nor can undead creatures such as zombies be animated. Shadows and other hard-to-discern undead are clearly outlined at all times while within the globe and are vulnerable to all weapons.

The caster cannot end the spell's effects before the spell expires. A successful *dispel magic* spell destroys the globe. Spellcasting may be freely undertaken within the globe by any caster.

The material components of this spell are a drop of the caster's blood, a seed from any plant, and a drop of holy water.

Notes: Very rare spell from the FORGOTTEN REALMS setting; virtually unknown elsewhere. Known to be in *The Glandar's Grimoire*.

Immurk's Distraction

(Enchantment/Charm)

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: Special (maximum 24 hrs.)

Area of Effect: 50-ft. radius from item touched

Saving Throw: Special

When this spell is cast on a concealed item, it clouds the mind of anyone seeking the item and within 50 feet of it, so that they will not find the hidden item. The caster can exclude specific individuals from the effect (these must be specified at the time of casting); all other searchers must make a successful saving throw vs. spell or fail to find the item. For example, if the item is concealed under a blanket, it simply will not occur to an affected individual to look under that blanket.

An individual who successfully saves does not necessarily find the item. The character only avoids the spell's misdirection; unless the right place is successfully searched, the item remains hidden.

An item in plain sight is not protected. Similarly, an individual who is not looking for the affected item is not affected by the spell, and may thus stumble across the item accidentally. Once the item is touched by someone (other than by one specified to be immune), the *dweomer* is canceled.

An affected individual specifically directed to look in the right location (for example, by someone outside the area of effect) will do so, but will fail to find the item. Thus, if digging for a buried chest based on paced-off directions, an affected individual makes just enough mistakes to dig in the wrong place.

The caster chants and gestures while casting the spell, scattering a mixture of sand and diamond dust (from a diamond of at least 500 gp value) over the protected item.

Immurk's distraction is said to have been researched for Immurk by Selzen, a mage of Procampur.

Notes: Rare or very rare spell from the FORGOTTEN REALMS setting; uncommon or rare in the Inner Sea region.

Impenetrable Lock, Odeen's

See Odeen's impenetrable lock.

Impersonation

(Illusion)

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn/level

Area of Effect: Person touched

Saving Throw: Special

This spell must be cast upon a willing subject, who immediately assumes the appearance of a person of his choice. The subject becomes the same height, sex, and race of the target person selected, even speaking with the same voice, and gesturing with the same mannerisms—the impersonator is indistinguishable from the original in all outward appearances.

However, the impersonator does not acquire the original's memories or abilities, and cannot automatically speak the original's language. Furthermore, if the impersonator does anything that is out of character for the original, anybody present who knows the original is allowed a saving throw vs. spell. Those making a successful save see through the illusion and realize that an impostor has taken the original's place.

The material component is a drop of blood, lock of hair, or cherished possession belonging to the original individual.

Notes: Uncommon for illusionists; otherwise rare (*L&L*).

Imprisonment

(Abjuration)

Reversible

Level: 9

Range: Touch

Components: V, S

Casting Time: 9

Duration: Permanent

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 creature remains there unless a reverse of the spell, with the creature's name and background, is cast. Magical search by a *crystal ball*, a *locate object* spell, or similar means will not

reveal the fact that a creature is imprisoned. The *imprisonment* spell functions only if the subject creature's name and background are known.

The reverse spell, *freedom*, cast upon the spot at which a creature was entombed and sunk into the earth, causes it to reappear at that spot. If the caster does not perfectly intone the name and background of the creature to be freed, there is a 10% chance that 1 to 100 creatures will be freed from imprisonment at the same time.

Note: The exact details of any creatures freed are up to the DM. A random method of determining this is to roll percentile dice twice (once for imprisoned creature density and once for a base number of creatures at maximum density). The rolls are multiplied and rounded to the nearest whole number. Each released creature has a 10% chance to be in the area of the spellcaster. If monsters are being generated randomly, roll 1d20 for level, with rolls of 9+ considered 9, and the exact monsters determined by the random encounter tables.

For example, if the initial rolls were 22 and 60, the number of monsters released is $.22 \times .60 = .1320 = 13$ monsters. Since only 10% of these will be in the immediate vicinity of the caster, the wizard may encounter only one or two of them.

Notes: Common spell (*PHB*).

Improved Armor

(Conjuration)



Level: 4

Range: Touch

Components: V, S, M

Duration: Special

Casting Time: 4

Area of Effect: 1 creature

Saving Throw: None

Like the 1st-level *armor* spell, this enchantment creates a faintly glowing magical field of energy around a target individual that serves as if it were field plate (AC 2).

The spell has no effect on a person already armored or a creature with Armor Class 2 or better, but it is cumulative with Dexterity bonuses. *Improved armor* does not affect a creature's movement or hinder spellcasting, and it has no weight.

Improved armor remains about the individual until dispelled or until the individual suffers damage equal to 10 points plus twice the

caster's level. For example, if an 8th-level wizard cast this spell upon himself, the armor would remain intact until he suffered 26 points of damage. The armor does not prevent the spell recipient from suffering the damage; damage both affects the protected individual and reduces the duration of the spell.

The material component is a cube of polished steel.

Notes: Common on Cerilia, the BIRTHRIGHT setting; unknown elsewhere. This spell functions only in the Cerilian setting.

Improved Blink

(Alteration)
(Dimension)

Level: 5

Range: 0

Components: V, S

Casting Time: 1

Duration: 1 rd./level

Area of Effect: The caster

Saving Throw: None

This spell is a variation of the 3rd-level wizard 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 the blink, 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.

A wizard intending to take any action—such as attacking, casting a spell, or using a magical item—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 struck 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. For example, a blinking wizard who is 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.

Because the wizard can pick the location he is blinking to, he must blink to an area clear of obstructions or obstacles. A caster blinking into a movable object is displaced to a random location (use the *blink* spell rules in the *PHB* to determine where he ends up).

Notes: Uncommon spell (PO:SM).

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 attacks in the average phase, the wizard blinks during the fighter's attack, and his *lightning bolt* (a fast spell) would go off 1 phase later, with any other slow actions.

Improved Burning Hands

See flame ray.

Improved Chill Touch

(Necromancy)
(Shadow)



Level: 2

Range: 0

Components: V, S

Casting Time: 2

Duration: 1 rd./level

Area of Effect: The caster

Saving Throw: Neg.

Resembling the 1st-level spell *chill touch*, this spell conjures a magical aura of negative, blue energy that surrounds the caster's hand. The energy drains the life force of any creature touched by the wizard with a successful attack roll. If the creature touched fails to make a successful saving throw vs. spell, it suffers 1d10 points of damage and becomes paralyzed from the extraordinary cold and pain.

The paralysis lasts one hour per point of damage inflicted. In addition, the creature loses 2 points of Strength and Constitution, both of which return at the rate of 1 point per day. Any undead creature of less than 3 Hit Dice touched by the caster must save vs. spell or be destroyed.

Notes: Restricted to undead spellcasters; common. Can be researched only in the RAVENLOFT setting and triggers a RAVENLOFT powers check on completion of the attempt.

Improved Double Wizardry, Jonstal's
See Jonstal's improved double wizardry.

Improved Featherfoot — Ninja
(Alteration)

Level: 4

Range: Touch

Components: S

Casting Time: 1 rd.

Duration: 1 turn/level

Area of Effect: Person touched

Saving Throw: None



This spell improves on the 2nd-level ninja spell *featherfoot* by additionally allowing the ninja to walk across still or gently moving water surfaces (the water of a pond or a slow river, for example). Such travel leaves the bottoms of the recipient's feet wet, so he must take care to leave no trail after leaving the water.

Otherwise, the person affected by this spell gains the magical ability to move quietly and



weightlessly at a normal walking pace or slower. If he tries to go any faster, the spell is broken and lost. The person affected by this spell does not leave normal footprints, nor set off weight- or pressure-based traps.

While the spell is in effect, the person gains +30% to his move silently roll. (If without this skill, the person has a 30% chance to move silently, as a thief, for the duration of the spell.) Unlike the *featherfoot* spell, this spell has no reversal.

Notes: Restricted to ninja spellcasters and those trained by them; common.

Improved Haste

(Alteration)

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: Creature touched

Saving Throw: None



This spell lets the wizard bestow tremendous speed on any one creature. The quickened creature functions at double its normal movement and attack rates, moving and attacking twice in the round. The quickened creature rolls initiative for each round normally; the first basic action always happens at initiative "0" in the round, and goes again on his rolled initiative number. The creature also receives a +4 bonus to its Dexterity score (to a maximum of 25) for the duration of the spell, which can affect reaction adjustment, missile attack adjustment, and defensive adjustment.

Casting the spell takes one entire round, during which both the recipient and the caster can do nothing else. The spell lasts for a number of rounds equal to the caster's level.

Unlike the normal *haste* spell, this spell has no effect on the recipient's age. This spell negates the effects of a *slow* or *improved slow* spell. It is not cumulative with itself or with other similar magic.

The material components for this spell are a lump of grease and a spark of flint and steel.

Notes: Common in the DARK SUN setting; this spell requires a mentor who has been there or spell research in that setting.

Improved Invisibility (Illusion/Phantasm)

Level: 4
 Range: Touch
 Components: V, S
 Casting Time: 4
 Duration: 4 rds. + 1 rd./level
 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 spell casting, 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).

Notes: Common spell (*PHB*).



Improved Magic Missile (Invocation/Evocation) (Force)

Level: 3
 Components: V, S
 Range: 60 yds. + 10 yds./level
 Casting Time: 3
 Duration: Instantaneous
 Area of Effect: 1 or more creatures in
 a 10-ft. cube
 Saving Throw: None

The *improved magic missile* conjures deadly bolts of magical force that unerringly strike their targets, inflicting 1d4+1 points of damage each. However, *improved magic missile* can generate up to 10 missiles. The caster gains one missile at 1st level, and then one additional missile for every two experience levels past 1st level (two at 3rd, three at 5th, and so on). Note that this spell is identical to the 1st level *magic missile* spell for wizards of less than 11th level. Any protective magics that stop *magic missile* also stop this spell.

Notes: Common in the MYSTARA setting; otherwise very rare.

Improved Magic Mouth — Bard (Alteration)

Level: 3
 Range: 10 yds.
 Components: V, S, M
 Casting Time: 3
 Duration: Special
 Area of Effect: 1 object
 Saving Throw: None

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, "Tamak, 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 (that is, 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 not change. Thus, if a bard is extremely angry at Tamak when he casts an *improved magic mouth*, the mouth will remain in a state of anger, even if the bard and Tamak have reconciled.

Notes: Common for bards; otherwise rare.

Improved Mantle, Alustriel's

See Alustriel's improved mantle.

Improved Mind Mantle — Alhoon (Abjuration)

Level: 3

Range: Touch

Components: V, S

Casting Time: 3

Duration: 1 turn/level

Area of Effect: Creature touched

Saving Throw: None

This spell creates a cloaking web of random mental impulses that screens the mind of a single protected being against all mind reading and influencing spells of 5th level or less (wizard school of enchantment/charm magics and priest spells of the charm sphere). The creature is also immune to magical item effects that duplicate the aforementioned spells, and to all psionic telepathic devotions.

Psionic telepathic sciences (such as the five commonly-known psionic attack forms) can affect a being protected by an *improved mind mantle*, but their contact cost is doubled. Also, if the protected being is psionic and uses *ejection* (a telepathic science) to force away a psionic attacker, no side effects are suffered.

The mantle-wearer is also protected against all telepathic attack modes (ego whip, id insinuation, mind thrust, psionic blast, and psychic crush) as follows: no "power score" effects are possible against the mantle-wearer, and the initial costs of these attacks are doubled when used against the mantle-wearer. In other words, unless the psionic attacker knows of the protection and doubles the psionic strength points (PSPs) used in the attack, the initial attack fails.

An *improved mind mantle* is invisible, and is unaffected by subsequent spellcasting on the part of a protected being (which also won't affect it). The caster can end it instantly by silent act of will, and a *dispel magic* spell will also destroy it.

Notes: Restricted to alhoon (undead illithids); common.

Improved Mirror Image — Ninja (Illusion/Phantasm)



Level: 4

Range: 0

Components: S

Casting Time: 2 rds.

Duration: 3 rds./level

Area of Effect: 30-ft. radius

Saving Throw: None

This ninja spell works much like the 2nd-level wizard spell *mirror image*, with some important differences.

The mirror images appear in the vicinity of the caster, but can move up to 30 feet away. Although the images must face the same target or enemy (whichever one the spellcaster is facing), they do not have to perform exactly the same actions. They can draw different weapons or appear to choose different tactics in combat.

When struck in combat, these images collapse as if injured or killed, feeling solid to the person attacking them. Only at the start of the next combat round do "injured" images disappear.

Like the images created by a *mirror image* spell, these visions can inflict no actual damage. If they attack an enemy in combat, all their attacks seem to miss until they are struck or the spell duration ends.

To determine how many images appear, the DM rolls 1d4 and adds 1 for every three levels of the ninja's spellcasting experience.

Notes: Restricted to ninja spellcasters and those trained by them; common. At the DM's discretion, this spell might be researched normally by an illusionist.

Improved Phantasmal Force (Illusion/Phantasm)

Level: 2

Range: 60 yds. + 10 yds./level

Components: V, S, M

Casting Time: 2

Duration: Special

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 main-

tain 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.

Notes: Common spell (*PHB*).

Improved Skull Watch (Necromancy)

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 5

Duration: Until activated

Area of Effect: 20-ft. wide × 90-ft. long path

Saving Throw: None

This spell is an improved version of *skull watch*, used by necromancers with large permanent bases. Like *skull watch*, the improved spell sets an enchanted skull either on a surface or hanging in midair. Living intelligent creatures entering the area 20 feet wide by 90 feet long in front of the skull will activate it.

The activated skull screams; this can be heard up to a quarter-mile away. The skull mentally communicates the presence of intelligent living creatures to the caster, if the caster is on the same plane as the skull. The skull communicates both its location and general visible data about those who activated it (race, appearance, visible weapons, and so forth, but not alignment, level, or magical abilities).

The wizard can create as many watch skulls as he has levels. Each one sounds alike in its scream. Once activated the floating skull sinks slowly to the ground and can be reused later. Should the caster die before a skull is activated, it will continue to operate until triggered or deactivated.

Once the skull is in place it cannot be moved. It is not undead and thus not subject to turning. A *dispel magic* spell will deactivate the skull, as will destroying the skull itself. The skull has AC 5 and 2 hit points for every level of the caster. Destroying or dispelling the skull makes the caster aware of its destruction, but does not reveal the attacker's nature.

The spell requires the complete skull of a humanoid, intelligent creature. Its material component is a bit of earwax.

Notes: Uncommon for necromancers; other-

wise very rare. In the FORGOTTEN REALMS setting, it is known to be in the book *Tidings of Conflict and Woe*.

Improved Slow (Alteration)



Level: 6

Range: 90 yds. + 10 yds./level

Components: V, S, M

Casting Time: 6

Duration: 1 rd./level

Area of Effect: Thirty 10-ft. cubes.

Saving Throw: Neg.

This spell causes the affected creatures to move and attack at 1/9 their normal rate. In combat, affected creatures only attack every ninth round, and they cannot cause damage from normal melee attacks. However, they do attack with a -8 penalty for nonstandard melee attacks, such as touch energy drain and paralysis—such attacks, if successful, have their stated effect without penalty. Creatures under this spell have a +8 penalty to their AC as well. The caster can vary the area of effect as desired, arranging the thirty 10-foot cubes (30,000 cubic feet total) in any continuous shape, provided no section extends beyond the range of the spell. All creatures entirely within the area of effect may be *slowed*, but each is entitled to a saving throw vs. spell to negate the spell. This spell negates the effects of a *haste* or *improved haste* spell.

The material component for this spell is a tiny golden statue (minimum 10 gp value).

Notes: Common in the DARK SUN setting; this spell requires a mentor who has been there or spell research in that setting.

Improved Spider Climb — Drow (Alteration)

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 2

Duration: 3 rds. + 1 rd./level

Area of Effect: Creature touched

Saving Throw: Neg.

This spell is an improved version of the 1st-level wizard spell *spider climb*. The recipient can climb on vertical surfaces and hang upside down from ceilings, moving at a rate of 8 (4 if at all encumbered); bare hands and feet are not

required, and small objects do not stick to the recipient's body: a recipient can easily cast spells while sticking to a wall with feet and/or back. The caster can end the effect with a word (if this causes a fall, normal damage applies). Sufficient force or impact can also tear the recipient free; the DM must assign a saving throw based on the circumstances.

The material components of this spell are a drop of bitumen (pitch) or tree gum, and a live spider, both of which must be eaten by the recipient. Unwilling recipients must be touched, must eat the components, and must also fail a saving throw vs. spell, to be affected.

Notes: Restricted to drow; uncommon.

Improved Strength

(Alteration)

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 4

Duration: 1 rd./level

Area of Effect: Creature touched

Saving Throw: 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 (see table).

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 (see table).

Strength Score	Equivalent Giant Type	Rock Hurling	
		Range	Damage
19	Hill giant	80 yds.	1d6
20	Stone giant	100 yds.	1d8
21	Frost giant	100 yds.	1d8
22	Fire giant	120 yds.	1d8
23	Cloud giant	140 yds.	1d10
24	Storm giant	160 yds.	1d12
25	Titan	200 yds.	1d20

When the spell ends, the recipient is struck by intense exhaustion, and can do nothing except rest for 1d3 full turns. The material component is a strand of hair from a giant.

Notes: Uncommon (PO:SM).

Improved Vampiric Touch

(Necromancy)

Level: 4

Range: Touch

Components: V, S

Casting Time: 4

Duration: 1 day

Area of Effect: The caster

Saving Throw: None

A more dangerous version of the 3rd-level spell, *vampiric touch*, this spell inflicts 1d6 points of damage per two caster levels, to a maximum of 9d6 at 18th level. The caster must touch his opponent with a successful melee attack; the spell lasts until discharged by a touch or until one turn passes. Hit points drained from the opponent are added to the caster's own total, with any hit points above the caster's normal maximum treated as temporary bonus hit points. Damage is subtracted from the bonus hit points first, and any remaining after one day dissipate.

The victim of this spell can recover lost hit points through normal or magical healing; undead creatures are completely unaffected by the spell.

Notes: Restricted to necromancers; uncommon. Can be researched only in the RAVENLOFT setting and triggers a RAVENLOFT powers check on completion of the attempt. Some sources refer to this spell as *lich touch*.



Improved Whispering Wind**(Alteration, Phantasm)****(Air, Song)**

Level: 3

Range: 1 mi./level

Components: V, S

Casting Time: 1

Duration: Special

Area of Effect: 5 ft. radius

Saving Throw: None

This variation of the 2nd-level *whispering wind* spell functions like that spell, except that once the wind arrives, the caster can converse with the subject freely (though in a whisper) for as many rounds as the wizard has levels of experience.

The wizard is able to either send a message or create some desired sound effect, excluding sound-based special attacks. The 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 wind is as gentle and unnoticed as a zephyr until it reaches the location. The spell operates regardless of whether anyone is present to hear it, then the wind dissipates.

The wizard can cause the wind to move as slowly as a mile per hour or as quickly as a mile every turn. When the spell reaches its objective, it swirls and remains for the spell duration. As with the *magic mouth* spell, no spell can be cast via the whispering wind.

The spell was developed by the wizard Shazogrox.

Notes: Uncommon for Air mages; otherwise rare.

Inaccuracy

Reversed form, see accuracy.

Incendiary Cloud**(Alteration, Evocation)****(Air, Fire, Alchemy)**

Level: 8

Range: 30 yds.

Components: V, S, M

Casting Time: 2

Duration: 4 rds. + 1d6 rds.

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 1d2 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 1d2 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 vs. spell 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.

Notes: Common spell (PHB).

Incendiary Entrapment**(Alteration)****(Alchemy, Fire)**

Level: 7

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: 100 sq. ft. or more

Saving Throw: ½

This spell allows a wizard to create a magical trap upon a floor, stairway, door, or other surface. The area affected is 100 square feet at 14th level, with an additional 50 square feet per level affected thereafter (thus, a 20th-level wizard can affect a 20 × 20 foot area).

When a creature touches the surface, the area explodes into flames after a delay of 20 to 60 seconds, causing combustibles to ignite and other substances to melt, vaporize, or char, unless the item makes a saving throw vs. magical fire. The caster can specify the delay when completing the spell, but the delay cannot be changed thereafter. The flames inflict 1d4 points of damage per level of the caster upon all creatures within the area of effect. A successful saving throw vs. spell reduces the damage by half. The *incendiary entrapment* spell lasts until a creature contacts the surface and triggers the explosion.

To complete this spell, the caster must sprin-

kle a mixture of finely powdered magnesium and saltpeter upon the surface to be enchanted.

Notes: Uncommon for Fire mages; otherwise, very rare. (Updated from *POLYHEDRON* Newszine.)

Induce Lycanthropy

Reversed form, see suppress lycanthropy.

Infallible Identification, Shayn's

See Shayn's infallible identification.

Infratorch

(Alteration)
(Artifice)

Level: 2

Range: Touch

Components: V, M

Casting Time: 2

Duration: 1 turn/level

Area of Effect: Special

Saving Throw: None

A wizard casting this spell creates a special torch that allows all those within a 15-foot radius to see as if they had infravision. The infravision extends 60 feet from the torch.

The torch does not give off light or heat, and looks like nothing more than a burnt-out torch or piece of wood. *Infratorch* can be cast only on wooden objects, such as staves, torches, sticks, etc.

The spell requires a piece of wood at least two feet long, which is not consumed.

Notes: Rare spell, originally from the *FORGOTTEN REALMS* setting.

Infravision

(Alteration)

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 2 hrs. + 1 hr./level

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.

Notes: Common spell (*PHB*).

Ingenious Recollection, Sathrath's

See Sathrath's ingenious recollection.

Insatiable Thirst

(Enchantment/Charm)

(Water)

Level: 2

Range: 5 yds./level

Components: V, S

Casting Time: 2

Duration: 1 rd./level

Area of Effect: 1 creature

Saving Throw: Neg.

This spell instills in the subject an uncontrollable desire to drink. The creature 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 creature might not realize that a liquid is poisonous. The creature will not consume a liquid known 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.

Notes: Uncommon spell (*ToM*).

Inscribe

This is reportedly a 6th level spell from the FORGOTTEN REALMS setting able to transcribe writings more effectively than lower level spells such as copy, dictate, sorcerous scribe, write, and so on. It is believed lost since the Time of Troubles, although Elminster may have access to it.



Insect Sight

(Alteration)
Reversible

Level: 5
Range: Touch
Components: V, S, M
Casting Time: 2 rds.
Duration: 5 turns + 1 turn/level
Area of Effect: Creature touched
Saving Throw: Neg.

With this spell, the caster confers a fantastic range of vision on the creature touched. The recipient gains the ability to see above and behind him, with a field of vision of nearly 360 degrees. The creature will seldom be surprised, as it receives a +2 (or +20%) bonus to any roll that determines whether it has been surprised. In addition, back attacks against the creature are considered flank attacks, and flank attacks are considered frontal attacks. However, the spell gives a -2 penalty to any saving throw against a gaze attack. An unwilling creature receives a saving throw vs. spell to avoid receiving the *insect sight* spell.

The spell components are sunblossom oil and the dried remains of ten flies.

The reverse of this spell, *tunnel vision*, reduces the field of vision to a mere 10 degrees. The subject gains a +2 bonus to saving throws against gaze attacks, but suffers a -2 penalty to surprise checks. Flank attacks against the creature are considered rear attacks while the spell is in effect. The creature is allowed a saving throw vs. spell to avoid the effect. The material components are nightflower sap and an earthworm.

Notes: Very rare spell. Known to be in *Prismal's Pocket Library, Vol. IV*.

Instant Audience — Bard (Conjuration)

Level: 3
Range: 30 yds.
Components: V, S, M
Casting Time: 2
Duration: Up to 4 hrs.
Area of Effect: 1 room or area within range
Saving Throw: None

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, genders, and social classes 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 non-combative 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.

Notes: Restricted to bards; common.

Instant Exit, Drawmij's

See Drawmij's instant exit.

Instant Regeneration

(Necromancy)



Level: 9

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: Creature touched

Saving Throw: None

Upon its casting, this spell allows a wu jen to instantly restore a lost limb, causing it to regrow right before one's eyes. The spell can only restore a lost limb. It cannot cause a new limb to appear where none was before. The spell causes no harm to the recipient and restores any hit points that may be missing because of the loss of the limb. The caster permanently loses 1 point of Constitution when this spell is cast.

The material component for the spell is a charm of yellow paper inked with mystical red characters.

Notes: Restricted to wu jen and like oriental wizards; common.

Instant Summons, Drawmij's

See Drawmij's instant summons.

Insulation

(Abjuration, Alteration)

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1

Duration: 2 rds./level

Area of Effect: Creature touched

Saving Throw: None

This spell provides the recipient with a temporary resistance to all electrical spells or

effects. The recipient gains a +2 bonus to saving throws against such attack forms, and all damage sustained is reduced by half (to a minimum of 1 point). If the saving throw is successful, only one-quarter damage is sustained.

The material component of this spell is a 1-inch-square piece of rubber. This must be placed between the recipient's foot (shod or unshod) and the ground. It must be touched by the recipient and the ground at all times or the spell is ineffective (in other words, this protection effectively immobilizes the protected creature). If conditions are wet, that is, the recipient is standing in water—or in a thunderstorm—the saving throw bonus is reduced to +1, but the resistance to damage is unchanged.

Notes: Very rare in the Shining South of the FORGOTTEN REALMS setting; otherwise it is unknown.

Intensify

See intensify nature.

Intensify Nature

(Alteration)

Level: 8

Range: 0

Components: V, S, M

Casting Time: 9

Duration: 1 turn

Area of Effect: 1 sq. mi.

Saving Throw: None

This spell drastically multiplies the power of one currently existing natural phenomenon or condition. A light breeze can be transformed into a hurricane-strength wind, the sound of rustling leaves or running water becomes a deafening tumult, a light sprinkle of rain would turn into an unbearable downpour, and so on. If the conditions are already marginal, intensify can escalate them into damaging attacks against all creatures and structures within the area of effect. For example, a thunderstorm could be intensified into raging sheets of lightning equal to a *call lightning* spell, or a blizzard could be enhanced to an *ice storm* over the entire area. Some possibilities are shown on the list.

Condition	Intensified Effect
Light Rain	Downpour
Heavy Rain	Downpour with flash flooding
Thunderstorm	Dangerous lightning
Light Snow	Blizzard
Heavy Snow	White-out blizzard
Heat Wave	Unbearable heat
Cold Snap	Unbearable cold
Fog	Complete obscurement
Light Breeze	Hurricane-force winds
Strong Breeze	Tornado-force winds

The exact effects of any given condition are left to the DM to decide. Downpours, blizzards, and white-outs generally reduce vision to a few feet and seriously penalize movement and combat in the entire area. Dangerous winds or lightning can destroy structures and cause damage to all creatures that do not find cover. Intensified sounds or smells could deafen or gag all creatures in the area. *Intensify nature* cannot be dispelled except by means of *dispel enchantment* or a *wish* spell.

The material component is a small, curved horn carved with special runes, worth at least 100 gp.

Notes: Restricted to witches and, optionally, Weather mages; uncommon.

Intensify Summoning (Conjuration/Summoning)

Level: 7
Range: Special
Components: V, S, M
Casting Time: 7
Duration: Special (1 turn maximum)
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 that 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. The summoned creatures are more powerful, having an additional 2 hit points per Hit Die.

The material components are a small leather pouch and a miniature silver candelabra.

Note: Uncommon spell (*ToM*). A necromantic variant exists, restricted to necromancers and affecting only summoned undead.

Internal Fire

(Evocation)



Level: 9
Range: 60 yds.
Components: V, S, M
Casting Time: 1 rd.
Duration: Instantaneous
Area of Effect: 1 HD/level in 10-ft. radius
Saving Throw: None

This spell allows the wu jen to create a deadly raging heat within the bodies of the victims, causing them to be consumed by flame from inside. Death occurs instantly. There is no saving throw against this spell. If more Hit Dice or levels of creatures are in the area of effect than can be affected by the caster, those with the fewest Hit Dice or levels die first. Partial totals are unaffected by the spell (if a 20th-level caster has already affected 15 Hit Dice or levels of creatures, a creature with 7 Hit Dice or levels would be unaffected since only 5 Hit Dice of power remain).

Although there is no saving throw against this spell, a magical item that confers protection from fire and fire-based attacks makes the wearer immune to the effects of this spell. Creatures immune to fire-based attacks are unaffected.

The material component for this spell is an iron brazier filled with red-hot charcoal. The charcoal is extinguished as the spell is cast.

Notes: Common in oriental settings; very rare elsewhere (known mostly by Fire mages).

Interposing Hand, Bigby's

See Bigby's interposing hand.

Interruptable Light

(Alteration, Enchantment)



Level: 3
Range: Touch
Components: V, S, M
Casting Time: 1 rd.
Duration: Permanent
Area of Effect: Special (4-inch diameter spot)
Saving Throw: None

This spell creates a round spot that radiates a beam of bright light. The spell must be cast on a person or item. The beam created is about four inches in diameter and illuminates an area in a direct line from the place it originates, to a range of 60 feet. Of course, the light can be

seen by others for a much greater distance.

The light is as bright as full daylight and lasts until negated by magical darkness or a *dispel magic*. Creatures that suffer penalties in bright light suffer them if the beam is directed at their eyes. Creatures that try to avoid looking at the light are allowed a saving throw vs. paralysis, with success indicating that they are not dazzled.

The caster—or other person named at the time of casting—has mental control over the light, and can order it to turn off or on at will.

Notes: Common in the *RED STEEL* setting; virtually unknown elsewhere.

Invisibility

(Illusion/Phantasm)

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 2

Duration: Special

Area of Effect: Creature touched

Saving Throw: Special

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 *bles*s, *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).

If the spell is somehow made permanent, this effectively grants innate invisibility at will: the caster still becomes visible when attacking, but can return to a state of invisibility the next round if no action other than movement is taken.

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

Notes: Common spell (*PHB*).

Invisibility, 10' Radius

(Illusion/Phantasm)

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 3

Duration: Special

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.

Notes: Common spell (*PHB*).

Invisibility, Mind-Control

See mind-control invisibility.

Invisibility, Physical

See physical invisibility.

Invisibility to Undead

Aka cloak from undead. See that entry for details.

Invisible Blade, Laeral's

See Laeral's invisible blade.

Invisible Mail

(Abjuration, Evocation)

(Force)

Level: 3

Range: 0

Components: V, S, M

Casting Time: 3

Duration: Special

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, temporarily raising his Armor Class to 3. Its effects are not cumulative with other armor or magical protection (a character with these cannot improve his AC to 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 spell offers no protection against magical weapons or attacks. When the *invisible mail* has absorbed as many points of normal damage as the wizard has levels of experience, the mail disappears. The *invisible mail* does not hinder movement, nor does it add weight or encumbrance. It does not interfere with spellcasting.

For example, a wizard with AC 10 has shielded himself with the *invisible mail* spell. The first opponent attacks with a normal dagger, making the attack against AC 3. The attack hits, causing 2 points of damage, which is absorbed by the *invisible mail* spell, leaving the wizard 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 attack hits, inflicting 4 points of damage on the wizard (which are not counted against the *invisible mail*).

The material component is a small fragment of plate mail.

Notes: Uncommon spell.

Invisible Stalker

(Conjuration/Summoning)

Level: 6

Range: 10 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: Special

Saving Throw: None

This spell summons an invisible stalker from the Elemental Plane of Air. This 8 Hit Die 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 it 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.

Notes: Common spell (PHB).

**Involuntary Wizardry,
Mordenkainen's**

See Mordenkainen's involuntary wizardry.

**Invulnerability to Magical Weapons
(Abjuration)**

(Geometry)

Level: 6

Range: 0

Components: V, M

Casting Time: 3

Duration: 1 rd./level

Area of Effect: 5-ft. 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 special attacks (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*.

Any effort to combine this spell with magics that grant immunity to normal weapons cause this spell to fail immediately.

The material component for this spell is a piece of a broken magical weapon.

Notes: Uncommon spell, typically known by abjurers. (Originally from *The Complete Wizard's Handbook*.)

Invulnerability to Normal Weapons

(Abjuration)

(Geometry)

Level: 5

Range: 0

Components: V, M

Casting Time: 2

Duration: 1 rd./level

Area of Effect: 5-ft. radius

Saving Throw: None

This spell creates an immobile, faintly shimmering magical sphere around the caster that cannot be penetrated by nonmagical 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*.

Any effort to combine this spell with magics that grant immunity to magical weapons cause this spell to fail immediately.

The material components for this spell are a piece of a broken nonmagical weapon and a scale from a dragon.

Notes: Uncommon spell; typically known by abjurers. (Originally from *The Complete Wizard's Handbook*.)

Iron Body

(Alteration)

(Earth)

Level: 8

Range: 0

Components: V, S, M

Casting Time: 8

Duration: 1 rd./level

Area of Effect: The caster

Saving Throw: 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 be injured only 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, *cloudkill*, *poison*, *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 (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.

Notes: Uncommon spell (PO:SM).

Iron Kimono

(Alteration)



Level: 3

Range: 0

Components: V, S

Casting Time: 1 rd.

Duration: 2 rds./level

Area of Effect: The caster

Saving Throw: None

This is a protective spell for geisya and other oriental spellcasters. By casting this spell, the geisya temporarily enchants her kimono, obi, and tabi to a higher Armor Class. Though the clothing appears the same, it actually protects the geisya as armor of AC 5. At the end of the spell's duration, the Armor Class returns to its normal rating. Dexterity bonuses apply to the caster; the *iron kimono* does not hamper movement in any way.

Notes: Uncommon in oriental settings; very rare elsewhere.

Iron Maiden

(Evocation)

Level: 4

Range: 10 ft./level

Components: V, S, M

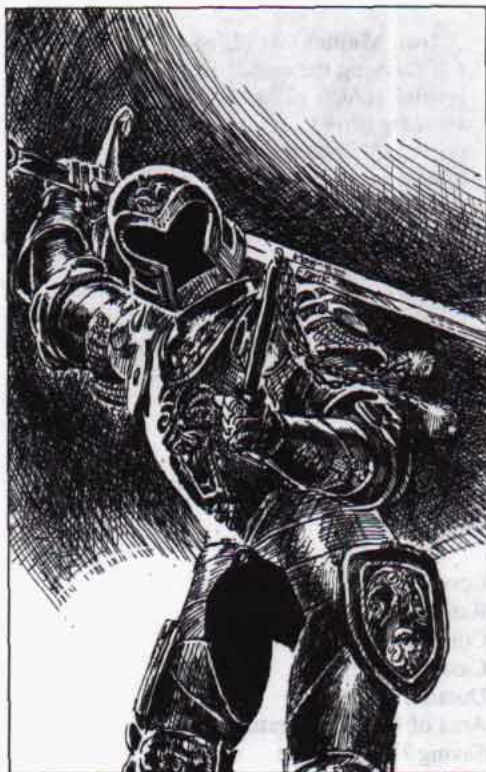
Casting Time: 4

Duration: 1 rd./level

Area of Effect: Creates 1 battle horror

Saving Throw: None

This spell temporarily brings into being a "helmed horror" that fights for the caster with absolute loyalty until destroyed. The *iron maiden* takes the form of an empty, animated suit of armor, armed with a long sword and a footman's mace. It acts as the caster directs. The caster mentally chooses its foe, and it fights that foe until directed to perform some other specific action. For example, it can be



commanded to "Block that doorway, and let nothing through!" or "Snatch up the wand that the mage in black let fall, and bring it quickly to me!" The caster is free to work other magic as the helmed horror fights.

The *iron maiden* is a "battle horror," the most powerful type of helmed horror. When destroyed, the *iron maiden* shatters and falls into dust and shards of rust. If it still exists when the spell expires, it meets the same fate, dropping on the spot and unharmed any items the caster has directed it to carry (in other words, a fragile flask would settle undamaged to the ground when the *iron maiden* carrying it collapsed, not fall and shatter). A battle horror created by means of this spell can communicate only with its caster.

Only one *iron maiden* spell can be memorized by a wizard at once. Such is the stress of this spell that it cannot be memorized again until at least a full day (24 hours) has elapsed since it was last cast.

The material component of this spell is a piece of metal plate that has been part of a suit of armor worn into battle at least once.

Notes: Restricted to the Seven Sisters, their apprentices, and select Harpers in the FORGOTTEN REALMS setting.

Iron Maiden: AC 2; MV 12, FI 12 (A), 6 if carrying the caster; HD 4 + 1 hp/caster level; THAC0 12; #AT 1; Dmg 1d8 (long sword), 1d6+1 (footman's mace), or 1d4 (fist); SA *Dimension door* (180 ft., 1/day), *blink* up to 1 turn (1/day), *magic missile* (2 missiles every three rds., range 70 yds.); SD innate *feather fall*, immune to three spells (*magic missile*, *dispel magic*, and *lightning bolt*); SZ M (6' tall); ML Fearless (20); Int High (14); AL LN; XP 4,000. If the iron maiden ceases *blinking*, it cannot start again within the spell's duration.

Iron Mind

(Abjuration)
(Mentalism)

Level: 3
Range: Touch
Components: S, M
Casting Time: 3
Duration: 1 hr.
Area of Effect: 1 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, the recipient 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.

Notes: Common for abjurers and mentalists; otherwise uncommon. (Originally from *The Complete Wizard's Handbook*.)

Iron Sack, Drawmij's

See Drawmij's iron sack.

Ironguard

(Abjuration, Alteration)

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

By means of this spell, the caster confers upon himself or another creature immunity to

metal, including normal metal weapons. Such weapons pass harmlessly through the individual as if he were a phantasm, not solid flesh. The individual can pass through iron bars, gates, and other metallic objects. Nonmetallic objects still affect the individual and can harm him. *Ironguard* affects only the individual's body, not anything that he is carrying or is attached to him.

The *ironguarded* individual is still subject to other attacks, such as heat, cold, and poison, even if these are delivered by weapons that would normally pass through him. The individual retains his Armor Class. Magical weapons can strike him, inflicting damage equal to their magical bonus (a *long sword* +2 inflicts 2 points of damage per strike). Enchanted metal is an impassible barrier to an *ironguarded* individual. Spells using metal in their effects (such as *blade barrier*) affect the individual normally.

The *ironguarded* individual can attack armored opponents as if they were unarmored, but only with barehanded or natural weapons. Such opponents would be AC 10 if they were wearing all-metal armor, modified by any Dexterity adjustments.

⚠ An *ironguarded* individual who occupies the same place as metal when the spell duration elapses is immediately killed (collapsing while passing through an iron gate, for example).

Notes: Rare spell from the FORGOTTEN REALMS setting. Known to be in *The Shadow-tome*. Previously barred to abjurers and transmuters, this restriction is now removed.

Ironwood

(Alteration)

Level: 5
Range: Touch
Components: V, S, M
Casting Time: 1 rd.
Duration: Permanent
Area of Effect: 1 cu. ft./level
Saving Throw: None



This spell allows the wu jen to change the tensile strength of wood to that of the finest steel. It only affects the hardness of the wood. Coloration, texture, and weight are unaffected. If cast on normal living plants, the spell has a 50% chance of working. If successful, it does not interfere with the normal growth of the plant but gives all parts of the plant, including leaves, flowers, and fruit the hardness of steel.

If cast on a plant-like monster, a saving throw vs. spell must be made by the creature. If successful, the spell has no effect. Failure means the creature becomes rigid and paralyzed. The Armor Class of the creature becomes 0 and a hit roll must be made when striking it, since the hardness is imbued throughout the body of the creature.

The material component for this spell is a pinch of metal filings mixed with the sap of a willow tree.

Notes: Common in oriental settings; very rare elsewhere.

Ironwood, Nautical

See nautical ironwood.

Irresistible Dance, Otto's

See Otto's irresistible dance.

Irresistible Scent, Ivy's

See Ivy's irresistible scent.

Irritating Odor, Ivy's

Reversed form, see Ivy's irresistible scent.

Irritation

(Alteration)

Level: 2

Range: 10 yds./level

Components: V, S, M

Casting Time: 2

Duration: Special

Area of Effect: 1 to 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.

Notes: Common spell (PHB).

Isolate Templar

(Abjuration)



Level: 6

Range: 100 yds.

Components: V, S, M

Casting Time: 1

Duration: 1 turn/level

Area of Effect: 1 templar

Saving Throw: None

This is a specialized, offensive version of *antimagic shell*, designed in the DARK SUN setting to affect one humanoid creature. When this invisible field surrounds a templar, that templar is automatically cut off from his sorcerer-king in regard to acquiring priestly spells. If the templar is maintaining a spell, such as *wall of fire*, then that spell automatically ends as the supporting magical energies are cut off. The templar is thrown back on his own resources, including magical items, normal weaponry, and whatever psionic powers he has. The templar still retains those spells granted but not yet cast.

Unless the sorcerer-king is watching the individual templar or a messenger tells him what's happening, the sorcerer-king will not realize that this spell is in operation. Only a sorcerer-king can cast a *dispel magic* spell powerful enough to get rid of an *isolate templar* spell. The spell cannot be successfully cast on a sorcerer-king to cut off all his templars from spells.

The material component of this spell is a gemstone of at least 1,000 gp value.

Notes: Very rare for a spellcaster from the DARK SUN setting; virtually unknown elsewhere.

Isolde's Answer

(Divination)

Level: 3
Range: Touch
Components: V, S, M
Casting Time: 3
Duration: 2 rds./level.
Area of Effect: 1 mi./level
Saving Throw: None

This spell temporarily enhances a magical mirror, *crystal ball*, or other scrying device. The spellcaster then asks the scrying device a question, and the scrying device answers that question by showing an appropriate scene if it is within the area of effect. Typical questions include: "Where did I put that book on magical apparatus?" "Who is the most beautiful in the land?" and "Where are the fish biting today?" Note that a scrying device must be in operation at the time the spell is cast. The spell requires a scrying device, which is not consumed by the casting.

Notes: Rare or very rare spell. (Updated from *DRAGON Magazine*.)

Item

(Alteration) (Artifice)

Level: 3
Range: Touch
Components: V, S, M
Casting Time: 3
Duration: 4 hrs./level
Area of Effect: 1 object, up to 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 $\frac{1}{2}$ of its normal size. Optionally, the caster can also change its now-shrunk 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.

Notes: Common spell (*PHB*).

Item Supercharger

(Chronomancy)

Level: 8
Range: Touch
Components: V, S, M
Casting Time: 8
Duration: Permanent
Area of Effect: 1 item
Saving Throw: None

By means of this spell, a chronomancer attempts to alter the salient abilities of a magical item. This attempt can be made only once per item, and has a significant chance of ruining the item forever. Use the table to figure the chance for success.

Item Supercharging Success Chances

Item	Frequency	Duration
Potion	—	25%
Ring	60%	65%
Rod	60%	80%
Staff	90%	65%
Wand	85%	90%
Misc.	50%	65%

Frequency is the number of times per day the item can be used, or the recharge time required between uses. When this ability is changed, uses per day are doubled or the recharge time halved. For example, the recharge time of a *ring of blinking* goes from six turns to three.

Duration is how long the effect operates. Altering this doubles the duration. For example, *wings of flying* could be used for 16 turns at speed 12, instead of eight turns.

The material component is an ounce of mercury.

Notes: Restricted to chronomancers; common.



Itembane**(Alteration)**

Level: 6
 Range: 100 ft.
 Components: V, S
 Casting Time: 6
 Duration: Permanent
 Area of Effect: 1 magical item and its owner
 Saving Throw: Neg.

A much more powerful version of *wandbane*, the *itembane* spell affects a magical item and its owner, forever preventing the item from functioning for that character. The item must be in the owner's possession at the time of casting. If the owner fails a saving throw vs. spell, the item ceases to function for that particular user. A warrior could not wield a magical sword, wands no longer cast spells, rings become inert. In fact, these items are physically repelled by their owners. For example, an affected wand will fly from a character's grip.

This effect can be removed by the casting of a separate, successful *dispel magic* spell on each of the item and the owner. Artifacts are not subject to this spell (and certain other campaign-specific items may not be as decided by the DM).

Notes: Rare spell from the MYSTARA setting.

Ivy's Irresistible Scent**(Alteration)****Reversible**

Level: 4
 Range: 10 yds.
 Components: V, S, M
 Casting Time: 4
 Duration: 1d4 rds.
 Area of Effect: 1 creature or object
 Saving Throw: Neg.

By means of this spell, the caster causes an irresistible scent to adhere to a creature or object, though living creatures receive a saving throw vs. spell to negate the effect. The scent is extremely appealing to all creatures of animal Intelligence or less within 10 yards. Those within 10 yards, and who are above animal Intelligence, will notice a pleasant smell and can identify where it is coming from. Any creature with a keen sense of smell trying to track a creature or object with this spell cast on it does so automatically.

The material components are a drop of animal musk and a drop of rose oil.

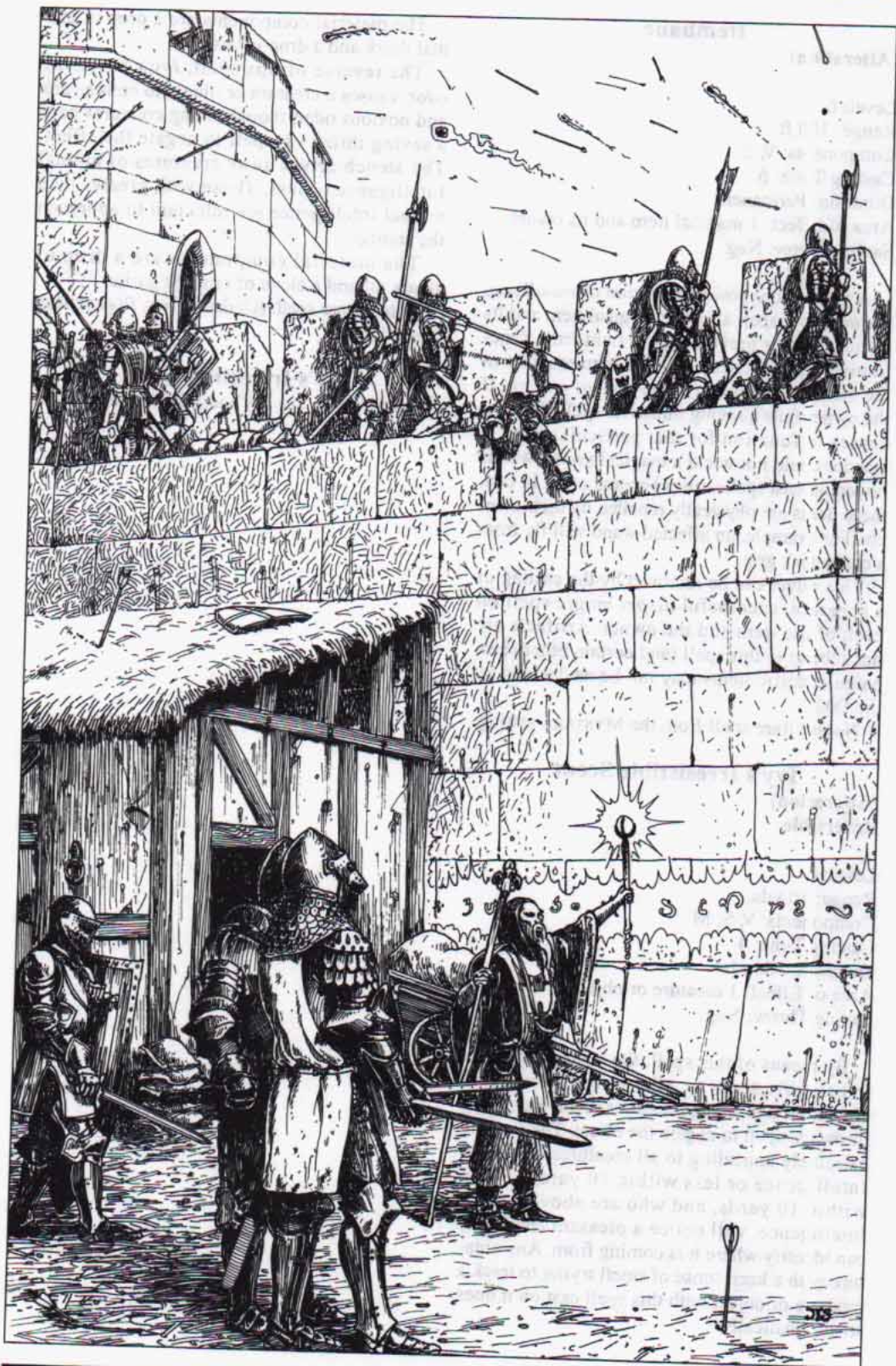
The reverse of this spell, *Ivy's irritating odor*, causes a creature or object to emit a rank and noxious odor, though living creatures have a saving throw vs. spell to negate the effect. The stench drives away creatures of animal Intelligence or less. Those with greater than animal Intelligence are reluctant to approach the source.

The material components are a drop of skunk oil and a clove of crushed garlic.

Notes: Rare spell. (Updated from *POLYHEDRON* Newszine.)

Ivy's Irritating Odor

Reversed form, see Ivy's irresistible scent.



Jackal Ward**(Abjuration)**

Level: 4
 Range: Touch
 Components: V, S, M
 Casting Time: 1 turn
 Duration: 1 day (special)
 Area of Effect: Caster
 Saving Throw: None



The material component is a piece of chalk the wizard uses to inscribe a small magical symbol on the affected object. The marking immediately disappears, visible only via *true sight*, a *gem of seeing*, or similar magic.

Notes: Very rare, originally from the MYSTARA setting.

In areas where jackal wizards are known to operate, it is wise for an arabian wizard to protect himself from spell thievery. This spell serves this purpose admirably.

After the spell is cast, the wizard simply places a small coin (the spell's material component) in his turban or other headgear. If a jackal wizard attempts to lift a spell from the protected wizard, the coin grows warm, warning the wizard.

The first attempt to steal a spell from a wizard protected by the *jackal ward* will always fail. The second and subsequent attempts have a 50% chance of being foiled.

Notes: Common for spellcasters from an arabian setting; otherwise very rare.

Jaggar's Strengthened Bastion**(Abjuration, Enchantment/Charm)**
(Geometry)

Level: 5
 Range: Touch
 Components: V, S, M
 Casting Time: 1 rd.
 Duration: 1 hr./level
 Area of Effect: 100 cu. ft./level
 Saving Throw: None

Prince Jaggar designed his *strengthened bastion* spell to fortify his castle in wartime. It makes one or more inanimate objects resistant to magic, giving them a saving throw against spells that normally allow none. This spell also proves effective when cast on portions of a wall, a door, or similar area. For example, *Jaggar's strengthened bastion* allows a saving throw vs. *knock*, *dig*, *avoidance*, *distance distortion*, *passwall*, *transmute rock to mud*, *glasse*, *move earth*, *stone to flesh*, *vanish*, *glassteel*, *crystalbrittle*, and other spells that affect objects. The objects make a saving throw vs. spell at the level of the caster of the fortifying spell. This spell can be combined with the *permanency* spell.

Jaguar Form — Hishna**(Alteration)**

Level: 5
 Range: 0
 Components: S
 Casting Time: 3
 Duration: Special
 Area of Effect: The caster
 Saving Throw: None



The caster can polymorph his body into the body of a jaguar, although he retains his own mental capacity. He cannot speak, cast spells, or otherwise exceed the limitations of the feline body. He retains his original hit points and Hit Dice, however.

The caster can move through the trees of a dense forest as easily as he can move along the ground. He gains infravision to 90 feet, and the ability to meld into shadows and foliage as if concealed by an *ambush* spell.

Notes: Restricted to practitioners of *hishna* magic (the Maztica setting); common.

Jaguar Form Attributes: AC 4; MV 15; HD as caster; THAC0 as caster; #AT 3; Dmg 1d8/1d8/1d10 (claw/claw/bite) 1d6/1d6 (rake). The jaguar can double its movement rate to 30 for one round if traveling on the ground. Leaps are possible to 30 feet horizontally and 15 feet straight up. Falls of 50 feet inflict no damage; falls farther than this inflict damage only for the portion in excess of 50 feet.

Jalartan's Miraculum

(Alteration)

Level: 3
 Range: 0
 Components: S
 Casting Time: 1
 Duration: Special
 Area of Effect: 1 memorized spell
 Saving Throw: None

This spell modifies one other spell that the caster has currently memorized. It allows the latter spell to be cast without one of its normal components (verbal, somatic, or material). Spells that normally have only one component can be cast by silent act of will alone if a *Jalartan's miraculum* is used first.

A specific component of a particular spell must be chosen to be omitted when this spell is cast. There is no time limit between the casting of the *miraculum* and the unleashing of the modified spell. However, the caster must not have been slain in the intervening period or the modified spell does not work.

Notes: Very rare in the FORGOTTEN REALMS setting; unknown elsewhere. Optionally specific to this setting alone.

Janga's Jewel

(Divination, Conjunction)
 (Artificer)

Level: 7
 Range: 0
 Components: V, S, M
 Casting Time: 7
 Duration: 24 hrs.
 Area of Effect: 1 gem
 Saving Throw: None

By casting this spell upon a gem worth at least 400 gp, a wizard imbues the jewel with several properties, each usable once during a 24-hour period. The enchanted gem can *know alignment*, operate as an *arrow of direction*, *detect lie* (as the 4th-level priest spell) and accurately make one prediction of an event that will happen during the next 10 minutes (one turn) if no action is taken on the foreknowledge the gem provides. The gem is destroyed when all of the spell-like functions are used up or when 24 hours pass.

Notes: Rare or very rare spell. (Updated from *POLYHEDRON* Newszine.)

Javelin — Old Empire

(Evocation)

Level: 6
 Range: 80 yds. + 10 yds./level
 Components: V, S, M
 Casting Time: 6
 Duration: Instantaneous
 Area of Effect: 1 javelin
 Saving Throw: ½

This spell causes a javelin to become filled with deadly energy. The caster may hurl this bolt at any creature within range of this spell. The javelin strikes without error and inflicts 1d10 points of damage for every two levels of experience of the caster, to a maximum of 10d10. The target creature is allowed a saving throw vs. spell with a -3 penalty; success indicates half damage is suffered.

The material component of this spell is a javelin.

Notes: Uncommon spell. As a *FORGOTTEN REALMS* Old Empire spell, initial exposure requires a mentor or a *read Southern magic* spell.



Jest**(Enchantment, Evocation)**
(Song)

Level: 4
 Range: 0
 Components: V
 Casting Time: 4
 Duration: Special
 Area of Effect: 30-ft. radius
 Saving Throw: Neg.

Jest acts as the 2nd-level wizard spell, *fascinate*, upon all hearing it. All creatures within the area that fail a saving throw vs. spell stop their activities and listen for the time required to complete the casting. An attack on a creature during this time negates the spell's effects on that creature.

Upon completion of the spell, stopped creatures receive another saving throw vs. spell. A successful saving throw means the creature merely walks away *confused* for 1d10 rounds unless attacked (which immediately negates the spell effect). Failure means that the creature is racked with laughter and unable to do anything but laugh for the next 1d10 rounds; also if no attack is made on a creature during the period of helpless laughter, it views the caster as having both a Charisma and Appearance/Comeliness of 20 for the duration of one full day.

Notes: Common in oriental settings for geisha (entertainers), rare for others; virtually unknown elsewhere, except perhaps for bards or jesters.

Jester's Jest**(Alteration)**

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

A target creature that does not make a successful saving throw vs. spell becomes instantly serious, and everything it says will be sorrowful and sad, depressing those around it. Reaction checks to the creature suffer a -4 penalty.

This spell was created by Lendolin the Laughless, jester to King Azoun I.

Notes: Very rare spell. (Updated from *POLYHEDRON* Newszine.)

Jewel, Janga's

See Janga's jewel.

Jhanifer's Deliquescence**(Alteration)**

Level: 5
 Range: Touch
 Components: V, S, M
 Casting Time: 1 rd.
 Duration: Instantaneous
 Area of Effect: 10 cu. ft./level
 Saving Throw: Special

This spell enables a wizard to instantly melt ice, frozen liquids, and other substances that freeze within 10 degrees of water's freezing point (32°F). Such melting does not involve heat, steam, or the consumption of fuel. A *wall of ice*, for instance, could be turned into water that falls to the ground, a frozen lock or sleigh runner could be freed.

Repeated applications of this spell can turn solids into liquid form, and 10 *deliquescence* spells equal the effects of a *transmute rock to mud* spell. (The details of this use of the spell are little known and poorly understood. The DM should sharply limit the combat effectiveness of dissolving solids, although a wizard might use the spell repeatedly to make digging a tunnel easier.)

Animated or enchanted creatures of stone receive a saving throw vs. spell based on their Hit Dice and a stone golem practically shrugs off the effects. Other objects have a saving throw equal to the saving throw (at the time) of the being who enchanted them. Success negates the spell. Living creatures, even if stony, are unaffected by *Jhanifer's deliquescence*.

The material components of this spell are a tiny piece of amber and a piece of ice.

Notes: Rare or very rare spell from the FORGOTTEN REALMS setting. Known to be in *Laeral's Libram*.

Jonstal's Double Wizardry**(Alteration)**

Level: 5
 Range: 0
 Components: V
 Casting Time: 1
 Duration: 1 rd./level
 Area of Effect: 1 creature
 Saving Throw: None

This powerful spell enables a caster to unleash two specific spells at once, with the utterance of a single word. Both spells take effect in the same round, upon the caster (or both on a recipient being), and function normally, except that their durations become 1 round per level of the caster. The two spells must have been memorized beforehand by the caster. They are not lost from memory until the *double wizardry* is employed; if either is used by itself, the *double wizardry* vanishes with it.

Any material components for the two spells are consumed when the *double wizardry* spell is uttered, and must be on the caster's person (but need not be revealed or handled by the caster). Only the caster can unleash the *double wizardry*.

The only two spells that can be paired by use of a *Jonstal's double wizardry* are *invisibility* and *levitate*; despite years of research, the archmage Jonstal has managed to master only one other pair of "combination" spells (see *Jonstal's improved double wizardry*). No known being short of the Faerûnian lesser divine power Azuth can freely cast any two spells in the same round.

Notes: Very rare in the FORGOTTEN REALMS setting (confirmed users are the Seven Sisters, the Chosen, and Jonstal); virtually unknown elsewhere.

Jonstal's Improved Double Wizardry**(Alteration)**

Level: 6
 Range: 0
 Components: V
 Casting Time: 1
 Duration: 1 rd./level
 Area of Effect: 1 creature
 Saving Throw: None

This powerful magic enables a caster to unleash two specific spells at once by uttering one word. Both spells take effect in the same

round on the caster (or both on a recipient being), and function normally, except that their durations become 1 round per level of the caster. The caster must have memorized the two spells beforehand. They are not lost from memory until the improved *double wizardry* is employed. If either magic is cast by itself, the *improved double wizardry* vanishes with it.

Material components for the two spells are consumed when this spell is uttered, and must be on the caster's person (but need not be revealed or handled by the caster) or the *improved double wizardry* will not take effect. Only the caster can unleash the spell. The only two spells that can be paired by use of a *Jonstal's improved double wizardry* are *fly* and *nondetection*. Despite years of research, the archmage Jonstal has managed to master only one other pair of "combination" spells (see *Jonstal's double wizardry*). No known being short of the Faerûnian lesser divine power Azuth can freely cast any two spells in the same round.

Notes: Very rare in the FORGOTTEN REALMS setting (confirmed users are the Seven Sisters, the Chosen, and Jonstal); virtually unknown elsewhere.



Joyful Voyage, Nybor's

See Nybor's joyful voyage.

Juggernaut

(Evocation)

(Artifice)

Level: 9

Range: 10 ft./level

Components: V, S, M

Casting Time: 9

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None

This spell calls into being a large, mobile humanoid form similar to a featureless, genderless, naked human. The form seems to rise up out of the ground in front of the caster, facing away from its creator. Despite the spell name, it is not the same as a juggernaut golem.

A *juggernaut* looks like a bald human with no recognizable features except a mouth. It stands up to 100 feet tall, with a reach of up to 80 feet. It seems to be made of the same substance as the ground it appears from, although it is in actuality purely a spell manifestation. It can roar out, as often as desired, a word or a phrase of up to six words; these are whispered by the caster during the spell's casting. The words cannot be a spell incantation, and they do not issue forth if they are command words that trigger or activate any magic.

A juggernaut within 60 feet of its caster draws into itself all magical attacks specifically meant for the caster, such as *magic missiles*, *feblemind* spells, and so on. The spell effects are then visited on the juggernaut, not the caster. Spells that normally rebound from solid forms or burst, such as *fireball* and *lightning bolt*, are drawn into the juggernaut's body so that they do no harm to the surroundings.

The juggernaut attacks with its fists foes chosen by the silent will of the caster. It can strike once with each fist in a round, with a THAC0 two better than its creator (that is, if the caster has a THAC0 of 14, the juggernaut strikes at THAC0 12). Its blows deal 8d8 points of damage each if successful. It can grab and carry items, including foes. It can inflict 6d8 points of damage with its grab, plus constricting damage of 5d8 points per round thereafter until the foe makes successful Dexterity, Constitution, and Strength ability checks all in the same round (check all three each round).

A fall from a juggernaut's hand results in

normal falling damage of 1d6 points per 10 feet fallen. A being thrown by a juggernaut suffers double falling damage on impact and receives no saving throw (unless the thrown being can fly or use magic to slow his flight). A juggernaut cannot wield magic, even devices or worn items such as magical rings. The caster cannot cast spells through its body.

When the spell expires or the juggernaut is destroyed by accrued damage, it simply fades away.

The material components of this spell are a ball of clay that fills the caster's palm; a bit of string, wire, or natural fiber; and a gem of any type worth at least 500 gp.

Notes: Very rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere.

Juggernaut: AC -2; MV 6; hp 99; #AT 2; THAC0 Caster +2; Dmg 8d8/8d8; SA Grab (6d8), constrict (5d8), throw (2x falling damage, no save); SD Absorbs magic; AL as caster; SZ G (100'); ML 20.

Juggle

(Evocation)

Level: 4

Range: 0

Components: V, S

Casting Time: 5

Duration: Special

Area of Effect: The caster

Saving Throw: None



This spell requires a proficiency in juggling. The geysya creates harmless balls of fire that can be juggled safely. With further work, spheres of *ice*, *water*, *colored light*, or glowing white *daggers* can be substituted—one such substitution is gained with every three levels of experience the geysya has attained.

The items disappear on contact with something besides the juggler's hands or when the geysya ceases her concentration. Each item can be thrown, up to two per round at a target. This requires both an attack roll to strike the target and a juggling proficiency roll to keep the other items juggling). Each missile, regardless of form, does 1d4 damage plus 1 hit point per level of the geysya. A *water ball* inflicts no damage, but causes the creature struck to lose its next initiative roll.

Notes: Used by geisya (common) and wu jen (rare) in oriental settings; otherwise very rare.

Jump

(Alteration)

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1

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

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.

Notes: Common spell (PHB).

Just Sovereign

Atlassian Dragon-King magic; psionic component renders the spell uncastable by wizards.





Kaleidoscope, Lysander's
See Lysander's kaleidoscope.

**Kaleidoscopic Strike,
Gunther's**

See Gunther's kaleidoscopic strike.

Kank Shell

(Alteration)



Level: 5
Range: Touch
Components: V, S, M
Casting Time: 1 rd.
Duration: Special
Area of Effect: Creature touched
Saving Throw: None

This is a defensive spell developed by mages of the elven kank-herding tribes, enabling the recipient to go without armor in the terrific heat of Athas until he actually needs it. When the spell is cast, the beneficiary's body or torso is transformed into the chitinous carapace of a kank, giving him the protection of plate mail (AC 3). This armor lasts until successfully dispelled or the wearer takes cumulative damage totalling over 8 hit points, plus 1 point per level



of the caster. It has no effective weight or encumbrance, and does not affect spellcasting. It cannot be added to other spells, such as *giant fur*, but is cumulative with shield and Dexterity bonuses.

The material component for this spell is a fist-sized shard of kank shell.

Notes: Common in the DARK SUN setting; otherwise unknown.

Khazid's Procurement

(Divination, Summoning)
(Geometry)

Level: 5
Range: Special
Components: V, S, M
Casting Time: 1 turn
Duration: 1 rd./level
Area of Effect: Creates 1 gate
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 desired component. 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 component, allowing the wizard to reach through the mirror, grasp the object of his desire, and draw it back through the gate. The wizard must risk his own safety—the gate does not allow the use of probes, long-handled ladders, tongs, or other equipment to gather the

material. The caster cannot move completely through the gate.

The gate vanishes when the spell's duration expires or when the component or the wizard moves more than 10 feet 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 pass 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 desired component must be on the same plane of existence. Elemental forces (not creatures) will not pass through the gate. Thus, the wizard does not risk 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 into which the caster may reach.

The spell requires an exquisite silver mirror of no less than 10,000 gp value and a black opal worth at least 1,000 gp that must be powdered and sprinkled on the mirror. The mirror is not lost after casting and can be used again, but the powdered opal is consumed in the casting.

Notes: Uncommon spell (*ToM*).

Khelben's Blackstaff††

(Alteration, Evocation)

Level: 8

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: Special

This is the unique spell that gave its creator, the archmage Khelben Arunsun Waterdeep, his nickname. The magic causes any nonmagical staff, club, piece of wood, or pole arm held by the caster to shimmer with a black, crawling radiance.

A weapon enchanted with *Khelben's blackstaff* has the following properties:

- It can never harm the caster or any other beings touching the staff during the casting of the spell.
- It strikes as a +4 magical weapon to hit (no damage bonus).

Blackstaff Mental Damage

1d100 Effect

01-45 Target unaffected

46-65 Target *confused* (as the 4th-level wizard spell *confusion*) for 1d4 rds.

66-75 Target *stunned* (as the 9th level *symbol* spell) for 1d3 rds.

76-85 Target affected by *fear* (as the 4th level wizard spell) for 1d2 rds.

86-95 Target affected by *repulsion*

96-00 Target affected by *feeblemind*

- Its touch drains 1 hit point automatically (the target gets a saving throw vs. death magic to avoid having this loss being permanent, unrecoverable except by use of a *wish*), plus 1d8 points of normal damage, regardless of the weapon's size and shape.

- Its touch acts as a *dispel magic* spell (at the caster's level) on all magical barriers, weapons, or effects, at all times; the wielder cannot turn this power on and off.

- Its touch causes mental damage (see table).

- Its touch causes any spellcasting being to forget one memorized spell or be unable to use one natural spell-like power for two rounds (if a choice exists, determine which spell or ability at random; save vs. paralyzation to avoid this effect entirely).

- Its touch causes beings possessing psionic skills or wild talents to be psionically "scrambled" (unable to use any powers except defenses) for 1d4 rounds.

- It absorbs magic cast upon it, without consequence, and is apparently unaffected by any magic except a *wish*, which can negate it.

- The blackstaff can be wielded by any creature able to use a pole arm who can withstand (or is immune to) its effects. A weapon enchanted with *Khelben's blackstaff* will prevent spellcasting by any being who is contact with it during a given round. It can therefore be used to ruin enemy spellcasting with a successful attack. (It cannot be easily thrown and resists *telekinesis* and similar movements as it does almost all other magic.) At the spell's expiration, the material component (the staff) is instantly and completely consumed.

Notes: Unique to Khelben "Blackstaff" Arunsun, premier wizard of the city of Waterdeep in the FORGOTTEN REALMS setting. A variation available to other characters is listed elsewhere as *blackstaff*.

Khelben's Dweomerdoom**(Abjuration, Evocation)**

Level: 9

Range: Touch

Components: V, S, M

Casting Time: 2

Duration: Special

Area of Effect: 40-ft. radius

Saving Throw: None

This powerful magic allows archmages to drain magic directly from other spellcasters by eliminating the memory of certain spells.

When the spell is cast, a spell focus (such as a gem or staff) is charged with the magical energy; the item remains charged for up to the caster's level in rounds before dissipating. The *dweomerdoom* activates when the charged focus item is thrown against a hard surface. When it strikes, a green pulse of energy flashes out 40 feet in all directions from the item (barriers of less than one-foot-thick solid stone or six inches of solid metal are pierced). One spellcaster within the radius of effect, chosen by the caster, bears the brunt of this spell. When the green energy pulse contacts the chosen spellcaster, multiple arcs of energy leap to the focus item, draining the spellcaster of as many memorized spell levels as the caster of the *dweomerdoom*. High level spells are eliminated first, with any remaining spell levels reducing the lower level spells until the spell levels are gone (for example, draining 18 levels causes the loss of two 9th-level spells or one 8th-level, one 7th-level, and one 3rd-level).

When the energy pulse meets any other spellcasters (wizard, priest, or other) within the area of effect, a green energy arc leaps to the focus item and drains the memory of one spell up to 9th level (DM's choice, highest level spells first). There is no limit to the number of spellcasters the *dweomerdoom* affects in this lesser way, provided they are at least partially in the area of effect (the caster of the spell is immune to this effect).

Lost spells can be replaced by the usual means: memorization for wizards and meditation and prayer for priests.

Example: Khelben (W27) flies over a spell battle within Waterdeep between Tharchion Bulgast of Thay (W20) and Nenex the Aged (W22) that has ruined two homes. He casts *Khelben's dweomerdoom* on his staff and throws it between the two mages, spearing it into the ground. Bulgast loses the memory of

his *shape change* spell (drained of his most powerful spell automatically). Khelben's main target, Nenex, loses 27 memorized spell levels from his most powerful remaining spells (one 9th, two 8th, and one 2nd): *time stop*, *monster summoning VI*, *sink*, and *invisibility*.

Khelben developed this spell to deal with the increasing number of powerful mages disrupting Waterdeep's peace (or so he says; Elminster hints it might involve the many wizards about the Realms and the planes who challenge Khelben to spell duels).

The spell's focus is a signature for the casting mage, allowing drained foes to understand just who brought this down upon them; Khelben uses his staff, while Alustriel uses a moonstone pendant with her symbol and Elminster's focus is, of course, his pipe. Most wizards stop and listen to the spellcaster, which was Khelben's alleged intent: "Do you know how difficult it is to get the attention of a Red Wizard in the throes of a temper tantrum? I think this solves that problem..."

This spell is cast through an object—a magical staff, a diamond, a golden crown, etc.—that is made the center of the spell effect. This focus is not consumed or harmed in any way by the spell.

Notes: Known to certain archmages of the FORGOTTEN REALMS setting, including Alustriel, Elminster, Khelben, Laeral, and the Simbul.

Khelben's Suspended Silence**(Alteration)**

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 3

Duration: Special

Area of Effect: 20-ft. radius

Saving Throw: None

This spell, devised by the famous archmage Khelben "Blackstaff" Arunsun of Waterdeep, brings into being a magical field of silence on any nonliving object of smaller size than the caster (for example, a stone, weapon, or corpse of a being smaller than the wizard). Once cast, the spell is inactive until the command word is spoken. This spell field can be detected as a faint aura until the spell is triggered, and can be dispelled with a *dispel magic* spell.

When the focal object is touched and a command or trigger word (chosen and uttered dur-



ing casting) is spoken, the spell takes effect, expanding into a 20-foot radius spherical field centered on the midpoint of the focal object. Within this field, absolute magical silence reigns for six rounds. The field moves with the object (for example, a thrown stone), and its effects can be avoided only by creatures employing *dispel magic* (to end the spell effects), *vocalize*, or a similar spell.

The material components for this spell are a feather and a handful of dust, which must be held in the cupped palm of the caster, while the caster's other hand touches the focal object. The focal object is in no way harmed or altered by the spell.

Notes: Known to Khelben of the FORGOTTEN REALMS setting and a few of his apprentices.

Khelben's Warding Whip

(Abjuration)

Level: 7

Range: 10 yds.

Components: S, M

Casting Time: 7

Duration: 1 rd./level

Area of Effect: Creates 1 force lash

Saving Throw: None

This specialized and rare spell creates a whiplike lash of mystical force controlled by the caster. This magical whip is particularly effective against those spells that take the form of pushing, striking, or crushing forces, in particular the popular spells created by Bigby.

The wizard need not concentrate to maintain the *warding whip*, but while using it cannot cast other spells or wield other weapons. The whip strikes or parries automatically while under the direction of its wielder. The whip can be used only against those within 30 feet of the wizard. The effects of the whip are as follows:

- The whip confers to the user immunity to the *push* spell.
- The whip will immediately dissipate a *shield* spell without effect to itself.
- The whip has a 40% chance of destroying a *Tenser's floating disk* per attack. The whip is not affected.
- The whip affects any of the *Bigby's hand* spells as follows:

Interposing Hand—Destroyed, with a 20% chance of the whip being destroyed as well.

Forceful Hand—90% chance destroyed per attack, with a 30% chance of the whip being

destroyed per attack.

Grasping Hand—80% chance destroyed per attack, with a 40% chance of the whip being destroyed per attack.

Clenched Fist—70% chance destroyed per attack, with a 50% chance of the whip being destroyed per attack.

Crushing Hand—65% chance of being destroyed per attack, with a 60% chance of the whip being destroyed per attack.

Lesser *Bigby* spells (*strangling grip*, *battering gauntlet*, *fantastic fencers*, etc.) are destroyed upon contact with the whip, as would be a *shield* spell.

- The whip has no effect on nonmoving magical barriers such as a *wall of force* or a *prismatic sphere*.
- The whip has no effect on spells that do not use magical force as a solid entity—*holds*, *slow*, *reverse gravity*, and so forth.
- The whip cannot harm living objects, and so cannot be used as a weapon.
- The whip has no effect on spells that take effect instantaneously.
- The whip can be used to parry physical attacks, including those from magical weapons and weapons of magical force (*decastave*, *spiritual hammer*, etc.) This parrying has a base 60% chance of success plus 2% per level of the whip's caster. An attack parried this way does no damage, but the wizard using the whip must have initiative over his attacker in order to parry.

As noted, this spell was developed by Khelben Arunsun, the Blackstaff of Waterdeep, as a specific counter to the various Bigby spells that have appeared in the Realms. Whether the mythical Bigby of Greyhawk visited the Realms or Khelben or some other Realmsmage visited Oerth to bring these spells from one world to another is not known. The Blackstaff has apparently met the great Bigby at some time in the past, though the meeting was apparently not on the best of terms. As the wizard of Waterdeep once noted to his apprentice Illistar, "The old goat comes up with one good gimmick, and beats it to death with a rock." Bigby's response, if any, has never been recorded.

The material component of this spell is a piece of wire and a pinch of powdered electrum.

Notes: Known to Khelben of the FORGOTTEN REALMS setting.

Khinasi Trade Tongue**(Divination)**

Level: 1

Range: Touch

Components: V, M

Duration: 5 rds./level

Casting Time: 1

Area of Effect: 1 individual

Saving Throw: None

Favored by Khinasi and Brecht wizards because of their countries' reliance on trade, this limited form of *ESP* aids in dealing efficiently with merchants and peddlers. The recipient of this spell can sense the amount of money that an individual is willing to accept or pay for a particular item—regardless of the price verbally quoted by the individual—to within 1d6 coins appropriate to the transaction. The recipient of the spell can determine prices for multiple items (one at a time) until the spell expires.

When cast by a Khinasi or Brecht wizard, this divination is even more precise, determining within 1d4 appropriate coins the amount of money a trader will accept or pay.

The material component of this spell is a vial of snake oil.

Notes: Common on Cerilia, the BIRTHRIGHT setting; unknown elsewhere.

Kiss of Night's Guardian††**(Evocation)**

Level: 9

Range: Touch

Components: V, S

Casting Time: 1

Duration: 1 passage

Area of Effect: 1 person

Saving Throw: None

The Master of the Tower of High Sorcery at Palanthus has the power to grant protection to anyone entering the Shoikan Grove. The Master confers this protection by means of a kiss upon the subject's forehead. To those of good or neutral alignment, the kiss seems to burn into their flesh. To those of evil alignment, the kiss will confer a pleasant, warm sensation. It leaves a scar that is visible only to the undead of the Shoikan Grove. The *kiss* alleviates fear in the grove (eliminating the -10 saving throw penalty) and also prevents all undead in the grove from attacking the protected person. No

weapons or spells can be used while under the *kiss's* influence; to do so negates the spell. The *kiss* works only for one passage through the grove.

Notes: Unique to Master of the Tower of High Sorcery in the DRAGONLANCE setting.

Knock**(Alteration)****(Universal)****Reversible**

Level: 2

Range: 60 yds.

Components: V

Casting Time: 1

Duration: Special

Area of Effect: 10 sq. ft./level

Saving Throw: None

The *knock* spell opens stuck, barred, locked, held, or *wizard locked* doors. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains. If used to open a *wizard locked* door, the spell does not remove the former spell, but simply suspends its functioning for one turn. In all other cases, it permanently opens locks or welds—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-foot × 7-foot door). Each spell can undo up to two means of preventing egress through a portal. Thus if a door is locked, barred, and held, or triple locked, opening it requires two *knock* spells. In all cases, the location of the door or item must be known—the spell cannot be used against a wall in hopes of discovering a secret door.

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

Notes: Common spell (PHB).



Knoslira's Crypt

(Necromancy)

Level: 5
 Range: 30 yds.
 Components: V, S
 Casting Time: 8
 Duration: 1–10 days
 Area of Effect: 50-ft. radius
 Saving Throw: None

This spell causes any inhabited structure to become sealed as a crypt. In effect, all exits are *wizard locked*. Then the interior begins to darken over a period of five rounds. No light, even magical, can function in the darkness, nor can infravision. When the structure is dark, a horrible musty smell of death permeates the area. If the RAVENLOFT setting rules are not used, a saving throw vs. paralysis can be used to see if the effects of a *fear* spell are avoided. Otherwise, the conditions prompt fear and horror checks (the DM may optionally call for madness checks as detailed in the spell, *descent into madness*).

Notes: Very rare; usually found in the hands of necromancers or undead spellcasters. It can be successfully researched only on the Demi-plane of Dread.



Know Alignment

(Divination)

Reversible

Level: 2
 Range: 10 yds.
 Components: V, S
 Casting Time: 1 rd.
 Duration: 1 rd./level
 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 its alignment only with respect to law and chaos. Certain magical devices negate the *know alignment* spell.

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

Notes: Common spell (PHB).

Know Bloodline Derivation

(Divination)

Level: 1
 Range: 30 yds.
 Components: S, M
 Duration: Instantaneous
 Casting Time: 2
 Area of Effect: 1 individual
 Saving Throw: Neg.



The caster of this spell can determine the bloodline derivation of an individual. The target individual is allowed a saving throw vs. spell with the following modifiers to the die roll (because stronger bloodlines are easier to detect): tainted, +2; minor, +0; major, -2; great, -4. There is a base 50% chance (minus 5% for every level of the caster) that a tainted bloodline passes unnoticed, even if the individual fails the saving throw. This spell does not work on inanimate objects.

The material component of this spell is a collection of trinkets representing the different bloodlines (Basaiä is represented by the hawk, so a hawk feather or claw would be appropriate; scions of Reynir are attuned to the wilder-

ness, making a pine cone or live twig suitable, and so on). The component that represents the target's bloodline disintegrates upon completion of the spell. If the spell is cast on an unblooded character, none of the totems are destroyed.

Notes: Common on Cerilia, the BIRTHRIGHT setting; unknown elsewhere.

Know Bloodline Strength

(Divination)



Level: 1
 Range: 30 yds.
 Components: S, M
 Duration: Instantaneous
 Casting Time: 2
 Area of Effect: 1 being
 Saving Throw: Neg.

This spell affects only blooded characters. If the individual fails a saving throw vs. spell, the caster learns the relative strength of his bloodline—tainted, minor, major, or great. Because stronger bloodline strengths are easier to identify, the being makes his saving throw with the following modifiers to the die roll: tainted, +2; minor, +0; major, -2; great, -4.

There is a base 50% chance (minus 5% for every level of the caster) that a tainted bloodline's strength cannot be determined, even if the being fails the saving throw.

The material component is a small vase or jar made of malleable metal (brass, gold, tin, etc.). The component collapses, as if crushed in a strong hand, when the spell is cast. The caster measures the extent of the crumpling to determine the relative bloodline strength. If the spell is cast on an unblooded character, the vase remains uncrushed.

Notes: Common on Cerilia, the BIRTHRIGHT setting; unknown elsewhere.

Know Cerilian Origin

(Divination)



Level: 1
 Range: 10 yds.
 Components: V, S
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: 1 creature or object
 Saving Throw: Neg.

When a wizard directs this spell at a creature, individual, or object, he can determine the

area of Cerilia from which the subject originated (or whether the subject comes from outside Cerilia). This spell can identify the origin of a Cerilian item or person to within 25 miles, with a general or specific result—that is, a warrior born 20 miles outside of the City of Anuire might be identified as hailing from that city; a weapon forged in the city of Ilien might simply be identified as originating in the province of Ilien.

The caster may specify whether he wishes to learn the actual origin of the subject or the place in which it has spent the most time. Thus, he may learn the birthplace of an individual or the place in which she has spent most of her life; he may learn the place where a weapon was forged or the site at which it lay lost for decades. The origins of Cerilian items predating the Mount Deismaar cataclysm (when magic changed) cannot be determined.

In the case of centuries-old items, this spell might be cast a number of times to determine the history of an object. Such castings will first reveal the place where the item spent the most time, with subsequent castings revealing progressively shorter habitats.

When this spell is cast on an individual, a saving throw vs. spell is allowed; on a magical item, a saving throw vs. crushing blow applies. In either case, a successful saving throw means the caster cannot determine the subject's origin.

The spell gives information (other than a reading of "outside") based on the subject's history in Cerilia. Even subjects from as close as the continents of Thaele and Aduria are "outside" as revealed by this spell.

Notes: Common on Cerilia, the BIRTHRIGHT setting; unknown elsewhere.

Know Faction

(Divination)



Level: 1
 Range: 20 yds.
 Components: V, S
 Casting Time: 1
 Duration: 1 rd./level
 Area of Effect: Special
 Saving Throw: Neg.

This spell enables a wizard to determine the faction of a character or creature simply by looking at him. Most faction members don't bother to hide their affiliation, but on occasion factols will order covert missions or infiltrations of other groups. The spell lasts one round

per level of the caster, and the caster can determine the faction of one creature within range every round. A creature trying to conceal its faction is allowed a saving throw vs. spell to foil the wizard's efforts.

On occasion, creatures with deep-rooted philosophical beliefs will be revealed by this spell. For example, a high-level priest who worships a power of death may be mistaken for a Dustman.

Notes: Common in the PLANESCAPE setting; otherwise very rare.

Know History

(Divination)

Level: 1

Range: 120 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: 1 creature or object

Saving Throw: Special



This spell reveals to the wizard the common name, background, lineage, and deeds of any item, creature, or place, should such possess any notable history at all. It does not reveal secret identities, presence of magic, magical abilities, character alignment, etc. If cast on a character, it would tell of his parents, what family he belongs to, and any famous deeds of his ancestors. When cast on an object, it reveals the specific name of the item (if it has one), any notable deeds it was used in, and the name of its maker. For example, a katana might be revealed as the "Cloud-Cutting Sword used by the great hero Akicha Tanokura at the Battle of the Fallen Bridges, having been made for him by the master swordsmith Lei Yung."

When used to reveal a creature that is disguised or polymorphed, the subject is allowed a saving throw vs. spell. If this is failed the spell operates normally. The spell has no effect on disguised or polymorphed items or places. When used on a creature, the caster must be able to see the creature in question. When used on an object, the caster must handle the item. When used on a place, the caster must be standing within the grounds of the site.

The material component of this spell is a pair of carved bones.

Notes: Common in oriental settings; otherwise very rare.

Know Intent — Savant

(Divination)

Level: 2

Range: 0

Components: V, S

Casting Time: 2

Duration: 1 rd.

Area of Effect: 10 ft./level path, 10 ft. wide

Saving Throw: None

When this spell is cast, the savant becomes aware of the general intent of an encountered individual or group. Information revealed is along the lines of the following one-word descriptions: friendly, neutral, hostile, wary, and so on.

Notes: Restricted to diviners, sages, and savants; common.

Know Path of Magic

(Divination)

Level: 4

Range: 5 yds./level

Components: V, S

Casting Time: 1 rd.

Duration: 1 rd./2 levels

Area of Effect: 1 wizard

Saving Throw: Neg.

By casting this spell, the wizard might learn if the subject has organized his magical studies by the "path system" or not. The subject's saving throw is reduced by 1 per three levels of the caster (a natural "20" always succeeds). If the subject makes a successful saving throw vs. spell, the divination fails completely.

If the saving throw is failed, for each round of concentration, the caster has a 5% per level chance to learn another piece of information, for example: the number of paths studied, the name of a specific path studied, the highest spell level completed on that path, the name of a specific spell on the path that the caster knows (these will be revealed in order of level, lowest to highest, starting with spells that the caster doesn't know the subject has).

This spell is defeated by any device or protective item that wards against scrying. The spell also ends if the subject moves out of range or if the caster's concentration is broken.

Notes: Rare; known mostly by those following the Path of Paths (see Appendix).

Know School

(Divination)

Level: 1

Range: 120 yds.

Components: V, S, M

Casting Time: 1

Duration: 1 rd.

Area of Effect: 1 specialist wizard

Saving Throw: None

By means of this spell the caster can determine the school of another spellcaster. This spell only functions on other wizards who are specialist mages; it produces no results on priests, spellcasters without schools, or creatures without spell ability.

The subject is not necessarily aware of this divination, but as with all such divination spells, probably would take umbrage if he found out. Let the caster beware.

The material component of this spell is a small tube of paper or vellum.

Notes: Uncommon spell from the FORGOTTEN REALMS setting. Known to be in *Darrson's Notes*.

Know Value

(Divination)

Level: 5

Range: 10 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: 10-ft. cube

Saving Throw: None

Know value enables the caster to determine the raw monetary value of all coins, gems, and jewelry within the area of effect, within the limits that follow.

The items must be laid out so they are clearly visible. They cannot be concealed on a person, 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. The spell appraises the basic raw material value of precious metals and gemstones examined, regardless of magical enchantment, workmanship, or collectible value. *Fools' gold* is instantly detected.

Optionally, the DM might allow this spell to duplicate the appraisal nonweapon proficiency with respect to the raw monetary value of trea-

sure at an effective Intelligence of 15.

The material component of the spell is part of the material appraised, equal to 1% of the total value, rounded up to one whole item as necessary. This disappears from the area examined. Thus, a pile of 20,000 sp is reduced by 200 sp when this spell is cast upon it.

Notes: Uncommon spell. (Updated from the *Complete Wizard's Handbook*.)

Know Weight

(Divination)

Level: 1

Range: 0

Components: V, S

Casting Time: 1

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None

When the *know weight* spell is cast, the wizard use it to *read weight* for one individual or object or *compare weight* for two, determining if one is strong enough to carry or support the other. The caster use either spell function as he desires, deciding which function to use on a round-by-round basis.

Read Weight: By touching the subject and concentrating for a round, the caster knows the weight of an object or creature. The reading gives the total weight, including the weight of all items carried or supported. A different individual or object can be examined each round. The maximum weight that can be read at 1st level is one-half ton (1,000 lbs.) and the amount doubles each level thereafter, to a total of 256 tons at 10th level. If the weight of a creature or object exceeds the caster's capacity, only that fact can be determined.

Compare Weight: Alternately, the wizard can test the weight of creatures or objects against each other. He grasps one with his right hand and another with his left and holds them for a round. This reading determines if the left-hand subject can bear the weight of the right-hand subject. The answer is given as a short reply (see table).

For this use, *success* is the chance that a weight-stressed object will hold without breaking as decided by the DM. *Movement* gives the effect of carrying a burden on the individual who will bear it (a "physically dangerous" burden runs the risk of a disabling a character or possible death by exhaustion for mounts and pack animals—the nature and chance of injury

is up to the DM). *Reading* is what the caster learns. This use of the spell does not reveal the actual weight of either subject.

Success (Object)	Movement (Creature)	Reading (Caster)
100%	Normal movement	Yes
75%–99%	Encumbered movement	Probably yes
40%–74%	Heavy encumbrance	Possibly yes
01–39%	Burden dangerous	Probably no
0%	Cannot be lifted	No

For example, Redolent the wizard grasps a heavily armored fighter with his left hand and a rotted bridge with his right hand. His answer is *no*. Then he realizes the fighter obviously can't lift the bridge and switches hands. He

gets a *yes* answer and tells the fighter it is safe to cross. Then he lets go of the bridge and concentrates on the fighter, then on a halfling and on an elf who are with the party. From this he learns the halfling and elf have a combined weight of less than the fighter's, and can thus safely cross together.

Notes: Uncommon for diviners; otherwise rare.

Know Weight

A spell of 1st level that once appeared in the POLYHEDRON Newszine. It was ranged, affected many individuals in a large area, and had an undefined material component. It is now lost knowledge.





Ladder — Old Empire

(Alteration)

(Force)

Level: 1

Range: 20 yds.

Components: V, S, M

Casting Time: 1

Duration: 1 turn

Area of Effect: Creates 1 ladder

Saving Throw: None

By means of this spell, the caster creates a firmly anchored ladder of force, one foot wide, and ten feet long, plus ten feet per level of the caster, to a maximum length of 60 feet. This ladder is easy to climb (no Dexterity check is required). This ladder can be used to climb walls and pits, or can be laid horizontally and used to cross chasms.

The material component for this spell is a knot of wood.

Notes: Uncommon spell. As a FORGOTTEN REALMS Old Empire spell, initial exposure requires a mentor or a read *Southern magic* spell.



Laeral's Aqueous Column

(Alteration, Evocation)

Level: 4

Range: 10 ft./level

Components: V, S, M

Casting Time: 2 rds.

Duration: 1 turn/level

Area of Effect: 10-ft.-diam. cylinder, length up to 10 ft./level

Saving Throw: None

By means of this spell, a mage can transmute the air in a particular area into water. A cylindrical volume of pure water 10 feet in diameter is created, expandable to a length of 10 feet per level of the caster. The caster decides if the water is fresh or salt during casting. The spell confines the water in a 10-foot-diameter cylinder, allowing it to circulate freely and draw oxygen into itself as necessary to support marine life. Multiple *aqueous column* spells can be cast by the same caster or several wizards to create a continuous column longer than the powers of a single caster could bring into being. The column can run vertically, horizontally, at an angle, and make turns as desired and set during casting. Once established, the location of a column cannot change.

Beings and objects can pass freely into and out of the water without disturbing the stability of the column. (In other words, the passage of a creature or item does not cause the column to leak, spray, or spill.) Though items and beings become wet in the column, all excess moisture is gone when they emerge. Creatures not able to breathe in water are not empowered to do so by this spell.

An *aqueous column* is often used to maintain marine creatures in a dry environment for purposes of conferences, imprisonment, or transportation. The created cylinders are usually vertical (hence the spell's name) and may be connected with other bodies of water, such as sewers beneath buildings or the sea under a ship. When the spell expires, the water simply vanishes; marine creatures can easily be stranded. The magic equalizes varying water pressures so as to harm neither creatures nor the spell's surroundings. (A column connected to the sea in a cellar does not cause the sea to flood the cellar.)

The material components of this spell are a hair from any creature and a drop of liquid.

Notes: Common or uncommon among the Seven Sisters and Harpers in the FORGOTTEN REALMS setting; otherwise uncommon or rare. Known to be in *Laeral's Libram*.

Laeral's Crowning Touch††**(Alteration, Conjunction)**

Level: 9

Range: 0

Components: V, S

Casting Time: 7

Duration: 366 days

Area of Effect: 1 person

Saving Throw: None

By casting this spell, the wizard effects a debilitating curse on a target being. To be affected, a target must be a spell-using entity who employs magic governed by Mystra (such as all priests of Azuth and Mystra).

The spell is initially unnoticeable save to the subject; Mystra's symbol appears drawn in silver on each palm (or on chest and forehead of beings lacking palms) as a glowing brand. The brands can be seen by others employing *detect magic* or *reveal magic*. Even after the spell expires, one mark remains forever.

For a year and a day, the subject knows he has been cursed. A recipient who casts a spell loses one full level of experience per level of any spell cast (reducing Hit Dice, class bonuses, spell abilities, etc. accordingly). For example, a 14th-level wizard who casts a 6th level spell immediately drops to 8th level, losing 6d4 hit points and all powers and abilities beyond those of an 8th level wizard). Memorized spells are not lost, but if their level is beyond the cursed wizard's ability, they cannot be replaced once cast.

Streaks of silver appear in the hair of the cursed spellcaster. With each spell use, more silver appears. When the transgressor's hair is all silver, it falls out. In addition, the transgressor's hands become gnarled, and sores form on the vocal cords, making it harder to vocalize spells as well. (These are physical manifestations of the changes wrought by the spell, not added penalties.) After the spell expires, these side-effects vanish, and normal spell use returns. However, lost levels are gone and must be regained through the accumulation of experience.

If this spell is cast upon a lich, the undead spellcaster is allowed a saving throw vs. spell at a -2 penalty. If successful, the spell is negated. If failed, the lich loses 1d8 hit points per spell it casts (draining itself slowly of unlife), but the cast spell functions normally otherwise. There is no known way to avoid this damage, and a lich reduced to 0 hit points in

this way is destroyed utterly, along with its phylactery.

This spell was developed for use only against those who misuse in the worst way the sort of magic Mystra has dominion over. If the subjects are intelligent or knowledgeable enough, they realize what has occurred when the symbols of Mystra manifest and go into seclusion while they pray to Mystra for forgiveness. Effectively, this sends spellcasters into forced retirement for a year and a day. The goddess has been known to shorten the effects of the *touch* for the truly repentant.

Only the Chosen by Mystra can wield this spell; an unscrupulous apprentice of the Simbul's tried the spell on a man who spurned her, only to have it visited on herself!

Notes: A unique FORGOTTEN REALMS spell, restricted by Mystra to Mystra's Chosen (Alustriel, Laeral, and the Simbul use it most frequently).

Laeral's Cutting Hand**(Alteration)**

Level: 2

Range: 0

Components: V, S

Casting Time: 2

Duration: 1 rd./level

Area of Effect: The caster's hand

Saving Throw: None

This spell affects one of the caster's hands. The spell does not change the hand's appearance, but its lightest touch severs nonmagical ropes, sacks, and the like. Its strike deals 1d4+2 points of damage. The spell dweomer can be made visible as a *faerie fire*-like glow of any hue, if the caster desires.

While the spell lasts, the caster's hand is considered a +2 weapon for purposes of what it can hit. The caster gains a +2 bonus to attack rolls made both barehanded and with all non-missile weapons wielded by the hand (the caster's base THAC0 is unchanged). The magic does not prevent the hand from moving, grasping, and otherwise functioning normally.

No spell involving a somatic component can be cast while the *cutting hand* is maintained. It can be ended in an instant at the caster's will.

Notes: Restricted to the Seven Sisters, their apprentices, and select Harpers in the FORGOTTEN REALMS setting.

Laeral's Dancing Dweomer

(Illusion/Phantasm)

Level: 3

Range: 20 yds. + 10 yds./level

Components: V, S, M

Casting Time: 3

Duration: 1 turn/level

Area of Effect: 40-ft. diam. sphere

Saving Throw: Neg.

This spell is used to confuse spells and abilities that detect magic by creating a score of false images that flit from one item to another within the area of effect, alternately creating and masking magical auras on all items therein.

A *detect magic* spell used within the area of the *dancing dweomer* consequently reveals nothing useful, as all items in the area flicker with magical radiance. The flickering is not visible to the naked eye, but is seen only by beings actively detecting for magic.

All beings employing any such means of detection are allowed a saving throw vs. spell. If the saving throw fails, the being cannot tell what items—if any—truly bear a dweomer, and

cannot tell the source or nature of what is confusing the detection. If the saving throw succeeds, the being is able to discern stronger, fixed auras about the truly magical items, and to see the movements of the dancing dweomer. The caster of the *dancing dweomer*, if still present at the scene, also seems to be illuminated by a smaller duplicate of the *dancing dweomer*.

The caster of a *dancing dweomer* need not concentrate on the effect or refrain from other spellcasting to maintain it. The material component of this spell is a pinch of dust tossed into the air.

Notes: Uncommon or rare spell of the FORGOTTEN REALMS setting. Known to be in *The Wizard's Workbook*.

Optional: The saving throw can be modified as follows: Subtract a penalty from the roll equal to the level of the caster of the *dancing dweomer*, and add a bonus to the roll equal to the level of the detecting being (use Hit Dice if either is not classed).



Laeral's Dancing Whip**(Evocation)**

Level: 1

Range: 0

Components: V, S, M

Casting Time: 1

Duration: 1 rd./level

Area of Effect: 10 ft./level

Saving Throw: Special

This spell animates a whip or any piece of wood small enough to be carried one-handed by the caster into a weapon. The caster tosses the item into the air and speaks the incantation, and this material becomes a 5-foot-long line of translucent white light floating in the air.

On the next round, the *dancing whip* strikes twice with a THAC0 of 10 at any target being chosen by the caster that is in the area of effect. It inflicts 1d3+1 points of damage with each successful strike. It continues to attack twice per round until the spell expires, the target being moves out of the area, or the being is slain or destroyed. If the being moves out of the area, the whip hangs in midair waiting for the being to move back into range. The spell area is stationary at the caster's location when the whip was created; it does not move with the caster.

A *dancing whip* cannot change its target being, but it can sense invisible or shape-changed beings, and it is not fooled by illusions (for example, it ignores *mirror images* to strike at the true body of the target). Each time the whip successfully strikes the being, the being's effective Armor Class against the whip only (not other creatures or attacks) worsens by 1 point. The being is allowed a saving throw vs. spell against every whip attack, however. A successful saving throw means only 1 point of damage is suffered.

A *dancing whip* takes no damage from physical attacks, but is MV Fl 15 (A), AC 4, and has 22 hit points for purposes of other types of attacks. A *dispel magic* destroys a *dancing whip* instantly. The caster of the whip need not concentrate on it or refrain from other spell-casting to maintain its existence. The *dancing whip* magic consumes the original whip.

Notes: Restricted to the Seven Sisters, their apprentices, and select Harpers in the FORGOTTEN REALMS setting.

Laeral's Disrobement**(Alteration)**

Level: 5

Range: 0

Components: V, S, M

Casting Time: 5

Duration: 1 day/level

Area of Effect: Special

Saving Throw: None

This spell stores a second spell for a time based on caster level, or until a specific event occurs. The *dweomer* is cast upon a nonmetallic item that is worn just before the second (stored) spell, which can be of any level, is cast. The item can be as large as a gown or as small as a ring or earring, but cannot be something already bearing an enchantment. For example, although a metal dagger could not be made the focus of a *disrobement*, its sheath could.

The spell to be stored is cast in the normal way, but the caster—who need not be the caster of the *disrobement*—touches the item bearing the *disrobement* *dweomer* during casting, and the spell enters the item rather than taking effect. *Teleport*, *death spell*, and *meteor swarm* are favorite spells used in conjunction with *Laeral's disrobement*.



The stored spell takes effect when the item is removed from or torn away from an unwilling wearer, or when the item is destroyed or substantially damaged (tearing a sleeve from a shirt, for example, or slashing a tunic with a sword).

Item-wearers are instantly made aware of erupting spells. These spells are under their control even if they have no spellcasting ability or are of another class than the caster of either the *disrobement* or the spell it has stored. The item-wearer can decide what form the spell takes (if any), its duration or intensity (if applicable), and its destination or target. This control is by silent act of will. Even bound and gagged item-wearers can direct erupting spells.

Even if item-wearers make foolish decisions about spell effects, they cannot be directly harmed by an unleashed spell. If the item-wearer made a *fireball* detonate with herself at the center, she and all worn, carried, and touched items and companions would be completely protected by the *disrobement*, but the fireball's blast would have normal effects on everything else it reached.

If the *disrobement* duration expires before the item is removed or harmed, the stored spell is lost without taking effect.

Syluné once used a *disrobement* when captured by slavers. They tore her gown to brand her on one shoulder, and the resulting *meteor swarm* destroyed them and their log-built stronghold. As a result, *Laeral's disrobement* was called *Syluné's displeasure* for a time by sages who had not learned its true nature. The name may still be found in some old writings.

The casting of *Laeral's disrobement* consumes a handful of diamond dust (crushed diamonds worth $3d4+1 \times 1,000$ gp), but the item it is cast on is not harmed or consumed by this magic.

Notes: Restricted to the Seven Sisters, their apprentices, and select Harpers in the FORGOTTEN REALMS setting.

Laeral's Gesture

(Alteration)

Level: 4
 Range: 0
 Components: V, S
 Casting Time: 4
 Duration: Special
 Area of Effect: 1 spell of 3rd level or less
 Saving Throw: None

This spell allows its user to cast any currently memorized spell of 3rd level or less in a casting time of 1 without verbal or material components, by means of a specific complex gesture. The spell to be affected is chosen, the *gesture* is cast, the caster casts the modified spell, and then she directs the effects of the chosen spell normally.

Only one *Laeral's gesture* can be memorized by any being at a time. There is no known way to make this magic govern spells of greater than 3rd level.

Laeral is (correctly) said to have devised this spell after being attacked while bathing—and necessarily parted from most all spell components—once too often.

Notes: Known to Laeral and some other wizards in the FORGOTTEN REALMS setting.

Laeral's Invisible Blade

(Evocation)

Level: 8
 Range: 10 yds./level
 Components: V, S, M
 Casting Time: 7
 Duration: 1 rd./level
 Area of Effect: Special
 Saving Throw: None

This spell is the result of Laeral modifying a spell created by one of her sisters, *Alustriel's sword of stars*. Laeral's spell creates an invisible, silent, long-sword-shaped construct of force that forms at the end of the round of casting and attacks a chosen target creature.

During casting, the caster decides if the blade will strike with her own THAC0, inflicting 2d4 points of damage plus 1 point for each level the caster currently possesses, or if the blade will strike at THAC0 7, inflicting only 2d4 points of damage per hit. The version chosen cannot be changed after the spell is cast. For purposes of determining what the *invisible blade* can hit, it is considered a +5 magical weapon, though it does not have any attack or damage bonus.

An *invisible blade* cannot be seen unless or until it is blooded or marked with some other substance. Onlookers see only a creature fighting apparently empty air. Contact with any detection spell, regardless of its normal function, causes an *invisible blade* to become clearly visible.

The blade's first blow is always made at THAC0 5, regardless of which version of the

blade has been chosen. The blade strikes twice per round until the spell expires or the caster chooses a new target creature. Because a creature concentrating on detecting (and parrying) the blade can see disturbances in the air as the edges of the force move, the creature suffers no Armor Class penalty for not being able to see the blade. Only those within 10 feet of the blade can see the disturbances.

However, if the blade is fought in complete (or magical) darkness, the standard Armor Class penalties apply and the blade itself strikes at a THAC0 of 5.

An *invisible blade* flies at MV 21 (A), has AC -2, and has 22 hit points. It vanishes if destroyed by physical attacks. Magical attacks have no effect on it at all, save that a successful *dispel magic* or a properly worded *limited wish* or *wish* can make it vanish.

The magical blade fights by itself, and does not require the caster's attention once created, except when the caster desires the sword to switch targets. Every time a new creature is chosen, the caster cannot cast spells on the round in which that choice is made. The round must be spent concentrating on the blade and the new creature, which must be within spell range of and visible to the caster at the time the choice is made. An *invisible blade* can follow a being anywhere on the same plane, though long distance teleportation causes the magic to expire before the pursuing sword reaches its target.

The material components of this spell are any metal-bladed weapon, which is consumed in the casting, and a clear rock crystal.

Notes: Restricted to the Seven Sisters, their apprentices, and select Harpers in the FORGOTTEN REALMS setting.

Laeral's Raging Griffon

(Evocation)

Level: 3
Range: 10 ft./level
Components: V, S, M
Casting Time: 3
Duration: 9 rds.
Area of Effect: Special
Saving Throw: None

This spell calls into being a translucent, utterly silent, obviously magical construct that is an extension of the caster's will and acts with precise loyalty to the caster's desires. The caster can ride it if desired, see through its eyes whenever desired (though not to cast spells through

it), or command it to fight the caster's foes.

Beings other than the caster can ride the griffon—and even drop onto its back from above, against the caster's wishes—but the caster can make the griffon vanish instantly at will. The griffon also disappears if destroyed by cumulative damage. It can fight a creature of the caster's choice until it or the creature is destroyed, or the caster changes its target. The caster can change the griffon's target in any round that she does not cast another spell. The griffon can move any distance from the caster without contact—or control—being lost. The spell range is how far away from the caster the griffon can be made to appear when the spell is cast. A real griffon does not recognize a *raging griffon* as a griffon or a living creature, nor views it as a threat unless attacked by it.

The material component of this spell is a griffon feather or a tuft of hair from a griffon's tail.

Notes: Restricted to the Seven Sisters, their apprentices, and select Harpers in the FORGOTTEN REALMS setting.

Raging Griffon: AC 3, MV 12, FI 30 (C, D with rider), HD 7; THAC0 13; #AT 3; Dmg 1d4/1d4/2d8; AL N; SZ L.

Lamentable Belaborment, Leomund's

See Leomund's lamentable belaborment.

Lance of Disruption

(Invocation/Evocation)

(Air, Force)

Level: 3
Range: 0
Components: V, S
Casting Time: 3
Duration: Instantaneous
Area of Effect: 5 ft. × 60 ft.
Saving Throw: ½

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, to a maximum of 5d4+20; 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. 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. These sustain only half damage, or one-quarter damage with a successful saving throw.

Notes: Uncommon spell (PO:SM).

Landscape of Spell Lore

A MYSTARA setting spell, aka spell sense.

Lapis Bonds

(Invocation/Evocation)

(Force)

Level: 5

Range: 10 yds.

Components: V, S, M

Casting Time: 5

Duration: 1 turn + 1 rd./level

Area of Effect: 10-ft. radius

Saving Throw: Neg.

With *lapis bonds*, a wizard conjures blue rings of magical energy that encircle creatures or objects. A caster can create one ring for every five experience levels. While the wizard dictates the size of these magical rings upon casting the spell, they cannot exceed a radius of 1 foot per caster level. Creatures the caster wishes to bind in the rings are allowed saving throws vs. spell, modified by the defensive adjustment from the character's Dexterity score to avoid them. Target creatures must be together within a 10-foot radius sphere.

Once created, these azure rings stay fixed in space. They remain immune to all forces, including gravity. Nothing short of a *wish* can cause them to change size or position, although they can be *dispelled*. A ring that tightly encircles even one leg or arm pins the character to the spot (though target creatures can move the rest of their bodies normally). The caster can try to place the rings so that they completely bind a creature's legs or arms, but creatures then receive a +1 bonus to their saving throws. Note, however, that a wizard creating multiple rings can cast them all on a single creature, requiring that creature to make multiple saving throws.

The spellcaster does not have to create *lapis bonds* around something; when a creature successfully avoids a ring, the bond still appears. Their immobility makes the bonds useful for anchoring ropes or aiding in climbing.

The material component is one silver ring worth at least 10 gp for every ring to be created.

Notes: Rare spell, originally from the MYSTARA campaign setting.

Lapse

(Enchantment/Charm)

(Artifice)

Level: 4

Range: 0

Components: V, S, M

Casting Time: 4

Duration: Until triggered, then 1d4+1 rds.

Area of Effect: 1 creature

Saving Throw: Special

This insidious spell that affects memorized spells is not cast directly upon its subject. Rather, a small object receives the dweomer, then delivers its magical charge to the first creature that touches it. Typical triggers are a comb, a wine cup, a ring, a paving stone—any solid object of relatively small size. The first creature that touches the trigger is affected, with no saving throw allowed at that time. The subject is unaware of the effect, though subsequent spells such as *detect charm* will discover something is amiss.

Once triggered, the spell causes a lapse in the victim's memorization of spells, to occur at some future time (an inconvenient time, the caster hopes, but there are no guarantees). Whenever the recipient attempts to cast a memorized spell (as opposed to a spell read from a scroll or cast from a magical item), the *lapse* comes into effect. Any spellcaster, including wizards, priests, rangers, paladins, bards, etc., can be affected, and even monsters that keep spellbooks and cast memorized spells (as opposed to innate spell-like abilities)—that is, certain dragons, liches, titans, etc.—are subject to this spell. Natural flight abilities, breath weapons, and other special abilities are not affected.

An affected creature preparing to cast a spell must make a saving throw vs. spell. Failure indicates a malfunction of memory lasting 2–5 rounds, during which time the spellcaster cannot think of any spells at all. These are not lost, however. Once the *lapse* passes, the spellcaster

can then cast spells normally.

A successful saving throw does not negate the *lapse* spell. The creature must try a saving throw each time a spell is attempted, until a failure occurs. A successful *dispel magic* or *remove curse* negates this dweomer.

Notes: Very rare spell. Known to be in the *Cyclopedia Phantastica Vol. III*. (Updated from *DRAGON Magazine*.)

Last Resort, Mycontil's

See Mycontil's last resort.

Lasting Breath

(Alteration)

(Air, Water)

Level: 1

Range: 5 yds./level

Components: V, S

Casting Time: 1

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

Area of Effect: 1 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 make a successful Constitution check or be forced to take a breath as per the rules.

Notes: Uncommon spell (*ToM*).

Leadfoot

Reversed form, see featherfoot.

Legend Lore

(Divination)

Level: 6

Range: 0

Components: V, S, M

Casting Time: Special

Duration: 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.

Notes: Common spell (PHB).

Leomund's Hidden Lodge (Alteration, Enchantment/Charm)

Level: 5

Range: 20 yds.

Components: V, S, M

Casting Time: 1 turn

Duration: 1d4 hrs. + 1 hr./level

Area of Effect: 30 sq. ft./level

Saving Throw: 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 smoke, light, or sound from within the lodge. Creatures or characters who are exceptionally well-tuned to their surroundings (elves, druids, rangers, and various sylvan monsters) may be allowed 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 are *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 *unseen servant* to wait on the wizard. If any of the optional secondary spells are added, the casting time goes up by one hour.

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 gp. If the secondary spells are to be included, their material components are required also.

Notes: Uncommon or rare spell (PO:SM).

Leomund's Lamentable Belaborment

(Enchantment, Evocation)

(Song)

Level: 5

Range: 10 yds.

Components: V

Casting Time: 5

Duration: Special

Area of Effect: 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, attack-

ing 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.

Notes: Common or uncommon spell (*PHB*).

Leomund's Secret Chest (Alteration, Conjunction/Summoning) (Dimension)

Level: 5
Range: Special
Components: V, S, M
Casting Time: 1 turn
Duration: 60 days
Area of Effect: One chest, about 2 × 2 × 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.

Notes: Common or uncommon spell (*PHB*).

Leomund's Secure Shelter

(Alteration, Enchantment)

Level: 4

Range: 20 yds.

Components: V, S, M

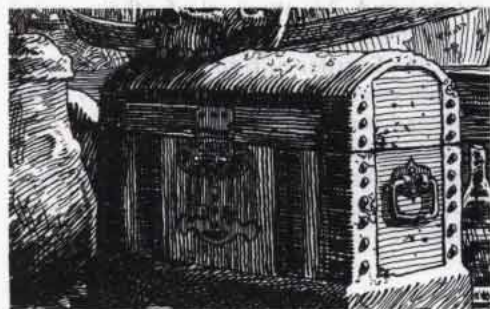
Casting Time: 4 turns

Duration: 1d4+1 hrs. + 1 hr./level

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).

Notes: Common or uncommon spell (*PHB*).

Leomund's Tiny Hut

(Alteration)

Level: 3

Range: 0

Components: V, S, M

Casting Time: 3

Duration: 4 hrs. + 1 hr./level

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.

Notes: Common or uncommon spell (PHB).

Leomund's Trap

(Illusion/Phantasm)

(Artifice)

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 3 rds.

Duration: Permanent

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.

Notes: Common or uncommon spell (PHB).

Lessen Gravity

(Alteration)

(Alchemy)

Level: 3

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 3 hrs./level

Area of Effect: Special

Saving Throw: None

By use of this spell, the caster can reduce gravity to one quarter of its normal pull in a given area. A 3rd level caster can affect a 10 × 10-foot area; an additional 10 × 10 square can be affected for each two levels of the caster above third (two squares at 5th level, three at 7th level, etc.). A zone of reduced gravity 60 feet high is created. This spell is useful primarily in arcane researches, where a reduction of gravity might enhance certain alchemical processes or reagents.

Birds and other flying creatures may have trouble compensating for the effects of the spell because their wings will push them higher than normal. Those using such spells as *fly* or *levitate* cannot move faster in the area, though they can carry more weight. Missiles fired through the area are unaffected; their inertia maintains their normal speed and height. A missile fired or thrown within the area, however, can travel much higher. *Lessen gravity* does not lend itself to permanency.

Consecutive castings of the spell are cumulative in effect. *Beings unused to lower gravity* are somewhat disoriented in the spell's area of effect, suffering a penalty of +2 to initiative and -1 to attack rolls in combat. In an area under the cumulative effects of two *lessen gravity* spells, penalties are +4 to initiative and -1 to attack rolls.

An area affected by three or more such spells is basically a weightless environment (1.5% normal gravity), and penalties are +6 to initiative and -2 to attack rolls for those unused to this effect.

NOTE: Further optional information on weightlessness can be found on page 14 of the *Concordance of Arcane Space*, in the SPELLJAMMER campaign set.

Notes: Very rare spell from the FORGOTTEN REALMS setting. Known to be in *Darsson's Notes*.

Lesser Distraction — Ninja

(Illusion)



Level: 1
 Range: 5 ft./level
 Components: S
 Casting Time: 1 rd.
 Duration: Instantaneous
 Area of Effect: 1 creature
 Saving Throw: Neg.

With this spell, the ninja causes the subject to hear a faint noise or see something indistinct out of the corner of his eye. The caster must decide if the illusion will be auditory or visual but cannot choose to further define the distraction. It will be a sound, but not a footstep or a low moan. Or it will be a glimpse of something, but not of a person.

The subject must make a successful saving throw vs. spell at a penalty of -4 or believe the sight or sound to originate from a direction of the spellcaster's choice. The spellcaster cannot choose distance. The subject can be made to believe that he heard a sound behind him, but not that it was something moving 30 feet behind him. He can be made to think that he saw motion off to his right, but not that it was something moving at the top of a wall 50 feet from him.

The subject is free to act as he chooses on the illusion. He may ignore it or may be moved by duty or curiosity to investigate.

Because the illusion is quick and not detailed, the subject has a -4 penalty to his saving throw. If he fails the saving throw, he believes the sight or sound to be real but does not know what made it. If he makes the saving throw, he assumes that he was "seeing things" or "hearing things" and does not act on the distraction. Even if he makes his saving throw, he does not know that he was the target of a spell.

This spell is used by a ninja attempting an escape or infiltration. It is designed to encourage a guard to leave his post for a moment.

Notes: Restricted to ninja spellcasters and those trained by them; common.

Lesser Geas

(Enchantment/Charm)
(Mentalism, Song)

Level: 4
 Range: 10 yds.
 Components: V
 Casting Time: 4
 Duration: Special
 Area of Effect: 1 creature
 Saving Throw: Neg.

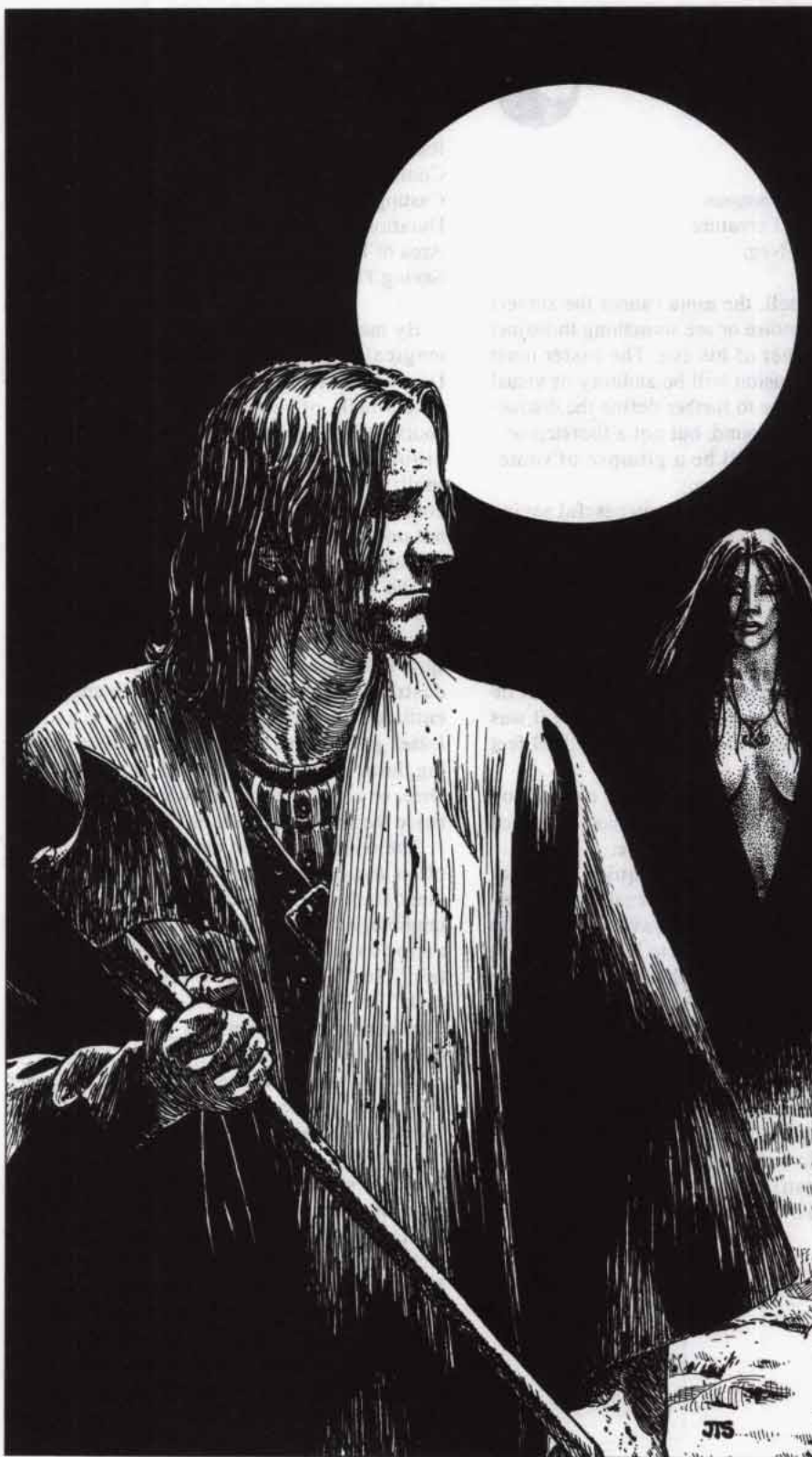
By means of this spell, the wizard places a magical command upon a creature of 7 Hit Dice or less to carry out some service, undertake a task, or refrain from some action or course of activity. The caster specifies the conditions of the *lesser geas* when he casts the spell; the subject creature must 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 non-destructive course of action. The subject is entitled to a saving throw vs. spell to avoid a *lesser geas*, but suffers a -2 penalty on its saving throw if the wizard is of higher level or Hit Dice, or a -4 penalty if the wizard is more than twice the creature'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 saving throws more than 4 points. The *lesser geas* can be countered by a *remove curse* spell, a *limited wish*, or a *wish*.

Notes: Uncommon spell (PO:SM).



Lesser Sign of Sealing

(Abjuration)
(Geometry)

Level: 2
Range: 0
Components: S, M
Casting Time: 1 turn
Duration: Special
Area of Effect: 1 portal
Saving Throw: ½

By using this spell, the caster creates a magical ward that has two major effects. First, 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. Second, 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 upon creating 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 was not there).

The *lesser sign of sealing* 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 of sealing* 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 powder must be at least 100 gold pieces.

Notes: Uncommon spell (PO:SM).

Lesser Spelldream (Invocation, Illusion/Phantasm)

Level: 4
Range: Touch
Components: V, S
Casting Time: 1 turn
Duration: 1 turn/level
Area of Effect: 1 creature
Saving Throw: Special

This spell is only effective upon sleeping beings. It allows the caster to remove any spells of 4th level or less already in effect on the recipient (such as *charm person* or *change self*). The spell effects are unraveled slowly, without doing harm to the caster of the spell-dream or the recipient, and without triggering any spelltraps or defensive effects. This occurs during an enforced slumber, which can be broken by any physical attack on the recipient (such an event will jolt the recipient into instant alertness). This enforced slumber is accompanied by dreams, and the caster of this spell can choose one image per level to feature in these dreams (typically, the caster shapes a sequence of images showing the recipient how they came to be enspelled, or why the caster has chosen to remove those spells).

While a *spelldream* is unfolding in the recipient's mind, the target creature cannot be contacted or influenced by any other being. Thus, a wizard can pass information to a recipient who is under magical thought surveillance without risk of the information being detected.

When the spell is cast, the recipient is allowed a saving throw vs. spell with a -4 penalty. A successful saving throw negates the spell, and the intended recipient instantly awakens.

Notes: Common for Dream mages; otherwise very rare. (Updated from DRAGON Magazine.)

Lethal Hatchling — Neogi (Necromancy)

Level: 5
Range: 10 yds.
Components: V, S
Casting Time: 1 rd.
Duration: Special
Area of Effect: 1 creature
Saving Throw: Neg.

Upon utterance of this spell, the caster conjures up a small egg, 1 inch in diameter, which

fires outward from the caster toward a target creature. The creature is allowed a saving throw vs. death magic. A successful saving throw negates the spell. Failure indicates a most gruesome fate: The egg enters the creature's body and begins to grow. For the next four rounds, the creature is allowed another saving throw vs. death magic each round at a -2 cumulative penalty (that is, -2 for the first save after the egg enters the body, -4 for the second, etc.). Each failed saving throw cause the loss of 25% of the creature's original hit point total. If the creature makes a successful saving throw during this time, the spell is halted, the egg's growth stops, and then it deteriorates. If the creature dies, a newborn neogi erupts out of its body.

Some neogi wizards have been known to cast this spell to replace neogi lost in earlier combats. This is a rare occurrence, however; more commonly a slave is sacrificed instead.

Notes: Restricted to neogi; uncommon.

Leviathan — Elf

(Elven High Magic)

Level: 8

Range: 10 yds./level

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: 1 creature

Saving Throw: None

This spell summons gigantic sea creatures to aid elven ships and fleets at sea. When cast, roll 1d10 and refer to the chart to determine the type and number of creatures that arrive. The creatures will arrive in 1-10 turns and fight for as long as needed, even to the death.

Die Roll	Type
1-5	1d8 Common Whales
6-8	1d2 Giant Whales
9-0	1 Leviathan

The material components of this spell are a small carving of a whale and a gold ring.

Notes: Restricted to elves able to cast elven High Magic. Used for the defense of the elven homeland (for example, Evermeet Island).

Levitate

(Alteration)

(Force)

Level: 2

Range: 20 yds./level

Components: V, S, M

Casting Time: 2

Duration: 1 turn/level

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 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.

Notes: Common spell (*PHB*).

Lich Armor

(Necromancy)

Level: 4

Range: 0

Components: V, S

Casting Time: 4

Duration: 2 rds./level

Area of Effect: The caster

Saving Throw: None



A development of the *spirit armor* spell, this spell surrounds the wizard with a portion of his

own life essence, which appears as a black shroud of shadow that mystically flows around his body. It guards the caster against both magical and nonmagical weapons and attacks, without hindering movement or interfering with spellcasting. The spell protects the caster as well as plate armor (base AC 3), with a +3 bonus to saving throws against magical attacks, and is cumulative with spells and protective devices that add to a base AC.

At the end of the spell, the caster must attempt a saving throw vs. spell or temporarily lose a portion of the life energy used to create the lich armor. Failure inflicts 2d6 points of damage. Hit points lost in this fashion can be restored only through magical healing.

Notes: Uncommon for necromancers and undead spellcasters; otherwise very rare. Originally from the RAVENLOFT setting.

Lich Touch

At least six different spells have had this name or effect. Close versions have been combined into single spells; see also improved chill touch and improved vampiric touch, which are from the RAVENLOFT setting.

Lich Touch

(Necromancy)

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 6

Duration: 1 rd./level

Area of Effect: The caster

Saving Throw: Special

By means of this spell the wizard gains both the chilling touch attack of a lich and invulnerability to several special attack forms. The caster is immune to all types of *paralysis* and *fear* for the duration of the spell. When the *lich touch* is in operation, the hands of the caster glow with an unearthly greenish brilliance.

The caster can touch individuals and affect them as a lich would, inflicting both 1d10 points of damage and paralyzing the individual unless a successful saving throw vs. paralysis is made. The touch damage is always taken, even by undead and creatures immune to paralysis. Those paralyzed by this spell remain so for 2d4 hours or until the paralysis is countered by a *dispel magic*, *remove paralysis*, or similar magic. The *lich touch* spell cannot be ended before its duration expires. The caster affects

everyone touched, its effects cannot be voluntarily suppressed.

The material components of this spell are a scrap of rotting meat or fish.

Notes: This standard form of the spell originated in the FORGOTTEN REALMS setting. It is uncommon for necromancers; otherwise very rare. It is known to be in the lich Kyristan's tome, *Studies in Death*.

Lichdom

Lost knowledge. This achieving this state requires a long, involved, highly dangerous, and evil series of magical experiments. No one spell creates this state. See appendix section for more information.

Life Bolt

(Alteration, Necromancy)

Level: 4

Range: 10 yds./level

Components: V, S

Casting Time: 6

Duration: Permanent

Area of Effect: 1 undead creature

Saving Throw: ½

This spell uses the energy of the caster's own life force offensively against undead. The spell has no effect on living creatures. By holding an open palm toward the undead creature and uttering the incantation, the caster sends a pulse of living energy toward the undead (color of the energy depends on the caster's general alignment; lawful is white, chaotic is red, and neutral is blue). The caster sacrifices 1d4 hit points to cast this spell; for each hit point lost, the caster causes 1d6 points of damage to the undead target. The undead creature is allowed a saving throw vs. spell against this attack, with successful saving throws limiting the damage to half.

Stavros of the Skulls created this spell years ago after nearly losing his life to zombies that broke free of his control. He gave this spell to the Watchful Order of Magists & Protectors as part of his penance for damages to Waterdeep. Devotees of Mystra, especially priests and mages affiliated with the House of Wonder, are eager to learn this spell, as Meleghost Starseer, the Magister of Mystra, holds this up as an example of how "Mystra grants us the power to protect life through our own sacrifices!"

Notes: Known to Stavros of the Skulls and the Watch-Wizards and Guild of Waterdeep in the FORGOTTEN REALMS setting.

Life Extension

Athasian Dragon-King magic; psionic component renders the spell uncastable by wizards.



Life Field

(Alteration, Necromancy)
Reversible

Level: 5
Range: 0
Components: V, S
Casting Time: 2
Duration: 1 rd./3 levels
Area of Effect: The caster
Saving Throw: None

Stavros of the Skulls' final spell created for the Lords of Waterdeep is his most potent creation. By marshaling their own life forces, wizards can surround their bodies and handheld items or weapons with a shining blue radiance known as a *life field*. Once summoned, the spell remains in effect without concentration, allowing the mage to attack or cast further spells. If the caster attacks undead with a weapon covered in a *life field*, weapon damage is doubled in addition to the caster's level in points of damage (that is, a 7th-level mage's quarterstaff wrapped in a *life field* deals 2d6+7 points of damage to undead). Missile weapons act normally since they move beyond the field's range. If undead simply come into contact with a *life field* (that is, not one used jointly with an attack, or a hand-to-hand attack against someone with an active *life field*), they must make a saving throw or take damage equal to the caster's level due to living energy counteracting their undead state.

While this spell does not affect living creatures (damage dealt is normal), further research has uncovered the reverse of this spell, *death field*, which is now in use by a number of evil mages including Stavros. All the effects visited upon undead are now usable on living targets; the *death field* is a shimmering, dark purple field of energy. The Watch-Wizards of Waterdeep have been instructed to arrest anyone seen using this version of the spell.

Notes: Known to Stavros of the Skulls and the Watch-Wizards and Guild of Waterdeep in the FORGOTTEN REALMS setting; uncommon.

Life Force Exchange

(Necromancy)
Reversible

Level: 9
Range: 60 yds.
Components: V, S
Casting Time: 9
Duration: Special
Area of Effect: 2 creatures
Saving Throw: Neg.

This spell permanently switches the life forces of two creatures (one of which may be the caster). Both subjects must be within range at the spell is completed, or it fails automatically. When employed correctly, both creatures are surrounded by a radiant green aura and must save vs. spell at -6 to avoid the effects (obviously, willing subjects may forego the saving throw to consciously accept the effect).

The spell functions properly only if both subjects fail their saving throws. If only one fails the save, then the one who made the saving throw is automatically stunned (reeling and unable to take action) for 1 round. Meanwhile, the other (the one who failed the save) is stunned for 1d4 rounds.

In the event of a successful transfer, both life forces retain all of their original mental abilities and behavioral patterns, although their physical abilities are limited (or possibly enhanced) by their new forms. For instance, a decrepit necromancer uses this spell to exchange bodies with a hale young warrior in the prime of his health. While the wizard gains a young and vigorous body (and all of the benefits that go with it), the unfortunate youth finds himself trapped in the withering shell of a dying old man. Creatures unaccustomed to being shifted in this way are stunned for a minimum of 1 round after the transfer.

The effects of this spell are permanent and can be reversed only by a *full wish* or by the reverse of the spell. If one of the bodies is slain before reversal can take place, the life force inhabiting that body departs. That spirit and its new body are dead, just as if the spirit was in the body that actually belonged to it in the first place. The life force originally belonging to the slain body is now irreversibly trapped in its new form. Short of expending two *wishes* (one to restore the slain body, and the second to transfer the life force), the only way to now restore the subject to his or her rightful body is by cloning the original body and casting the



reversed form of this spell.

The reversed form, *revoke life force exchange*, undoes the effect of the spell.

Notes: Uncommon for necromancers; otherwise very rare.

Life Force Transfer

(Necromancy)

(Artificer)

Reversible

Level: 8

Range: 10 ft.

Components: V, S, M

Casting Time: Special (8 rds.)

Duration: Special

Area of Effect: 1 creature

Saving Throw: Neg.

Upon completion of this long and highly-versatile incantation, the caster permanently transfers a creature's life force (even his or her own) into a specially fabricated item, a magical receptacle, or the body of another individual. Once the transfer has been completed, the subject's body falls into a cataleptic state, and remains in a death-like trance or coma for 2 to

7 days. Unless the subject's life force is reunited with the body during that time, the body dies, and the life force is permanently trapped within the physical object or new body.

While in the physical receptacle, the creature can perform any action permitted by the new form. In an item such as a ring or a sword, the subject can communicate with the user when the receptacle is held or worn properly. The extent of communication depends on the subject's Intelligence (see table).

Int	Communication
3-11	None
12-13	Semi-Empathy
14-16	Empathy
17+	Telepathy

Individuals of low or average Intelligence cannot communicate, and those of above-average Intelligence can communicate using a primitive form of empathy (usually limited to a throb or tingle of varying intensity). At the discretion of the DM, the life force might animate a specially prepared statue or golem, perhaps even enabling the recipient to employ any memorized spells.

Life force transfer is sometimes the final step in the manufacture of a powerful magical item or minor artifact (usually a sword). In this process, a creature's life force is transferred into a magical item (an unwilling subject is allowed a saving throw vs. death magic at -4), which is finally sealed with a *permanency* spell.

In such an enchantment, the subject's body is frequently destroyed afterward by the caster, forever trapping the life force in the item (unless the *permanency* is first reversed and a new body prepared using a *clone* or *wish* spell, or by similar means). If the item is destroyed while the subject's life force is in it, the creature can regain its body by making a system shock roll if it lies within 1 mile per level of the caster; otherwise, the subject's life force dissipates, and the creature dies.

Sometimes, a wizard may employ this spell as a final measure to protect his or her own life. In this version, the entire incantation and receptacle are prepared and cast beforehand, but only the final syllable of the spell is left unfinished. The wizard can pronounce this short (casting time 1) syllable at any later time, casting his or her life force into the receptacle—providing that it lies within range. Obviously, this strategy only works if the receptacle is kept close to the wizard at all times. Furthermore, the wizard usually must leave behind clues or encrypted instructions so that allies may later reverse the spell and restore the wizard to his or her normal state. While the spell is in its unfinished state, the wizard cannot learn a new 8th-level spell to replace it. Aside from this limitation, however, the caster remains unaffected by the pending spell.

Less scrupulous wizards may use this spell to permanently transfer a creature's life force (often their own) into the body of a younger individual, thereby extending their own existence. The victim is entitled to a saving throw vs. death magic with a -4 penalty to resist the effects. If failed, the victim's life force departs, and the transferred life force takes permanent possession of the victim's body. If the saving throw is successful, the spell fails without any ill effects to either the victim or creature (though it may be recast at a later date). Thus, an ancient necromancer may transfer his or her life force into the body of a vigorous younger person, thereby gaining all of the victim's physical attributes, manual skills, and extended life span.

The material component is a massive, blood red garnet (worth 5,000 gp or more). The spell also requires a scroll inscribed with special

rare inks and either an expertly-crafted item or a living human, demihuman, or humanoid (preferably young and healthy) to house the subject's life force. The exact nature of any physical receptacle should be decided by the DM, but it must be of quality suitable for enchantment. The garnet is consumed in the casting. This spell cannot be dispelled normally (even in its "pending" state). If the receptacle was not sealed with a *permanency*, then the subject's life force can be driven out with *dispel evil* or similar exorcising magic (in the event of a permanent magical receptacle, the item's *permanency* must be first overcome with *dispel magic*).

In rare cases, to be adjudicated by the DM, the life force of the victim does not depart from the body, but coexists in his or her body with that of the intruder. Such a life force may be able to take control of the survivor—use the control rules for the *magic jar* spell to determine this. As before, the intruding life force can be ejected only by casting *dispel evil* or similar exorcising magics (or a *full wish*). Otherwise, at the discretion of the DM, the life force of the intruder might merge with that of the victim, diluting the recipient's personality, alignment, and possibly sanity, as well.

The reverse of this spell, *revoke life force transfer*, requires the original scroll (the one used in the *life force transfer* spell to be revoked), the construct, and the body of the recipient. Providing that the spell is cast before the body physically dies (within 2-7 days of the original separation), the reversal process requires a system shock roll in order to be successful. If failed (or if the body has already perished), the newly released life force dissipates, and the subject dies.

Notes: Uncommon for necromancers and artificers; otherwise very rare.

Life Force Transfer — Necromancer (Necromancy)

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 4

Duration: Instantaneous

Area of Effect: Creature touched

Saving Throw: None

This spell allows the caster to transfer some of his life-force to another creature. When cast, the spell transfers 1 hit point per level of the

caster to the target creature, plus an additional 1d4 hit points. The hit points are added to the creature's current hit point total and deducted from the spellcaster's. Thus, a 7th-level necromancer can transfer 8 to 11 hit points from himself to another creature.

The caster can transfer only as many hit points as he currently has; if he transfers more, his current hit point total plus 1d4 hit points are transferred to the target, while that amount is subtracted from the caster's total (and the caster begins to die). The creature cannot gain more hit points than its full normal total; extra hit points are merely lost. The necromancer's hit point losses can be regained by normal healing or magic.

After the transfer, is complete, the necromancer loses four points of Constitution temporarily; each point can be recovered by six turns of rest. If the caster's Constitution drops below 3, unconsciousness results and full Constitution is not regained for 24 hours. The material component of this spell is a glass tube filled with the caster's blood, which disappears when the spell is cast.

Notes: Restricted to necromancers; uncommon.

Life Sounding

(Chronomancy)

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 2

Duration: Instantaneous

Area of Effect: Creature touched

Saving Throw: None

When *life sounding* is cast, the chronomancer establishes a temporary link to the subject's lifeline. A magical pulse is sent along the line in both directions, reflecting back whenever it reaches the points of the recipient's birth and death.

Using the echo principle, the chronomancer acquires a general idea of the length of the lifeline in each direction. If the subject's age is known or can be guessed, it is then a simple matter of calculating the ratios to discover with fair accuracy how much life the person has left.

After 6th level, the chronomancer acquires an innate feeling for the spell's mystical echo and can instantly know the subject's age, as well as how much life it has left, without having to make any calculations. A saving throw is

not permitted, but physical contact must be maintained throughout the casting (the subject has to be willing or unable to struggle away).

The material component necessary for a *life sounding* is an unblemished silver weight on a 1-foot length of silver chain. The weight must be replaced with a fresh silver weight after every casting.

Notes: Restricted to chronomancers; common.

Life Steal — Savant

(Necromancy)

Level: 5

Range: Touch

Components: V

Casting Time: 1

Duration: Special

Area of Effect: 1 creature

Saving Throw: Neg.

This spell allows the savant to leech up to 1 hit point per level from a living (that is, not a construct or undead) human or humanoid and bestow it upon himself or another within a time limit of three rounds. The leeching hit points can increase the recipient's hit points beyond his normal maximum, and last up to one hour. Any damage suffered is first subtracted from these additional hit points.

Notes: Restricted to savants; common.

Life Tether

(Chronomancy)

Level: 3

Range: Special

Components: S, M

Casting Time: 3

Duration: 5 rds./level

Area of Effect: 1 creature

Saving Throw: Neg.

When this spell is cast on an intelligent creature, it fastens a magical tether to the creature's lifeline. The creature must be close enough for the chronomancer to recognize it by sight, and it can save vs. spell to avoid the effect. This sets the range at 60 yards. Items such as *eyes of the eagle* would extend this range, but the psionic power clairvoyance or any type of scrying device would not.

If the chronomancer slips to the Demiplane of Time, he appears next to the creature's lifeline. The tether is seen as a thin white cord

linking the two. As with *timeslip*, a large amount of turbulence may displace the caster, but he remains tethered to that lifeline.

If *life tether* is cast directly on a lifeline, no saving throw is permitted. Slipping back to reality places the caster within 1d100 × 10 yards of the creature. A *detect temporal anomaly* spell leads the chronomancer right to the tethered creature. This application is useful in discovering to whom a particular lifeline belongs.

The material component is a 1-foot length of cord braided with strands of silver.

Notes: Restricted to chronomancers; common.

Life Water

(Alteration, Necromancy)

(Alchemy, Province: Sea)



Level: 9

Range: Touch

Components: V, S, M

Casting Time: 9

Duration: Special

Area of Effect: Up to 1 gallon

Saving Throw: None

This spell transforms any liquid into a sweet-smelling serum that heals wounds and cures blindness, disease, poisoning, rotting (including "mummy rot"), magical feeble-mindedness, and fungal growth (such as the transformation of flesh into green slime). Even life-threatening wounds are healed; lost limbs and organs regenerate instantly when the miraculous *life water* is applied. A severed head cannot be restored, however.

As wondrous as the serum is, it cannot bring a slain creature back to life, nor it can it restore a magically transformed creature to its original form.

One gallon of the serum entirely cures one man-sized being of all the ailments listed above, restoring all lost hit points in the process. An typical water skin filled with *life water* can cure one condition, or restore 3d8 points of physical damage. Immersing even a partial body in life water can restore the complete form, provided the body is not dead. (Any leftover body parts are worthless.)

The serum is a topical treatment. As it is used, it is absorbed by the recipient and disappears. A pool created by this spell can be completely absorbed by several healings.

Any liquid can serve as the material compo-

nent of this spell—even a liquid devised by magical means. Leftover serum reverts to its original condition with the next setting of the sun.

Notes: Restricted to casters from arabian settings or those trained by them. DM might allow research by alchemists or (optional) Healer mages. DM might also allow training by a suitable mentor, particularly characters native to the Anauroch region of the FORGOTTEN REALMS setting.

Optional: The DM may restrict the casting of this spell to once per week.

Lifblend

(Necromancy)

Level: 9

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: Permanent

Area of Effect: 2d4 creatures

Saving Throw: Neg.

Using this macabre spell, a wizard can cause two (or more) lifeforms to join together to form a new one. The subjects can be of any type, plant or animal, but must be alive. After casting this spell, a wizard can cast no other spells for 24 hours.

The subjects are placed in cages made with precious metals, each cage worth no less than 2,500 gp. To cast the spell, the caster must touch each subject through the casting time of the spell. If two creatures are involved, they can be touched with the hands; if a third or even fourth creature is involved, touching them with the feet is possible. No more than four creatures can be affected by a single application of this spell. During casting, the wizard must concentrate on the desired final form of the combination creature (if the caster does not have a specific form in mind, the spell fails).

At the end of the casting, each subject involved makes a saving throw vs. spell; if any is successful, the spell fails. If the spell fails, the caster must make a successful saving throw vs. spell, or suffer a magical backlash, taking on characteristics of the subjects for the next 2d4 days. The exact nature of the change is left to the DM but should not be beneficial to the caster.

- Roll** **Lifblend Result**
- 01–50 *Success:* The resulting creature looks like the caster wants it to look, and has more-or-less the abilities desired.
- 51–60 *Bonding:* The target creatures are not melded together, but are bonded at some point on their bodies (for example, a dog and a cat bonded might appear to be a dog and a cat that share one set of legs).
- 61–70 *Imperfect Melding:* The creatures are melded together, but not in the desired fashion; they might be melded in a centauro-like fashion, or in any other way.
- 71–80 *Pseudo-Lycanthropy:* The creatures are blended together, but only one is dominant at any given time. Periodically, the creature changes completely from the form of one subject creature to the form of another.
- 81–90 *Dominance:* One creature is clearly dominant in the mix, but has a few characteristics of the other creature(s) involved in the spell.
- 91–95 *Death:* The creature looks exactly as desired, but has something wrong internally and cannot live.
- 96–99 *Vengeful:* The creature is exactly as desired, but has a hatred for its creator.
- 00 *Disaster!* At the last moment, one of the subjects pulled away, and the caster is pulled into the spell instead, becoming a part of the composite creature (no saving throw). Roll again on this table to find the results.

If all subjects fail their saving throws, the spell is at least partially successful. Roll percentile dice and consult the table for the result.

If the spell succeeds in any way except death, the DM creates a new monster, with input from the player of the spellcaster who performed the *lifblend* spell. Guidelines for monsters are in the *MONSTROUS MANUAL* accessory. In general terms, the monster should have a mixture of characteristics of its component beings. Possible examples of this spell include owlbears, bulettes, perytons, and manticores. The creature created has a 25% chance of being infertile.

Besides the cages needed, the material com-

ponents for this spell include one candle for each component creature; these are placed together and lit at the beginning of the casting, so their waxes can blend together as they melt. A ruby worth at least 5,000 gp must be placed between the candles, so the blended wax can cover it; it represents the heart of the composite beast. The ruby, candles, and cages are all consumed during casting.

Notes: Very rare spell. Known to be in the tome *Kyristan's Mysteries*.

Lifedrain — Phaerimm

(Alteration)

Level: 8

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: 70-ft. radius sphere

Saving Throw: None

Use of this mighty spell is thought to have created much of the lifelessness at the heart of the vast desert of Anauroch. This spell affects only water in geographical form (lakes, rivers, oceans), or in meteorological form (rain, snow). It does not affect water contained in living things.

A *lifedrain* spell destroys water within its area of effect—and prevents water from existing there as well. Water cannot fall into, form within, condense within, or flow into the spherical area of effect of this spell. (Daring wizards sometimes use this spell to lay bare the bottom of a lake or pond, to recover a lost item, or to reach a sunken chest or trapdoor.)

Living creatures find conditions within the area of effect to be very, very dry uncomfortably so; for each turn that one spends performing any sort of activity except simple rest, that creature loses 1 hit point due to dehydration. (Tales are told of Phaerimm drying off wet slaves and items by conveying them from a bath through a *lifedrain* sphere.) Plants cannot grow within a *lifedrain* field and desert-like conditions soon occur.

A *lifedrain* spell cannot be affected by *dispel magic* or water magics: only a *limited wish* or more powerful spell can destroy it. Otherwise, it lasts for 1 year per level of the caster (but if the caster should die, even on another plane or world, it ends earlier, at the moment of the caster's death). Casting a *lifedrain* permanently drains 1 hit point from the total possessed by the caster.

The material components of this spell are a piece of bone and a fire of any sort and size. The bone is placed in the flames during casting, and both are consumed in a flash by the spell. The spell's area of effect forms centered on the caster.

Notes: Known to phaerimm (common) and a few wizards of the FORGOTTEN REALMS setting (very rare).

Lifeforce Guardian, Zala's

See Zala's lifeforce guardian.

Lifeproof

(Necromancy)
Reversible



Level: 7

Range: Touch

Components: V, S, M

Casting Time: 3 turns

Duration: Special

Area of Effect: 1 creature

Saving Throw: Neg.

This powerful incantation enables the caster to safely remove an intangible but vital part of the recipient's life, transporting it through solid objects if need be. The caster places that part—called the “shadow of the heart”—in a closed glass container or a crystal. Once inside, the “shadow” becomes clearly visible as a translucent image of the recipient's heart. No apparent change occurs in the recipient himself, although detect magic reveals a strong necromantic spell in operation, centering on his actual, still-beating heart.

As long as the “shadow of the heart” remains safely within the container, the recipient's body can endure any amount of physical damage. When reduced to 0 or fewer hit points, the character doesn't fall unconscious or die; he just keeps on going. Saving throws, attacks, and Hit Dice remain the same. “Negative” hit points are healed normally, as if the character has an endless supply.

For every 10 points of damage below 0, the recipient of this spell suffers a -1 penalty to Charisma. With sufficient loss, the character looks as horrid as the undead, but is otherwise unaffected. Charisma returns to its normal value when the character is healed to a positive level of hit points (that is, 1 or more).

Although the recipient is effectively immune to magical and natural attacks that cause damage, he's still vulnerable to other types of

assaults (such as the *death* spell). He's also vulnerable to poison. He still can be polymorphed. If a part of his body is severed, it still functions independently (as long as the spell is in effect), allowing the recipient to reattach it. (This is similar to a troll's ability.)

The vessel or crystal holding the “shadow of the heart” must be within sight of the wizard as he's casting the spell. Thereafter, the vessel can be any distance from the recipient's body, without harm to the recipient. The crystal or glass is never more than 10 hit points in Strength, and considered AC 10 (for it to be otherwise would violate the energies of the spell and therefore void it). Destroying the container kills the recipient. Only a full *wish* or similar enchantment can raise him from this grisly death.

The reverse of this spell, *revoke lifeproof*, brings a body and its “shadow of the heart” back together again. Other than a *limited wish* or *wish*, this is the only way to do so. The recipient must make a system shock roll, and if this fails, he dies. If the recipient's hit points total 0 or fewer when *revoke lifeproof* is cast, the recipient dies a normal death.

Wizards often cast *lifeproof* on themselves as protection against an attack. Some cast it on others, ensuring that a recipient returns from a quest or mission to reclaim that part of his life that the wizard holds.

The spell's material component, a glass container or crystal, must be transparent. It also must be at least 1 foot in diameter to contain the “shadow of the heart.”

Notes: Common for spellcasters from an arabian setting; otherwise very rare.

Lifesurge — Ghul

(Necromancy)



Level: 4

Range: Touch

Components: V, S

Casting Time: 2 rds.

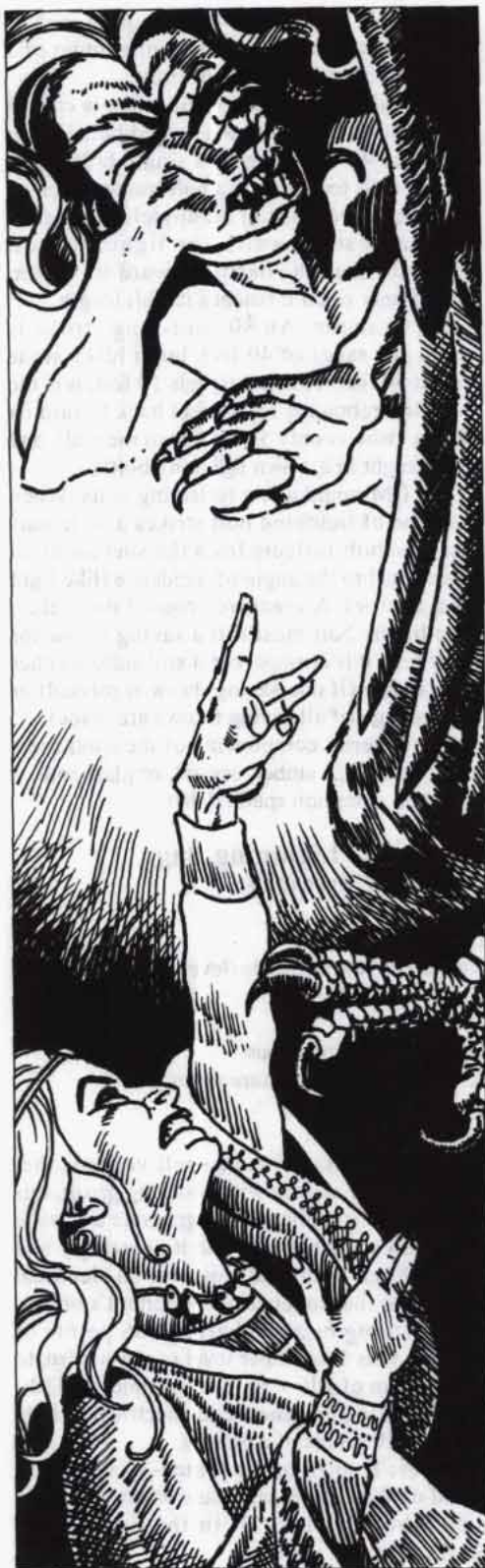
Duration: 1 rd./level

Area of Effect: Individual touched

Saving Throw: None

Ghul lords are more than ready to lend a helping hand to their comrades, but often the hand becomes a monkey's paw. Ghul lord spells can have adverse effects on a subject despite their beneficial intentions.

Lifesurge is one such spell, though a ghul lord can cast this spell only upon a willing



individual. When cast, the spell creates a negative energy field within the subject's body. This field forces the life force within the individual to surge up in defiance, affording the individual enhanced physical abilities for the duration of the spell.

For the duration of the spell, the subject is treated as if two levels higher for all purposes. Wizards do not automatically gain new spells, but they cast memorized spells as if two levels above their own. Hit points are increased, and THACO, saving throws, and all other level related abilities and bonuses are appropriately improved.

When the effects of the *lifesurge* wear off, the individual suffers damage. A successful saving throw vs. death magic reduces this damage by half. The damage is equal to twice the maximum value of the Hit Die used for their class. Thus, a fighter, who uses a d10 for hit points, suffers 20 points of damage when the spell wears off, 10 points if the saving throw is made.

Notes: Restricted to ghul lords (most common in an arabian setting).

Light

(Alteration)

Level: 1

Range: 60 yds.

Components: V, M

Casting Time: 1

Duration: 1 turn/level

Area of Effect: 20-ft. radius globe

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. Note that, unlike the 1st-level priest spell, this spell is not reversible.

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

Notes: Common spell (*PHB*).

Light — Pluma

This spell is identical to the common light spell, except that it is 2nd level.



Light Step, Drawmij's

See Drawmij's light step.

Lightburst, Nystul's

See Nystul's lightburst.

Lightning Bolt

(Evocation)

Level: 3

Range: 40 yds. + 10 yds./level

Casting Time: 3

Components: V, S, M

Duration: Instantaneous

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, splinter 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.

Notes: Common spell (*PHB*).

Lightning Bug

(Alteration, Evocation)

Level: 1

Range: 15 yds. + 10 yds./level

Components: V, S

Casting Time: 1

Duration: Instantaneous

Area of Effect: 1 creature or target

Saving Throw: None

Another of Gemidan's spell variants that merges *magic missile* with *shocking grasp*, this spell allows a spellcaster to generate a missile of electrical energy and cast it unerringly at a target. When it hits the target (or an electrical conductor that touches an opponent's body), the *lightning bug* discharges 1d6 points of damage, plus 1 point per level of the wizard, to a maximum of 1d6 + 10 (for example, an 11th-level mage would generate an electrical missile of 1d6 + 10 points of damage).

Notes: Known to the Watch-Wizards and Guild of Waterdeep and a few wizards (Gemidan, Khelben, Laeral) in the FORGOTTEN REALMS setting; common.

Lightning Curtain

(Evocation)

Level: 5
 Range: 60 yds.
 Components: V, S, M
 Casting Time: 5
 Duration: Special
 Area of Effect: 20 sq. ft./level
 Saving Throw: Special

This spell creates a crackling, shimmering, vertical plane of electrical force. The *lightning curtain* reacts to nearby metal objects; anyone wearing or carrying such an item will be “sparked” by the wall if she approaches to within 5 feet of the curtain. A “spark” inflicts 1d8 points of damage.

Those passing through the *lightning curtain* suffer 2d8 points of damage, plus 1 point per experience level of the caster. For those wearing metal armor or carrying at least 4 pounds of conductive objects (swords, iron spikes, etc.), the damage is 3d8 points, plus 1 point per level of the caster.

No saving throw is allowed for creatures passing through the curtain. Touching the *lightning curtain* with a metal object has the same effect as walking through it. The wizard who creates the lightning curtain is immune to its effects.

The lightning curtain is fairly transparent, allowing persons on opposite sides of it to see each other. Its glow is sufficient to illuminate the area on either side of it up to a distance of 10 feet. Spells and missiles can be cast through the curtain, but missiles must successfully save vs. electricity or be destroyed. The *lightning curtain* does not hinder any spells except for electrical attacks, which it absorbs.

The *lightning curtain* will persist for as long as the wizard concentrates upon it, or for 2 rounds plus 1 round per level if concentration is not maintained.

The material components a piece of amber, a bit of fur, and a square of fine velvet.

Notes: Very rare spell. Known to be in *The Book of Naz*. (Updated from *DRAGON Magazine*.)

Lightning Lash

(Evocation)

Level: 5
 Range: 60 yds. + 10 yds./level
 Components: V, S, M
 Casting Time: 5
 Duration: Instantaneous
 Area of Effect: Special
 Saving Throw: ½

A wizard casting this spell unleashes a discharge of electrical energy that inflicts 1d6 points of damage per level of the caster (to a maximum of 6d6). A successful saving throw vs. spell reduces this damage to half (round fractions down). The discharge appears in a shape or arc whose precise location and direction is as visualized by the caster (it is instantaneous, so the caster can't move or “redirect” it to strike a moving or unforeseen foe). If solid barriers, such as stone walls, prevent the lash from fully forming as desired, it rebounds “within itself” (hence its name), affecting only the area in which it was directed to form (creatures in this area must save twice; to suffer only half damage, both throws must succeed).

The lash can set combustible materials aflame, sunder wooden doors (blasting away one inch of thickness per level of the caster, to a maximum of one foot), splinter stone up to six inches thick (a half inch per caster level), and melt metals with low melting points (such as bronze, copper, gold, lead, and silver). Item saving throws must be made to determine if stone shatters, metal melts, or other objects struck by the lash are affected. If a barrier shatters (its saving throw fails), the lash can continue into the area beyond the barrier with full effects—if it was cast to do so.

This spell is often used to melt locks, ruin armor, or seal metal doors shut without harming nearby valuables. Such precision in casting requires practice.

Notes: Very rare spell, originally from the FORGOTTEN REALMS setting. (Updated from *POLYHEDRON Newszine*.)

Lightning Reflection

(Abjuration, Alteration)

Level: 5
 Range: 0
 Components: V, S, M
 Casting Time: 5
 Duration: 1 turn
 Area of Effect: 1 being
 Saving Throw: None

This spell protects the caster or a touched recipient, and all worn or carried material, against all effects of energy discharges. All such attacks are reflected straight back at their sources for full normal effect. Magical or natural lightning and other raw energy discharges are protected against. *Magic missiles* are also reflected. Fire is not protected against.

The material components of the spell are a drop of quicksilver and a shard of metal of any size.

Notes: Known to the Seven Sisters and some other wizards in the FORGOTTEN REALMS setting, rare; virtually unknown elsewhere.

Lightning Ring

(Evocation)

Level: 8
 Range: 10 ft./level
 Components: V, S, M
 Casting Time: 8
 Duration: 8 rds. (or 1 rd.)
 Area of Effect: Special
 Saving Throw: ½

This spell surrounds the caster with a bright white, crackling, chest-high ring of lightning. The ring moves with the caster, who can cast other spells without harming the ring's functioning after the round in which the ring is established. While encircled by the ring, the caster is immune to damage from all lightning attacks.

Twice per round, the ring can emit a *lightning bolt* that streaks straight outward in a direction chosen by the caster. (The bolt rebounds at an angle chosen by the DM if it strikes something solid and nonliving.) Such bolts cause 8d6 points of damage to all creatures in their path. Creatures who are struck are allowed a saving throw vs. spell for half damage.



Alternatively, this spell can be cast to discharge all at once. The ring forms in one round, spinning about the caster (who is protected against all lightning damage for that round), then rises straight up and fires eight *lightning bolts* at once at up to eight different targets chosen by the caster. In doing so, the spell exhausts itself. The bolts inflict 8d6 points of damage each (save for half damage).

The material components of this spell are a ring of any size, fashioned of glass, and a bit of fur from any animal.

Notes: Known to the Seven Sisters and a few other wizards in the FORGOTTEN REALMS setting, very rare; virtually unknown elsewhere.

Lightning Rod

(Alteration)

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 7

Duration: Special

Area of Effect: 1 metal object

Saving Throw: None

This spell forces magical lightning to a specific spot determined by the caster. When cast, the wizard chooses a metal object to become the lightning rod (a sword, a lamppost, or a gold piece). The focal point of the spell cannot be alive or heavier than 100 pounds. When any ranged electrical attack occurs within 50 yards of a lightning rod, the energy is redirected and absorbed into it, negating the attack and destroying the object (if someone is in contact with the rod, that person receives the full damage of the attack). If the object is not struck by a magical electricity within 48 hours, the spell ends.

This spell was developed by a watch-wizard to minimize random property damage when the watch (or anyone) battled a mage in the streets. This spell was refined to limit *lightning bolts* and similar energies, as they are a standard attack spell. Many watch-wizards cast this spell on metal rods, tossing them clear when anticipating spell battles. One unscrupulous former mage was sentenced to Undermountain for casting this spell on a ring and selling the "magical lightning-enhancer ring" to a fellow guild member (when the wearer cast his *lightning bolt*, it centered on the ring, killing the mage with his own spell).

Notes: Known to the Watch-Wizards and Guild of Waterdeep in the FORGOTTEN REALMS setting; common.

Lightning Rod

(Abjuration)

Level: 6

Range: Special

Components: V, S, M

Casting Time: 6

Duration: 1 turn/level

Area of Effect: 30-ft. radius

Saving Throw: None

This spell requires a pole at least 6 feet long, made entirely of metal. As the spell is completed, the rod implants itself firmly into the ground or stone floor. Any bolt of lightning—natural, magically invoked, druidically summoned, blue or bronze dragon breath, etc.—coming within 30 feet of the rod is diverted through the rod and into the ground. Unless the intended targets are in the area of effect of the electrical attack and between the source and the rod, the electricity misses them. Short distance discharges (*shocking grasp*, will'o-wisp attack, etc.) are not affected. Once planted, the rod cannot be moved without breaking it until the magic expires or is dispelled. The spell can be made permanent or be used in conjunction with the *enchant an item* spell, also.

The material component is a piece of copper wire. The rod itself is not destroyed by the spell.

Notes: Very rare spell. (Updated from *POLYHEDRON* Newszine.)

Lightning Shield

(Alteration, Evocation)

Level: 4

Range: 0

Components: V, S, M

Casting Time: 4

Duration: 2 rds. + 1 rd./level

Area of Effect: The caster

Saving Throw: None

This spell much like the 4th-level spell *fire shield*, except that it protects against electricity (*chill*) or acid (*warm*) attacks. The caster must memorize the version he wants available. The spell creates sparks around the caster's body. The color of the sparks is determined randomly (50% for either)—blue or white if *chill*, blue or black if *warm*. The sparks produce a dim illumination equal to half that of a torch. They are harmless if touched, but will return certain attacks made upon the caster. The shield powers are:

A.) *Chill Shield:* The sparks are cool. Light-

ning-based attacks are saved against at a +2 bonus, with either one-half or no damage taken. Acid-based attacks are normal, but if successful inflict double damage.

The material component for this version is a small rubber ball.

B.) *Warm Shield*: The sparks are warm. Acid-based attacks are saved against at a +2 bonus, with either one-half or no damage being taken. Electricity-based attacks are normal, but if successful inflict double damage.

The material component is a scale from a black dragon or a small piece of marble.

Any creature striking the spellcaster with its body or a hand-held weapon inflicts normal damage, but the attack suffers the same amount. The attacker's magic resistance, if any is tested upon the first successful hit. Successful resistance shatters the shield; failure means the magic resistance does not affect that casting of the spell.

This spell does not work with a *fire shield*. If both are placed on the same caster, they cancel each other in a brilliant flash, leaving the caster stunned for 1d3 rounds.

Notes: Very rare. Known to be in the *Blue Book of Du'Morde, Vol. II*. (Updated from *DRAGON Magazine*.)

Lightning Storm

(Evocation)

Level: 8

Range: 40 yds. + 10 yds./level

Components: V, S, M

Casting Time: 8

Duration: 1 rd.

Area of Effect: 70 ft. diameter sphere

Saving Throw: ½

This spell creates electrical discharges within a spherical area. Bolts of lightning leap repeatedly about within this area, regardless of the presence or location of metal, water, or other conductors. All beings within this area take 6d12 points of damage (unless immune to electrical damage), and all items must make a saving throw vs. electricity. The magic prevents lightning from traveling along conductive paths out of spell range; a man in full armor and a bather in a moat, both just outside the spell's area of effect, will be unharmed. The 3rd-level *lightning rod* spell is negated by the large number of bolts the storm generates. The 6th-level *lightning rod* spell creates a 30-foot safe zone if the metal pole survives an item saving throw vs. lightning (otherwise it is negated).

The caster is unharmed by the spell, even if he stands in the center of the storm, by this or any other electrical attacks or effects during the spell's duration. The material component include a shard of glass, a scrap of fur, a piece of silver, and a flint.

Notes: Uncommon for Weather or Storm mages; otherwise very rare. Believed to originate from the *WORLD OF GREYHAWK* setting (Updated from *DRAGON Magazine*).

Lightning Strike

(Evocation)

Level: 2

Range: 10 yds. + 1 yd./level

Components: V, S, M

Casting Time: 2

Duration: Instant.

Area of Effect: 1 or 2 creatures

Saving Throw: ½

This spell causes a small bolt of lightning 1 inch wide to shoot forth from the caster's outstretched fingertip, striking the indicated target for 1d6 points of damage for every two levels of the caster (2d6 at 3rd, 3d6 at 5th, etc., to a maximum of 5d6 at 9th level), with the target creature receiving a saving throw vs. spell for half damage. The bolt can be forked, striking two creatures within 10 feet of each other for the full effect. The *lightning strike* is not powerful enough to cause structural damage to a building or wooden craft.

The spell is otherwise the same as the third level spell *lightning bolt*, except that the strike will not rebound off solid materials such as stone walls.

Notes: Very rare spell. Known to be in the *Blue Book of Du'Morde, Vol. I*. (Updated from *DRAGON Magazine*.)

Lightningcloak

(Alteration, Evocation)

Level: 6

Range: 0

Components: V, S, M

Casting Time: 6

Duration: Maximum 1 turn + 1 rd./level

Area of Effect: The caster

Saving Throw: Special

The *lightningcloak* spell surrounds the caster with a shimmering aura of lightning. Its crackling sound is audible at a distance of 5 feet, and in dark areas the caster is outlined as

if by a *faerie fire* spell.

The cloak contains damaging electrical potential of 1d6 per level of the caster. The caster can discharge bolts of lightning at the rate of one bolt per round, up to the potential of the *lightning-cloak*. For example, a 12th-level wizard can cast two 6-dice bolts, four 3-dice bolts, a 9-dice bolt and three 1-die bolts, or any combination that adds to 12 dice. The bolts crackle outward to a distance of 40 feet, and each will strike one creature. A saving throw vs. spell is allowed against each bolt for half damage. Bolts of 3d6 or more require saving throws for exposed items if the target creature fails its saving throw. The maximum potential for the cloak is 18d6.

Anyone who touches a *lightningcloaked* wizard is shocked for 1d6 points of damage; if a metal object (such as a metal weapon) is the touching agent, a full 6 points of damage is sustained. No saving throws are allowed against these shocks, but each discharges 1d6 of the cloak's potential.

The *lightningcloak* protects the wizard from the effects of electrical attacks. These attacks, after any magic resistance and saving throws have been resolved, are absorbed without harm to the wizard, up to a maximum of 2 points per level (for example, 24 points for a 12th level mage). If the *lightningcloak* absorbs more than its capacity of electrical damage, it discharges all of its remaining bolt capacity directly into the caster (no saving throw). The caster must make a successful system shock check or lose consciousness for 1d4 rounds.

The spell ends when all its bolts have been used or if it absorbs more than its maximum capacity of electrical damage. Otherwise, cloak lasts one turn plus one round for each level of the wizard.

The material components for this spell include powdered amber and rose quartz (100 gp total value), and a bit of phosphorous. Also, a finely woven cloak of no less than 500 gp value must be worn; this can be re-used for subsequent castings of the spell.

Notes: Very rare spell. Known to be in *The Book of Naz*. (Updated from *DRAGON Magazine*.)

Limited Wish

(Conjuration/Summoning, Invocation/
Evocation)

Level: 7
Range: Unlimited
Components: V
Casting Time: Special

Duration: 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 also 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 (human—1 year, halfling/half-elf—2, dwarf/gnome—4, elf—5).

Notes: Common spell (PHB).

Liquid Earth

(Alteration)
(Province: Sand)



Level: 5
Range: 0
Components: V, M
Casting Time: 5
Duration: 1 hr. + 1 hr./level
Area of Effect: 15-foot radius hemisphere
Saving Throw: None

This spell creates a hemisphere of airy earth, in which normal stone is magically transformed into a thick fog. Within this bubble, creatures not native to the plane of elemental Earth can move through its earth, stone, and clay as if passing through water. The spell also enables those within its area to breathe normally. The spell provides no light, however. The material component is a bent tube of nickel costing 100 gp.

Notes: Common for spellcasters from an arabian setting; otherwise very rare.

Liquid Orb

(Conjuration/Summoning)

(Water)

Level: 1

Range: 0

Components: V, S

Casting Time: 2

Duration: 1 turn + 1 rd./level

Area of Effect: 1 pint/level

Saving Throw: None

When the spell is cast, an orb of nonflammable liquid comes into existence in the caster's palm and is held by the mage through a magical increase in the sphere's surface tension. The liquid maintains its spherical shape until released by the caster or until the end of the spell's duration.

The temperature of the sphere is always that of the surrounding air (temperatures must be above freezing and below boiling) and cannot be altered except through normal means. The sphere can be thrown, but its accuracy is very poor (30-foot range, -2 to hit) and it does no damage to nonfiery creatures. The sphere can be used to put out fires covering up to four square feet per pint. The orb also inflicts 1d4

points damage per gallon (eight pints) to any fire-based creatures (fire elementals, salamanders, etc.). The caster cannot make a called shot (*DMG*, Chapter 9) with the sphere, and its liquids cannot be used to blind opponents.

This spell can be used to supply the caster with small amounts of fresh drinking water, ink (nonmagical), clothing dye, fruit juice, cider, soup, or any other known nonflammable liquid that causes no damage to normal creatures (thus excluding acids and poisons); the DM and player may be fairly creative here. The spell has an absolute limit of four gallons—a sphere the size of a small beach ball. A liquid orb of one gallon or more must be thrown with both hands.

Notes: Uncommon for Water mages; otherwise very rare.

Little Bird

(Alteration)

(Mentalism)

Level: 1

Range: 10 yds.

Components: V, S

Casting Time: 1

Duration: 1 turn + 1/level

Area of Effect: 1 object

Saving Throw: None

By casting this spell, the caster can direct one object to fly through the air under his control. Although slow-moving (movement rate 6), the object can turn and stop at will (maneuverability class A) responding instantly to the caster's mental commands. The affected object can weigh no more than 1 lb. per level of the caster.

The *little bird* spell is generally employed as a laborsaving device, because its uses in combat are limited. A caster attempting to wrest an object from an enemy, for example, must overcome the enemy's Strength (The enemy can hold onto the object by making a successful Strength check, with a -2 bonus to the die roll). Alternatively, picking up a loose object and hurling it at an enemy requires a successful attack roll and inflicts no more than 1d3 points of damage. Some wizards, however, have been known to use this spell as a diversion (for instance, ringing a gong next to an enemy's head).

Notes: Uncommon for mentalists and apparition specialists; otherwise very rare.



Living Link**(Divination, Necromancy)**

Level: 1

Range: 90 yds. + 10 yds./level

Components: V, S

Casting Time: 2

Duration: 1 rd./level

Area of Effect: 1 creature

Saving Throw: None

With this spell, a necromancer establishes a sensory link between himself and any living creature within range. If the caster knows a specific creature or person within range, then the spell can take effect on that specific creature. Otherwise, the *living link* will be established with any sapient creature within range, determined randomly.

Like the 1st-level spell *corpse link*, the *living link* spell allows the caster to gather sensory information from the vicinity of the target creature (sight, sound, smell, taste, or touch). For every four levels of experience past the 1st, the necromancer can collect information from an additional sense (up to two senses at 5th level, three at 9th, four at 13th, and all five at 17th level).

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

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

Notes: Uncommon for necromancers and diviners; otherwise very rare.

Locate Creature**(Divination)**

Level: 4

Range: 0

Components: V, S, M

Casting Time: 4

Duration: 1 turn/level

Area of Effect: 50 yds./level

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 the area. 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 with this spell.

The material component is a bit of a bloodhound's fur.

Notes: Uncommon spell (*ToM*).

Locate Object**(Divination)****Reversible**

Level: 2

Range: 0

Components: V, S, M

Casting Time: 2

Duration: 1 rd./level

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 (that is, 60 yards for 3rd-level wizards, 80 yards for 4th, 100 yards for 5th, etc.). The spell can locate such objects as apparel, jewelry, furniture, tools, weapons, or even a ladder or stairway. Note that attempting to find a specific item, such as jewelry or a crown, requires an accurate mental image; if the image

is not close enough to the actual, the spell does not work. Desired but unique objects cannot be located by this spell unless they are known by the caster. The spell is blocked by lead. Creatures cannot be found by this spell.

The material component is a forked twig.

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

Notes: Common spell (PHB).

Locate Portal

(Divination)



Level: 2

Range: Special

Components: V, S, M

Casting Time: 1 turn

Duration: 1 rd.

Area of Effect: Special

Saving Throw: None

This spell can be cast only within 100 yards of the surface of a crystal shell. The caster of a *locate portal* spell can find the nearest portal through the crystal shell either into or out of the Flow (phlogiston). The spell indicates direction and distance (either in miles or in travel time, should the wizard know the particulars of his own ship).

In general, from any point on a crystal shell, a portal suitable for a normal-sized ship can be found within 2–20 days travel. At the DM's option, there may be more portals available, fewer, or none at all.

The material component of this spell is a conch shell.

Notes: Common for spellcasters from a spelljamming culture; otherwise very rare.

Locate Remains

(Divination, Necromancy)



Level: 1

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn + 5 rds./level

Area of Effect: path, 10 ft. wide ×
30 ft. + 5 ft./level long

Saving Throw: None

This spell attunes the caster to the physical remains of dead beings in the area of effect. *Locate remains* will thus easily detect the pres-

ence of unburied corpses or corporeal undead (such as skeletons, zombies, or ghosts), but will not reveal noncorporeal undead (such as ghosts or spectres). The area of effect extends in a 10-foot wide path, facing in the caster's current direction. Scanning in a direction requires one round, during which time the caster remains motionless in concentration.

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

In the most general applications, the spell precisely locates any and all physical remains of individuals in the area of effect, regardless of sex, species, and undead status. This spell does not impart any knowledge regarding the identity (or undead nature) of the remains; only the current locations of corpses within the area of effect are learned.

If a personal item or small fragment of the deceased individual is available at the time of casting, the spell can be used to locate the remains of that specific individual. In that case, the spell does not register the presence of any remains except those of the desired individual.

Both the general and specific versions of the spell have no effect if cast on a living creature of any type.

The material component for this spell is either a small piece of bone from a human cadaver (for the general version) or else an article of clothing, personal possession, or strand of hair (for the specific version). This spell is popular in regions with strict burial customs.

Notes: Common for necromancers, witch-doctors, and Savage mages; otherwise very rare.

Lock

Reversed form, see knock.

Long Reach, Duhlark's

See Duhlark's long reach.

Lorloveim's Creeping Shadow

(Illusion)

(Shadow)

Level: 3

Range: 0

Components: V, S, M

Casting Time: 7

Duration: 1 rd./level

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 can maneuver in any manner feasible to place the shadow where he desires. For example, the 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 most brightly lit 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 caster must also have a small statuette of the caster sculpted from a piece of obsidian worth at least 1,000 gp.

Notes: Uncommon or rare spell (*ToM*).

Lorloveim's Shadowy Transformation

(**Illusion**)

(**Shadow**)

Level: 6

Range: Touch

Components: V, S

Casting Time: 6

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

Area of Effect: Special

Saving Throw: Neg.

When this spell is cast, the illusionist transforms one creature or a specified volume of nonliving material into shadow, making it insubstantial. Thus, a door could be turned to shadow and entered. The maximum amount of inanimate material that can be transformed is one cubic foot per level of the caster.

Unwilling creatures are allowed a saving throw vs. spell to resist the *shadowy transformation*. Magical items and the spell effects (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 can 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, liches 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.

Notes: Uncommon or rare spell (*ToM*).

Lose Face

Reversed form, see face.

Lose the Path

Reversed form, see find the path.

Love — Witch

(Enchantment/Charm)

Level: 7

Range: Touch

Components: V, S

Casting Time: 7

Duration: Special

Area of Effect: 1 male human, demihuman, or humanoid

Saving Throw: Neg.

With a simple touch of her hand, the caster can create in the creature touched an undying devotion and infatuation toward her. The subject is allowed a saving throw vs. spell to negate the effect.

A male subject failing the saving throw is affected as if he had imbibed a *philter of love* (see Appendix 3 of the DMG). He is charmed and regards the caster as his one true beloved, willingly following her least suggestion and defending her from all harm.

The *love* spell is one of the most powerful charms known, and the recipient can never free himself unless the witch releases him, or a *limited wish* or *wish* spell is used to break the spell. Even the caster's most hostile and objectionable orders or actions—including direct attacks against the charmed character or suicidal commands—will do no more than temporarily drive the subject from her presence for a period of 1 to 12 hours, after which the subject cautiously returns, hoping that the love of his life may have forgiven him.

Notes: Restricted to witches of good or neutral alignment; uncommon.

Love Charm

(Enchantment/Charm)

(Song)

Level: 3

Range: 120 yds.

Components: V, S, M

Casting Time: 1

Duration: Special

Area of Effect: 1 person

Saving Throw: Neg.

This spell is identical to *charm person* in all respects but two. First, the caster specifies that the subject become enthralled with a person of the opposite sex. This may be herself or anyone else whose name the caster knows. If it is

someone not present, the spell's effects are felt only when the subject first sees that person. Second, to the normal effects of a *charm person* (trust and friendship) are coupled a strong desire for romance.

The caster must have in her possession something belonging to both the subject and the spell's object in order to cast this spell.

Notes: Restricted to those of gypsy blood, witches of good or neutral alignment, or a specialist in this type of magic. Those who have access to this spell do not have access to the *charm person* spell and vice versa; uncommon.

Lower Resistance

(Abjuration, Alteration)

Level: 5

Range: 60 yds.

Components: V, S, M

Casting Time: 5

Duration: 1 turn + 1 rd./level

Area of Effect: 1 creature

Saving Throw: None

Using this spell, a wizard can attempt to reduce the magic resistance of a target creature. The magic resistance of the subject works against the *lower resistance* spell itself, but at only half its normal value. No saving throw is permitted in addition to magic resistance. This spell has no effect on creatures that have no magic resistance.

A target creature that does not resist the effects of the spell has its magic resistance reduced by a base 16% plus 1% per level of the caster (that is, a base 25% reduction at 9th level).

The material component is a broken iron rod.

Notes: Uncommon spell (*ToM*). Note that the base is substantially reduced from the originally published form.

Lower Water

(Alteration)

(Water)

Reversible

Level: 6

Range: 80 yds.

Components: V, S, M

Casting Time: 1 turn

Duration: 5 rds./level

Area of Effect: 10-ft./level square

Saving Throw: None



Mace, Belsham's

See Belsham's mace.

Maelstrom

(Conjuration/Summoning)

(Water)



Level: 9

Range: 120 yds. + 10 yds./level

Components: V, S, M

Casting Time: 9

Duration: 1d10 rds.

Area of Effect: 150-yd. radius

Saving Throw: Special

When cast upon the sea (or large lake), the maelstrom spell punches a hole right through the Prime Material Plane into the Elemental Plane of Water. A huge whirlpool appears for 1d10 rounds, sucking everything close to it into the Elemental Plane of Water. At the end of that time, the rift between the planes seals and the sea returns to normal.

The whirlpool has a dark center like a bulls-eye, surrounded by a ring of swirling water. The center has a 50-yard radius. The surrounding ring is another 100 yards wide (giving the entire whirlpool a 150-yard radius). All vessels within the whirlpool's center must make a seaworthiness check with a -20% modifier each round. Failure indicates that they are sucked into the Elemental Plane of Water. Success means they simply hold their ground; they have no choice but to hang on until the spell elapses or until they are sucked through.

Vessels within the 100-yard border around the center must also make a seaworthiness check each round. Success indicates that they can sail under "adverse" conditions. Creatures and spells that affect water also may help them move from the area. Failure means they are dragged 20 yards toward the center.

An individual in the border area who is not aboard a ship is dragged 50 yards per round toward the center.

Allies who control water or use magic may help; mere swimming has no effect. An individual in the center of the maelstrom who is not aboard a vessel must make a saving throw vs. death magic each round to avoid being sucked through the whirlpool. Success indicates the character holds his ground. Failure calls for another saving throw. If a second save vs. death magic succeeds, the individual is merely cast up somewhere else in the Prime

Material Plane, with flotsam from a wreck. Characters from the same ship may be cast up as a group or scattered far apart (DM's option). Those who fail the second saving throw are dragged fully into the Plane of Elemental Water. Unless these individuals can somehow breathe underwater, or have friends among the marids near such an area, their prospects are grim: If they don't drown, they'll probably be enslaved by the marids.

The material component of this spell is a diamond worth at least 10,000 gp. The gem is crushed when the spell is cast.

Notes: Common for Sea mages or those from an arabian setting; otherwise very rare.

Mage Tunnel††

(Alteration)

(Dimension)

Level: 9

Range: Special

Components: V, S, M

Casting Time: 9

Duration: Special

Area of Effect: Special

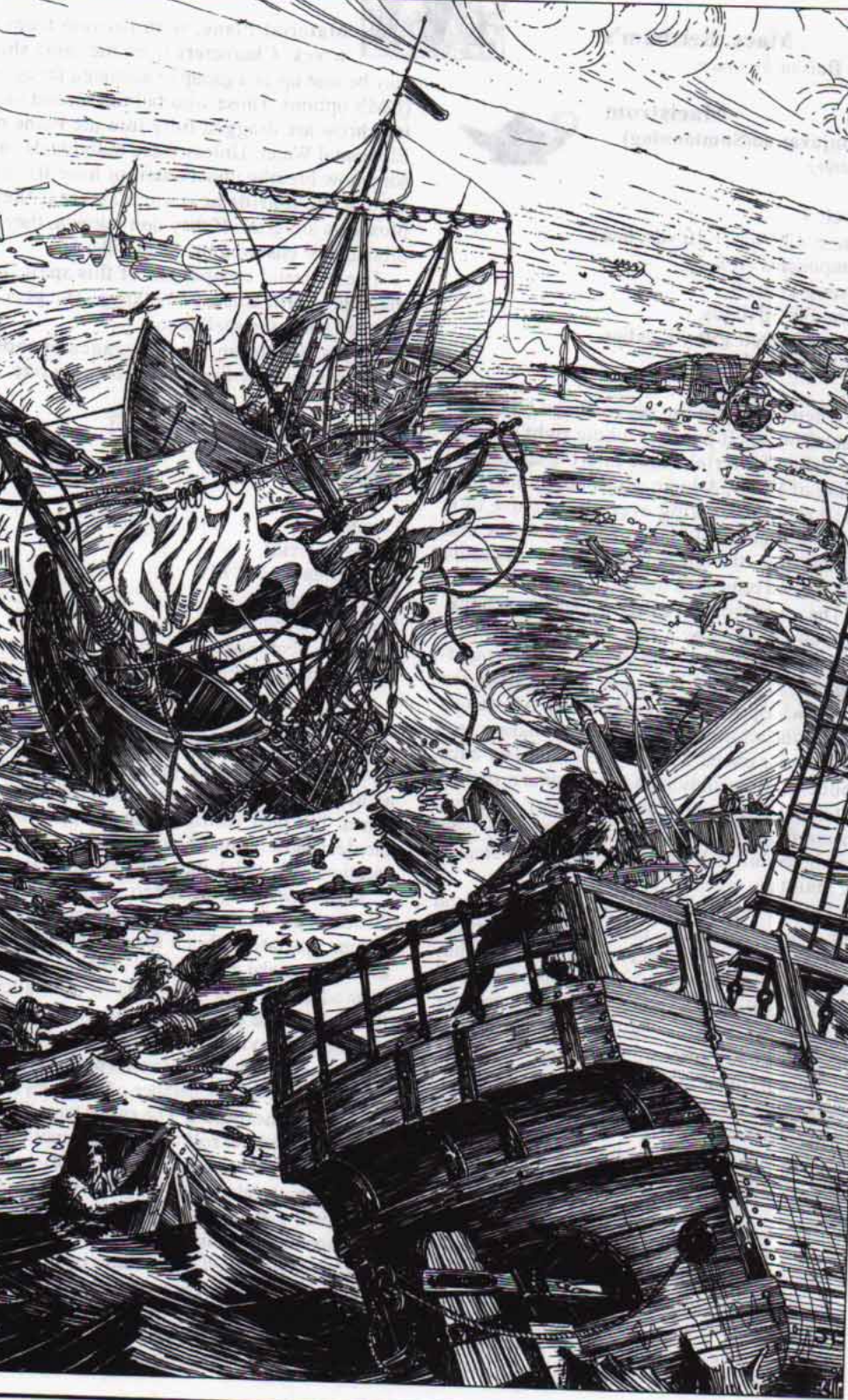
Saving Throw: Special

When cast, *mage tunnel* opens up a magical passageway between the caster and an area known to the caster no more than 1,000 miles away, through which the caster can freely travel. The only restriction on the spell is that the destination must be out-of-doors and in a location with which the caster is familiar.

The tunnel can be used to kidnap others. In this case, the tunnel is cast to appear next to the victim. Anyone within 5 feet of either opening must then make a successful surprise roll or be immediately drawn into the tunnel, sucked through it, and expelled at the other end. Furthermore, the victim at the opposite end of the *mage tunnel* must roll for surprise with a -2 penalty, since the appearance of this spell is usually totally unexpected. The caster himself is not affected, need not roll to resist the suction, and may enter the tunnel or not at his discretion. Szass Tam developed this high-level transportation spell, then discovered its use in kidnapping or in sending away unwanted visitors.

The *mage tunnel's* material component is a 1-inch length of copper tubing engraved with silvered runes.

Notes: Unique; known to Szass Tam of Thay in the FORGOTTEN REALMS setting.



Magic Aura, Nystul's

See Nystul's magic aura.

Magic Boomerang

Aka magic disk.

Magic Cloud, Odeen's

See Odeen's magic cloud.

Magic Defiance Undone

A *MYSTARA* setting spell, aka pierce magic resistance.

Magic Disk — Witch

(Invocation/Evocation)
(Force)

Level: 1

Range: 20 yds.

Components: V, S, M

Casting Time: 1

Duration: 1 turn

Area of Effect: 1 creature per rd.

Saving Throw: None



This spell conjures a glowing disk of magical energy about a foot in diameter. The witch can throw the disk at opponents once per round. The device confers a +3 bonus to attack rolls and can affect creatures struck only by magical weapons. The disc can be hurled at an opponent fleeing around a corner and it will follow, but this reduces the attack bonus to +1. A hit inflicts 1 point of damage upon the target creature. After each throw, the disk returns to the witch's hand, ready for the next round.

Instead of throwing the disk multiple times, the witch may instead choose to expend all the disk's energy in a single hit. In this event, the magic disk inflicts 1d6 points of damage, plus 1 point per level to a maximum of 1d6 + 10. The witch can specify normal or subdual damage (the latter is 25% real and 75% temporary). If the witch misses, the disk returns and can be thrown each round, until a hit is scored or the duration runs out.

The material component is a silver piece.

Notes: Restricted to witches (and optionally force mages); common. An earlier version of this spell, differing only in the shape of the force, was *magic boomerang* (which might be allowed to Savage mages).

Magic Ear

(Alteration)

Level: 2

Range: 40 yds. + 10 yds./level

Components: V, S, M

Casting Time: 2

Duration: 4 rds. + 1 rd./level

Area of Effect: 3-ft. radius circle

Saving Throw: None

This spell amplifies all sound within the area of effect, so any normal sound can be heard clearly through as much as 1,000 feet of air, 10 feet of wood, or 1 foot of stone. The small circle from which sound is amplified can be moved within range as long as the spell lasts. Very loud sounds (the roar of a lion or dragon) and sounds that are already magically amplified (the roar of an androsphinx or dragonne, a *shout* spell, etc.) overload and cancel the spell, leaving the recipient stunned for 1d4 rounds unless he makes a successful saving throw vs. petrification. Like the 3rd-level *clairvoyance* and similar spells, an invisible magical sensor is created at the spell's center.

A *silence* cast directly against the *magic ear* spell negates it. An *amulet of proof against detection and location* or other magical protection against detection might defeat the spell, at the DM's option.

The material component is a feather from a giant owl's head.

Notes: Very rare spell. (Updated from *POLYHEDRON* Newszine).

Magic Drain

(Evocation)

Level: 8

Range: 60 yds.

Components: V, S, M

Duration: Instantaneous

Casting Time: 4

Area of Effect: 1 weapon

Saving Throw: Special



This spell permanently drains the enchantment from one magical weapon. The casting wizard must be within 60 yards of the weapon and have a clear view of it.

If the caster holds the weapon, no saving throw is necessary. If the weapon is in the possession of another individual or creature, the weapon is allowed a saving throw vs. disintegration modified by the level of the wielder.

For example, a sword would normally require a saving throw of 17 or better to resist the effect; in the hands of a 6th-level fighter, it would need an 11 or better.

The spell's effect is limited to one type of magic of no greater than a +5 bonus. Against a *sword +1*, +3 vs. *lycanthropes*, for example, this spell could negate either the +1 bonus or the +3 bonus. A second spell would be required to negate both bonuses.

The material component is a vial that once held a magical potion.

Notes: Common on Cerilia, the BIRTHRIGHT setting; unknown elsewhere. This spell functions only when cast in the Cerilian setting.

Magic Fist

(Conjuration/Summoning)

(Mentalism)

Level: 1

Range: 5 yds./level

Components: V, S

Casting Time: 1

Duration: 3 rds. + 1 rd./level

Area of Effect: Creates 1 fist

Saving Throw: Neg.

This spell conjures a glowing fist of noncorporeal energy that can be used to telekinetically pummel the caster's foes.

The caster can attack any creature within the spell range, requiring a successful attack roll to hit. A hit inflicts 1d4-1 points of damage per caster level (minimum 1 point of damage per die) to a maximum of 10d4-10 at 10th level. Any creature reduced to 0 hit points is knocked out for 2d6 rounds, but only 25% of the damage is actual.

The *magic fist* delivers a solid blow that might also prove useful for triggering traps, moving small objects, or performing other unobtrusive manipulations within the spell's range.

The fist is an emanation of the caster's mental power. It does not take damage, and physical objects pass through it. While the caster is manipulating the fist, no action is possible except for movement at no more than half the caster's normal movement rate.

Notes: Very rare spell. Known to be in *Prismal's Pocket Library, Vol. 1*.

Magic Jar

(Necromancy)

(Mentalism)

Level: 5

Range: 10 yds./level

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: 1 creature

Saving Throw: Special

The *magic jar* spell enables the caster to shift his lifeforce into a special receptacle (a gem or large crystal). From there the caster can force an exchange of lifeforces between the receptacle and another creature, thus enabling the wizard to take over and control the body of another creature, while the lifeforce of the host is confined in the receptacle. The special lifeforce receptacle must be within spell range of the wizard's body at the time of spellcasting. The wizard's lifeforce 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 lifeforce 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 lifeforces, the caster can sense a difference of four or more levels/Hit Dice and can determine whether a lifeforce 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 lifeforces 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 creature 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 creature; thus, the host has a saving throw bonus. Failure to take over the host leaves the wizard's lifeforce in the magic jar.

If successful, the caster's lifeforce occupies the host body and the host's lifeforce 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 lifeforce.

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 lifeforce 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 lifeforce 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 lifeforce survives if it is in either the receptacle or the host. If the receptacle is destroyed while the caster's lifeforce occupies it, the caster is irrevocably slain.

Notes: Common spell (PHB).

Magic Manager

(Chronomancy)

Level: 6

Range: 0

Components: V, S, M

Casting Time: 6

Duration: 1 rd./2 levels

Area of Effect: The caster

Saving Throw: Neg.

This spell delays the time normally spent each round recovering from the effects of spellcasting. This allows for multiple spellcastings, but 2 rounds of rest are required after the *magic manager's* duration ends, during which the caster can perform no casting or combat actions (drinking potions and moving are allowed).

The round after this spell is cast, the caster rolls initiative and adds the casting time of whatever spell he wishes to cast. At that spell's conclusion, the chronomancer rolls another 1d10 (to assess the situation and choose a new spell) and adds the next casting time. When the total reaches 30 or a multiple of 30, a new round has begun.

This method is used for the duration of the spell or until the chronomancer stops casting spells. If the chronomancer performs an action

other than casting spells at any time, the action takes place in the following round, and then the count starts over again the round after that.

For example, assume a chronomancer casts 3 spells in a row, with casting times of 5, 4, and 6, and rolls initiatives of 9, 1, and 7. Two spells are cast in the first round (totals of 14, then 19), and the third spell is cast in the second round with an initiative of 2 (32 total 30). The chronomancer then decides to drink a potion. The potion is imbibed in round 3, and the chronomancer can start casting spells again in round 4.

Only spells of 4th level or lower can be cast while using the *magic manager*, and no spell can be cast more than once while the spell is still running. Doing so ends the *magic manager's* effect.

The material components are a hummingbird's tongue and some poppy seeds.

Notes: Restricted to chronomancers; common.

Magic Mirror

(Divination, Enchantment)

(Artifice)

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 1 hr.

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None

By means of this spell, the wizard changes a normal mirror into a scrying device similar to a *crystal ball*. The details of the use of such a scrying device are found in the DMG (in Appendix 3: Magical Item Descriptions, under the description for the *crystal ball*).

The 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, under the description for the *crystal ball*).

The mirror used must be of finely wrought and highly polished silver and cost not less than 1,000 gp. This mirror is not harmed by casting the spell, but the other material components—the eye of a hawk, an eagle, or even a roc, and nitric acid, copper, and zinc—are used up.

Notes: Common spell (PHB).



Magic Missile

(Evocation)

(Force)

Level: 1

Range: 60 yds. + 10 yds./level

Components: V, S

Casting Time: 1

Duration: Instantaneous

Area of Effect: 1-5 targets in a 10-ft. cube

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 within a 10-foot cube as desired.

Notes: Common spell (*PHB*).

Magic Missile Reflection

(Abjuration, Alteration)

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 2

Duration: 2 rds. + 1 rd./level

Area of Effect: Creature touched

Saving Throw: None

This dweomer weaves an invisible field around the body of the recipient that reflects *magic missiles* entirely back at their source, so that the protected creature takes no harm. The missiles are reflected for full damage unless the source is protected against them.

The spell can be transferred by the protected being to another creature by willing the magic to move and speaking the one-word initial incantation as the new recipient is touched. The incantation is made initially by the caster as she touches a spell recipient, who probably hears it well enough to repeat it. A being so bestowing the spell need not be a spellcaster. These transfers can be done as often as desired, but only once per round, and only one creature is protected at any given time. The spell duration is not extended or shortened by transfers.

This spell was once known as *Shalantha's kiss* because that long-ago sorceress of Myth Drannor bestowed its protection on companions in the adventuring band she led by means of a kiss.

The material component of the spell is a drop of the caster's saliva.

Notes: Rare or very rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere.

Magic Mouth

(Alteration)

Level: 2

Range: 10 yds.

Components: V, S, M

Casting Time: 2

Duration: Special

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.

Notes: Common spell (*PHB*).

Magic Resistance — Pluma (Abjuration)



Level: 4
 Range: 0
 Components: V, S, M
 Casting Time: 1 rd.
 Duration: 1 turn
 Area of Effect: 5 ft./level radius
 Saving Throw: None

This potent spell combines the effects of a *minor globe of invulnerability* with some unique features of its own. The spell cancels out all magic effects within the area of effect, including spells directed at the caster, the use or effects of magical items, and abilities.

The *magic resistance* spell can be broken by a successful *dispel magic*, but it is treated as 16th level for purposes of dispelling.

The material component for the spell is a small, clay image of Qotal, which is crumbled as the spell is cast.

Notes: Restricted to practitioners of *pluma* magic (the Maztica setting); common.

Magic Resistance Undone

A *MYSTARA* setting spell, aka pierce magic resistance.

Magic Staff

(Enchantment/Charm)
 (Artifice)

Level: 5
 Range: Touch
 Components: V, S, M
 Casting Time: Special
 Duration: 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 3.

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. (Note that on low magic worlds, M4 or less, the staff will not function, though it will function normally if taken to a higher magic world before the duration expires.)

Only wizards who know the *magic staff* spell can cast spells from another wizard's *magic staff*. This applies to wizards who have never learned or could not normally cast the spells stored in the staff. It is common for the staff's owner to implant a command word that must be used by anyone wishing to employ 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.

Notes: Uncommon spell (*ToM*).

Magic Tailor, Odeen's

See Odeen's magic tailor.

Magical Doom, Xult's

See Xult's magical doom.



Magical Minions

Athasian Dragon-King magic; psionic component renders the spell uncastable by wizards.

**Magical Plague**

Athasian Dragon-King magic; psionic component renders the spell uncastable by wizards.

**Magical Susceptibility****(Alteration)**

Level: 6
 Range: Touch
 Components: V, S
 Casting Time: 1
 Duration: Special
 Area of Effect: Creature touched
 Saving Throw: Neg.

This spell gives the creature a -1 penalty to saving throws against one type of special attack (paralyzation/poison/death magic, rod/wand/staff, breath weapon, etc.). If the creature fails a saving throw vs. spell, roll percentile dice and consult the table to find which type of saving throw is affected. The caster can change the percentile roll by $\pm 1\%$ per experience level, exerting some control over the category affected.

The penalty is permanent, although it can be negated by means of a *limited wish* or *wish*. A *remove curse* cast by a spellcaster of equal or higher level is also effective. The creature's initial saving throw against this spell is not affected by any penalty the spell might inflict.

Multiple castings of this spell can affect a single saving throw up to -1 per five levels of the caster (-2 at 12th level, -3 at 15th, -4 at 20th, and so on).

Notes: Very rare spell. Known to be in *Prismal's Pocket Library, Vol. IX*.

d%	Category
01-20	Paralyzation/poison/death magic
21-40	Rod/staff/wand
41-60	Petrification/polymorph
61-70	Breath weapon
71-00	Spell

Magnetism**(Alteration)**

Level: 3
 Range: 60 yds.
 Components: V, S, M
 Casting Time: 3
 Duration: 3 rds./level
 Area of Effect: 30-ft. radius
 Saving Throw: Neg.

This spell can be used in two ways, depending on the desires of the *wu jen* at the moment of casting. If cast upon himself, the spell gives the *wu jen* the ability to draw iron and steel items to his hand upon command.

The item must be in the area of effect. Only one item can be called per round. If the item is held by another, that character is allowed a saving throw vs. spell to resist the effect. Repeated attempts can be made upon the same item, provided each attempt is made in a different round.

A *wu jen* could attempt to snatch weapons from the grasp of others or change the flight of arrows. If the item summoned has greater mass than the *wu jen*, the effect is opposite—the *wu jen* is drawn to the item. Attempting to magnetize a man in metal armor normally results in the *wu jen* being dragged to the item, not always a desirable result. The spell is powerful enough to pull the *wu jen* through the air; it can be an effective method of crossing chasms provided there is a sufficient mass of iron on the other side.

If cast upon another, that individual is allowed a saving throw vs. spell to avoid the effect. Thereafter, all iron and steel items within 30 feet of the individual are drawn to that point. Items in the possession of creatures allow the creature a saving throw as explained above. Again, if the mass of any item is greater than that of the target point, the direction of movement is reversed. In either use, weapons drawn by this spell cause no damage since they are not wielded or controlled by a conscious mind.

The material component for this spell is a piece of lodestone.

The reverse of this spell, *demagnetize*, cancels the effects of magnetism. The material component is a small wooden rod.

Notes: Common in oriental settings; otherwise very rare.

Magnificent Mansion, Mordenkainen's

See Mordenkainen's magnificent mansion.

Mahlorn's Mental Exchange

See life force exchange.

Mahlorn's Mental Transfer

See life force transfer.

Mailed Might

(Illusion/Phantasm)

(Shadow)

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 3

Duration: 1 rd./level

Area of Effect: 1 creature

Saving Throw: None

By means of this spell, a wizard protects himself or herself or another touched creature with temporary, illusory armor. The armor has no weight, nor does it encumber its wearer or in any way affect movement or spellcasting. To the wearer, it is invisible and undetectable, making no metallic sounds when struck or moving, and so on. To others, it appears as translucent, ghostly armor, visible in outline but nonreflective and soundless.

It protects the wearer as if it were chain mail (AC 5). Minor illusory displacement makes enemy melee attacks less effective, reducing the actual damage from each melee attack striking the caster by 3 points. The phantom armor also confers a +1 saving throw bonus against all attacks protected against by magical armor.

Furthermore, the armored creature looks as if it were shadowed by far larger, more powerful armored creatures who stand behind it and move with it. Creatures of semi- or low Intelligence (2 to 7) who observe this effect may flee in fear of the strange and powerful armored creature they face. More intelligent creatures are often disconcerted and may respect the potential powers of the protected being more than they otherwise would.

While the armor itself cannot be success-

fully disbelieved, any ability or magic that counters illusions (such as *true seeing*) allows its user to ignore the effects of this spell.

The material component of this spell is a small fragment of real armor: plate or metal mail-weave.

Notes: Rare spell in the FORGOTTEN REALMS setting; virtually unknown elsewhere. Known to be in a rare tome, *Selvar's Ineffable Conjurations, Magic, and Phantasms*.

Maintain

(Abjuration, Necromancy)

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: 1 day/level

Area of Effect: 1 creature

Saving Throw: None



This spell is used on the Savage Coast in the RED STEEL setting. The affected creature is maintained at his or her current stage of Red Curse effect for the duration of the spell. A recipient in the Time of Grace remains there (except for suffering the loss of a single ability point); a recipient in the Time of Loss or the Time of Change stays at exactly the same point as when the spell is cast. The use of a Legacy ability by a recipient of maintain immediately dispels the *maintain* spell.

As mentioned, this spell does not prevent the loss of the initial point from the appropriate ability score, nor does it eliminate or heal any detrimental effects. It does not work on Inheritors. If the recipient affected by a successful *deplete* spell (for which the caster need make only a normal attack roll, without the -4 penalty), the *maintain* spell is immediately eliminated, and the full time called for by the *deplete* spell is instantaneously applied to the Time of Loss and Change.

Since cinnabryl is difficult to find in some places, priests developed a spell to counteract some of the effects of the Red Curse. After some work, wizards were able to duplicate the spell's effects.

This spell is used throughout the Savage Coast, but most commonly in Robrenn, Eusdria, Renardy, Bellayne, and Herath. In several small towns, the village priest or wizard makes rounds, casting the spell on all who need it. This holds off detrimental effects, and also keeps most of the common folk in those small

towns from using Legacies.

The spell requires at least a week's worth of undepleted cinnabryl. This must be touched to the recipient's head at the end of casting, but is not consumed in the casting. The caster touches the target creature while reciting the spell's verbal component to activate the spell.

Notes: Found in the RED STEEL setting, common; otherwise virtually unknown.

Major Cloak

(Illusion/Phantasm)



Level: 9

Range: 0

Components: V, S, M

Casting Time: 1

Duration: Special

Area of Effect: 1 land mass, 5,000 sq. mi.

Saving Throw: None

This spell was used by the Irda to cloak the island Anaiatha. It causes a land mass that is surrounded by water to become invisible to all except the species that normally inhabit it. The island cannot be detected by sight or by scrying. Furthermore, the illusion affects all who come within one mile of its coastline, causing them to take a route around the island while making them believe that they are taking a direct route through the "waters" where the island is actually located.

There is one drawback to this spell; it does not prevent the cloak from radiating intense magic, and those who scry the seas for magic may be able to detect it. Because wizards of the Mischta cannot reach 18th level, they have not been able to use this spell to hide Selasia.

The required material components have not been recorded, and the Irda have not revealed them, but it is certain that there are one or more exotic components required.

Notes: Known in the DRAGONLANCE setting; very rare.

Major Creation

(Illusion/Phantasm)

(Shadow)

Level: 5

Range: 10 yds.

Components: V, S, M

Casting Time: 1 turn

Duration: Special

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 hrs./level
Stone or crystal	1 hr./level
Precious metals	2 turns/level
Gems	1 turn/level
Mithral*	2 rds./level
Adamantite	1 rd./level

*Includes similar rare metals.

Attempting to use any of these as material components in a spell causes 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.

Notes: Common spell (PHB).

Major Delousing, Nimodes'

See Nimodes' major delousing.

Major Domination

(Enchantment/Charm)

(Mentalism)

Level: 7

Range: 10 yds./level

Components: V, S

Casting Time: 7

Duration: Special

Area of Effect: 1 creature

Saving Throw: Neg.

This spell resembles the 5th-level spell *domination*, but the telepathic link between caster and subject is even stronger. When this spell is cast, the subject receives a saving throw vs. spell at a -2 penalty. Wisdom adjustments apply, but *natural resistance to charm spells* doesn't. A creature making its saving throw is *slowed* for 1d4 rounds.

The caster can try to dominate a different creature each round subject to two limitations: The wizard can control only one creature at a time, and the wizard can try to dominate a specific creature only once in a single casting of

this spell. A *protection from evil* effect prevents the caster from exercising active control over a creature, but it does not prevent control from being established.

The wizard forges a strong telepathic link with the subject. Language and intelligence are no barrier: As long as the subject is not mindless, the caster can force the creature to do as he wishes. While the spell must be cast initially on a creature within range, the wizard can command the creature from any distance, as long as both are on the same plane.

If a creature strongly resists, the wizard may have to concentrate (doing nothing else that round) to enforce his control. Extreme acts and those of self-destruction allow an immediate gain a new saving throw with no penalty and a possible +1 to +4 bonus, depending on the circumstances. In any event, the creature also receives periodic saving throws in order to break free of the spell. These vary with the Intelligence score, level, or Hit Dice of the individual, whichever is most favorable.

Notes: Uncommon for mentalists; otherwise very rare. (Updated from *POLYHEDRON* Newszine.)

Major Enchantment, Serrel's

See Serrel's major enchantment.

Major Missile, Snilloc's

See Snilloc's major missile.



Intelligence	Levels/HD	Time Between Checks
3 or less	1st/less than 2	3 months
4 to 6	2nd/up to 3+2	2 months
7 to 9	3rd/up to 4+4	1 month
10 to 12	4th/up to 6	3 weeks
13 to 14	5th/up to 7+2	2 weeks
15 to 16	6th/up to 8+4	1 week
17	7th/up to 10	3 days
18	8th/up to 12	2 days
19 or more	9th/more than 12	1 day

Major Paradox

(Chronomancy)

Level: 9

Range: 0

Components: V, S

Casting Time: 1d4 hrs.

Duration: Instantaneous

Area of Effect: The caster

Saving Throw: None

This spell changes an important event in the caster's past. This is just like *paradox*, but the event can be up to one year past. Such an event could be changing from a Historian to a Seer, acquiring a proficiency in prophecy rather than alchemy, or deciding to research a new spell rather than create a new magical item. The event must be one the chronomancer had control of at the time, and something should always be given up.

The change should always be evident but not necessarily work the way the caster hopes for. The DM should also feel free to remove any items or relationships he feels would not have been found as a result of the caster's meddling. After all, the things that are changed likely were important to the chronomancer at one time. Also, the turbulence has a 50% chance of attracting a time dimensional or a Guardian from the Demiplane of Time.

Notes: Restricted to chronomancers; common.

Maladweomer

(Alteration)

Reversible

Level: 3

Range: 10 yds.

Casting Time: 3

Components: V, S, M

Duration: 1 rd./level

Area of Effect: 1 creature

Saving Throw: Neg.

By means of this spell, a wizard causes any and all spells and spell-like powers cast or wielded by a target creature, including items used, to be at the nadir of their effectiveness; that is, any damage caused by offensive magics will be the minimum possible, saving throws against such magics are enhanced by a +4 bonus, and spells that are extant (such as magical charms) and ongoing at the time the *maladweomer* takes effect are reduced in efficacy. For instance, a *charmed* individual who had previously failed to save against the spell might immediately be allowed another saving throw, with the +4 bonus.

The material component of this spell is a small, clear glass or crystal prism, which is smashed (with a weapon-blow, or against a wall, rock, or floor) in the spellcasting.

The reverse, *dweomerboost* (also called *empradweomer*) permits all magic cast or wielded by the recipient creature to be of maximum efficacy (maximum damage and effects) for one round. If the caster makes a saving throw vs. spell at the end of the first round, the *dweomerboost* lasts a second round.

While the material component is the same as for *maladweomer*, the crystal need not be smashed; rather, it vanishes when spellcasting is complete.

Both forms of the spell can be cast upon the wizard, so that *maladweomer* would enable a wizard to lessen his powers when compelled to work magic against his wishes.

Notes: Very rare in the FORGOTTEN REALMS setting (mostly by a special wizard type, the incantatrix); otherwise virtually unknown. (Updated from *DRAGON* Magazine.)

Malec-Keth's Flame Fist

(Evocation)

(Fire)

Level: 7

Range: 0

Components: V, S

Casting Time: 1

Duration: 1 rd./level

Area of Effect: 1 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, and the illumination is equal to that of a torch.

An opponent touched by the wizard (an attack roll is required) must attempt a saving throw vs. spell. If successful, the touched creature suffers 1d4+2 points of fire damage and the flame remains on the caster's hand (he can make further attacks with it until the spell duration expires). If the saving throw is failed, the flame leaves the caster's hand to surround the creature'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 make a successful 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.

Notes: Uncommon spell (*ToM*).

Malefic Meld, Strahd's

See Strahd's malefic meld.

Malraz's Dramatic Death

(Illusion/Phantasm)

Level: 7

Range: 0

Components: V, S

Casting Time: 1

Duration: 3 rds./level

Area of Effect: Special

Saving Throw: None

This spell creates a programmed illusion of the caster dying a horrible death, while the true caster is cloaked by *improved invisibility*, as the 4th-level wizard spell. The intent is to get the wizard's enemy off his trail, giving him time to either escape or launch a counterattack. A series of different demises are available to the caster, depending on the command word whispered. The words are:

Air: The wizard appears to gasp for breath, dying of suffocation.

Earth: The wizard appears to turn to stone.

Fire: The wizard appears to burst into flames, screaming and dying horribly.

Water: The wizard seems to flail about in a pool of liquid and drown.

Blade: Wounds appear on the wizard, as if from a melee weapon.

Bow: The wizard appears to be killed from a missile weapon, such as an arrow through the heart.

Seizure: A shocked expression appears on the wizard's face, then he keels over.

Shock: Sparks fly about as the wizard seems to be electrocuted.

After the death scene ends, a convincing looking illusionary corpse is left behind for the duration of the spell. Viewers attempting to disbelieve must spend one round examining the scene to have a chance at success. The spell also can be cast upon a projected image (see the 6th level spell *project image*) to truly mystify opponents.

The somatic component of the spell requires the caster to clutch at his chest while whispering the command word.

Notes: Rare or very rare spell. (Updated from *POLYHEDRON* Newszine.)

Manor's Mind Vision

(Divination)

(Mentalism)

Level: 7

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 2 rd./level

Area of Effect: 90 ft. radius

Saving Throw: None

Manor's mind vision is essentially a more powerful version of *Manor's mindsight*. It is subject to the same restrictions and bonuses in terms of movement, combat, and concentration, as the *mindsight* spell, and has the same area. It has three main differences:

- The *mind vision* spell allows the wizard to view any area as if it was brightly lit.
- Divinations of 4th level or less can be cast to combine with *mind vision* at any time.
- Any illusions created by 4th level spells or less will be apparent as such, and the true form of any item or object polymorphed or altered by a 4th level spell or less (or an equivalent, such as a *potion of polymorph self*, or a *wand of illusion*) can be easily determined. Invisible objects and creatures can be seen.
- The caster's enhanced perceptions operate in his normal field of vision without concentration to a distance of 90 feet.



The basic parameters of the spell follow:

- Everything in the area of effect is perceived simultaneously; the wizard need not look up or down to see objects out of his normal field of vision while concentrating.
- Using the ability granted by the spell in order to see outside the caster's normal field of vision requires concentration. A caster concentrating on "seeing" cannot move, cast spells, or engage in any strenuous activities while doing so. If the caster's concentration is broken, the spell is not ruined and the caster can resume viewing after the interruption is resolved.
- No actual sensory organs are needed for the *mind vision* spell—the caster being blinded or blindfolded does not hinder its use. The *mind vision* spell can be used in conjunction with *darksense*, *infravision*, *ultravision*, and other sight-enhancing spells of 4th level or less; the enhanced perceptions have the area of effect of the *mind vision* spell.
- The *mind vision* spell can be combined with other divinations of 4th level or less: *detect invisible*, *detect evil*, *detect magic*, etc. The area of effect of the enhanced perceptions is the area of the *mind vision* spell.

The material component of the spell is two eyes from a being originating on a plane other than the Prime Material plane, immersed in a mixture of a *potion of ESP* and a *potion of gaseous form*. These are destroyed as the spell is cast.

Notes: Uncommon for diviners; otherwise rare or very rare. Known to be in *Manor's Manual of Sight*. (Updated from *DRAGON Magazine*.)

Manor's Mindsight

(Alteration)

(Mentalism)

Level: 5

Range: 0

Components: V, S, M

Casting Time: 6

Duration: 5 rds./level

Area of Effect: 20 ft. + 5 ft./level

Saving Throw: None

By means of this spell, a wizard gains the ability to concentrate and "see" everything in the spell's area of effect. This happens regardless of intervening objects, but is subject to existing lighting. Everything in the area of effect is perceived simultaneously; the wizard need not look up or down to see objects out of his normal field of vision while concentrating.

Using the ability granted by the spell requires concentration. A caster concentrating on "seeing" cannot move, cast spells, or engage in any strenuous activities while doing so. If the caster's concentration is broken, the spell is not ruined and the caster can resume viewing after the interruption is resolved.

No actual sensory organs are needed for the *mindsight* spell—the caster being blinded or blindfolded does not hinder its use. The *mindsight* spell can be used in conjunction with *darksense*, *infravision*, *ultravision*, and other sight-enhancing spells of 4th level or less; the enhanced perceptions have the area of effect of the *mindsight* spell.

The spell has limitations. It allows no special benefit with respect to illusions, nor distinguishes between magical and nonmagical items, nor allows discovery of alignment. The caster cannot see traps, tricks, pits, magical symbols, or other invisible or magically concealed items or objects unless able to detect such items normally.

However, the *mindsight* spell can be combined with other divinations of 4th level or less, provided these are cast first: *detect invis-*

ible, *detect evil*, *detect magic*, etc. The area of effect of the enhanced perceptions is the area of the *mindsight* spell.

The spell requires the preserved eye of a blink dog, which is reusable.

Notes: Uncommon for diviners; otherwise rare or very rare. Known to be in *Manor's Manual of Sight*. (Updated from *DRAGON Magazine*.)

Manshoon's Xorn Talons

(Conjuration/Summoning)

(Earth)

Level: 5

Range: 10 ft. to 70 ft.

Components: V, S, M

Casting Time: 5

Duration: 1 turn + 1 rd./level

Area of Effect: Special

Saving Throw: None

This spell, also known as *stony hands*, creates an invisible half-moon arc in front of the caster, set from 10 feet to 70 feet distant. The arc is 12 feet broad at its center, and the tips of its curving "horns" are 20 feet apart. To function at all, the spell must be cast on a solid, level surface, such as a floor, lawn, clearing, or flat roof (the surface can be covered by water no more than a foot deep). If solid, nonliving, objects (such as walls, furniture, or stalagmites) are in the area of casting, or if the space is too small to permit the half-moon to fully form, the spell does not take effect and is wasted.

Any living being except the caster who enters any part of the crescent-shaped area of effect is instantly attacked by 2d4 stony taloned arms. These nonliving, unintelligent magical constructs resemble the upper limbs of living xorn. They erupt from the ground and grasp at any targets for 1d2 points of crushing damage each (THAC0 6); a successful hit means the clawed arm holds its victim fast, inflicting no further damage on it. (The talons rise only where an intruder steps, not all across the half-moon, so the area of effect can be determined only by trial and error.)

Once they've grabbed victims, the arms simply hold on until the spell expires. Trapped individuals cannot move beyond the stretch of their limbs. They suffer -2 penalties to all attack, damage, and saving throw rolls, and lose all Dexterity-related Armor Class bonuses.

The talons do no more damage, but a trapped individual can try to tear free of all of them

once per round. A single successful *open doors* roll is required; each failed attempt inflicts 1 point of damage upon the victim. Once free of the talons, the individual can leave the area unhindered.

The talons are AC 0, and each must be dealt 55 points damage to shatter it. Spells that affect stone can be used against the talons (*stone to flesh* and *rock to mud* both affect the talons for 1d4+2 rounds, lowering their effective AC to 7, and making them suffer double damage from all attacks), and a *passwall* spell destroys all talons in a pathway equal in extent to its usual area of effect (even talons that have not manifested). Spells such as *move earth*, which physically affect terrain, do not work against the talons. *Dispel magic* spells shorten the duration of talons by one round per spell, but have no apparent immediate effect—they do not cause talons to open, pause, or fade away. A *dispel magic* cast in an area does not prevent this spell from functioning if no talons have yet manifested, but does shorten the spell duration as noted.

The material component of this spell is a piece of xorn flesh, bone, talon, or hide.

Notes: Known to Manshoon, a powerful wizard in the FORGOTTEN REALMS setting.

Mantle, Alustriel's

See Alustriel's mantle.

Mantle, Ilyykur's

See Ilyykur's mantle.

Manyjaws

(Evocation)

(Force)

Level: 3

Range: 10 ft./level

Components: V, S, M

Casting Time: 3

Duration: 6 rds.

Area of Effect: Special

Saving Throw: ½

This spell brings into being one pair of clashing jaws per level of the caster, up to a total of 10 jaws, floating in midair. These are actually strings of disembodied teeth, without gums, lips, or gullets. These jaws attack one creature per round, and fly about at a movement rate of 15 (MC: A) in accordance with the caster's silent act of will. If other spellcasting is undertaken by the caster, the jaws either

hang stationary or, if already attacking a creature, continue until the caster resumes control over them.

The jaws are constructs of force and can penetrate any nonmagical armor. The jaws automatically hit their target each round. Each jaw bites for 1d4 points of damage per round. Magical armor of any sort (not bracers or rings) provides some protection from the jaws. Their damage is reduced by 1 point per jaw for each magical plus of the armor worn (*leather armor* +2 reduces the damage by 2 points per jaw). A target creature that makes a successful saving throw vs. spell takes half damage from each jaw, with a minimum of 1 point of damage being inflicted per jaw.

The material component of this spell is at least two teeth. The teeth can be of any size, can be from any sort of creatures, and are consumed by the spell.

Notes: Very rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere.

Map, Muirara's

See Muirara's map.

March

(Alteration)

Level: 1

Range: Touch

Casting Time: 1

Components: V, S, M

Duration: 1 hr./level

Area of Effect: Special

Saving Throw: None

Casting this spell allows an encumbered person to walk at his normal unencumbered movement rate. Because the movement is powered by the spell, the person suffers no more physical fatigue than he would sitting in a chair for the same length of time. This spell must be cast on a subject able to walk; a subject must be able to lift his burden in the first place. The spell is dissipated when the subject stops walking for more than one round or picks up more than his maximum encumbrance. More than one person can be affected; the duration is divided evenly among those touched when the spell is cast.

The material component of this spell is a pinch of pepper.

Notes: Common for apportionment specialists, uncommon for transmuters; otherwise rare. (Updated from *DRAGON* Magazine).

Marvelous Shield, Drawmij's

See Drawmij's marvelous shield.

Mask

Reversed form, see aura.

Mask of Death

(Necromancy)

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 hr./level

Area of Effect: 1 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 can be cast on a creature that has already become a zombie. A wizard who does not control the zombie must successfully touch the zombie in combat (a successful attack roll is required).

The material component of this spell is a drop of doppelganger's blood.

Notes: Uncommon spell (*ToM*).

Mask, Ottar's

See Ottar's mask.

Mask Bloodline

(Illusion)

Level: 2

Range: Touch

Components: V, S

Duration: 2 turns/level

Casting Time: 4

Area of Effect: 1 creature

Saving Throw: Neg.

This spell is cast on blooded characters to hide the derivation and strength of their bloodlines from others. Bloodlines, because of their divine nature, are somewhat resistant to being hidden; the subject therefore must roll a saving

throw vs. spell even if he wants the spell to work. The bloodline's strength adds a modifier to the roll as follows: tainted, -2; minor, -0; major, +2; great, +4.

If the subject fails the saving throw, the bloodline is completely masked; nothing short of a *limited wish* will reveal its derivation or strength for the duration of the spell. If the subject's saving throw succeeds, obvious characteristics of the bloodline (such as a bloodmark or other secondary characteristic) are masked, but a *know bloodline derivation* or *know bloodline strength* spell will succeed normally.

The subject of the spell cancels the effect if he uses any blood ability during the spell's duration. This means that some characters will be forced to operate at below their normal abilities for the duration of the spell if they want to keep their bloodlines secret (such as characters with *heightened ability*).

Ershegh and awnshegh characters are difficult to affect with this spell, since they almost always bear unconcealable marks of their bloodlines. The DM may wish to increase the modifier to their saving throws or disallow the use of the spell altogether unless it is cast in conjunction with another powerful illusion or *polymorph* spell.

Notes: Common on Cerilia, the BIRTHRIGHT setting; unknown elsewhere.

Masque Mask — Drow

(Illusion/Phantasm)

Level: 1

Range: 0

Components: V, S

Casting Time: 1

Duration: 2 or 3 rds.

Area of Effect: The caster's face

Saving Throw: None

This spell is used by drow wizards who wish to conceal their identities for a short encounter or momentary sighting. It works only on living flesh, and only on a caster with a face (although all faces, if the caster has more than one, are affected).

The masque mask transforms the surface appearance of the caster's facial features into a shifting blur, studded with eyes. The caster's own eyes—however many currently have sight—will appear in their customary locations and with their usual appearance (that is, a mage blind in one eye will only display the "good" eye; and one with more than two eyes will



show them all, even if trying to conceal the fact with eyepatches or shutting eyes during this spell). This effect cannot foil *true seeing* or any magic that penetrates illusions, and in any case lasts only for 2 or 3 rounds (even roll = 2 rounds, odd = 3 rounds; the caster has no control over duration). The spell does not conceal hair hue or cut, general skin coloration, ear shapes, and so on, and is therefore seldom able to conceal the race of the caster.

The spell's name comes from its use at revels, to conceal the caster's identity when unmasked—but it is more often used when fleeing a crime scene, or while perpetrating a crime.

Notes: Restricted to drow; uncommon.

Masquerade

Athasian Dragon-King magic; psionic component renders the spell uncastable by wizards.



Mass

(Alteration)



Level: 5

Range: 60 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 5 rds. + 1 rd./level

Area of Effect: One item, 1 cubic ft./level
within a 10 ft. cubic area

Saving Throw: Neg.

By means of this spell, the wu jen is able to control the weight of an item if it is within the size range of the area of effect. He can render the object so heavy as to be immovable or as light as a feather. Throughout the duration of the spell he can alter the weight of the item at will, increasing it one round and decreasing it the next. The mass of the item can be increased or decreased up to 5% per level. At 10th level, the wu jen could change the mass of an item by 50%. The change in mass has no adverse effect on the properties of the item affected beyond the change in weight. Furthermore, multiple items can be affected if all are within the same 10-foot square area. Missiles can be increased up to double their mass (causing double the normal damage) and still fired although their ranges are halved. Heavy items can be carried with ease, although the bulk of the item may prevent it from being carried readily. Thus, a huge boulder rendered extremely light would still be difficult to carry because of its size.

The material components for this spell are

the feather of a hummingbird and a bit of the toenail of an elephant.

Notes: Common in oriental settings; otherwise very rare.

Mass Blindness

(Illusion/Phantasm)

(Shadow)

Level: 9

Range: 5 yds./level

Components: V, S

Casting Time: 9

Duration: 3 turns

Area of Effect: 20 × 40 × 40-ft.

Saving Throw: Special

This spell strikes blind or deaf, or both, all creatures up to 4 Hit Dice with no saving throw. Those of greater level or Hit Dice, but less than the caster save vs. spell at -4 to avoid the effect. Creatures whose levels or Hit Dice are equal to or greater than the caster's are receive a normal saving throw. The caster can designate one specific group to be excluded from the circle's power; for example, the spell could blind all but humans, all but wizards, all but royal guardsmen, and so. The circle itself remains in place for 3 full turns, and creatures who enter the area of effect during this time are also struck by the spell's effects. Magical items that enhance sight or hearing are rendered inert.

Affected creatures and magical items remain affected until the spell ends or they blunder out of the area of effect. The effect cannot be ended by a *dispel magic* spell, but *dispel enchantment*, *limited wish*, or *wish* can end the spell, and an *antimagic shell* suppresses its effects (remember that spells cast while deafened are 20% likely to fail). The caster can end the effect at will.

Notes: Uncommon for illusionists, necromancers, and shadow mages; very rare for others.

Mass Charm

(Enchantment/Charm)

(Song)

Level: 8

Range: 5 yds./level

Components: V

Casting Time: 8

Duration: Special

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.

Notes: Common spell (*PHB*).

Mass Contagion

(Necromancy)

Level: 5
 Range: 30 yds.
 Components: V, S
 Casting Time: 5
 Duration: Special
 Area of Effect: 10-ft. radius
 Saving Throw: Neg.

This spell wracks the subjects with disease and weakness. Up to one creature per caster level can be affected, but all must be within a 10-foot radius. Creatures afflicted with *mass contagion* must make a successful saving throw vs. spell or be immediately stricken with painful symptoms, including boils, blotches, lesions, and shaking fits. Strength, Dexterity, and Charisma are reduced by 2 points, and all attack rolls have a -2 penalty.

The effect persists until the afflicted creature receives a *cure disease* spell or spends 1d3 weeks of complete bed rest to recover from the contagion. Those ignoring the condition for more than a day or two may be subject to worse afflictions (and possibly death) at the DM's discretion.

Notes: Uncommon in the RAVENLOFT setting; otherwise very rare.

Mass Domination

(Enchantment/Charm)
 (Mentalism)

Level: 9
 Range: 60 yds.
 Components: V, S
 Casting Time: 9
 Duration: Special
 Area of Effect: 30-ft. cube
 Saving Throw: Special

This powerful *domination* spell affects any nonmindless creature. The spell controls up to 2 Hit Dice or levels of creature per caster level. The creatures are allowed a saving throw vs. spell, but at a -4 penalty. Language or species is no barrier to the caster's control.

The caster can, at will, exercise an *empathic link* (as the 3rd-level spell, but without empathic shock damage) or *domination* (as the 5th-level spell) over any creature that is in thrall to this spell, provided both of them are on the same plane. The caster cannot perform other actions while exercising one of these effects.

Except when exercising an *empathic link* or the 5th-level *domination*, the caster retains his full movement, combat, and spellcasting capabilities. As with the *major domination* spell, the dominated creatures gain periodic saving throws based on the most favorable of Intelligence, Hit Dice, or level to shake off the spell's effects. In addition, extremely distasteful or self-destructive orders immediately grant a new saving throw at a +1 to +4 bonus to break the caster's control.

Once established, the link remains in place no matter how far apart the caster and subject are, but orders cannot be transmitted to subjects on a different plane. The caster can release individual creatures from *mass domination* with a single command.

Dominating many creatures at once can be fatiguing to the caster. For every 4 Hit Dice (or levels) *per caster level* dominated through multiple castings of this spell, the caster's Constitution score is temporarily reduced by 1 point. For example, an 18th-level caster dominating 75 Hit Dice of creatures suffers a 5-point reduction to his Constitution score ($75 \div 18 = 4.16$; rounded up to 5). The spell ends when the caster is destroyed, the creatures free themselves, or the caster voluntarily releases them.

Notes: Uncommon for mentalists; otherwise very rare. (Updated from *POLYHEDRON* Newzine.)

Intelligence	Levels/HD	Time Between Checks
3 or less	1st/less than 2	3 months
4 to 6	2nd/up to 3+2	2 months
7 to 9	3rd/up to 4+4	1 month
10 to 12	4th/up to 6	3 weeks
13 to 14	5th/up to 7+2	2 weeks
15 to 16	6th/up to 8+4	1 week
17	7th/up to 10	3 days
18	8th/up to 12	2 days
19 or more	9th/more than 12	1 day

Mass Fanaticism

Athasian Dragon-King magic; psionic component renders the spell uncastable by wizards.



Mass Invisibility

(Illusion/Phantasm)

Level: 7
 Range: 10 yds./level
 Components: V, S, M
 Casting Time: 7
 Duration: Special
 Area of Effect: 60 × 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 × 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.

Notes: Common spell (PHB).

Mass Jump

(Alteration)

Level: 2
 Range: 0
 Components: V, S, M
 Casting Time: 2
 Duration: 1d3 rds. + 1 rd./level
 Area of Effect: 10-ft. radius
 Saving Throw: None

This spell confers the ability to leap once per round for the duration of the spell on all creatures that are within the area of effect. 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 two feet per 10 feet of distance traveled. The mass jump spell does not ensure safety in landing or grasping at the end of the leap.

The *mass jump* spell is used as part of a boarding action. For example, it allows several pirates to arrive on the deck of an attacked ship before the two ships are fully grappled, thus offering some chance of surprise. On the Inner Sea on Toril, this tactic is common enough to not be totally surprising to experienced sailors.

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

Notes: Uncommon for the pirates of the Inner Sea in the FORGOTTEN REALMS setting; otherwise very rare.

Mass Mounts

(Conjuration)



Level: 5
 Range: 10 yds./level
 Components: V, S, M
 Duration: 1 hr./level
 Casting Time: 1 turn
 Area of Effect: Creates 1 mount/level
 Saving Throw: None

This enchantment, similar to the 1st-level wizard spell *mount*, allows the caster to conjure a number of mounts. The mounts obey the wizard (or riders designated by him) willingly and to the best of their abilities. When the spell expires, however, the mounts disappear, possibly pitching any riders and equipment to the ground.

One mount is conjured for each level of the caster's experience; for example, a 13th-level wizard can call 13 horses to serve for 13 hours. The caster can elect to conjure fewer animals than his limit. All the mounts created by a single spell must be the same type of animal and will be of varying natural colors unless the wizard otherwise specifies a color (such as jet-black riding horses for night travel). The conjured mounts do not come with gear.

The wizard can specify the type of mounts gained by this spell (subject to regional availability), choosing from the list below. Non-Cerilian mount statistics are in the MONSTROUS MANUAL tome.

The material components, regardless of what type of mount the wizard wants to conjure, are a horseshoe and a tuft of fur.

Notes: Common on Cerilia, the BIRTHRIGHT setting; unknown elsewhere.

Conjured Mount	Full Speed Carrying Capacity
Worg (Wolf)	100 lbs.
Pony	160 lbs.
Light War Horse	170 lbs.
Riding Horse	180 lbs.
Hippocampus	200 lbs.
Medium War Horse	220 lbs.
Varsk (Cerilian Lizard)	240 lbs.
Mule	250 lbs.
Draft Horse	260 lbs.

Mass Polymorph

(Alteration)

Level: 8

Range: 120 yds.

Components: V, S, M

Casting Time: 8

Duration: Permanent

Area of Effect: 60-ft. cube

Saving Throw: Neg.

This mighty spell allows the caster to simultaneously polymorph a large number of crea-

tures: up to 4 large individuals, 12 man-sized individuals, or 24 small creatures can be affected if they are in the area of effect. Huge and gargantuan creatures cannot be affected. A mixed group can be affected; for example, a caster could affect one ogre (counts as three men), four hobgoblins (one man each), and six kobolds (two counting as one man) with a single casting of the spell.

Creatures that fail their saving throws are affected just as if struck by a *polymorph other* spell. The creatures receive a system shock roll in order to survive the transformation (80% plus 1% per HD if no Constitution score is available). The polymorphed creatures gain the form and physical abilities (physical attacks, Armor Class, and movement) but not special attacks or magical abilities) of their new shape. The subjects must make a special Intelligence check to see if they retain their own minds and personas; see *polymorph other* for details.

The caster can transform the creatures into one of no more than three different forms when the spell is cast. In other words, while the caster might affect creatures of a dozen different types, all the creatures must be transformed into individuals of one, two, or three species. In the example given above, the caster could



turn the ogre into a fat piglet, most of the hobgoblins into rats, and one hobgoblin and the kobolds into chickens with a single casting of the spell.

The material component is the caterpillar cocoon of a rare butterfly or moth.

Notes: Uncommon for witches and transmuters; otherwise rare.

Mass Suggestion

(Enchantment/Charm)

(Mentalism, Song)

Level: 6

Range: 30 yds.

Components: V, M

Casting Time: 6

Duration: 4 turns + 4 turns/level

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.

Notes: Common spell (PHB).

Mass Teleport

(Alteration)

(Dimension)

Level: 7

Range: Touch

Components: V, S

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: Up to 12 people

Saving Throw: None

By casting this spell, the caster instantly transports himself and up to 11 companions to another location. Distance is not a factor, but interplanar transport is not possible. Accuracy depends on the caster's familiarity with the target location (see table). Only one roll is made for the entire group being teleported, with "familiarity" being that of the caster.

While casting this spell, the caster stands in the center of a circle formed by his companions, who must hold hands for the entire round. Breaking this circle before the end of the round disrupts the spell.

Notes: Uncommon for apportation specialists; otherwise very rare.

Probability of Teleporting:

Destination is:	On		
	High	Target	Low
Very familiar	01-02	03-99	00
Studied carefully	01-04	05-98	99-00
Seen casually	01-08	09-96	97-00
Viewed once	01-16	17-92	93-00
Never seen	01-32	33-84	85-00

Mass Teleport Without Error

(Alteration)

(Dimension)

Level: 8

Range: Touch

Components: V, S

Casting Time: 1 turn

Duration: Instantaneous

Area of Effect: Up to 12 people

Saving Throw: None

This spell is similar to the *mass teleport* spell. The caster transports himself and up to 11 companions to any known location in his home plane with no chance of error.

Like *teleport without error*, travel to other planes is possible, but only to locations that the caster has previously studied carefully. No mat-

ter how careful this perusal was, there is a chance for mishap when traveling to another plane. Accordingly, the caster must roll for accuracy. Again, breaking the circle before the end of the turn disrupts the spell.

Notes: Uncommon for apportation specialists; otherwise very rare.

Probability of Teleporting:

Destination is:	On		
	High	Target	Low
Very familiar	01-02	03-99	00
Studied carefully	01-04	05-98	99-00
Seen casually	01-08	09-96	97-00
Viewed once	01-16	17-92	93-00
Never seen	01-32	33-84	85-00

Massmorph

(Alteration)

Level: 4

Range: 10 yds./level

Components: V, S, M

Casting Time: 4

Duration: Special

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.

Notes: Common spell (PHB).

Master of Arms, Tenser's

See Tenser's master of arms.

Master Undead

(Necromancy)

Level: 9

Range: 10 yds./level

Components: V, S, M

Casting Time: 9

Duration: 5 rds./level

Area of Effect: 50-ft. cube

Saving Throw: Neg.

This powerful spell allows the caster to control the actions of any type of undead creatures as if they were intelligent creatures under the effect of a *charm person* spell. Undead so controlled can perform precise tasks for the caster.

The caster can affect one undead within the area of effect per level. In cases of mixed undead, the weakest are affected first, then those with more Hit Dice. All undead affected must be within a cubic area 50 feet on a side. Undead with more than 3 Hit Dice are permitted a saving throw vs. spell to avoid the spell. Liches and undead with 10 or more Hit Dice have a bonus of +4 to this saving throw.

Undead creatures controlled by this spell are mastered for the spell duration, then are restored to their own (often nominal) control. The caster does not need to know any common language with the undead to effect the control. The undead beings can be ordered to perform self-destructive actions—and the caster can even attack them—without the spell being broken.

The material component of this spell is a crushed diamond worth at least 500 gp, which is consumed in casting.

Notes: Very rare spell, originating in the FORGOTTEN REALMS setting. Known to be in the *Book of Daimos*.

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