



Wizards of the Coast Web Spellbook

A Supplement for Spellcasters



Balthanon
and
Snow Savant

BARD SPELLS

0-LEVEL BARD SPELLS

Silvered Weapon

1ST-LEVEL BARD SPELLS

Elf Disguise
Master's Touch
Remove Scent
Understand Object

2ND-LEVEL BARD SPELLS

Barlen's Crabwalk
Bladesong
Mindless Rage
Mirror Move
Surefooted Stride

3RD-LEVEL BARD SPELLS

Creaking Cacophony

4TH-LEVEL BARD SPELLS

Circle of Friends
Sirine's Grace

6TH-LEVEL BARD SPELLS

Fey Ring
Hindsight
Snowsong

CLERIC SPELLS

0-LEVEL CLERIC SPELLS (ORISONS)

Silvered Weapon
Styptic

1ST-LEVEL CLERIC SPELLS

Elf Disguise
Foundation of Stone
Hemorrhage
Vhaeraun's Nightshield

2ND-LEVEL CLERIC SPELLS

Gaze Screen
Guidance of the Avatar

3RD-LEVEL CLERIC SPELLS

Giant's Wrath
Planar Familiar
Soul Charge

4TH-LEVEL CLERIC SPELLS

Nature's Rampart
Recitation
Winter's Embrace

5TH-LEVEL CLERIC SPELLS

Dirge of Discord
Kelemvor's Grace
Summon Blood Elemental

6TH-LEVEL CLERIC SPELLS

Mantle of the Icy Soul

7TH-LEVEL CLERIC SPELLS

Fey Ring

8TH-LEVEL CLERIC SPELLS

Transmute Rock to Sickstone

DRUID SPELLS

0-LEVEL DRUID SPELLS (ORISONS)

Silvered Weapon

1ST-LEVEL DRUID SPELLS

Frostbite
Horrible Taste
Rankletaste
Undertow

Wall of Smoke

2ND-LEVEL DRUID SPELLS

Acorn of Far Travel
Bone Talisman
Force Talons
Gaze Screen
Kelpstrand
Saltray
Splinterbolt
Wolfskin

3RD-LEVEL DRUID SPELLS

Bite of the Wererat
Creaking Cacophony
Flame Sands
Heatstroke
Nature's Rampart
Whipstrike
Winter's Embrace

4TH-LEVEL DRUID SPELLS

Bite of the Werewolf
Magnetic Pulse
Sudden Stalagmite

5TH-LEVEL DRUID SPELLS

Heal Animal Companion
Jungle's Rapture
Mantle of the Icy Soul
Sirine's Grace

6TH-LEVEL DRUID SPELLS

Animate Snow
Bite of the Wereboar
Blood Sirocco
Fey Ring
Gatorswarm

7TH-LEVEL DRUID SPELLS

Bite of the Weretiger
Deepsong
Green Oath

8TH-LEVEL DRUID SPELLS

Bite of the Werebear
Deadfall
Red Tide

9TH-LEVEL DRUID SPELLS

Avalanche of Devastation

PALADIN SPELLS

1ST-LEVEL PALADIN SPELLS

Silvered Weapon

RANGER SPELLS

1ST-LEVEL RANGER SPELLS

Exacting Shot
Horrible Taste
Rankletaste
Remove Scent
Silvered Weapon

2ND-LEVEL RANGER SPELLS

Acorn of Far Travel
Surefooted Stride

3RD-LEVEL RANGER SPELLS

Heal Animal Companion
Wolfskin

4TH-LEVEL RANGER SPELLS

Foebane

SORCERER/WIZARD SPELLS

0-LEVEL SORCERER/WIZARD SPELLS (CANTRIPS)

Silvered Weapon [Transmutation]

1ST-LEVEL SORCERER/WIZARD SPELLS

Arcane Bolt [Evocation]

Elf Disguise [Illusion]

Fengut [Illusion]

Frost Fingers [Evocation]

Master's Touch [Divination]

Rankletaste [Illusion]

Remove Scent [Illusion]

Shadowgloom [Illusion]

Vhaeraun's Nightshield [Abjuration]

Wall of Smoke [Conjuration]

2ND-LEVEL SORCERER/WIZARD SPELLS

Barlen's Crabwalk [Transmutation]

Bladesong [Transmutation]

Fearsome Grapple [Transmutation]

Gaze Screen [Abjuration]

Mindless Rage [Enchantment]

Mirror Move [Transmutation]

Mistclaw [Conjuration]

Muritho's Randomscatter [Abjuration]

Saltray [Evocation]

Splinterbolt [Evocation]

Surefooted Stride [Transmutation]

Understand Object [Divination]

Undertow [Transmutation]

3RD-LEVEL SORCERER/WIZARD SPELLS

Ball of Fangs [Evocation]

Elemental Familiar [Transmutation]

Forcebarb [Evocation]

Heatstroke [Transmutation]

Mind Poison [Necromancy]

Pebble Wind [Evocation]

Scattergloom [Evocation]

Sonic Blast [Evocation]

Soul Charge [Necromancy]

The Sky is Falling [Evocation]

Whipstrike [Evocation]

Wingbind [Enchantment]

4TH-LEVEL SORCERER/WIZARD SPELLS

Bite of the Wererat [Transmutation]

Bladebite [Transmutation]

Creaking Cacophony [Illusion]

Flame Sands [Evocation]

Magnetic Pulse [Conjuration]

Mordenkainen's Force Missles [Evocation]

Sandform [Transmutation]

Shimmermantle [Abjuration]

Steelsting [Evocation]

Sudden Stalagmite [Conjuration]

Vortex of Teeth [Evocation]

5TH-LEVEL SORCERER/WIZARD SPELLS

Alaunghaer's Triptych [Transmutation]

Animate Dead Familiar [Necromancy]

Anticold Sphere [Abjuration]

Bite of the Werewolf [Transmutation]

Choking Claw [Evocation]

Circle of Friends [Enchantment]

Focal Stone [Transmutation]

Frost Vortex [Transmutation]

Jumpgout [Evocation]

Leomund's Hidden Lodge [Conjuration]

6TH-LEVEL SORCERER/WIZARD SPELLS

Oozepuppet [Transmutation]

Sirellyn's Superior Magnetism [Transmutation]

7TH-LEVEL SORCERER/WIZARD SPELLS

Bite of the Wereboar [Transmutation]

Bonemelt [Necromancy]

Fey Ring [Conjuration]

Volcanic Storm [Conjuration]

8TH-LEVEL SORCERER/WIZARD SPELLS

Bite of the Weretiger [Transmutation]

Icy Claw [Transmutation]

Project Multiple Images [Illusion]

Transmute Rock to Sickstone [Transmutation]

9TH-LEVEL SORCERER/WIZARD SPELLS

Binding Chain of Fate [Evocation]

Bite of the Werebear [Transmutation]

Force Burn [Evocation]

Hindsight [Divination]

Ice Assassin [Illusion]

SPELL DESCRIPTIONS

Acorn of Far Travel

Transmutation

Level: Druid 2, Ranger 2

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: One acorn

Duration: 1 day/level or until expended

Saving Throw: None

Spell Resistance: No

Acorn of far travel must be cast upon an acorn that is still attached to a living oak tree. As you cast the spell, the spirit of the oak tree wells into the acorn, which detaches into your hand once the casting is complete. As long as you carry the acorn (and as long as the acorn is not stored in an extradimensional space like a *bag of holding*), you are considered to be standing under that oak tree's canopy (and thus within an area of forested terrain). Whenever you cast a spell that has additional effects when cast in forested terrain (such as *deadfall*, *creaking cacophony*, *fey ring*, or *splinterbolt*), you can choose to use the acorn as an additional material component for that spell. Doing so consumes the acorn immediately, but the spell's effects manifest as if you stood in forested terrain no matter what your actual location. Likewise, you can use the acorn as an oak tree for spells like *tree stride* or *transport via plants*; this also consumes the acorn. Dryads gain an additional benefit from this spell. If a dryad spellcaster casts this spell on an acorn harvested from her bonded oak tree, she is considered to be in contact with her tree at all times, despite the actual distance between her and the tree. A dryad spellcaster can thus use this spell to travel great distances from her tree without growing sick. You can have only one *acorn of far travel* spell in effect at any one time. If you cast it more than once, any *acorn of far travel* spells you may have already in effect immediately end. The magic of the spell is not bonded to you, though. You can pass the infused acorn to others, allowing them to gain the benefits of this spell.

Material Component: A fallen leaf taken from the oak tree from which the acorn is to be harvested.

Alaunghaer's Triptych

Transmutation

Level: Sor/Wiz 5

Components: V

Casting Time: 1 action

Range: Touch

Targets: Up to three magic items

Duration: Instantaneous

Saving Throw: Special

Spell Resistance: No (object)

You activate up to three items you are wearing or carrying, which together count as a quickened spell (whether you activate one, two, or three items, it counts as a quickened spell for that round, preventing you from casting another quickened spell that round). These activations occur in any order you choose. Only one ability of any particular item can be activated by a particular use of this spell, and the ability must be a spell trigger- or command word-activated ability. The items must be items that you could otherwise activate (for example, you have to know the command word for the item, a character with no cleric levels could not use this spell to activate a *wand of cure light wounds*, and so on), and must be used properly (items that use magic item slots such as bracers and rings must be worn in the appropriate location, a wand must be held in hand, and so on). The items function normally (you choose the target or area, are subject to any limitation of the items, and so on) and do not suffer any penalties due to being activated quickly by the spell. You may aim the items at the same target or different targets. If more than one item generates a touch effect (such as *ghoul touch* and *shocking grasp*), only the last-activated item's touch effect functions, with the other or others having dispersed as if you had cast a spell while holding the charge on a touch spell (in short, activating multiple touch effects is a wasted use of the potential of this spell). A triptych is not completely reliable. Each time the spell is cast, roll d% for each item; a result of 5% or less means the spell fails to activate the item. If the item were the first or second item activated by the triptych, you can attempt to activate it again with your remaining one or two activations from the spell.

Animate Dead Familiar

Necromancy [Evil]

Level: Sor/Wiz 5

Components: V, S, XP

Casting Time: 1 round

Range: Touch

Target: Corpse touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

In order to cast this spell, you must have a familiar, and that creature must be dead. You animate the dead familiar as a zombie-like undead, restoring some measure of the bond you had with it while it lived. You do not regain the experience points you lost when the familiar died. You also lose the special benefits you gained based on the familiar's animal type (such as the +2 bonus to Move Silently checks bestowed by a cat familiar). Being undead, the creature has no Constitution score, which affects its Fortitude saves but not its hit points. It retains its natural armor and its preternatural Intelligence, as well as all of the special abilities it had based on your level except for the ability to speak with animals of its type. It still has effective Hit Dice equal to your level and hit points equal to half your total hit points. The undead familiar resembles a zombie, but is not slow like a zombie. Its type changes to Undead. As an undead creature, it is immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. It is not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. If you are within range of the familiar's empathic link with you (one mile), it cannot be turned or rebuked. Beyond that range, it is subject to turning and rebuking (as well as commanding and destroying) as an undead of its effective Hit Dice. In addition, the familiar gains a special attack delivered by a melee attack. The nature of this attack depends on your caster level at the time you cast this spell; it does not improve as your level increases. You may choose a lower-level ability than your level indicates.

Caster

Level Special Attack

9-10 Paralysis: Those hit by the undead familiar's attack must succeed at a Fortitude save (DC 14) or be paralyzed for 1d6+2 minutes. Elves are immune to this paralysis.

11-14 Strength damage: The undead familiar's attack deals 1d6 points of temporary Strength damage in addition to the normal damage.

15-18 Energy Drain: Living creatures hit by the undead familiar's attack receive one negative level. The Fortitude save to remove the negative level has a DC of 16.

19-20 Constitution Drain: Living creatures hit by the undead familiar's attack must succeed at a Fortitude save (DC 18) or suffer 1d6 points of permanent Constitution drain.

If the undead familiar is destroyed, you lose experience points as if you had lost a living familiar (again). The corpse is utterly destroyed in this case, and cannot be animated via this spell again, nor can it be restored to life with a *raise dead* spell (*resurrection* will work, however). You cannot cast this spell on another character's familiar.

XP Cost: 100 XP.

Animate Snow

Transmutation

Level: Drd 6

Components: V, S, M

Casting Time: 1 action

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

Area: Up to a 20 ft. cube of snow

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You imbue a mass of fallen snow with mobility and a semblance of life. The snow to be animated may be natural or magically created (as with the *sleet storm* spell). Snow animated by this spell is treated as an animated object. You can animate 1d3+2 Large animated objects, 1d3 Huge animated objects, or one Gargantuan animated object (see the *Monster Manual* entry for animated objects for statistics). The animated snow can assume any basic shape you wish, and it attacks as directed by your vocal commands. Animated snow possesses the Blind and Trample special attacks as detailed on page 18 of the *Monster Manual* for animated objects. In addition, they have the cold subtype, and do an additional 1d6 points of cold damage on a successful hit. Animated snow objects suffer 1d6 points of damage each round if they exist in a place with temperatures above freezing.

Anticold Sphere

Abjuration

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 action

Range: 10 ft.

Area: 10 ft. radius emanation, centered on you

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: Yes

You bring into being a mobile, spherical energy field that protects against cold. All creatures within the area of the spell are immune to cold damage. In addition, the sphere prevents the entrance of any creature with the cold subtype. The effect hedges out such creatures in the area when it is cast. *Note:* This spell can be used only defensively, not aggressively; forcing an abjuration barrier against creatures that the spell keeps at bay collapses the barrier (see page 157 of the *Player's Handbook*).

Arcane Bolt

Evocation [Force]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Targets: Up to five creatures, no two of which can be more than 15 ft.

apart
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

A bolt of magical energy shoots forth from your fingertips at its target, dealing 1d6+1 points of damage. For every two levels of experience past 1st, you gain an additional bolt, which you fire at the same time. You have two at 3rd level, three at 5th level, four at 7th level, and the maximum of five bolts at 9th level or higher. If you shoot multiple bolts, you can have them strike a single creature or several creatures. A single bolt can strike only one creature. You must designate targets before you roll for SR or roll damage. This spell counts as *magic missile* for spell, items, or special qualities that protect a target from *magic missile*, such as a *brooch of shielding* and *shield*.

Avalanche of Devastation

Conjuration (Creation)
Level: Druid 9
Components: V, S, DF
Casting Time: 1 standard action
Range: 40 feet (see text)
Effect: Cone-shaped avalanche 40 feet long (see text)
Duration: Concentration, maximum 1 round per level (see text)
Saving Throw: Reflex half
Spell Resistance: No

Avalanche of destruction causes jagged pinnacles of stone to erupt from the ground before the caster. The pinnacles rise to a height of 10 feet, then immediately crumble into rubble that flows and fills a 40-foot cone (aimed along the ground in the direction the caster chooses). The spell creates the effects of an avalanche within the cone. Each round the spell lasts, the avalanche advances another 40 feet, extending the cone (in both length and width). The leading 40 feet of this swath is the active portion of the avalanche, and the area behind the leading edge is filled with rubble. For example, in the second round, the avalanche fills an 80-foot cone, the 40-foot section closest to the point of origin is just rubble, and the outer 40 feet is filled with moving, grinding rock. On the third round, the spell fills a 120-foot cone, the 80-foot section closest to the point of origin is just rubble, and the outer 40 feet is filled moving, grinding rock. If you move away from your initial position while concentrating on maintaining this spell, its effects continue but do not move along with you. The starting location of the *avalanche of devastation* is fixed at the point where you cast the spell. Once the spell ends, the stones (both the moving, grinding stones and the rubble behind them) vanish instantly, leaving behind a swath of ruin and devastation. Any creatures, objects, or structures caught in the active portion of the avalanche must make a successful Reflex save or take 8d6 points of bludgeoning damage. Structures are particularly vulnerable to this damage, and they do not apply their hardness to the damage inflicted unless their hardness is 11 or higher. A Huge or smaller creature or object that takes damage from this spell (even on a successful Reflex save) is buried by rubble. A buried creature takes 1d6 points of nonlethal damage per minute. If a buried character falls unconscious, he or she must make a DC 15 Constitution check or take 1d6 points of normal damage each minute thereafter until freed or dead. A creature can dig to freedom automatically if it has a burrow speed, otherwise it must make a successful Strength check (DC 24) to extract itself. Attempting a Strength check in this manner is a full-round

action, and failure to escape automatically inflicts 1d6 points of nonlethal damage on the character. The area behind the 40-foot-long active portion of this spell remains buried with rubble to depths of up to 10 feet as long as the spell lasts. Creatures buried here continue to take nonlethal damage, and those who enter this area of unstable ground move at half normal speed. This spell can be cast only when you are standing on solid ground. If you cast it while in mountainous terrain, its effects continue for 3 rounds after you cease concentrating.

Ball of Fangs

Evocation [Force]
Level: Sor/Wiz 3
Components: V
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Area: 10-ft.-radius burst
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

You create a sphere of whirling, fanglike translucent blades of force that burst outward from a single point to a 10-foot-radius sphere. Creatures within the sphere take 1d6 points of force damage per caster level (maximum 10d6).

Barlen's Crabwalk

Transmutation
Level: Brd 2, Sor/Wiz 2
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

The story goes that this unusual spell was created by a somewhat unhinged wizard that lived on the Lost Coast. This wizard, a human named Barlen, became obsessed with tidal life, crabs in particular, and during high tide he spent his time researching spells to make a humanoid's body and limbs function more like those of his beloved pets. Most of these spells amounted to nothing, and many believe that his final spell, a variant on *polymorph*, turned him forever into a crab himself.

Of all his spells, *Barlen's crabwalk* alone has gained a bit of notoriety. Although Barlen doubtless designed this spell to allow a humanoid creature to approximate the erratic sideways scuttling of a crab, the spell's effects are quite effective in combat. A creature under the effect of *Barlen's crabwalk* moves with increased speed, scuttling about to the left or right with disconcerting ease. The target's land speed is increased by 20 feet. (This adjustment is treated as an enhancement bonus.) Additionally, the target's quickness grants a +4 bonus to his Armor Class when he is attacked as a result of provoking an attack of opportunity.

Material Component: A crab's leg.

Binding Chain of Fate

Evocation
Level: Sor/Wiz 9
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Whirling chain of force
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

You create a chain of force links that whirl into a loop above a single creature of your choice, making a metallic rattling sound as it does so. The chain is 10 feet high, 10 feet thick, and forms a loop large enough to completely contain

the target. If the creature fails its saving throw, the chain encircles it. The chain has several effects, some of which are redundant. No magic functions within the chain, as if the chain defined the area of an *antimagic field*. This means that the target cannot use any magic, and no magic from outside the chain affects the creature. Any creature within the area defined by the chain is subject to this negation of magic. The target creature cannot leave the area defined by the chain. Other creatures can enter or leave the area (although they normally must go over or under the chain, since the chain itself is a force barrier similar to a barred cage form of the *forcecage* spell). If the target was in midair (flying, levitating, and so on) when the chain took effect, the chain suspends the target in midair safely as if it had a solid floor. The chain prevents the target from changing form, including lycanthropic form changes, vampiric transformations, or polymorph or similar effects. The chain acts as a *dimensional anchor* upon the target. The chain deals 1d6 points of force damage per round to the target. The chain cannot be dispelled, but it can be destroyed by more powerful magic such as *disintegrate*, *miracle*, *Mordenkainen's disjunction*, *wish*, or a *rod of cancellation*. There is a specific but little-known counterspell that prevents a protected target from being enchained. Certain writings in Candlekeep also speak of at least two methods of magically shattering a chain, each employing a different trio of specific 9th-level spells that must be cast at or on the chain (obviously by someone outside of the chain's area) within 3 consecutive rounds.

Material Component: The hair of a creature with at least three spell-like abilities and any magic potion.

Bite of the Werebear

Transmutation

Level: Sor/Wiz 9, Drd 8

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

You take on certain qualities of a brown bear, almost as though you were a werebear in hybrid form (if werebears had hybrid forms). You gain a +16 enhancement bonus to your Strength score, a +2 enhancement bonus to your Dexterity score, and a +8 enhancement bonus to your Constitution score. Your face becomes that of a bear and your hands become massive paws with sharp claws. These paws burden you with a 25% spell failure chance when you cast any spell with a somatic component (even a divine spell). You can attack with both claws at your full base attack bonus and your bite at only 2 from your full attack bonus (as if you had the Multiattack feat). The claws deal 1d8 points of damage each (1d6 if you are Small), and the bite deals 2d8 (2d6 if you are Small). You gain the benefits of the Blind-Fight and Power Attack feats as well, and a +7 natural armor bonus.

Material Component: Hair from a werebear.

Bite of the Wereboar

Transmutation

Level: Sor/Wiz 7, Drd 6

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

You take on certain qualities of a boar, almost as though you were a wereboar in hybrid form (if wereboars had hybrid forms). You gain a +4 enhancement bonus to your Strength score and a +6 enhancement bonus to your Constitution score. Your face becomes that of a boar, and you can attack with your tusks if you choose, dealing 1d8 points of damage (or 1d6 points if you are Small) on a hit. You gain the benefits

of the Blind-Fight feat as well, and a +8 natural armor bonus.

Material Component: Hair from a wereboar.

Bite of the Wererat

Transmutation

Level: Sor/Wiz 4, Drd 3

Components: V, S, M/DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

You take on certain qualities of a dire rat, almost as though you were a wererat in hybrid form. You gain a +6 enhancement bonus to your Dexterity score and a +2 enhancement bonus to your Constitution score. You gain a +3 natural armor bonus as your hide thickens and sprouts extra hair. Your face lengthens into a ratlike snout, and you can attack with your bite as a natural weapon without provoking an attack of opportunity. The bite deals 1d4 points of damage, or 1d3 points if you are Small. You also gain the benefits of the Weapon Finesse feat with your bite attack.

Arcane Material Component: Hair from a wererat.

Bite of the Weretiger

Transmutation

Level: Sor/Wiz 8, Drd 7

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

You take on certain qualities of a tiger, almost as though you were a weretiger in hybrid form. You gain a +12 enhancement bonus to your Strength score, a +4 enhancement bonus to your Dexterity score, and a +6 enhancement bonus to your Constitution score. Your face lengthens into a tigerlike muzzle and your fingernails grow into sharp claws. You can attack with both claws at your full base attack bonus and your bite at only 2 from your full attack bonus (as if you had the Multiattack feat). The claws deal 1d8 points of damage each (1d6 if you are Small), and the bite deals 2d6 (2d4 if you are Small). You gain the benefits of the Blind-Fight and Power Attack feats as well, and a +5 natural armor bonus.

Material Component: Hair from a weretiger.

Bite of the Werewolf

Transmutation

Level: Sor/Wiz 5, Drd 4

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

You take on certain qualities of a wolf, almost as though you were a werewolf in hybrid form. You gain a +2 enhancement bonus to your Strength score, a +4 enhancement bonus to your Dexterity score, and a +4 enhancement bonus to your Constitution score. Your face lengthens into a wolflike muzzle, and you can attack with your bite if you choose, dealing 1d6 points of damage (or 1d4 points if you are Small) on a hit. You gain the benefits of the Blind-Fight feat as well, and a +4 natural armor bonus.

Material Component: Hair from a werewolf.

Bladebite

Transmutation

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

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

Target: One slashing or piercing weapon up to Small size

Duration: 1 round/level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You transform the target weapon into a sharp-fanged, smooth-bodied serpentine creature that is useless as a weapon and immediately attacks the closest creature. Since it is normally used on the drawn weapon of an enemy, the weapon usually attacks its wielder. The weapon is treated as an animated object of the appropriate size except that it has a speed of 5 and it has a bite attack that deals 1d4 points of damage (adjusted for Strength). It is not poisonous. If the weapon was magical, all of its active properties apply to the animated object, but not abilities where a wielder needs to invoke them. For example, a +1 *flaming sword* targeted by this spell retains the normal weapon's hardness, has a +1 enhancement bonus to attacks and damage with its bite, and deals +1d6 points of fire damage with its bite. However, if the weapon had the ability to cast *vampiric touch* 3 times per day at the wielder's command, it could not activate this ability in itself.

If cast on a held weapon, the wielder is not compelled to hold it and may drop it on his turn.

Bladesong

Transmutation

Level: Brd 2, Sor/Wiz 2

Components: V, S, F

Casting Time: 1 action

Range: Touch

Target: Weapon touched

Duration: 1 round/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Bladesong makes a bladed weapon emit magical music in combat. Any round that the weapon is used in melee combat, this spell allows the wielder to make a single, additional touch attack with the sword as a free action. The attack uses the wielder's normal attack bonus with that weapon but inflicts no damage. Instead, anyone successfully touched by the weapon in this way is dazed for one round. Dazed characters cannot take actions but can defend themselves normally.

Focus: The weapon.

Blood Sirocco

Evocation

Level: Drd 6

Components: V, S

Casting Time: 1 action

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

Effect: Cone

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

Blood sirocco creates a hot, stifling wind that tears across the landscape, kicking up clouds of dust and sand and moving in the direction you are facing. The force of the *blood sirocco* automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly and has a 50% chance to extinguish these lights. Creatures caught in the area of this severe wind may be affected (see *Dungeon Master's Guide* for details about severe wind effects on creatures). Any creature is entitled a saving throw each round to ignore the effects of the *blood sirocco*. Those who fail to save against the stifling winds of a *blood sirocco* quickly become dehydrated (see page 86 of the *Dungeon Master's Guide*) as the supernatural winds blow through their bodies, carrying away tiny streamers of blood and moisture and carrying it on the wind as a fine mist. Each round an affected creature remains in the area of effect and fails a Fortitude saving throw, this leaching of blood causes 1d6 points of damage and 1 point of temporary Strength damage. Additionally, a

creature that suffers damage from a *blood sirocco* is dazed and can take no actions for 1 round. He can defend himself from attack. (Undead and constructs are not subject to any of these dehydration effects.) If cast in an already dry region, such as in a desert, the *blood sirocco*'s duration increases by a

number of rounds equal to the caster's Wisdom bonus.

Bone Talisman

Necromancy

Level: Druid 2

Components: V, S, DF

Casting Time: 1 minute

Range: Touch

Target: Bone touched

Duration: 10 minutes/level or until discharged

Saving Throw: None (object)

Spell Resistance: No (object)

You channel divine power and life energy into a bone from an animal or humanoid, giving it limited power against undead. Once cast, it may be used for two purposes (decided at the time of casting).

- *Bone of Turning*: You or another druid may present the bone in the manner of a holy symbol and use it to turn undead. The effective turning level is equal to your caster level. All normal turning effects apply. For example, if your turning level is twice the Hit Dice of the turned undead, they are destroyed instead of turned. After one turn attempt, the bone talisman loses its power (but you can cast the spell on it again).

- *Bone Weapon*: The bone is treated as a weapon that deals +1d6 damage to undead creatures, similar to but weaker than an *undead bane* effect. The bone is treated as a simple weapon appropriate to its shape, such as dagger or dart (small and sharp), club (if large and blunt), or spear (if small and sharp and fastened to a haft) and deals normal damage for its type. The spell does not grant proficiency in the weapon. The spell is not discharged when the weapon hits and this aspect of the spell lasts until the full duration (10 minutes/level) expires.

The spell has no effect if you cast it on a bone taken from an undead creature. The bone must be at least 8 inches long and may be straight or curved; normally bones from the arm, leg, or ribs are used. You may carve, drill, or otherwise shape the bone before or after the spell is cast; the spell functions as long as the bone remains bone (not turned to wood or metal, for example).

Bonemelt

Necromancy

Level: Sor/Wiz 7

Components: V

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

Effect: Special

Duration: 1 day/level (D)

Saving Throw: Fortitude partial

Spell Resistance: Yes

You transform the bones of a living, vertebrate creature to jelly. This spell has no effect on constructs, undead, plants, oozes, vermin, elemental, or aberrations. If the target makes a successful Fortitude save, only one limb is affected (determine randomly, not including the head or tail, if any). The limb becomes a dangling, jelly-like mass lacking the strength to hold or carry things. If the limb is used for locomotion (for example, a leg), the target's speed drops by three-quarters and Dexterity suffers a -8 circumstance penalty. If the limb is used for manipulation (for example, an arm), the target's Dexterity suffers a -8 circumstance penalty and all spellcasting requires a Concentration check (minimum DC 15). Held items are dropped, but worn items are not dropped. If the target fails his Fortitude save, the victim collapses (at the end of his next action)

into a helpless, amoeba-like slithering blob. Breathing and movement by creeping (speed 10 feet) is possible, but climbing, flying, wielding items, and the like becomes impossible. Death won't directly occur from this alteration but it often results from the lack of swift mobility the spell causes. After failing his initial saving throw, the target of this spell can make an additional Fortitude save every 24 hours. If he succeeds, his form changes to the same state as if he had saved against the spell originally.

Choking Claw

Evocation

Level: Sor/Wiz 5

Components: V, S, F

Casting Time: 1 action

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

Effect: 10-ft. hand

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

Choking claw creates a Large magic hand in the form of a black, taloned claw that moves and attacks as directed by you. (You direct it as a free action). The floating hand can move up to 60 feet and can attack in the same round. Since this hand is directed by you, its ability to notice or attack invisible or concealed creatures is no better than yours. The hand attacks once per round, and its attack bonus equals your level + your Intelligence or Charisma modifier (for a wizard or sorcerer, respectively), +7 for the hand's Strength score (25), -1 for being Large. The hand's damage is 1d8+7. The hand cannot stun, grapple, or bull rush. This floating, disembodied claw is 10 feet long and about that wide with its fingers outstretched. It has as many hit points as you when undamaged and its AC is 20 (-1 size, +11 natural). It takes damage as a normal creature, but most magical effects that don't cause damage do not affect it. The hand cannot push through a *wall of force* or enter an *antimagic field*. It suffers the full effects of a *prismatic wall* or *prismatic sphere*. The hand makes saving throws as its caster. *Disintegrate* or a successful *dispel magic* destroys the hand. By concentrating (as a standard action), you can designate a new opponent for the hand.

Focus: The taloned claw of some beast.

Circle of Friends

Enchantment (Charm) [Mind-Affecting]

Level: Bard 4, sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 hour

Range: Touch

Target or Area: Object touched or up to 5 sq. ft./level

Duration: Permanent until discharged (D)

Saving Throw: See text

Spell Resistance: No (object) and Yes, see text

This spell functions as a very specific *glyph of warding* except it is always a *spell glyph* with a *charm monster* spell effect that makes the target regard the owner of the property as a good friend. This powerful inscription takes hold of those who enter, pass, or open the warded area or object. A *circle of friends* can guard a bridge or passage, ward a portal or boundary, trap a chest or box, and so on. You set the conditions of the ward. Any creature entering the warded area or opening the warded object without speaking a password (which you set when casting the spell) is subject to its magic.

The creature triggering the ward receives a *charm monster* spell effect that makes the creature regard the owner of the property as a good friend. Except as noted here, *circle of friends* functions exactly like a *glyph of warding* that stores a targeted spell.

Material Component: You trace the *glyph* with incense, which must first be sprinkled with powdered diamond worth

at least 200 gp.

Creaking Cacophony

Illusion (Figment) [Sonic]

Level: Bard 3, Druid 3, Sorcerer/Wizard 4

Components: V, S

Casting Time: 1 standard action

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

Area: 40-ft.-radius spread

Duration: 1 round/level

Saving Throw: Will partial

Spell Resistance: Yes

Creaking cacophony fills the area with a cacophonous din, as if of hundreds of intertwined trees and branches rubbing and creaking together in a chaotic melody of groans and creaks. The sound from the spell is as loud as a pitched battle and is audible far beyond the spell's area. Outside the spell's area, the sound is merely loud. Inside the spell's area the sound is overwhelming and maddening. All creatures in the area that can hear must make a Will saving throw each round or become both deafened and shaken for the duration of the spell, even if they subsequently leave the spell's area. Those who successfully save against the spell merely suffer a -4 penalty on Listen checks while they're within the spell's area. All creatures in the area gain vulnerability to sonic damage and take 150% normal damage from any attack that deals sonic damage as the *creaking cacophony* enhances and focuses the energy. If this spell is cast in a forested area, saving throws to resist its deafness and shaken effects suffer a -2 penalty and the spell's duration is doubled.

Deadfall

Conjuration (Creation)

Level: Druid 8

Components: V, S, DF

Casting Time: 1 standard action

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

Effect: Mass of dead wood forming in a cylinder (20-ft. radius, 40 ft. high) (see text)

Duration: Instantaneous (see text)

Saving Throw: Reflex partial (see text)

Spell Resistance: No

Deadfall creates a tangled mass of huge branches, logs, and fallen trees on the ground. The deadfall immediately collapses in on itself with terrific force and noise. Creatures and objects in the area take 1d4 points of bludgeoning damage per caster level. A successful Reflex save halves the damage done. Creatures that fail the Reflex save not only suffer full damage, but are knocked prone as well. Once you cast the spell, a considerable volume of dead wood remains behind. This pile of brush is 5 feet high, with a 20-foot radius. It costs 2 squares of movement to move into a square the pile covers. Tumble and Move Silently check DCs increase by +2, and running or charging through the pile is impossible. The deadfall provides soft cover. If cast in a forested area, the damage done is at +1 per die, and creatures that fail the Reflex save must also make a Fortitude save or be stunned for 1 round.

Deepsong

Divination

Level: Drd 7

Components: V, S, F

Casting Time: 1 minute

Range: Personal

Area: You

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

All that occurs in the depths of the Underdark is witnessed by the stone. Over the ages, an infinite legion of events has come to pass, and in their passing they have left their mark upon the stones of the Underdark. The *stone tell* spell allows

you to "tap into" this resonance of events to a limited extent, but this bonding is only a scratching of the surface of the strange phenomenon known to a few as the *deepsong*. With this spell, you can attune your mind so you can experience the *deepsong*. The *deepsong* can be seen, felt, heard, and tasted, and it even makes itself known in more mystical ways to the subject of this spell. If you are above ground, the *deepsong* is muted and difficult to hear, and you quickly become oppressed and despondent, suffering a -4 morale penalty on all checks and attack rolls. While underground, however, you are filled with a sense of belonging and welcome as the susurrus of the *deepsong* envelops you. This grants a +2 morale bonus on all skill checks and attack rolls. While underground, you can also speak with the stones, which relate to you who or what has touched them as well as revealing what is covered or concealed behind or under them. The stones relate complete descriptions if asked. You can also gain knowledge of up to three facts from among the following subjects: the general layout of caverns and tunnels, plants and fungi, minerals, bodies of water, people, general animal population, presence of elemental creatures, and the presence of powerful abominations and undead. Note that a stone's perspective, perception, and knowledge may prevent the stone from providing the details you are looking for (as determined by the DM). You can speak with natural or worked stone.

Focus: A 5-pound lump of stone harvested from a depth of at least two miles below ground and that has never been exposed to the light of the sun, moon, or stars

Dirge of Discord

Enchantment (Compulsion) [Chaos, Sonic]

Level: Clr 5

Components: V, S, F

Casting Time: 1 action

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

Area: 30-ft.-radius spread

Duration: 2d4 rounds + 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell creates an unholy, chaotic dirge that fills the subject's head with the screams of the dying, the wailing of the damned, and the howling of the mad. Affected creatures suffer a -4 profane penalty to attack rolls and Concentration checks, a -8 enhancement penalty to effective Dexterity (with Reflex saves reduced accordingly for the spell's duration), and halved movement due to the subject's equilibrium being thrown off by the dirge.

Focus: A tiny urn containing some ashes of a destrachan.

Elemental Familiar

Transmutation

Level: Sor/Wiz 3

Components: V, S, M, XP

Casting Time: 10 minutes

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

In order to cast this spell, you must have a familiar. When you cast the spell, the target creature becomes a Tiny air, earth, fire, or water elemental, as detailed below. You choose what type of elemental the creature becomes. The creature retains its basic shape, but it is in every way an elemental, not an element creature (as described in *Manual of the Planes*). You lose any special ability the familiar previously granted to you (such as the +2 bonus to Move Silently checks bestowed by a cat familiar). However, you gain a replacement special ability, depending on the type of elemental your familiar becomes:

- **Air** -- Master gains a +2 bonus to Initiative checks

(stacks with Improved Initiative).

- **Earth** -- Master gains +1 natural armor.

- **Fire** -- Master gains a +3 resistance bonus to saving throws against fire attacks.

- **Water** -- Master gains a +1 resistance bonus to Fortitude saving throws.

Only a *limited wish*, *miracle*, or *wish* or similar magic can restore a transmuted familiar to its original state. Otherwise, the familiar remains an elemental forevermore. You cannot cast this spell on another character's familiar. Most creatures consider the transformation harmless and beneficial, but if the creature decides to resist, a successful Fortitude save negates the spell.

Material Component: A small quantity of air, earth, fire, or water, depending on the elemental type the creature is to become.

XP Cost: 500 XP.

	Tiny Air Elemental Tiny Elemental (Air)	Tiny Fire Elemental Tiny Elemental (Fire)
Hit Dice:	1d8 (4 hp)	1d8 (4 hp)
Initiative:	+6	+5
Speed:	Fly 100 ft. (perfect)	50 ft.
AC:	16 (+2 size, +2 Dex, +2 natural)	15 (+2 size, +1 Dex, +2 natural)
Attacks:	Slam +4 melee	Slam +3 melee
Damage:	Slam 1d3-1	Slam 1d3-1 and 1d3 fire
Face/Reach:	2 1/2 ft. by 2 1/2 ft./0 ft.	2 1/2 ft. by 2 1/2 ft./0 ft.
Special Attacks:	Whirlwind	Burn
Special Qualities:	Air mastery, elemental traits	Elemental traits, fire subtype
Saves:	Fort +0, Ref +4, Will +0	Fort +0, Ref +3, Will +0
Abilities:	Str 8, Dex 15, Con 10, Int 4, Wis 11, Cha 11	Str 8, Dex 13, Con 10, Int 4, Wis 11, Cha 11
Skills:	Hide +10, Listen +4, Spot +4	Hide, +9, Listen +4, Spot +4
Feats:	Flyby Attack, Improved Initiative, Weapon Finesse (slam)	Improved Initiative, Weapon Finesse (slam)
Climate/Terrain:	Any land and underground	Any land and underground
Organization:	Solitary	Solitary
Challenge Rating:	1/2	1/2
Treasure:	None	None
Alignment:	Usually neutral	Usually neutral

	Tiny Earth Elemental Tiny Elemental (Earth)	Tiny Water Elemental Tiny Elemental (Water)
Hit Dice:	1d8+1 (5 hp)	1d8+1 (5 hp)
Initiative:	1	+0
Speed:	20 ft.	20 ft., swim 90 ft.

AC:	16 (+2 size, 1 Dex, +5 natural)	16 (+2 size, +4 natural)
Attacks:	Slam +4 melee	Slam +3 melee
Damage:	Slam 1d3+3	Slam 1d3+1
Face/Reach:	2 1/2 ft. by 2 1/2 ft./0 ft.	2 1/2 ft. by 2 1/2 ft./0 ft.
Special Attacks:	Push	Water mastery, drench, vortex
Special Qualities:	Earth mastery, elemental traits	Elemental traits
Saves:	Fort +3, Ref 1, Will +0	Fort +3, Ref +0, Will +0
Abilities:	Str 15, Dex 8, Con 13, Int 4, Wis 11, Cha 11	Str 12, Dex 10, Con 13, Int 4, Wis 11, Cha 11
Skills:	Hide +7, Listen +4, Spot +4	Hide +8, Listen +4, Spot +4
Feats:	Power Attack	Power Attack
Climate/Terrain:	Any land and underground	Any land and underground
Organization:	Solitary	Solitary
Challenge Rating:	1/2	1/2
Treasure:	None	None

Alignment: Usually neutral Usually neutral
A Tiny air elemental is 2 feet tall and weighs 1/4 pound.
A Tiny earth elemental is 2 feet tall and weighs 20 pounds.
A Tiny fire elemental is 2 feet tall and weighs 1/4 pound.
A Tiny water elemental is 2 feet tall and weighs 8 pounds.
Elemental Traits: Immune to poison, sleep, paralysis, and stunning; not subject to critical hits or flanking; darkvision 60 ft.; cannot be raised or resurrected (though a wish or miracle spell can restore life). The special attacks of Tiny elementals conform to the information given for elementals of their subtype in the *Monster Manual*, except as specified. The save DC against the Tiny air elemental's whirlwind is 9, the damage is 1d3, and the whirlwind's height is 10 feet. The save DC against the Tiny fire elemental's burn is 10. The save DC against the Tiny water elemental's vortex is 11, the damage is 1d3, and the vortex's height is 10 feet.

Elf Disguise

Illusion (Glamer)

Level: Bard 1, Cleric 1, Sorcerer/Wizard 1

Components: V, S, DF

Duration: 1 hour/level (D)

This spell works much like *disguise self*, except that you cannot change your height or build. Instead, you can change only hair color, eye color, and complexion to match a particular kind of Faerûnian elf (moon elf, sun elf, wood elf, wild elf, or drow). The specific coloration is limited to common colors for that type of elf. For example, if you chose to disguise yourself as a moon elf, you cannot give yourself tan skin (because moon elves have fair skin), red hair (because most moon elves have black, silver-white, or blue hair), or brown eyes (because moon elves have blue or green eyes). You are easily recognizable as yourself to anyone familiar with your normal appearance. Unless you normally have an elflike build, this spell does not help Disguise checks to appear as an elf. If you are an elf, this spell lets you easily pass as a different kind of elf, although height differences may give away the disguise. (For example, drow are significantly shorter than other elves, and a very short drow disguised as a sun elf will attract

attention for his remarkable shortness.) The drow name for this spell is *golhydarthiir*, meaning "surface-elf disguise." They invented the spell, and while they have no use for the ability to disguise themselves as drow, they found it easier to finish the spell research with the drow option included than to extend the research to exclude it.

Exacting Shot

Transmutation

Level: Rgr 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Ranged weapon touched

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

This transmutation makes a ranged (projectile) weapon strike true against the caster's favored enemies. All critical rolls against favored enemies automatically succeed, so every threat is a critical hit. The affected weapon also negates any miss chance due to concealment whenever the caster fires at a favored enemy (unless it has total concealment, in which case the normal miss chance applies). If the ranged weapon or the projectile fired has any magical effect or property related to critical hits, this spell has no effect.

Fearsome Grapple

Transmutation

Level: Sor/Wiz 2

Components: V

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

This spell causes two additional arms to grow from your sides and coordinate their efforts to help you grapple another creature. These extra arms give you a +4 circumstance bonus to grapple checks you make while the spell is in effect. The arms are not coordinated enough to wield weapons, manipulate tools, or perform any action other than grappling. If your caster level is at least 9th, you grow four additional arms, and the circumstance bonus increases to +8. Note: If you use this spell in your game, all creatures with more than two arms should gain a circumstance bonus to grapple checks, as suggested in *Sword & Fist*. This bonus is +4 per extra pair of arms, and is the same bonus granted by the spell (not an additional bonus).

Fengut

Illusion (Phantasm) [Mind-Affecting]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

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

Target: One living creature

Duration: 1d4+1 rounds

Saving Throw: Fortitude negates

Spell Resistance: Yes

Fengut causes the victim's stomach to suddenly feel full and burbling with foul swamp mud. The rancid taste of rotting vegetation rises into the victim's throat and mouth, and his breath reeks of damp, rotting matter that is deep in the throes of putrefaction. The combined smell and taste is horribly nauseating to the victim, who becomes nauseated for the duration of the spell's effect. A nauseated creature cannot attack, cast spells, concentrate on spells, or do anything else that requires attention. The only action a nauseated creature can take is a single move action each round.

Fey Ring

Conjuration (Calling) [See text]

Level: Bard 6, Cleric 7, Druid 6, Sorcerer/Wizard 7

Components: V, S, DF, XP

Casting Time: 10 minutes

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

Effect: One called Medium or smaller fey

Duration: See text

Saving Throw: See text

Spell Resistance: No

By casting this spell, you cause a 5-foot-diameter ring of pale mushrooms to sprout from the ground. As soon as the spell is cast, a fey of your choice appears within the ring of mushrooms. The fey called is an average specimen, unless you know the name of a specific fey, in which case you can try to call upon that specific fey instead. If you call on a specific fey, it gains a Will save to resist the spell. A nonspecific fey does not gain a save to resist. Once called, the fey's initial attitude depends on how different its alignment is from yours. If its alignment is identical to yours, it is friendly. If one component is different, it is indifferent. If both components are different, it is unfriendly. If the fey's alignment is opposite your own, it is hostile. When the fey appears, you immediately make an opposed Diplomacy or an Intimidate check. The DM makes the check secretly, and the check's result determines how the fey's attitude is adjusted for purposes of the spell's outcome. The result of the check plays out over the course of the next minute (or less) as noted below. A hostile fey immediately attacks the caster (the fey acts as soon as the spell is complete). In this case, the fey ring itself withers into black sludge. Normally an attempt to influence a creature's attitude takes 1 minute, but you can break off the negotiation and take other actions beginning with your next turn after completing the spell. An unfriendly fey mocks and insults the caster for 1 minute before returning from whence it came. During this time, you cannot act, because you are assumed to be attempting to sway the fey's attitude with your Diplomacy or Intimidate check. The fey cannot leave the confines of the fey ring unless it is attacked, in which case the fey ring withers as detailed above. If someone attacks the fey, you can break off the negotiation and take other actions beginning with your next turn after the fey was attacked.

An indifferent fey answers 1d6 questions posed to it by you before it is released from the *fey ring* after 1 minute. It is under no compulsion to tell the truth, but it generally doesn't lie if it has no reason to do so. During the 1 minute the fey remains in the ring, you cannot act, because you are assumed to be attempting to sway the fey's attitude with your Diplomacy or Intimidate check. The questions you ask are assumed to be part of your actions you use to change the fey's attitude.

A friendly fey agrees to serve you in any relatively safe endeavor for up to 1 hour per caster level. It answers questions, serves as a guide, casts helpful spells, and otherwise assists you as you desire, as long as what assistance you require is not dangerous or abhorrent to the fey. You must complete your attempt to change the fey's attitude before the service commences. A helpful fey agrees to serve you in the same manner as a friendly fey, save that it fights to defend you and takes unnecessary risks to assist you as you require, for up to 1 hour per caster level. You must complete your attempt to change the fey's attitude before the service commences. Instead of spending 1 minute changing the fey's attitude with a Diplomacy or Intimidate check, you can do so as a full-round action. If you do so, you take a -10 penalty on the check. Determine the check result and then determine what the fey does next. A hostile fey attacks. An unfriendly fey mocks the caster for 1 minute. An indifferent fey answers 1d6 questions over the course of as much as 1 minute; asking the fey questions is a free action for you. A friendly or helpful fey serves you as noted

above. The *fey ring* itself remains in effect as long as the fey serves you. If you ever harm or betray the fey, the *fey ring* immediately melts away and the fey goes free to do what it will; it can return to where it came from via *teleportation* for up to 1 minute after the fey ring melts, after which the fey remains stuck in the area and must return home under its own power. You cannot call a fey that has more Hit Dice than you do. When you use this spell to call a fey with the air, chaotic, earth, evil, fire, good, lawful, or water subtype, the spell is a spell of that type.

XP Cost: 500 XP. If you cast this spell in a forested area, you can substitute 2,000 gp worth of magic items as a material component in place of the XP cost.

Flame Sands

Evocation [Fire]

Level: Drd 3, Sor/Wiz 4

Components: V

Casting Time: 1 action

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

Target: One creature (or area of water) per round

Duration: 1 round/level

Saving Throw: Fortitude half (see text)

Spell Resistance: No

You vomit forth nearly molten sand in a thin, forceful stream, attacking one target per round. Striking a target requires a ranged touch attack. The stream deals 1d6 points of fire damage per level (to a maximum of 15d6 for sorcerers and wizards, 10d6 for druids). If the target fails its saving throw, its exposed equipment is also affected; all glass items break, reflective surfaces (such as mirrors) are dulled, and all gems and crystals become coated with sand (requiring 1 hour of work and a Craft: Gemsmithing check [DC 15] to remove without damaging the gem). A successful saving throw halves the hit point damage and negates any of the spell's effects against equipment. If fired at an area of water (excluding creatures made of water), the water boils into a momentary cloud of steam. The creature standing in the area of the targeted water must save as normal and all creatures within 5 feet of the target location must save for half damage, as well. If used in this way, the spell does not damage equipment. The boiling does not significantly reduce the volume of water.

Focal Stone

Transmutation

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: One clear or translucent gemstone up to 1 inch in diameter (see text)

Duration: Permanent until discharged

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You transform the target gem so it is capable of storing magic in the manner of an attuned gem (see the Attune Gem feat in *Magic of Faerûn*). On your next turn, you or another spellcaster can cast a spell into the gem, transforming it into an attuned gem (as if it had been crafted with the Attune Gem feat). The gem and spell must meet all the criteria of the Attune Gem feat and gem magic. The person casting the spell to be stored must spend XP as if a potion were being created with the Attune Gem feat. Unlike the Attune Gem feat, using this spell causes the gem to glow with a soft internal radiance (insufficient to light an area but enough to notice the gem in a shadowy or dark room). Also, the only way to release the stored spell is to shatter the gem (a standard action). A successful *dispel magic* against your caster level causes this spell and the stored spell to dissipate harmlessly.

Material Component: A pinch of any sort of opal dust.

Foebane

Evocation

Level: Rgr 4

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Weapon touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell imbues one of the caster's weapons with great killing power against a single favored enemy type. Against creatures of that type, the weapon acts as a +5 magic weapon and deals +2d6 points of bonus damage. Furthermore, while the caster wields the weapon, he or she gains a +4 resistance bonus to saving throws against effects created by creatures of that type. The spell is automatically canceled 1 round after the weapon leaves the caster's hand for any reason. The caster cannot have more than one *foebane* weapon at a time. If this spell is cast on a magic weapon, the powers of the spell supersede any that the weapon normally has, rendering the normal enhancement bonus and powers of the weapon inoperative for the duration of the spell. This spell is not cumulative with *exacting shot* or any other spell that might modify the weapon in any way. This spell does not work on artifacts. Note: A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack.

Force Burn

Evocation [Force]

Level: Sor/Wiz 9

Components: V

Casting Time: 1 action

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

Target: One creature within a path 5 ft. long to the extent of the range

Duration: Instantaneous

Saving Throw: Will partial (see text)

Spell Resistance: Yes (see text)

You create a glowing cylindrical bolt of force 5 feet wide and 10 feet long. You must make a ranged touch attack to hit with the bolt, but if you miss, you can attempt to strike successive creatures in the spell's path until you finally hit one. A creature struck by the bolt suffers 1d6 points of force damage per two caster levels (maximum 25d6) and must succeed at a Will saving throw or lose 1d4 prepared spells or spell slots (each determined randomly). Spells or spell slots lost in this manner are available again after a normal period of rest. If a creature has fewer spells or spell slots remaining than the number rolled, this spell targets as many spells as it can and the extras are wasted. Only spells or spell slots belonging to the target can be lost this way; spells stored in items (including *spell storing* items or spell potential within a *rod of absorption*) are unaffected (note that *Presper's spell matrix* from *Magic of Faerûn* says that its spells are treated as prepared spells, so this spell can affect spells stored in a *matrix*). For example, a cleric with a *lesser planar ally*, two *prayer*, and two *sanctuary* spells prepared fails his save against *force burn*. The dungeon master rolls a d4 and gets a 2, so the cleric will lose two spells. The DM then rolls a d4 twice to find the spell level of each spell, getting a 1 and a 4, so the cleric loses a *sanctuary* (level 1) and *lesser planar ally* (level 4). If the cleric had prepared different spells at level 1 instead of multiples of the same spell, the DM would have determined randomly which 1st-level spell would be lost. Bards, sorcerers, and other casters that do not prepare spells lose available spell slots in the manner described above. This spell was created specifically to affect phaerimms. A phaerimm struck by the bolt takes 1d6 points of force damage per caster level (maximum 25d6) and gets

no spell resistance against this spell.

Force Talons

Evocation [Force]

Level: Drd 2

Components: V

Casting Time: 1 action

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

Effect: Force talons

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

As *spiritual weapon*, except it creates a translucent line of four black foot-long, razor-sharp nails instead of a weapon of force and the damage is only 1d6 points per hit. In addition, the target cannot be changed and the weapon stays with the target until the target flees beyond the spell's range. The force talons dissipate the moment the target moves out of range.

Forcebarb

Evocation [Force]

Level: Sor/Wiz 3

Components: V

Casting Time: 1 standard action

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

Effect: 1 force object

Duration: 1 round/level

Saving Throw: Fortitude partial (see text)

Spell Resistance: No

You create a cylindrical glowing beam of force 10 feet long and 3 feet in diameter. One end of the *forcebarb* is a hook, while the other end is capped in a 5-foot-diameter sphere. It cannot be created to appear within a creature or solid object, though it is sufficient to occupy a 10 foot by 5 foot by 5 foot area (as if it were a creature with a space dimension equal to this amount). The forcebarb is immobile and sheds light as a candle. A creature that touches the forcebarb or passes through the area it occupies must save or be stunned for 1 round and take 1d6 points of electricity damage per caster level (a successful save avoids the stunning but still deals half damage; maximum 10d6). A *shield* spell that contacts a forcebarb is dispelled instantly if its caster level is less than yours, at no harm to the forcebarb. A forcebarb automatically destroys any *dispel magic* or *minor globe of invulnerability* effect whose area contacts it, destroying both the opposing spell and itself harmlessly in a spectacular burst of colored lights. Greater versions of these spells (such as *greater dispelling* or *globe of invulnerability*) negate a *forcebarb* instantly but are not destroyed by doing so.

Foundation of Stone

Transmutation

Level: Cleric 1

Components: V, S, DF

Casting Time: 1 standard action

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

Target: One creature/level, no two of which can be more than 30 ft. apart

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Foundation of stone infuses the targeted creatures with enhanced dwarven stability as long as they remain standing on solid ground. The creatures get a +4 bonus on ability checks made to resist being bull rushed or tripped. This bonus stacks with that granted by the dwarven stability trait. If this spell is cast in mountainous terrain, all affected targets gain a +6 bonus against bull rush and trip attacks.

Frame Teleport

Level: Sor/Wiz 6

Components: V, F

Duration: Instantaneous or up to 1 round/2 levels

As *teleport*, except as noted above, and with a *frame teleport* spell, you link two wooden frames (such as picture frames, mirrors, windows, and so on), so you can pass through one frame and exit through the other, ending the spell. Alternatively, you can stop partway through the link with at least one-quarter of your body on one side and the remainder on the other; this holds the magical link open for up to 1 round/2 levels, during which you can act appropriately on either side as if the two frames were the end points of a normal doorway. This second use allows you to converse, pass objects back and forth, or make attacks at creatures on either side. Other beings cannot pass through the frame doorway, but they can push or pull you (such as with a bull rush). If you are ever forced fully onto one side or the other of the frame, the spell ends immediately. If the spell ends while you are still partway through the doorway, you are forced completely through to the destination side and suffer 1d10 points of damage from being "scrambled" by the teleport. Aiming the link to the destination frame requires a teleport check; if the result is "off target" and no suitable frame is at that location, the spell fails. The spell functions regardless of the material contained within the two frames, and it does not harm that material, so you can use a mirror's frame without breaking the mirror, a painting's frame without damaging the canvas, and so on.

Focus: The origin frame.

Frost Fingers

Evocation [Cold]

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: 15 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A cone of blistering cold shoots from your fingertips. Any creature in the area of this cold takes 1d4 points of cold damage per caster level (maximum 5d4). Small volumes of water-based liquids such as puddles of water, flasks of wine, and potion vials freeze solid if the cold touches them, though this does not cause the container (if any) to crack or break.

Frost Vortex

Transmutation

Level: Sor/Wiz 5

Components: V

Casting Time: 1 action

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

Effect: One tiny dustflake (see below)

Duration: Permanent until discharged

Saving Throw: Reflex (half) and Fortitude (see text)

Spell Resistance: Yes

You create a tiny dustflake that either races towards a target creature or hangs motionless in a chosen spot, as you choose. In the former case, you must succeed at a ranged touch attack to hit your target, but if you fail, it hangs motionless near your target. This spell is triggered whenever any living creature passes within 5 feet of the dustflake.

When this occurs, the spell takes effect. The air in a 20-foot radius sphere around the dustflake whirls violently about with a harsh hissing noise, then grows very cold, coating all solid objects within it with thick frost. The frost inflicts 1d4 points of cold damage per caster level (maximum 10d4) to all creatures within the area. Unattended objects also take this damage. Creatures that fail their Reflex save also suffer from the effects of a *slow* spell for 1d4 rounds. Once activated, the frost vortex is gone within the round, leaving no moisture, ice, nor rushing of air behind.

Frostbite

Transmutation [Cold]

Level: Druid 1

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You rapidly cool the target so it suffers the effects of frostbite -- just as if he were exposed to severe environmental cold (see *Cold Dangers* in the *Dungeon Master's Guide*, page 302). The target creature must succeed at a Fortitude save or suffer 1d6 points of nonlethal damage. A character with the Survival skill cannot use that skill to receive a bonus on this saving throw because its effects are instantaneous rather than accruing over time. A creature that takes nonlethal damage in this manner is beset by frostbite (treat as fatigued). The fatigue ends when the character recovers the nonlethal damage he took from the spell's cold. Characters wearing winter clothing suffer frostbite (fatigue) only if they took 4 or more points of nonlethal damage from the spell.

Gatorswarm

Conjuration (Summoning)

Level: Drd 6

Components: V, S, DF

Casting Time: 1 round

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

Effect: 1d3 or 1d4+1 monstrous alligators

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell summons 1d3 exceptionally irate and hungry monstrous alligators from the surrounding waters. The alligators appear where you designate and act immediately, on your turn. You can issue vocal commands to the alligators on your turn as a free action; the spell grants these monstrous alligators the ability to understand your native tongue. If not commanded, the alligators seek out and attack any of your enemies; if no enemies are nearby, they sit patiently and await your command. If you cast this spell in a swamp or similar environment (a wet region with lots of vegetation), the number of monstrous alligators summoned increases to 1d4+1, and they gain a +2 morale bonus on attack rolls and damage rolls.

Monstrous alligators have the following statistics (derived from the monstrous beast template in *Savage Species* and using a giant crocodile as the base creature):

Monstrous Alligator: CR 5; Huge magical beast (augmented animal); HD 7d8+28; hp 59; Init +1; Spd 20 ft., swim 30 ft.; AC 16, touch 9, flat-footed 15; Base Atk +5; Grp +21; Atk +11 melee (2d8+8, bite) or +11 melee (1d12+8, tail slap); Full Atk +11 melee (2d8+8, bite) or +11 melee (1d12+8, tail slap); Space/Reach 15 ft./10 ft.; SA improved grab, poison; SQ darkvision 60 ft., DR 10/magic, hold breath 76 rounds, low-light vision; AL N; SV Fort +9, Ref +6, Will +3; Str 27, Dex 12, Con 19, Int 1, Wis 12, Cha 2.

Skills and Feats: Hide +2*, Listen +5, Spot +5, Swim +16; Alertness, Endurance, Skill Focus (Hide).

Improved Grab (Ex): To use this ability, a monstrous alligator must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the monstrous alligator establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

Poison (Ex): Injury, Fortitude DC 17, initial damage 1d6 Str, secondary damage 1d6 Str. The save DC is Constitution-based.

Hold Breath (Ex): A monstrous alligator can hold its breath for 76 rounds before it risks drowning.

Skills: Monstrous alligators have a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

*The monstrous alligator gains a +4 racial bonus on Hide checks in the water. Further, it can lurk in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

Gaze Screen

Abjuration

Level: Clr 2, Drd 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Duration: 10 minutes/level

Range: Touch

Target: 1 living creature

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You create a shimmering, mirrorlike area in the air before the recipient's eyes. The area moves with the recipient and does not affect the recipient's vision. If the recipient is subjected to a gaze attack while the spell lasts, there is a 50% chance that recipient does not need to make saving throw against the attack (just as if the recipient had averted his eyes). The foe with the gaze attack does not have concealment from the recipient (see Gaze Attacks on page 294 of the *Dungeon Master's Guide*). The recipient gets no additional protection from averting his eyes while the spell lasts, though he can shut his eyes and entirely avoid the gaze.

Giant's Wrath

Transmutation

Level: Cleric 3, Sorcerer/Wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Effect: One pebble per 3 levels

Duration: 1 round/level

Saving Throw: None

Spell Resistance: None

You infuse a handful of stone pebbles with powerful transmutation magic. For the duration of the spell, you can hurl one pebble as a standard action that provokes an attack of opportunity. The instant the pebble leaves contact with your hand, its size and the force of its throw increase dramatically; the pebble transforms into a boulder as if thrown by a hill giant. The boulder has a range increment of 120 feet, and you must succeed at a ranged attack to strike a target with the boulder. If you hit the target, the boulder inflicts 2d6 points of bludgeoning damage. You gain an insight bonus equal to half your caster level on attack rolls and damage rolls with these boulders. The size and nature of the hurled boulders increases as you gain levels. At 9th level, the boulder damage increases to 2d8 points of bludgeoning damage. At 13th level, the boulders deal an additional 2d6 points of fire damage on a hit. At 17th level, the range increment for the boulders increases to 180 feet and the critical damage multiplier for the boulders increases to 3. If you drop a pebble or give it to another creature, the pebbles' magic dissipates harmlessly.

Material Component: The pebbles to be transmuted.

Green Oath

Transmutation

Level: Drd 7

Components: V, S, F/DF

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

Casting the *green oath* requires a 10-minute ritual while you chant invocations to the surrounding plant life, beseeching the vegetation to accept you as a sibling and friend. When the casting is complete, your flesh turns a lush shade of green and your hair grows tangled and sprouts leaves or even flowers. You exude an earthy scent for the duration of the *green oath*. This gives you a +10 circumstance bonus on your Disguise check if you are masquerading as a plant or plant creature and the observer is using only the Scent ability to observe you. It also raises the DC to successfully track you through natural environments by +10. You can now move through natural, magic, or enchanted thorns, briars, and overgrown areas and similar terrain at your normal speed and without taking damage or other impairment. Plant creatures take a -4 circumstance penalty on attack rolls against you; this penalty increases to -8 for grapple checks.

You also gain one of the following benefits of the plant type when you cast the spell. The benefit granted does not change for the duration of the casting, and you can choose a new benefit the next time you cast the *green oath*. If you wish, you can cast this spell on yourself multiple times; the majority of the benefits provided by the spell do not stack with themselves, but you can select a different benefit from the following list each time you cast the spell.

- Immunity to all poisons
- Immunity to *sleep* and paralysis
- Immunity to stunning and polymorphing
- Immunity to critical hits
- Immunity to one of the following mind-affecting effects: charms, compulsions, phantasms, patterns, or morale effects

- Low-light vision

The effects of this spell are temporarily suppressed if you enter a region with little or no natural plant life (such as a barren desert or city). The spell's duration continues to run down while in an area of little vegetation, and if you re-enter a verdant region before it expires, the effects instantly return.

Focus: A natural region with abundant plant life.

Traditionally, this spell is cast in a region dominated by rainforest, but it functions in any wilderness region except for underground, barren deserts, glaciers, deep underwater, or in any civilized region such as a town or city.

Guidance of the Avatar

Divination

Level: Clr 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute or until discharged

Saving Throw: None

Spell Resistance: Yes

Your deity's chosen avatar imbues the subject with divine power. The creature gets a +20 competence bonus on a single skill check and must choose to use the bonus before making the roll to which it applies.

Heal Animal Companion

Conjuration (Healing)

Level: Drd 5, Rgr 3

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Caster's animal companion touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (harmless)

Heal animal companion enables the caster to wipe away disease and injury in one of his or her own animal companions (gained via class feature or the *animal friendship* spell). It completely cures all diseases, blindness, or deafness of the animal companion, cures all points of damage suffered due to wounds or injury, and repairs temporary ability damage. It cures mental disorders caused by spells or injury to the brain. *Heal animal companion* does not remove negative levels, restore drained levels, or restore drained ability scores.

Heatstroke

Transmutation

Level: Drd 3, Sor/Wiz 3

Components: V, S

Casting Time: 1 action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You cause the targeted creature to suffer as if it had been toiling for hours on end under the merciless hammer of the desert sun. If the target fails to resist the spell, it immediately becomes fatigued. If the target is already fatigued, it instead becomes exhausted. The target suffers 2d6 points of subdual damage from the oppressive heat as well, even if he or she makes the Fortitude saving throw to avoid fatigue or exhaustion.

Hemorrhage

Necromancy

Level: Clr 1

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 round/2 levels (maximum 5 rounds)

Saving Throw: Will negates

Spell Resistance: Yes

Your touch inflicts a deep, painful wound that bleeds profusely and refuses to heal. The target takes 1d3 points

of damage per round from bleeding until the spell's duration expires. Nonmagical healing neither stops the blood loss nor restores hit points lost from such bleeding. A *cure* spell restores hit points normally but does not stop the bleeding. A *styptic* or *heal* spell both stops the bleeding and restores lost hit points as it normally would. *Hemorrhage* is countered by *styptic*.

Hindsight

Divination

Level: Brd 6, Sor/Wiz 9

Components: V, S, F

Casting Time: 1 hour

Area: 60 ft. radius

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You can see and hear into the past of your current location. The level of detail you see and hear via this spell depends on the span of time you wish to observe; concentrating on a span of days during the past renders a more detailed perspective than, say, a span of centuries. Chose a span of time from the options below:

- **Days:** You clearly see the events of one day per caster level. You gain detailed knowledge of the people, conversations, and events that transpired.
- **Weeks:** You gain a detailed summary of the events of one week per caster level. Exact wording and details are lost, but you know all of the participants and the highlights of the conversations and events.
- **Years:** You gain a general idea of the events of one year per caster level. You notice only noteworthy events such as deaths, battles, scenes of great emotion, important discoveries, and significant happenings.
- **Centuries:** You gain the general idea of the events of one century plus an additional century for every four levels of experience past 1st level. For instance, a 16th-level caster would gain insight into four centuries, and a 17th-level caster would see five centuries. You notice only the most remarkable of events: coronations, deaths of important personages, major battles, and other truly awesome happenings.

The following spells can be used in conjunction with a *hindsight* spell: *darkvision*, *detect magic*, *detect chaos*, *detect evil*, *detect good*, *detect law*, *read magic*, *see invisibility*, *tongues*, and *true seeing*.

Focus: An hourglass-shaped diamond worth at least 5,000 gp.

Horrible Taste

Transmutation

Level: Druid 1, Ranger 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

Drawing upon the talents of some creatures of the insect world, you change your flesh to make it unpalatable to other creatures. Any creature that bites you must succeed at a Fortitude saving throw or be nauseated until the end of its next turn. Nauseated creatures cannot attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a creature can take is a single move action per turn. Most creatures of animal or otherwise low Intelligence will not willingly bite you a second time (whether or not they failed their first saving throw); someone trying to direct the creature to bite you again must make a Handle Animal check as if they were trying to "push" the creature. This check must be made every time she tries to make the creature bite. Creatures immune to poison or lacking the ability to taste are unaffected by this spell.

Ice Assassin

Illusion (Shadow)

Level: Sor/Wiz 9

Components: V, S, M, XP

Casting Time: 8 hours

Range: Touch

Area: One duplicate creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The *ice assassin* spell is in many ways an improved version of *simulacrum*. Developed by powerful frost mages who have more than their fair share of enemies to fight, an ice assassin is an effective way to destroy an enemy without putting yourself at risk. An ice assassin spell creates a living, breathing creature that is a near perfect duplicate of an already existing creature. The duplicate is formed entirely out of ice, but once the spell is in effect, it appears as an exact duplicate to all but its source, who always sees the ice assassin as an animated ice statue of himself. The ice assassin possesses all of the skills, abilities, and memories possessed by the original, but its personality is warped and twisted by an all-consuming need to slay the original. It also constantly uses *locates creature* on its duplicate at a caster level equal to your own. If its quarry is outside the range of this effect, the ice assassin must rely on its own cleverness or advice from you to track the original. In addition, the ice assassin has the cold subtype, which makes it immune to cold damage but imparts a weakness to fire damage (on a failed saving throw against a fire attack, the ice assassin suffers double damage). Creatures familiar with the original might detect the ruse with a successful Spot check. You must make a Disguise check (gaining a +10 circumstance bonus from the power of the spell) when you cast the spell to determine how good the likeness is. At all times, the ice assassin remains under your absolute command. You possess a telepathic link to the ice assassin, and when you concentrate, you receive a clear image of the area surrounding the ice assassin as if you were spying on it. Further, you can have any spell you cast on yourself affect the ice assassin as well; this includes spells with a target of "You" only. These benefits persist as long as you and the ice assassin remain within a mile of each other. If the ice assassin travels beyond this range, it continues to function and seek out its nemesis, but you have no direct control over it. An ice assassin has no ability to become more powerful; it cannot increase its level or abilities. Damage caused to the ice assassin can be repaired only via a complex process requiring 1 day, 100 gp per hit point, and a fully equipped laboratory. If the ice assassin is reduced to 0 hit points by any damage save for fire damage, it explodes into a burst of icy shrapnel in a 20-foot radius that causes 1d6 points of cold damage for every other caster level you possess; a successful Reflex saving throw halves the damage done. An ice assassin slain by fire damage simply melts into a pool of water.

Material Component: This spell is cast over the ice statue of the creature to be duplicated. Some portion of the creature to be duplicated (hair, nail, and so on) must be placed inside the ice statue as it is constructed. In addition, the spell requires powdered diamond worth 20,000 gp.

XP Cost: 5,000.

Icy Claw

Transmutation

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: 1 full round

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

Area: 30-ft. radius spread

Duration: 1 round/level

Saving Throw: Reflex half (see text)

Spell Resistance: Yes

You create a wraithlike, faintly glowing cloud of white vapors. The vapors coalesce into a visible, white, four-taloned claw of Medium-size whenever an intruder enters the spell's area. Multiple intruders generate multiple claws, one for each intruder. An "intruder" is any creature of one of three races or species chosen by you at the time of casting. You can choose one or two specific individuals of the selected races or species to be unaffected by the spell, but they must be present and touched by you during the casting of the spell. An *icy claw* attacks once per round, and its attack bonus equals your level + your Intelligence or Charisma modifier (for a wizard or sorcerer, respectively) +10 for the hand's Strength score (31). The *icy claw* deals 1d6+15 points of slashing damage plus 3d6 points of cold damage.

Arcane Focus: A glove fashioned from the hide of an ice toad.

Jumpgout

Evocation

Level: Sor/Wiz 5

Components: V

Casting Time: 1 action

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

Duration: 2 rounds

Area: 5 ft. diameter pillar of flame, up to 30 ft. tall

Saving Throw: Reflex half (see text)

Spell Resistance: Yes

You create a vertical pillar of roaring flame 5 feet in diameter and up to 30 feet tall. Creatures caught in the fire take 1d6 points of fire damage per caster level (Reflex half), to a maximum of 15d6. On your next turn (the second round of the spell) the pillar vanishes and reappears 1d6x10 feet away from its original location. If you maintain concentration on the spell until the time it makes this "jump," you may restrict the possible direction to a quarter-circle of your choice, otherwise its new location is in a random direction. Creatures caught in the area of the fire on the second round take 1d6 points of fire damage per 2 caster levels (Reflex half), to a maximum of 7d6. The pillar then dies away in a swirl of sparks.

If cast underwater, *jumpgout* makes a swirling seam of boiling water that deals half damage (Reflex one-quarter) and remains in the same location both rounds.

Jungle's Rapture

Transmutation

Level: Drd 5

Components: V, S

Casting Time: 1 action

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

Target: One living nonplant creature

Duration: Permanent (D)

Saving Throw: Will negates

Spell Resistance: Yes

This terrible curse causes the targeted creature (excluding plant creatures) to slowly transform into a normal healthy plant. The creature targeted by this spell immediately takes 1d6 points of permanent Dexterity drain and loses the ability to digest food. This drain manifests as a hardening of the limbs and skin as the victim's flesh slowly turns to wood. Each day that passes, the victim takes an additional 1d6 points of permanent Dexterity drain. Any Dexterity points drained by this spell cannot be restored by anything less than a *greater restoration* spell, and even this potent spell cannot prevent further drain that may occur in following days. If the victim survives long enough, it eventually begins to starve to death. Rules for starvation appear in Chapter 3 of the *Dungeon Master's Guide*. Once a victim of *jungle's rapture* is drained to 0 Dexterity, it immediately transforms into a normal plant of the same size as its original body.

Aside from radiating an aura of Transmutation magic, the plant is a normal plant (with no Intelligence, Wisdom, or Charisma score) until it dies a natural plant death. *Jungle's rapture* is a curse, and as such it cannot be dispelled. It can be removed with a *break enchantment*, *limited wish*, *miracle*, or *wish* spell. *Remove curse* works only if the caster is of an equal or higher caster level than your caster level at the time you cast *jungle's rapture*. The spell can be dismissed by the caster as a free action.

Kelemvor's Grace

Necromancy
Level: Cleric 5
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: 1 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The subject is immune to all death spells, magical death effects, energy drain, and any negative energy effects. In addition, the subject is immune to undead special attacks that deal ability damage, ability drain, and magical disease (such as *mummy rot*), even if these attacks do not have a magical source. (For example, the spell prevents poison damage from the poisonous bite of an undead creature.) This spell does not prevent such attacks from undead originating from spells, magic items, or class abilities; only the special attacks from the undead's base nature are affected. The subject's armor or clothing is considered *ghost touch* armor, and its armor bonus counts against incorporeal attacks. (A suit of clothing is considered armor that gives +0 AC for this purpose, though it can be enhanced with spells such as *magic vestment*.) This spell doesn't remove negative levels that the subject has already gained, nor does it affect the saving throw necessary 24 hours after gaining a negative level. *Kelemvor's grace* does not protect against other sorts of attacks even if those attacks might be lethal.

Kelpstrand

Conjuration (Creation)
Level: Drd 2
Components: V, S, M
Casting Time: 1 standard action
Range: Short (25 ft. + 5 ft./2 levels)
Effect: One strand of animated kelp/3 levels
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

This spell causes a number of long strands of tough kelp to shoot out of your outstretched hands. You make a ranged touch attack when you cast *kelpstrand*. If you hit a creature with the *kelpstrand*, you immediately make a special opposed grapple check against this creature as a free action without provoking an attack of opportunity, adding your caster level and Wisdom bonus to the result of your grapple check rather than your Strength bonus and size bonus. If you succeed, the target becomes entangled in the thick strands of kelp and is considered to be grappling. The target moves at half speed and takes a -2 penalty on attack rolls and a -4 penalty to Dexterity. The target doesn't threaten any squares and loses its Dexterity bonus to Armor Class entirely. Each round, the target can attempt to escape the *kelpstrand* by making a successful grapple check or Escape Artist check against the *kelpstrand's* special grapple check. You are not considered grappling yourself while using this spell. Once you shoot your strands of kelp, you need not take any action to maintain the effect. If your attack misses, the spell's effect is wasted. If you can create more than one *kelpstrand*, you can direct the strands at any different targets in range, or

all against a single target. A creature targeted with multiple *kelpstrands* has to make separate Grapple checks or Escape Artist checks against every *kelpstrand* currently grappling him to escape. If you cast this spell while you are within 300 feet of the ocean shore, the kelp is particularly strong and tenacious, and you gain a +4 bonus on any grapple checks made to determine the outcome of a *kelpstrand* grapple.

Material Component: A piece of dried seaweed.

Leomund's Hidden Lodge

Conjuration (Creation)
Level: Sor/Wiz 5
Components: V, S, M, F
Casting Time: 10 minutes
Range: Close (25 ft. + 5 ft./2 levels)
Targets: 20-ft. square structure
Duration: 2 hours/level (D)
Saving Throw: None
Spell Resistance: No

This spell is similar to *Leomund's Secure Shelter*, except that the conjured structure is perfectly camouflaged to blend in with whatever terrain or surroundings are appropriate. It may appear as a house-sized boulder in mountainous or rocky areas, a sand dune, a deadfall, a small grassy knoll, or even a mighty tree. The spell also conceals all telltale signs of habitation, including any smoke, light, or sound coming from within the lodge. Creatures examining the lodge or studying its immediate vicinity note the presence and extent of the shelter with a successful Wilderness Lore check (DC 30). If the lodge's occupants are seen entering or leaving the lodge, the DC for this check drops to 10.

Magnetic Pulse

Conjuration (Creation)
Level: Druid 4, Sorcerer/Wizard 4
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: 30-ft.-radius burst
Duration: Instantaneous
Saving Throw: See text
Spell Resistance: No

You call upon the powerful magnetic forces of the vast lodes of metal hidden deep within the mountains to focus on a specific point in range. All unattended ferrous metallic objects that weigh less than 10 pounds per caster level are immediately hurled in a random direction to a point just beyond the area of the spell's burst. All creatures in the area take 5d6 points of damage. Alternatively, you can direct the spell inward, and all unattended ferrous metallic objects are hurled toward the center of the area; this inflicts 3d6 points of damage to all of the objects and to all creatures in the area. A successful Reflex saving throw negates the damage done by either type of *magnetic pulse*. Attended ferrous metal objects are affected differently by this spell. Fairly small ferrous metal objects worn on the body (such as jewelry) are whisked off the creature's body unless he makes a Reflex save. Most jewelry pieces (especially magic items), however, are not made of ferrous metal. Characters in ferrous metal armor (which is most metal armor) are subjected to a trip attack made by a Large creature with an effective Strength of 22 (the bonus on the trip attack is +4 for size and +6 for Strength for a total bonus of +10). Similarly, the spell makes a disarm attack (using your base attack bonus + 6 for the spell's effective Strength) against any ferrous weapons or objects held in an affected creature's hands. Creatures made primarily of ferrous metal (such as iron golems) are subjected to a bull rush attack from a Large creature. The effective Strength is 22 (+4 size and +6 Strength for +10 bonus on the check) in the direction of the pulse. If this spell is cast in mountainous terrain, the area is doubled to a 60-

foot-radius burst, and the pulse's effective Strength score increases to 30 (+10 Strength bonus).

Material Component: A lodestone.

Mantle of the Icy Soul

Transmutation

Level: Clr 6, Drd 5

Components: V, S, M, XP

Casting Time: 1 action

Range: Touch

Area: Creature touched

Duration: Permanent

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Mantle of the icy soul permanently adds the cold subtype to the targeted creature. The recipient of a *mantle of the icy soul* becomes immune to cold damage, but takes double damage from fire unless a saving throw for half damage is allowed, in which case it takes half damage on a success or double damage on a failure. The skin, hair, and scales of the creature subtly change color to take on an icy blue tint, and its breath does not frost in cold temperatures.

Material Component: A handful of ice or snow that must be pressed to the target's body.

XP Cost: 2,000.

Master's Touch

Divination

Level: Brd 1, Sor/Wiz 1

Components: V, F

Casting Time: 1 action

Range: Self

Targets: Self

Duration: 1 minute per level

Saving Throw: None

Spell Resistance: No

Master's touch is a spell often found in the repertoire of the adventurers that specialize in casting arcane spells. It grants casters the knowledge and experience to claim proficiency in whatever single weapon or shield they hold in their hands when the spell is cast. The lack of a somatic component means the spell may be cast in the midst of a fight while keeping ready whatever items stand between the caster and danger. Proficiency is granted for only a single, specific item, although multiple castings allow for multiple proficiencies. For example, a sorcerer holding a short sword and rapier, with a buckler strapped to his off hand, could cast the spell three times, once for each weapon and shield. Note that this spell does not grant proficiency for a class of item, but only for the one specific item held in the hand at the time the spell is cast. Should the caster set that item down or otherwise lose his or her grip on it, proficiency does not fade away; the proficiency is due to knowledge gained, not due to any transmutation of the caster or the item. The caster may therefore recover that specific item and continue to use it with proficiency until the spell's effect runs out. *Master's touch* does not convey any information about a magic item to the caster. The caster may not even be aware that an item is magical at all.

Arcane Focus: The item in whose use the caster wishes to be proficient.

Mind Poison

Necromancy

Level: Sorcerer/Wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous; see text

Saving Throw: Fortitude negates; see text

Spell Resistance: Yes

Similar to the divine spell *poison*, you inflict a mentally debilitating poison upon the subject by making a successful melee touch attack. The poison deals 1d6 points of temporary Wisdom damage immediately and another 1d6 points of temporary Wisdom damage 1 minute later. Each instance of damage can be negated by a Fortitude save (DC 10 + one-half caster level + caster's Intelligence or Charisma modifier, for wizards and sorcerers, respectively).

Material Component: A stalk from the poisonous striped toadstool fungus.

Mindless Rage

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 2, Sor/Wiz 2

Components: V, S, F

Casting Time: 1 action

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

Targets: One person or creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Creatures affected by the spell *mindless rage* become so filled with rage that they can do nothing but focus on engaging the caster in personal physical combat. The affected creature cannot use any spells, spell-like or supernatural abilities, or ranged weapons while attacking the caster. The subject's only thoughts are of killing the caster -- if not with bare hands, then with a hand-held melee weapon at best. It's worth noting that the recipient of this spell, though overcome with rage, is by no means rendered an idiot or suicidal. For example, an affected creature will not charge off a cliff in an attempt to reach the target. While under the effect of a *mindless rage* spell, the subject can make use of all normal melee combat skills, abilities, and feats -- either offensive or defensive. However, the affected creature cannot use any ability that requires activation or concentration. An interesting side effect of *mindless rage* occurs when the spell is cast upon any character capable of the rage ability (such as a barbarian). In these cases, the *mindless rage* episode counts as one of the character's uses of rage for that day. *Mindless rage* is a fairly uncommon spell. It's believed to have been developed by dwarven fighter/wizards who preferred to face their opponents in melee combat over magical conflicts. Of course, many of the stories tracing this spell's origins to the battle-mages also note that this dwarven method of ensuring melee combat against spellcasters backfired when the group ran afoul of a band of sorcerer/barbarians. **Arcane Focus:** Successful casting of *mindless rage* requires the caster to utilize a scarlet handkerchief or similar piece of cloth, which is waved in the target's direction while the caster vocalizes the verbal component.

Mirror Move

Transmutation

Level: Brd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level

Mirror move allows you to reproduce any general feat with an obvious physical effect that you observed another perform within the past 10 rounds, providing you meet the prerequisites for that feat. For example, Mialee is proficient with the shortbow but does not possess the Point Blank Shot feat. However, she can watch Sovelliss perform the feat, then, using *mirror move*, she can mimic his Point Blank Shot feat to better attack an orc advancing on her. When the spell dissipates, Mialee can no longer access this feat (unless she later acquires it herself or recasts *mirror move* for the same effect).

With a single casting, you may *mirror move* a number of feats equal to your Intelligence bonus, but always at least one. That is, a caster with an Intelligence of 10 can mirror one feat, while a caster with 18 Intelligence can mirror up to four feats with a single use of the spell. The effects of multiple castings of *mirror move* do not stack. Each new casting wipes out the previous one. You can *mirror move* the following feats:

Ambidexterity	Improved Unarmed Strike	Power Attack
Combat Casting	Strike	Cleave
Combat Reflexes	Deflect Arrows	Improved Bull Rush
Dodge	Stunning Fist	Sunder
Mobility	Lightning Reflexes	Great Cleave
Spring Attack	Martial Weapon Proficiency	Quick Draw
Exotic Weapon Proficiency	Mounted Combat	Run
Expertise	Mounted Archery	Shield Proficiency
Improved Disarm	Trample	Simple Weapon Proficiency
Improved Trip	Ride-By Attack	Two-Weapon Fighting
Whirlwind Attack	Spirited Charge	Improved Two-Weapon Fighting
Improved Critical	Point Blank Shot	Weapon Finesse
Improved Initiative	Far Shot	Weapon Focus
	Precise Shot	
	Rapid Shot	
	Shot on the Run	

The DM may allow mirroring of feats from sources other than the *Player's Handbook*, as long as they are feats with observable physical effects. Spellcasters who do not meet the prerequisite(s) for the feat they wish to mirror can sometimes find clever ways around this limitation. For example, Mialee has the Improved Unarmed Strike feat but a Dexterity of only 11. She casts *cat's grace* on herself, receiving 2 additional Dexterity points for a 13 Dexterity. She then casts *mirror move*, adopting Ember's Deflect Arrows feat. When *mirror move* dissipates, Mialee retains her heightened Dexterity until her *cat's grace* spell ends but she loses access to Deflect Arrows. If she somehow lost the effects of *cat's grace* before the end of *mirror move's* duration, she would lose access to the Deflect Arrows feat. One interesting note about *mirror move* is that the spell conveys all the nuances of the mirrored character's style. Using the previous example, Mialee not only gains the ability to Deflect Arrows but the arcane power results in her deflecting arrows exactly as Ember would do it. Although Ember may not be with Mialee when she cast the *mirror move* spell, anyone familiar with Ember's style (for instance, a lifelong enemy or former trainer) may recognize that Mialee's arrow deflection is actually borrowed from Ember. Anyone familiar with Ember's defensive style should be allowed a Spot check (DC 15) to recognize the similarities. It's worth noting that Item Creation Feats and Special Feats can not be duplicated by *mirror move*. Likewise, Metamagic Feats are too subtle and/or complex to be mirrored.

Material Component: Any reflective surface, including highly polished shields or armor and even surfaces of water, can be used for this spell. Many spellcasters carry small mirrors with them for material components.

Mistclaw

Conjuration (Creation)
Level: Sor/Wiz 2
Components: V, F
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Small draconic claw made of mist
Duration: 1 round/level
Saving Throw: None
Spell Resistance: Yes

You create a disembodied dragon claw made out of shadowy translucent mist. It moves within range as you direct it (a free action). The claw can pass through any

opening that would allow fog or mist to pass through it. It can be used in one of two ways, and you can change the way that you use the claw each round.

- **Directed Attack:** As a standard action you can direct the claw to attack a creature in range.
- **Supplemental Attack:** As a free action you can direct the claw to assist you in fighting a creature you are attacking in melee. The claw does not interfere with your attacks, nor you its (for example, neither you nor the claw suffer any penalties for fighting with two weapons).

The claw always uses your melee attack bonus and deals 1d4+4 points of slashing damage. It is treated as a magic weapon for the purpose of bypassing damage reduction. It does not get iterative attacks. It always attacks from your direction and cannot flank or gain the benefits from flanking with another creature. The claw does not convey spells (unlike *spectral hand*). If not directed to attack on a particular round, the claw returns to you and hovers. If an attacked creature has spell resistance, you make a caster level check against that spell resistance the first time the *mistclaw* strikes it. If the creature resists the spell, the claw is dispelled, otherwise it has its normal full effect on the creature. The claw can be attacked. It is treated as a Small creature (+1 size bonus to AC) with a natural armor bonus equal to your Intelligence (if a wizard spell) or Charisma (if a sorcerer spell) bonus. It has 10 hit points +1/caster level. Destroying the *mistclaw* does not harm you. It is not incorporeal and does not have an incorporeal miss chance, and it does not ignore the miss chance of incorporeal targets (though it can harm incorporeal creatures because it is treated as a magic weapon). The wizards Cardatha of Silvermoon and Baerdrunsun of Alagbon are known to have independently demonstrated versions of the *mistclaw* spell at recent magefairs.

Focus: Mist, fog, or steam, whether present naturally in the environment, created by magic, or trapped in a closed container possessed by the caster. Nondraconic casters must also have a dragon scale or talon as a focus.

Mordenkainen's Force Missiles

Evocation [Force]
Level: Sor/Wiz 4
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Targets: Up to four creatures, no two of which can be more than 20 ft. apart
Duration: Instantaneous
Saving Throw: None or Reflex half (see text)
Spell Resistance: Yes

You create a powerful missile of magical force, which darts from your fingertips and unerringly strikes its target, dealing 2d6 points of damage. The missile then bursts in a 5-foot blast of force that inflicts half this amount of damage to any creatures in the area (other than the primary target). The primary target is not entitled to a saving throw against the burst, but creatures affected by the burst may attempt a Reflex save for half damage. If the missiles' burst areas overlap, secondary targets make only one saving throw attempt (and only one SR check, if applicable). A character can be struck by one missile (or more) and also be caught in the burst of another missile. In such a case, the character may attempt a Reflex save to halve the burst damage, and SR might apply. The missile strikes unerringly, even if the target is in melee or has anything less than total cover or concealment. A caster cannot single out specific parts of a creature. The spell can target and damage unattended objects. For every five caster levels, the caster gains one missile. A caster has two missiles at 9th level or lower, three missiles from 10th to 14th level, and four missiles at 15th level or higher. A caster can make more than one missile

strike a single target, if desired. However, the caster must designate targets before rolling for SR or damage.

Muritho's Randomscatter

Abjuration

Level: Sor/Wiz 2

Components: V

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You create a scintillating chaotic aura of random magical arcs, flashes, and other minor effects. This display looks very impressive but is entirely defensive in nature; creatures touching the target suffer no ill effects. This spell has three effects that operate simultaneously. First, the target gains a +2 resistance bonus on saving throws against magical effects. Second, it provides acid, cold, electricity, fire, and sonic resistance 5. Third, each time the recipient is subjected to force damage from an effect of 1st level or lower (such as *magic missile*), that damage is reduced by 5 points before being applied to the creature's hit points. Due to a quirk of the spell's formula, it ends instantly if cast on a creature already protected by a spell or effect that creates a visible aura (such as *entropic shield*). The aura is fragile, and any use of magic by the target causes the *randomscatter* to end instantly. Muritho is a long-dead human mage of forgotten origin. Old Lord Memory uses this spell without modification -- and therefore it is also usable without modification by humans who examine Thalagyr's spell scrolls.

Nature's Rampart

Conjuration (Creation)

Level: Clr 4/Drd 3

Components: V, S, M, DF

Casting Time: 10 minutes

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

Area: Structure up to 40 ft. square

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You shape a natural setting into a formidable defensive position. Usually this is used to prepare an open outdoor area such as a hillside or a forest, but a large natural cavern could be shaped into a *divine rampart*. Artificial structures or features are not affected, although a *divine rampart* could be positioned to fill a gap between two buildings or barricade an unpaved road. The effects of the spell depend on the terrain:

- **Open Outdoor Site:** A rampart or dike of earth 5 feet high and 5 feet thick at its base rises immediately behind a shallow ditch 5 feet wide and 5 feet deep along the perimeter of the site. Creatures behind the dike receive 75% cover. Attackers approaching on foot must scramble down into the ditch and then 10 feet up the dike (Climb DC 10).
- **Rough Outdoor Site or Cavern:** Loose stones and boulders, deadwood, and patches of dense briars are arranged to form a defensible wall 5 feet high and 2 feet thick at the base around the perimeter of the site. Creatures behind the wall receive 75% cover.
- **Marshy or Low-Lying Site:** In areas such as marsh, bog, swamp, or tundra, *divine rampart* cannot raise a wall, but instead creates a water-filled ditch 10 feet wide and 5 feet deep. Creatures forced to wade the ditch are reduced to one-eighth their normal movement (minimum 5 feet) and cannot charge or run.

Material Components: A small quartz gem engraved with the image of an exquisite tiny castle, worth at least 100 gp.

Oozepuppet

Transmutation

Level: Sor/Wiz 6

Components: V, S

Casting Time: 1 action

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

Area: One ooze

Duration: 1 day/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

You telekinetically take control of the targeted ooze, manipulating it and forcing it to move and attack as you see fit. You can force the ooze to perform as you desire, within the limits of its abilities. Controlling the ooze's actions for an entire round is a move-equivalent action for you. When not directed to move, attack, or undertake any actions by you, the telekinetic forces hold the ooze immobile. The ooze has no mind, but its base instincts still cause it to resist this telekinetic control. If you force the ooze to take a self-destructive action, the ooze gains a new Fortitude saving throw to negate the effects of the spell. Once control is established, you must have line of sight to the ooze to manipulate it, but distance is not otherwise a factor, unless you and the ooze are on different planes (at which point the spell ends). You can manipulate the ooze while *scrying* upon it, for example.

Pebble Wind

Evocation [Air]

Level: Sor/Wiz 3

Components: V

Casting Time: 1 standard action

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

Effect: 20-ft.-radius spread

Duration: 1 round

Saving Throw: See text

Spell Resistance: No (see text)

As *gust of wind*, except as noted above and as follows.

Instead of a path of wind, you create a whirling mass of air. The whirlwind carries sand, dirt, and other small objects (nothing heavier than a chicken egg) into the air, creating an opaque cloud of debris. Creatures must succeed at Fortitude saves as described in *gust of wind* to avoid being checked or moved by the spell. Creatures blown over or moved by the wind are pushed in a random direction. The flying debris causes 1d4 points of bludgeoning damage per caster level (maximum 10d4); this damage is subject to damage reduction and creatures are allowed a Reflex save for half damage. If the debris is primarily composed of soft or very small objects, the spell deals 1d4 hit points per 2 caster levels (maximum 5d4). The spell deals damage to objects within the spread, though hardness will usually negate this damage, and can scour paint from walls and signs if small hard particles (such as sand) comprise the debris.

Planar Familiar

Transmutation

Level: Clr 3

Components: V, S, DF, XP

Casting Time: 10 minutes

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

In order to cast this spell, you must have a familiar, special mount, animal companion, or other companion acquired as a class ability. The spell does not function on outsiders or undead. When you cast the spell, the target creature undergoes a transformation into a celestial, fiendish, axiomatic, or anarchic creature, depending on the alignment of your patron deity (or your alignment, if you have no patron deity). If your patron deity is good, the creature becomes celestial. If your patron deity is evil, the creature becomes

fiendish. If your patron deity is lawful neutral, the creature becomes axiomatic, and if your patron deity is chaotic neutral, the creature becomes anarchic. The axiomatic and anarchic creature templates are detailed in *Manual of the Planes*. If the target creature is your familiar, it gains energy resistance, fast healing, damage reduction, and additional damage for its smite attack as though its Hit Dice were equal to your character level. Otherwise, use its actual Hit Dice to determine these qualities. If the target creature becomes axiomatic, its linked minds ability applies to you (and only to you). You cannot cast this spell on another character's companion creature. Most creatures consider the transformation harmless and beneficial, but if the creature resists, a successful Fortitude save negates the spell.

XP Cost: 500 XP.

Project Multiple Images

Illusion (Shadow)

Level: Sor/Wiz 8

Effect: 1d3+1 shadows

As *project image*, except you can create 1d3+1 images, each image can act differently, and each image need not resemble you. You do not need to maintain a line of effect to each shadow, and you can cause each shadow to appear, disappear, or alter form as a free action.

Rankletaste

Illusion (Glamer)

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

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature or object touched

Duration: 10 minutes/level

Saving Throw: Will negates (see text)

Spell Resistance: No

This spell generates a false and powerfully wretched taste on the target. The target gives off no noticeable odor, but anyone who tastes the target must make a Will save or be nauseated for 1 round. This includes any creature that makes a successful bite attack against the target; the bite attack does not need to damage the target to force the attacker to make a Will save. A creature that swallows something affected by *rankletaste* must make the Will save each round for the spell's duration or become nauseated for 1d4 rounds. Once the creature becomes nauseated, it vomits the swallowed creature or object up and need not make further Will saves unless it again tastes the target.

Material Component: A tiny chunk of rotten meat that has been marinated in skunk's musk.

Recitation

Conjuration (Creation)

Level: Clr 4

Components: V, S, DF

Casting Time: 1 action

Range: 60 ft.

Area: All allies and foes within a 60-ft. radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

By reciting a sacred passage or declaration from your holy writings, you bring special favor upon yourself and your allies while bringing disfavor to your foes. You and your allies gain a +2 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks, while foes suffer a -2 penalty on such rolls.

Red Tide

Evocation

Level: Drd 8

Components: V, S, DF

Casting Time: 1 standard action

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

Area: Burst in the shape of a circular disk, 10 ft. wide/level, 5 ft. high

Duration: Instantaneous

Saving Throw: Fortitude partial (see text)

Spell Resistance: Yes

This visually impressive spell causes a surging, frothing wave of thick, red seawater to wash over everything in the area. All creatures in the area of a *red tide* are immediately knocked prone and must make a Fortitude saving throw. Flying or swimming creatures in the area aren't knocked prone, but they suffer a -4 penalty on the Fortitude save. A creature that makes its Fortitude save against a red tide is sickened for 1 minute and takes a -2 penalty on attack rolls, saving throws, skill checks, and ability checks for that time. A creature that fails this saving throw is horribly ruined by the poisonous effects of the tide. Such creatures are immediately nauseated for 1 minute, and they take 3d6 points of temporary Strength damage. After 1 minute, the nausea ends but the creature must make a second Fortitude saving throw or take an additional 3d6 points of temporary Strength damage. Creatures that are immune to poison are immune to these effects of a red tide. The tainted water evoked by this spell vanishes after a few seconds of turbulence, and any objects or creatures in the area do not emerge wet. All open flames in the area are nevertheless extinguished if they fail a Reflex save; likewise, all creatures with the Fire subtype take 1d6 points of damage per caster level (maximum 20d6), or half with a successful Reflex save.

Remove Scent

Illusion (Glamer)

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

Components: V, S, M

Casting Time: 1 action

Range: Touch

Area: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

The creature or object touched has all trace of an olfactory presence removed for the duration of the spell. The scent ability cannot detect a creature under the effects of a *remove scent* spell. It also negates the harmful side effects of the noxious stench exuded by certain creatures, such as ghosts, for the duration of the spell.

Material Components: A pinch of unscented candle wax.

Saltray

Evocation

Level: Drd 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

This spell creates an instantaneous thin beam of salt crystals. A creature struck by a *saltray* takes 1d6 points of slashing damage per 2 caster levels (maximum 5d6) and must make a Fortitude save or be stunned by the excruciating pain of the wound for 1d4 rounds. If this spell is cast within 300 feet of the shoreline of a large body of salt water, a second *saltray* is created. You can target this second *saltray* as you see fit against any target in range of the spell.

Sandform

Transmutation

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 minute/level

When you cast this spell, your body, along with all equipment worn or carried, transforms into living sand. You take the form of an ooze, and you are immune to poison, sleep, paralysis, stunning, and polymorphing, for the duration of the spell. You can still be affected by mind-affecting spells since, unlike oozes, you still possess a mind and retain your Intelligence, Wisdom, and Charisma scores. You are not subject to critical hits or flanking. You become blind, but gain the blindsight special quality, which allows you to sense vibrations and subtle changes in the air around you, granting you "vision" of a sort to a range of 60 feet. You also retain your base attack bonus, base saves, alignment, level, class, type (and subtype), extraordinary abilities, spells, and spell-like abilities, but not your supernatural abilities. You can cast spells for which you have components. The new form can be disorienting. Any time you are in a demanding situation (such as combat), you must succeed at a Will save (DC 19) or suffer a -2 penalty on all attack rolls, saves, skill checks, and ability checks until the situation passes. Upon death, you revert to your original form. Your new form makes you difficult to kill, and, as a result, you gain a number of bonus hit points equal to your size, as detailed on the following table.

Your Size	Bonus Hit Points
Tiny or smaller	--
Small	5
Medium-size	10
Large	15
Huge	20
Gargantuan	30
Colossal	40

While in sand form, you have a speed of 20 feet. You can pass through openings as small as a quarter of an inch in diameter, although passing through an opening two size categories smaller than you takes a full round action. You also gain a natural attack: an abrasive slam with a gritty pseudopod that grants 5 additional feet of reach. The number of times you can attack with this pseudopod each round is determined by your base attack, and you apply 1.5 times your Strength bonus on any damage done as if you were attacking with a two-handed weapon. A successful hit does a base of 1d8 points of slashing and bludgeoning damage. In sandy deserts or on sandy beaches, you gain a +10 circumstance bonus on all Hide checks and one-quarter concealment (attacks against you suffer a 10% miss chance). This natural attack form is the only natural attack form you can use while in this state.

Material Component: A handful of sand taken from an elemental with the earth subtype.

Scattergloom

Evocation [Darkness]
Level: Sor/Wiz 3
Components: V
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 100 ft. radius burst
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: No

You create six areas of magical darkness within the area, which randomly and rapidly move about, giving concealment

to nearby creatures. The areas of shadow (called "glooms") are the size of a Medium-size creature; they cannot leave the area of the spell. The movement of the glooms gives all creatures within the area one-half concealment (20% miss chance). This concealment applies to attacks made against or by creatures in the area. An attacker may ready an action to attack when he has a clear line of sight to the target, avoiding the miss chance. Two of the glooms are under your limited control. On your turn and as a free action while the spell is in effect, you can direct a controlled gloom to envelop a particular target and follow it. Each gloom can affect a single target of up to Medium-size in this manner, enshrouding it in total darkness. The target can attempt a Will saving throw to avoid the gloom. Success indicates the gloom goes on a random path like the others and does not remain affixed to the target, failure means the target is surrounded by magical darkness. Once directed at a target, a controlled gloom is out of your control. You can shape the controlled glooms to resemble a shadowy creature of Medium-size, including an undead shadow. They retain their shape even after you send them after a target, so it appears that the gloom is some sort of incorporeal creature that has enveloped the target. A shaped gloom has no other abilities, it cannot be attacked (*dispel magic* and similar spells affect it normally), and it is not susceptible to turning attempts. You can see normally through the glooms. This spell is often used to enshroud its caster (to conceal identity), with the second controlled shadow being "set" across a window or to block out light to conceal the presence of the caster.

Shadowgloom

Illusion (Shadow)
Level: Sor/Wiz 1
Components: V
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Duration: 1 round/level
Effect: 10 ft. radius of gloom or one shadowy form of Large or smaller
Saving Throw: Will negates (see text)
Spell Resistance: Yes

You call upon the power of shadow to create one of two effects:

Gloomcloud: You create a cloud of gloom that fills a 10-foot radius. Any creatures within the gloom are protected from the effects of full sunlight and do not suffer penalties for light blindness or light sensitivity from sunlight. Spells that create light (including *daylight*, *searing light*, and *sunbeam*) work normally within the area; the gloom protects only against actual light or sunlight originating from outside the area of gloom. Attacks made inside or into the area suffer a 10% miss chance due to the gloomy conditions (creatures with darkvision and low-light vision ignore this miss chance). With this variant you may also cause one creature or object of up to Medium size to be obscured by shadows. An affected object gains total concealment in the darkness, and becomes invisible while the effect lasts. A creature is merely disguised by deep shadow that completely obscures the major features of its bodies. The creature remains visible, but its identity and possibly even its race cannot be deduced just by looking at the creature. The disguised creature can still see, and the enveloping shadows do not adversely affect its ability to perform any action. Saving throws and spell resistance applies to a creature that does not want himself or an object in his possession to be affected in this manner. Normally this aspect of the spell is used to disguise a creature or hide an object from scrutiny (including something like concealing a door).

Quickshadow: You create a roughly humanoid shadow (shaped as you choose, so it may resemble a human, a satyr, or a winged creature) of size Large or smaller. The

shadow immediately moves 60 feet per round in the direction you indicate until it reaches the maximum range, at which point it fades away. The shadow is harmless and cannot cause harm. It cannot move into a space unless the spell has line of effect to that space. (For example, it could not pass through a closed door into the room beyond, but could move through a portcullis with ease.) This aspect of the spell is normally used to deceive viewers into thinking a message or summoned creature is fleeing or charging them. Of course, since you choose its shape you may use it as a prearranged signal to someone (a halfling shadow meaning one message, a harpy shadow meaning another, and so on).

Shimmermantle

Abjuration

Level: Sor/Wiz 4

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: Up to 10 minutes/level or until discharged (see text)

You create a shimmering aura that protects you from attacks, both physical and magical. While the spell lasts there is a 20% chance that any attack of harmful effect that might affect you fails to do so. This works just like a miss chance, except that it also applies to magical effects, including spells, spell-like abilities, and supernatural abilities. When an area attack fails to affect you, its effects against other subjects remain unchanged. For example, a foe blasts you and your party with a *fireball* spell. There is a 20% chance that *shimmermantle* will protect you completely from the spell. If so, you take no damage from the fireball, but your companions gain no benefit at all. Once the spell has prevented a total of 10 points of damage per caster level (maximum 150 points), it is discharged. If an attack allows a save for reduced damage, roll a saving throw to determine how much damage *shimmermantle* prevented. When *shimmermantle* prevents a nondamaging attack from affecting you, the attack has an effective damage rating that you must deduct from the *shimmermantle*'s protection. A nondamaging attack's effective damage is equal to its saving throw DC -10. For example, a carrion crawler's paralyzing touch (DC 13) counts as 3 points of damage, and a *command* spell from a Wisdom 11 cleric (DC 11) is a 1-point attack. For weapon attacks that also have a nondamaging component, combine the actual damage and the effective damage. For example, a stunning attack from a 2nd-level monk with Wisdom 16 (DC 14) counts as a 4-point attack, and if the monk's unarmed strike dealt 6 points of damage, the total damage deducted from the *shimmermantle* is 10 points. Likewise, a mummy dealing 13 points of damage with a slam also carries *mummy rot* (DC 16, for 6 point of effective damage) and drains 19 points from a *shimmermantle* spell.

Silvered Weapon

Transmutation

Level: Brd 0, Clr 0, Drd 0, Pal 1, Rgr 1, Sor/Wiz 0

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One weapon or projectile

Duration: 1 round/level

Saving Throw: None

Spell Resistance: None

You transform a single weapon or projectile into a silvered weapon or silvered projectile. A silvered weapon or projectile functions as a normal item of its type, except that silvered weapons or projectiles can hurt some creatures that can resist damage from normal weapons, such as werewolves.

Material Component: A silver coin.

Sirellyn's Superior Magnetism

Transmutation

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

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

Targets: One metallic creature or object

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: Yes

You fire a brilliant blue ray at a single creature or object within range. If your ranged touch attack succeeds, you charge the target with an intensely powerful magical magnetism effect. You can affect only objects made of metal, or creatures wearing or carrying metal armor, weapons, or gear. You can also choose to target a specific attended metal object in a creature's possession, such as a sword held in the hand. A metal-armored or metallic creature is instantly grappled (see below). The magical magnetism generated by *Sirellyn's superior magnetism* creates a zone of attraction with a radius of 30 feet around the affected creature or object. Every metallic object entering the zone of attraction is pulled toward the target creature or object by this attractive force, which has an effective Strength score of 10 + the caster's level (maximum 25). Every round in which metal creatures or creatures wearing metal armor remain within the zone of attraction, they must attempt an opposed Strength check against the force. If the attracted creature wins this contest, it suffers no ill effects this round. If it fails, it is entangled and drawn 10 feet closer to the creature or object at the center of the zone, +1 foot for every point by which it failed the opposed Strength check. Creatures carrying or holding metal objects may choose to release them, in which case the items fly to the creature or object at the center. If they instead hold onto them, they are treated as metal creatures. Unattended metal objects of 50 lb. or less in the zone of attraction (including items voluntarily released, as well as metallic missiles fired through the zone) fly with great force and strike the target, inflicting 1d6 points of damage per 5 lb. of weight (maximum 10d6). Objects heavier than 50 lb. are dragged 10 feet closer each round.

Metal creatures or objects that reach the target of *Sirellyn's superior magnetism* become stuck fast to the target. (If the target is a metal or metal-armored creature, it is instantly stuck fast to itself by the spell.) Creatures stuck together this way are considered to be grappled and must first escape the grapple by defeating the attractive force in an opposed Strength check before they can try to move away or take any actions prohibited in a grapple. Similarly, an object stuck to the target must be wrested away with a Strength check before it can be used. If a creature or object within the zone of attraction is more than twice as heavy as the target of *Sirellyn's superior magnetism*, the subject is dragged to it instead of vice-versa. This naturally moves the zone of attraction, which may shift other creatures out of the magnetism's range of influence.

Material Components: A small lodestone.

Sirine's Grace

Evocation

Level: Brd 4, Drd 5

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Sirine's grace infuses you with the otherworldly grace and fey magic of the sirines that dwell along the shores of the

Lost Coast. As this spell is cast, these energies suffuse your body and enhance your physical characteristics, granting you a +4 enhancement bonus to Charisma and Dexterity. For the duration of this spell, you gain a deflection bonus equal to your Charisma modifier to your Armor Class and a +8 bonus on Perform checks. You also gain a supernatural touch attack that you can invoke once per round as a free action. Anyone hit by your touch attack takes 1d4 points of temporary Intelligence damage (or 2d4 points on a critical hit). Alternatively, you can use this touch attack to restore 1d6 points of temporary Intelligence damage caused by this spell or by a sirine's touch.

Material Component: A lock of hair, freely given to you by a living sirine.

Snowsong

Enchantment [Compulsion, Mind-Affecting]

Level: Brd 6

Components: V

Casting Time: 1 action

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

Area: 15-ft. radius, 30-ft.-high cylinder

Duration: 10 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

Snowsong fills the area of effect with a soft snowfall that melts and evaporates on contact with anything solid. When you cast the spell, you must designate any creatures in the area of effect as allies or enemies. While the snow falls, all allies in the area hear a soft, lilting song that bolsters their spirits and confidence. At the same time, as the snow strikes their flesh, it melts and washes away scars, wounds, and filth. Allies under the effect of the snow gain a +6 enhancement bonus to their Charisma scores, a +4 morale bonus on all checks and attack rolls, and a +2 insight bonus to their Armor Class. In addition, the snow imparts fast healing 1 and cold resistance 30 to all affected allies. Enemies in the area of a *snowsong* have a much different experience. To them, the snow is bitterly cold and leaves scabs and angry welts when it lands on unprotected skin. They perceive the music as a discordant jangle of crashes, scrapes, and howls. As long as they remain in the area, they suffer a -6 enhancement penalty to their Charisma scores, a 20% miss chance to all melee attacks due to the swirling snow, and a 20% spell failure chance (for both divine and arcane spells) when casting any spells with a verbal component. In addition, enemies in the area suffer 1 additional point of cold damage each time they suffer damage from a physical or magical attack. Enemies can resist the effects of a *snowsong* with a successful Will saving throw. These benefits remain in place as long as the spell persists and as long as the target remains in the spell's area. If a creature leaves the spell's area, all effects stop until it returns to the *snowsong*'s area of effect.

Sonic Blast

Evocation [Sonic]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

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

Area: 5 ft. wide to close range (25 ft. + 5 ft./2 levels)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You generate a deadly beam of sonic energy from your outstretched hand that deals 1d6 points of damage per caster level (maximum 10d6) to each creature within its area. The *sonic blast* may shove creatures in the area back along the path of the spell. Any creature failing its saving throw must make a Strength check (DC equal to damage inflicted

by the spell); those who fail find themselves bull rushed directly away from the caster as if by a Large creature with a Strength score equal to the damage the spell inflicted. The spell moves with the target; see the bull rush description in Chapter Eight of the *Player's Handbook* for details on attacks of opportunity, stability modifiers, etc. If a creature is shoved back into a solid barrier such as a wall or a strong door, the creature sustains an additional 1d4 points of bludgeoning damage.

Like a *lightning bolt*, the *sonic blast* damages or destroys objects in its path. If the damage caused to an interposing barrier such as a closed door shatters or breaks through it, the *sonic blast* may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier.

Material Components: A tiny glass cone.

Soul Charge

Necromancy [Evil]

Level: Cleric 3, Sorcerer/Wizard 3

Components: V, S, F

Casting Time: 10 minutes

Range: Touch

Target: Creature touched

Duration: 24 hours or until discharged

Saving Throw: Fortitude negates

Spell Resistance: Yes

You steal a portion of the target's soul and use it to activate a wand or other spell-trigger item. The spell bestows one negative level to the target (with the normal repercussions of gaining a negative level, including the possibility of losing a level 24 hours later) and transfers the soul's energy to a crystal you carry. When the crystal holds a charge, you can use the energy in it to power a spell effect from a wand or other spell-trigger item instead of using a charge from the wand. Even if the spell normally expends two charges from the item, *soul charge* can add only one charge per use. To use this spell to activate an item, you must be able to activate the item yourself. That is, the spell effect you activate must be on the spell list for your class. The spell also must be 3rd-level or lower, and the item's caster level must be less than or equal to your caster level. *Example:* A 13th-level wizard with a *staff of defense* wants to use this spell to trigger the staff. Only one of the staff's powers -- *shield* -- meets the requirements for *soul charge*. The other powers, *shield of faith*, *shield other*, and *shield of law*, aren't on the wizard's spell list.

Focus: A piece of crystal worth at least 100 gp. The crystal receives the energy stolen from the soul. A single crystal can hold only one charge. A character can carry more than one charge at a time, but must have a separate crystal for each charge.

Splinterbolt

Evocation

Level: Druid 2, Sorcerer/Wizard 2

Components: V, S, M

Casting Time: 1 standard action

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

Effect: One or more streams of splinters

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You cause a long, thin, sharp beam of splinters to lance out of your outstretched hand to strike a target in range. You must make a ranged attack (not a ranged touch attack) to hit the target; if you hit, the splinterbolt deals 4d6 points of piercing damage. The splinterbolt threatens a critical hit on an 18-20 and deals x3 damage on a successful critical hit.

You can fire one additional splinterbolt for every four levels beyond 3rd (to a maximum of three splinterbolts at 11th level). You can fire these splinterbolts at the same or different targets, but all splinterbolts must be aimed at

targets within 30 feet of each other and fired simultaneously. If you cast this spell in forested terrain, the splinterbolts are treated as cold iron magic weapons, and they deal an additional +4 points of damage on a hit.

Material Component: A splinter of wood.

Steelsting

Evocation [Force]

Level: Sor/Wiz 4

Components: V

Casting Time: 1 action

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

Area: Cylinder 10 ft. wide, 25 ft. long

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You create a brief maelstrom of dagger-like flying darts of force that spin, slice, and rebound within the area. All within the area suffer 1d6 points of force damage per caster level (maximum 10d6). The name is a misnomer, for the spell creates neither steel nor a true sting.

Styptic

Conjuration (Healing)

Level: Clr 0

Components: S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The target of this spell immediately stops bleeding from any wounds it has suffered from slashing or piercing weapons or wounding effects. The spell also immediately stabilizes a creature that is dying as a result of such injuries. *Styptic* has no effect on injuries resulting from other types of damage, or on conditions that do not deal hit point damage.

Material Component: A specially carved stick with a wax tip.

Sudden Stalagmite

Conjuration (Creation)

Level: Drd 4, Sor/Wiz 4

Components: V, S

Casting Time: 1 action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

A razor sharp stalagmite bursts forth from the ground to impale the targeted creature. Although the target gains a Reflex save to halve the damage done, the stalagmite itself is non-magic and is not subject to spell resistance. Airborne creatures within 10 feet of the ground gain a +4 bonus on this save, and creatures higher than this cannot be harmed by this spell. The stalagmite is about 1 foot wide at its base and up to 10 feet tall. If it encounters a ceiling before it reaches full size, it stops growing. The sudden growth of the stalagmite does 1d6 points of piercing damage per caster level (maximum 15d6). In addition, a target that fails to make a saving throw against this spell and takes damage from it is impaled on the stalagmite and cannot move from its current location until it makes an Escape Artist check (DC 15). The stalagmite can be removed in other ways, as well, such as with a *stone shape* spell. The victim can even break free with a successful Strength check (DC 25), although this deals an additional 3d6 points of slashing damage on the victim. The damage caused by this spell is non-magical, but it penetrates damage reduction as if it were a +1 weapon.

Summon Blood Elemental

Conjuration (Summoning) [Evil]

Level: Clr 5

Components: V, S, M, DF

Casting Time: 1 full round

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

Effect: One summoned Medium-size blood elemental

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell summons a blood elemental to attack your enemies. It appears where you designate and acts immediately, on your turn. As soon as it arrives, you must designate its target or targets by pointing. If there are multiple creatures in the general area where you point, it attacks them all. Because of the blood elemental's incomprehensible nature (see the Incomprehensible special quality, below), it is not possible to communicate with it by any means that involves language (including a *tongues* spell or a monk's tongue of the sun and moon ability). Thus, you cannot redirect its attacks verbally, command it to take other actions, or otherwise control it in any way. A blood elemental cannot be dismissed the way other summoned creatures can. If there are no enemies present, or if the blood elemental destroys all the creatures designated as enemies before the duration of the spell ends, it either returns to its home plane voluntarily (25% chance) or attacks the nearest creature (75% chance), even if that creature is you. If it decides to continue attacking and there are multiple potential targets at the same distance, it chooses the one that seems weakest. When the spell duration expires, the creature disappears at the end of your turn if it has not already departed.

Material Component: A drop of blood from a good creature.

Blood Elemental Medium-Size Outsider

Hit Dice: 5d8+12 (37 hp)

Initiative: +1

Speed: 20 ft., swim 90 ft.

AC: 20 (+1 Dex, +9 natural), touch 11, flat-footed 19

Attacks: Slam +8 melee

Damage: Slam 1d8+4

Face/Reach: 5 ft. by 5 ft./5 ft

Special Attacks: Bloodbath, cause insanity

Special Qualities: DR 5/+1, incomprehensible, immunities (critical hits, mind-affecting effects, stunning), outsider traits

Saves: Fort +7, Ref +5, Will +4

Abilities: Str 17, Dex 12, Con 17, Int 10, Wis 11, Cha 19

Skills: Listen +8, Move Silently +9, Search +8, Spot +8, Swim +19

Feats: Cleave, Power Attack

Climate/Terrain: Any

Organization: Solitary

CR: 6

Treasure: None

Alignment: Always neutral evil

Advancement: 6-10 HD (Large); 11-15 HD (Huge)

A blood elemental is a dreadful creature from a remote outer plane. It is extremely alien in both appearance and outlook, and it has a bizarre intelligence all its own. In their home plane, blood elementals have a civilization of sorts, though its nature is incomprehensible to visitors. When summoned to the Material Plane (see *summon blood elemental* spell, above), they are eager to lay waste to all about them. A blood elemental resembles a water elemental except that its fluid body is composed entirely of red, viscous blood. It oozes and undulates as it moves, leaving streaks of red on any surface it traverses. Blood elementals

communicate with each other via a language of their own that sounds like a series of shuddering gurgles and burps.

COMBAT

Blood elementals are extremely hostile and do not hesitate to fight any creature designated as an enemy by their summoners. In melee, they prefer to deal damage immediately with their slam attacks, then use their bloodbath ability on foes that seem weak enough to grapple. Beyond this technique, they exhibit no clear strategy.

- **Bloodbath (Ex):** With a successful grapple check (grapple bonus +12, including a +5 racial bonus on grapple checks), a blood elemental may engulf a creature of up to its own size category. An engulfed creature is subject to drowning (see the Drowning Rule in Chapter 3 of the *Dungeon Master's Guide*). The elemental may eject the engulfed creature at any time. A victim that is still alive when it emerges from the blood elemental's body (whether by escaping the monster's hold or by being ejected) takes 1d6 points of Wisdom damage because of the strain on its sanity that the sensation of drowning in blood produced. Furthermore, the victim creature must make a successful Fortitude save (DC 15) on emerging or be nauseated for 2d6 rounds.

- **Cause Insanity (Su):** Once per day, a blood elemental can produce an effect identical to that of the *insanity* spell (caster level 13th; save DC 16).

- **Immunities (Ex):** The blood elemental's alien psychology and physiology make it immune to critical hits, mind-affecting effects, stunning.

- **Incomprehensible (Ex):** Because of its alien mentality, a blood elemental does not understand verbal communication of any sort, nor can its own gurgling language be understood by any creature except its own kind. A blood elemental is immune to all language-dependent spells and effects, and no mundane or magical effect that usually allows verbal communication (including a *tongues* spell or a monk's tongue of the sun and moon ability) functions with respect to it.

- **Outsider Traits:** A blood elemental has darkvision (60-foot range). It cannot be raised or resurrected.

Surefooted Stride

Transmutation

Level: Bard 2, Ranger 2, Sorcerer/Wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

Your stride becomes confident and sure in mountainous terrain. You can move through dense rubble at full speed for the duration of this spell, and you can even run, charge, and tumble through such terrain as though it were clear terrain. You also gain a +2 competence bonus on all Climb checks. Additionally, you treat mountainous terrain as plains for the purpose of determining your overland movement through such terrain.

Material Component: A tiny walking stick set with a jacinth chip worth at least 10 gp.

The Sky is Falling

Evocation

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: 30 ft.

Area: Cylinder (20 ft. radius, 40ft. high), centered on you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You create a shower of pebbles that fall from the sky around you. (The bottom of the cylinder is centered on you.) The shower deals 1d6 points of bludgeoning damage per caster level (maximum 10d6) to every creature except the caster within the area. Unattended objects also take this damage. The pebbles dissipate immediately upon striking.

Material Component: A pebble.

Transmute Rock to Sickstone

Transmutation

Level: Clr 8, Drd 7, Sor/Wiz 8

Components: V, S, M

Casting Time: 1 action

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

Area: One Large size boulder, or one 5-foot-square section of stone, or one stone creature

Duration: 1 round/level

Saving Throw: Fortitude partial (see text)

Spell Resistance: No

In the deepest reaches of the trenches of the Underdark, the very stones are said to be imbued with a fell energy. These stones glow with an unhealthy color that does not exist on the surface world, and any who tread too near these stones sicken and die over the course of several days. This material is known as *sickstone*, and this spell imbues normal stone with these deadly properties and then magnifies these properties even further so the debilitating effects occur almost instantly. *Sickstone* glows with a nauseating not-quite-green, not-quite-silver light that provides illumination to a radius of 40 feet. Any creature in range of this illumination must make a Fortitude saving throw each round or take 1d6 points of temporary Constitution damage. Only 1 point of temporary Constitution damage is taken if the saving throw is successful. Anyone who actually physically contacts the *sickstone* takes a -4 penalty on the saving throw, and any Constitution damage taken as a result becomes permanent Constitution drain. The damage caused by *sickstone* is caused by a magical disease, so creatures that are immune to magical diseases are immune to the effects of *sickstone*. Some particularly cruel wizards have been known to grant stone minions like golems, elementals, or shield guardians the ability to transform themselves into *sickstone*. A stone creature under the effects of a *sickstone* spell does 1d6 points of permanent Constitution drain to anything it strikes, unless the target makes a Fortitude save against this spell, in which case only 1 point of permanent Constitution drain is dealt. Once the spell expires, the affected stone becomes chalky and powdery. Its hardness is permanently cut in half (round fractions down) as a result. A stone creature with damage reduction has its damage reduction score lessened by 5/+1, as well. Stone lessened to a hardness of 0 or stone that gets lessened to a -1 in either part of the damage reduction score crumbles to dust. For example, if a stone creature originally has a damage reduction score of 5/+1, it gets lessened to 0/0 when the spell expires. If the creature had 10/silver as its damage reduction score, it changes to 5/-1 (silver), which means that it crumbles to dust.

Understand Object

Divination

Level: Brd 1, Sor/Wiz 2

Components: S, M

Casting Time: 1 minute

Range: Touch

Targets: One touched object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Understand object determines the non-magical functions of an object or technological item. The caster must handle

or touch the object throughout the casting time and spell duration to gain any knowledge. If the item has more than one function, the spell identifies its most general or most likely use. Casters can gather further information about the item only through additional uses of the spell. *Understand object* does not reveal magical functions (as *identify* would), only mechanical operations. The spell is used most often to help casters understand the nature and use of an object from another technological level (such as a firearm found in a world where such weapons don't normally exist), or to gain some clues to extremely complex gadgets or puzzles. If used in the latter manner, however, this spell can prove very, very dangerous. Using *understand object* to figure out how a trapped device operates can be disastrous, as the spell does not distinguish a harmful nonmagical trap from any other gadget! And, since the spell starts with the easiest or most general effect first (and traps are often much easier to trigger than non-trap functions of an item), *understand object* may just tell you how to kill yourself. For example, a character might cast the spell on three interlocking rings found on what appears to be the locking mechanism of a box. The first use of the spell tells the caster that the interlocking rings are, indeed, a locking mechanism and they have to be turned in a certain way to cause a needle to spring out of the box (a trap, though the spell doesn't tell the caster that). On a second use of the spell, the caster learns that turning the interlocking rings also can cause the box to open. Since the interlocking rings have no other function, further uses of the spell reveal nothing. If opening the box causes a *fire trap* to go off in the opener's face, that is not revealed, since *fire trap* is a magical effect. But when the spell is used in its most basic way, it can be a boon to adventurers who encounter technological items and strange objects that they have no way of understanding without help. New exotic weapons, high-tech gadgets, and the like are the province of *understand object*.

Undertow

Transmutation
Level: Drd 1, Sor/Wiz 2
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: 20-ft.-radius burst
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

This spell causes a sudden and violent current to tear through all liquids in the spell's area. Water in open containers splashes outward; open containers carried by creatures do not spill if their carrier makes a Fortitude saving throw.

The currents created by this spell in larger bodies of water (or other liquid) are quite strong. All creatures in contact with the water must make a Fortitude saving throw or be stunned for 1 round.

Vhaeraun's Nightshield

Abjuration
Level: Cleric 1, Sorcerer/Wizard 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 minute/level or until discharged (D)

You protect yourself with a cloaklike aura of black energy. This aura has two effects. First, it absorbs 5 points of *magic missile* damage per caster level, similar to a *brooch of shielding*. Second, it provides a +1 resistance bonus on saving throws; this resistance bonus increases to +2 at caster level 6 and +3 at caster level 9. The spell ends if it

absorbs its full capacity of *magic missile* damage.

Volcanic Storm

Conjuration (Creation) [Fire]
Level: Sor/Wiz 7
Components: V, S, M
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: 30-ft.-radius spread
Duration: 3 rounds
Saving Throw: See text
Spell Resistance: No

Volcanic storm creates billowing clouds of volcanic ash and pelts the region with blocks of partially molten stone, subjecting the area to the effects of a localized volcanic eruption. On the first round of this spell's duration, the area is blasted with a powerful pyroclastic wind. Living creatures in the area must make a Fortitude save or be nauseated for 1d4 rounds. The winds are hurricane force and have the appropriate wind effect on all creatures in the area. On the second round, the wind stops as a whistling shower of fist-sized chunks of rock pelt the area. All creatures and unattended objects in the area take 1d6 points of damage per two caster levels (max 10d6); a successful Reflex saving throw reduces the damage by half. Any creature that fails this save must make a Fortitude save or be stunned for 1d4 rounds. On the third and final round, these chunks of rock explode into torrents of lava. All creatures and unattended objects in the area take 1d6 points of damage per two caster levels (max 10d6), a successful Reflex saving throw reduces the damage by half.

Material Component: A javelin made of obsidian and tipped with a diamond head worth at least 100 gp. This javelin must be thrown as the spell is cast; it unerringly flies to the point directed by the caster to be the center of the spell's area as the spell is cast.

Vortex of Teeth

Evocation [Force]
Level: Sor/Wiz 4
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Area: Hollow cylinder (40 ft. radius, 20 ft. high with a 5-ft.-radius safe zone at the center)
Duration: 1 round/level (D)
Saving Throw: Reflex half
Spell Resistance: Yes

A vortex of teeth manifests as a swirling, spiraling storm of magically created incorporeal piranha that swim through the surrounding region. Unfortunately for creatures in the area of effect, the ravenous teeth of the magic piranha solidify upon contact with flesh. All creatures in the area of effect of a vortex of teeth take 2d6 points of damage per round. A successful Reflex save halves this damage. The damage caused is a force effect, and thus bypasses damage reduction and can harm incorporeal creatures. Objects cannot be damaged by a vortex of teeth.

Material Component: A piranha's tooth.

Wall of Smoke

Conjuration (Creation) [Fire]
Level: Drd 1, Sor/Wiz 1
Components: V, S
Casting Time: 1 standard action
Range: Short (25 ft. + 5 ft./level)
Effect: Two 5-ft. squares/level that are 5 ft. thick (S)
Duration: 1 round/level
Saving Throw: Fortitude partial, see text
Spell Resistance: No

This spell creates a thin but opaque wall of black smoke. The wall is stationary once created. The wall blocks sight to a limited degree. Creatures on opposite sides of the wall

that cannot see over it gain concealment from each other (attacks have a 20% miss chance). A creature that breathes can pass through a *wall of smoke* with ease if it hold its breath; otherwise it must make a Fortitude save to avoid being nauseated for 1 round. A moderate wind (11+ mph), such as from a *gust of wind* spell, destroys the wall in 1 round. This spell does not function underwater.

Whipstrike

Evocation [Air]
Level: Drd 3, Sor/Wiz 3
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude partial (see text)
Spell Resistance: Yes

This spell creates a whirlwind of solid air, akin to certain of the magic effects that hold Palarandusk together. It forms above a chosen target and stabs down in a single, unerring strike, hammering the victim for 1d6 points of bludgeoning damage per caster level (maximum 10d6). A creature that succeeds at a Fortitude saving throw takes only half damage.

A Medium or smaller target who is on the ground that fails its save is knocked prone by the blast of air. If the target is flying, it is blown downward (1d6 x 5 ft. if Medium, 1d6 x 10 ft. if Small, or 2d6 x 10 ft. if Tiny or smaller, and Tiny or smaller creatures suffer 2d6 points of non-lethal damage from battering and buffeting in addition to the spell's primary damage). Large or larger creatures cannot be knocked prone or moved by this spell. This spell has no effect if cast underwater.

Wingbind

Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 3
Components: V, S, F
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One winged creature
Duration: 1 round/level (D)
Saving Throw: Will half
Spell Resistance: Yes

The subject's wings become paralyzed. The subject cannot use its wings to fly, swim, attack, or anything else requiring movement. If the creature is currently flying, it falls and suffers normal falling damage. If the creature succeeds at its saving throw against this spell, its wings are only partially paralyzed. Its fly speed is reduced to one-half and its fly maneuverability drops by one category. If it uses its wings to swim, its swim speed is reduced as well. Attacks with the wings have a -2 circumstance penalty.

Arcane Focus: A pair of iron nails.

Winter's Embrace

Evocation [Cold]
Level: Clr 4, Drd 3
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Area: One creature
Duration: 1 round/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

Winter's embrace covers the victim with sheets of ice and lumps of snow. If the victim resists the spell, the ice and snow instantly slough from its body, causing a mere 1d4 points of cold damage and ending the effect. If the victim fails to resist, the ice and snow cling tenaciously to its body and cause 1d8 points of cold damage per round. Each

round, the victim can make a new Fortitude saving throw to avoid suffering damage that round. The second time a victim suffers damage from a single casting of *winter's embrace*, it becomes fatigued. The fourth time it suffers damage from the same spell, it becomes exhausted.

Wolfskin

Transmutation
Level: Druid 2, Ranger 3
Components: V, S, F
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 minute/level (D)

You take the shape of a normal wolf as if you had the *wild shape* ability of a 5th-level druid.

Focus: The skin of a wolf, dire wolf, werewolf, worg, or winter wolf. The skin melds with your body while the spell is in effect, and it returns to normal when you assume your own shape.