

INTRODUCTION

INTRODUCTION TO V3.0

The inclusion of DUNGEON MAGAZINE in this compilation yielded only 10 new spells none of which had images associated with them. All of them were Sor/Wiz spells with the exception of the two Epic level spells. Most of the spells found in DUNGEON MAGAZINE already come from another source. There are no new Spellbooks and no new Domains. Adding these spells doesn't significantly change much at all but is done more for uniformity between the compilations.

INTRODUCTION

Collected here is a listing of all the spells found in DRAGON MAGAZINE issues 309-362. Most of the spells in the earlier issues have found their way into the SPELL COMPENDIUM. Other spells appear in various printed books. These spells have not been reproduced here. Even though there may be slight differences between the spells in the magazine and the spells in the books, it is my belief that newer issues and newer printed material supersedes anything that came before it. There is one exception to this reprinting rule. *Greater Bestow Curse* appears both in COMPLETE DIVINE and RACES OF DESTINY. The *Greater Bestow Curse* that is found here is reprinted from these two books (which are identical with the exception of the Divine 7 level which is added to the RACES OF DESTINY version) solely for the purpose of including the variants to this spell which do not appear in either book.

Entries found here have been entered using OCR and proofread. Some issues come from really bad scans in which case entries have been manually transcribed.

Readers of my other compilations may notice a slight difference in chapter/appendix styles. This was done to mimic the layout of the SPELL COMPENDIUM.

DESCRIPTIONS

There has been no change or standardization to the way spells have been listed in the 3.5 world and therefore, unlike other compilations, have not had to undergo changes. The entries are word for word from the magazine with a few exceptions:

The **Dragon Magazine #** is included in the stat block which lists from which issue and article the spell originally appeared in.

In a few rare cases, the spells had a lot of back-story to their origins. This information was pulled out and placed at the end of the description under the heading **Lore**.

IMAGES

Although there weren't as many images accompanying the spells as I would have liked, I took what was available and tried to place them near the corresponding spell description. These images all come from Dragon Magazines and have only been altered to clean them up for use in this compilation.

VERSIONS

- 1.0: The initial release.
- 2.0: Added missing information.
- 3.0: Added spells from DUNGEON MAGAZINE.

WHO AM I?

Plain and simple: nobody. I'm not a graphic artist. I do not design layouts for magazines or newsletters of any sort. While I would love to say who I am, I'd rather not be hassled for creating this compilation for the gaming community. I often go by the name of EldritchHorror or some variation and sometimes can be found as Strider.

Look for my other compilations: Arms and Equipment, Feats, Flaws, and Fighting Styles, and Magic Items.



AGING TOUCH

Necromancy

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

Source: Dragon 350 (Spellcraft – Chronomancy)

Breathing a gasp of dust upon your hand, your flesh withers like that of a mummy, then reforms, aging and regenerating before your eyes.

Your touch ages living creatures. Any creature you touch with a successful melee touch attack takes 1 point of Strength, Dexterity, and Constitution damage. This aging is reflected in the target's appearance—skin becomes more wrinkled and pockmarked, hair turns white, posture stoops—and while this has no additional negative effect, it does provide a cumulative +2 bonus on Disguise checks. Only the target's body is aged by this spell, and it gains none of the benefits of growing older naturally. Creatures that gain benefits by age category do not gain additional advantages due to this spell.

Every time a creature is affected by this spell it is temporarily aged one age category—a young character becomes middle age, a middle-aged character become old, and an old character become venerable. (Assume a creature is young if no age is given.) Every time the target ages in this way the effects of this spell stack, until the target reaches venerable age. If a creature is aged past venerable it instead takes 5d6 points of damage each time it is struck, as its body succumbs to the ravages of incredibly swift decay. Thus, a young character struck by a wizard using *aging touch* three times takes -3 points of damage to Strength, Dexterity, and Constitution and gains a +6 bonus on Disguise checks. Upon being struck a fourth time, that target takes 5d6 points of damage.

Ability damage dealt by this spell heals as normal, at a rate of 1 point per day for each affected ability. The bonus on Disguise checks also fades over time, decreasing at a rate of -2 every day until the target's Disguise modifier returns to normal.

Material Component: A pinch of dust.

ANAMENSIS

Divination

Level: Brd 3, Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level or until discharged (D)

Source: Dragon 338 (Spellcraft – The Silver Hexameric Folio)

By casting this spell you tap into the musings of some alien collective memory. For the duration of the spell you can perform any Knowledge skill check untrained and can make one Knowledge check with a +10 bonus. If you have the bardic knowledge ability or a similar class ability, the +10 bonus can apply to that check instead. This bonus can only be applied once, as a free action, at any time during the duration of this spell. Once the Knowledge bonus is used the spell ends.

For as long as this spell is in effect, however, you perceive noises - echoing hums, clicks, and complex rhythms - just at the edges of your senses, as if some outside intelligence were trying to communicate with you. For as long as this spell is in effect you take a -4 penalty on all Will saves. Spell weavers are not subject to this penalty.

You cannot have more than one *anamnesis* active at the same time.

ANIMATE INSTRUMENT

Transmutation

Level: Brd 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One instrument touched

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

Source: Dragon 335 (Spellcraft – Songsabers of Waterdeep)

You imbue a musical instrument with the ability to play at your command. This instrument can play a tune on your behalf even while you are busy with other actions. As long as this spell is in effect you can cause the affected instrument to begin playing as a free action, effectively mimicking and continuing your performance (at the same Perform result as yours, if one has been made). Once the animated instrument picks up the performance, you do not have to continue

concentrating to maintain its effect. Thus, you do not need to concentrate to continue a performance or bardic music effect (that relies on the use of a musical instrument) and may cast spells or activate magic items. You may not, however, make further use of bardic music while an animated instrument continues a bardic music effect.

You can animate any nonmagical musical instrument, such as a piano, fiddle, or harp. If the instrument must be carried or held while played, it floats in the air in the square in which you cast the spell. The animated instrument cannot move. The instrument continues to play until the spell expires or a creature succeeds at a touch attack to ruin its tune. An animated instrument's AC is 10 plus any relevant size modifiers (most hand-held instruments are Small, giving them a +1 size bonus to AC).

ANIMATE UNDEAD LEGION

Necromancy [Evil, War]

Level: Clr 4, Sor/Wiz 6

Components: V, S, M

Casting Time: 10 minutes

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

Area: Corpses within a 60-ft.-radius burst (see text)

Duration: Concentration (up to 1 minute/level)

Saving Throw: None

Spell Resistance: No

Source: Dragon 309 (War Spells – Unleash Arcane Armageddon)

You cause all bones or corpses within the spell's radius (including those buried underground to a depth of up to 10 feet) to rise as undead skeletons or zombies. Up to 25 Hit dice worth of undead creatures per caster level can be created in this manner. These undead do not count toward your control limit for commanding undead through the rebuke undead ability or through spells such as *animate dead*. Normally this spell is cast on a graveyard, burial ground, or battle site to maximize the number of available bodies.

Any undead created by this spell that move out of its range are instantly destroyed. Likewise, when the spell ends, all undead created by it are instantly destroyed.

Note: This spell requires the War Magic Study feat to acquire and cast.

Material Component: An iron crown studded with black onyx gems worth 3,000 gp, plus one 10-gp onyx for every undead creature created by the spell.

ARCANE SEAL

Abjuration
Level: Magewright 3, Sor/Wiz 3
Components: V, S, F
Casting Time: 1 standard action
Range: Touch
Target: The door, chest, or portal touched, up to 30 sq. ft. /level in size
Duration: Permanent
Saving Throw: None
Spell Resistance: No
Source: Dragon 344 (Eberron – Dreadhold – Eberron's Inescapable Island Prison)

This spell can be cast upon a door, chest, or portal. This magically seals the target and attaches a mystical alarm to this location. The focus of the spell is a platinum key. This key is bound to the target of the spell and cannot be used again for any other purpose. The bearer of the key may freely pass the *arcane seal* without affecting it. Otherwise, a door or object secured with this spell can be opened only by breaking it or with a successful *dispel magic* or *knock* spell. Add 10 to the normal DC to break open a door or portal affected by this spell. In addition, if the door is opened in any manner, the bearer of the key receives a mental alert—a single word, set when the spell is cast.

A *knock* spell suppresses the seal for 10 minutes. *Dispel magic* permanently destroys the seal if the dispel check is successful. However, the act of dispelling the seal triggers the mental alert. A rogue or artificer can sense the presence of an *arcane seal* by making a successful DC 28 Search check. A rogue or artificer can temporarily disable the alarm using an arcane key (see page 169 of SHARN: CITY OF TOWERS).

Focus: A finely crafted platinum key worth 50 gp.

BANE, GREATER

Enchantment (Compulsion) [Mind-Affecting]
Level: Initiate of Hextor 3
Source: Dragon 342 (The Power of Faith – Initiate Feats of the Core Deities)

This spell functions like bane, except that the penalty is equal to -1 per three caster levels, to a maximum of -5.

BANNER OF THE SAINT

Enchantment (Compulsion) [Mind-Affecting]
Level: Clr 3 (Saint Cuthbert)

Components: V, S, DF, F
Casting Time: 1 round
Range: Banner touched
Effect: 60-ft.-radius emanation centered on the banner
Duration: 1 minute
Saving Throw: None
Spell Resistance: Yes
Source: Dragon 358 (Core Beliefs – St. Cuthbert)

You create an aura of power centered on a banner bearing Saint Cuthbert's symbol or likeness. All allies within the aura gain a +2 morale bonus on attack rolls and saving throws against fear effects. The spell ends if the cloth of the banner is destroyed or touches the ground.

Focus: The banner and a small blessed cloth worth 100 gp.

BATTLE FRIGHT

Necromancy [Fear, Mind-Affecting, War]

Level: Brd 4, Sor/Wiz 5
Components: V, S, M
Casting Time: 1 minute
Range: Long (400 ft. + 40ft. /level)
Area: All living creatures within a 60-ft.-radius burst
Duration: Concentration
Saving Throw: Will negates
Spell Resistance: Yes
Source: Dragon 309 (War Spells – Unleash Arcane Armageddon)

As *fear*, except as noted above. Creatures affected by this spell flee from you and your allies.

Note: This spell requires the War Magic Study feat to acquire and cast.

Material Component: A handful of tiny feet carved out of onyx, worth a total of 3,000 gp.

BATTLE FURY

Enchantment (Compulsion) [Mind-Affecting, War]

Level: Brd 3, Sor/Wiz 4
Components: V, S, M
Casting Time: 1 minute
Range: Long (400 ft. + 40ft. /level)
Target: All living creatures within a 60-ft.-radius burst
Duration: Concentration
Saving Throw: Will negates
Spell Resistance: Yes
Source: Dragon 309 (War Spells – Unleash Arcane Armageddon)

As *rage*, except as noted above. Normally this spell is used on allied troops, who forgo their saving throws to gain the benefits of the spell.

Note: This spell requires the War Magic Study feat to acquire and cast.

Material Component: A handful of tiny weapons carved out of lapis lazuli, worth a total of 2,500 gp.

BATTLE TENTACLES

Conjuration (Creation)
Level: Sor/Wiz 5
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. /level)
Area: a 20-ft.-radius spread
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No
Source: Dragon 344 (A Dark and Stormy Knight – Another Evening With the Wizards Three)

This spell conjures a field of rubbery black tentacles very similar to those created by the well-known *Evard's black tentacles* spell. These waving members seem to spring up from the floor, soil, water, or whatever other surface is underfoot. They bash and slice creatures that enter the tentacle field, assaulting their targets with great strength. The tentacles are studded with irregular short finlike spines, having edges as sharp as many swordblades.

The tentacles make one melee attack every round against every creature within the spell area. Treat the tentacles as a Medium creature with a base attack bonus equal to your caster level and a Strength score of 19. They deal 2d6+4 points of damage with each successful hit. This damage is half bludgeoning and half slashing.

Any creature that enters the area of the spell is immediately attacked by the tentacles and can only move through the area at half normal speed. To you, the tentacles seem insubstantial: you can pass freely through them as if they don't exist, without impairing their attacks or your movement at all.

Material Components: A piece of tentacle from a giant octopus or a giant squid, and a fragment of spine or bone from any aquatic creature.

BATTLEARMS

Evocation
Level: Clr 4, Blackguard 4
Components: V, S, DF
Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Source: Dragon 356 (Core Beliefs – Hextor)

Calling upon the power of Hextor, you imbue yourself with skill in combat and create extra arms. Your base attack bonus becomes equal to your character level (which might give you additional attacks), you gain 1 temporary hit point per caster level and you grow a pair of extra arms from your torso. You may use these extra arms to make unarmed strikes or wield weapons. If you use these extra limbs to attack, attacks with your primary hand are at -6, the three other hands are at -10. If you have the Two-Weapon Fighting feat, the penalty on attacks with all of your hands drops to -4. At 12th level, you grow an additional pair of arms.

These extra arms cannot cast spells. You cannot cast a spell and make an attack with these arms in the same round. On the round you cast this spell, each new arm may draw one of your weapons as a free action. On any later round you must use a move action to equip weapons in one or more of your extra hands. The arms are a neutral gray color and barely human. They cannot hold any items other than weapons, climb or swim, or engage in any activity other than combat.

BESTOW CURSE, GREATER

Transmutation

Level: Brd 6, Clr 7, Sor/Wiz 8

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

Source: Dragon 348 (Bestowed Curses – Variants for the Vile)

The spellcaster places a curse on the creature touched, choosing, one of the three following effects.

- One ability score is reduced to 1, or two ability scores take -6 penalties (to a minimum of 1).
- -8 penalty on attack rolls, saving throws, ability checks, and skill checks.
- Each turn, the subject has a 25% chance to act normally, otherwise, it takes no action.

You can also invent your own curse, but it should be no more powerful in those described above, and the Dungeon Master has the final say on the curse's effect.

A *greater curse* cannot be dispelled, nor can it be removed with a *break enchantment*, *limited wish*, or *remove curse* spell. A *miracle* or *wish* spell removes the *greater curse*, but each *greater curse* also must have a single means of removing it



A witch bestows a powerful curse on her enemy.

with some deed that the spellcaster designates. The deed must be something that the subject can accomplish within one year (assuming he undertakes it immediately). For example, the deed might be “slay the dragon under Castle Bluecraft,” or “climb the tallest mountain in the world.” The cursed victim can have help accomplishing the task.

Note: This spell is reprinted from RACES OF DESTINY. See the Introduction for more information. See the “Variant Bestow Greater Curse” sidebar for variations on this spell.

BLACK STENCH OF LAOGZED

Conjuration (Creation)

Level: Clr 4, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Personal

Effect: Cloud spreads in a 20-ft. radius from you, 20 ft. high

Duration: 1 round/level

VARIANT GREATER BESTOW CURSE EFFECTS

- The target loses a class ability, such as spellcasting, sneak attack damage, or barbarian rage. If this class ability is a prerequisite for other abilities or feats, the target loses the use of those feats as well.
- The target gains a susceptibility to a one energy type (such as fire or electricity) or to weapons made of a specified rare or unusual material (such as adamantite or silver) of the caster's choice. The target takes an additional +50% extra damage from this source. This effect does not stack with any other weaknesses the target might already possess.
- The target's alignment gradually moves toward another of the caster's choice. For example, a lawful good paladin might be cursed to become chaotic evil, losing access to all of his paladin spells and abilities. There is no immediate effect, but the target must make a Will save each day thereafter or his alignment shifts one step toward the chosen alignment.
- The target takes damage equal to the damage he deals to others. Only damage dealt with weapons is affected, not ability damage or spell effects.
- One of the target's attack options is lost (such as a dragon's breath weapon or a medusa's petrifying gaze attack).
- The target can no longer sleep soundly, perhaps wracked by nightmares or guilt over past evil deeds (caster's choice). He wakes fatigued each morning and cannot perform tasks that require him to be well-rested, such as a wizard preparing spells.
- The target's most powerful or cherished possession (DM's discretion) is drawn by fate to fall into the hands of a hated enemy or rival.
- The target is completely unable to use any three skills of the caster's choosing. Knowledge skills must be chosen separately.
- Everyone the target sees appears to be undead, their flesh rotting from their bones and their voices reduced to hollow rasps.
- All critical threats made against the target automatically confirm without requiring the attacker to reroll.
- A noisy spirit haunts the target. Aside from unnerving those around the target, the spirit prevents him from using the Hide or Move Silently abilities, becoming invisible, disguising himself; or otherwise altering his appearance. A manifestation of the curse, the spirit is not actually undead and cannot be turned, rebuked, or destroyed.
- All new creatures and NPCs the target encounters treat him with an initial attitude of hostile. Allies and current acquaintances do not change their attitudes toward the target.

Saving Throw: Fortitude half (see text)

Spell Resistance: No

Source: Dragon 342 (Spellcraft – Alien Blessings – Spells of Monstrous Deities)

You produce a cloud of utterly black, acidic, and horrific-smelling gas, centered on you, a breath of foul air belched by the stinking god Laogzed himself. Living creatures in the cloud become nauseated, and take 1d6 points of acid damage per two caster levels per round (maximum 5d6). A successful Fortitude save negates the nausea and halves the damage. In addition, this gas obscures all sight, including darkvision beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target; creatures that rely on the scent ability cannot locate the caster while this spell is in effect). While you are immune to the stench and acid damage of your own spell, you are affected by this spell's darkness. Holding one's breath does not help to avoid the effects of this spell.

A moderate wind (11+ mph) disperses this gas in 4 rounds. A strong or greater wind (21+ mph), such as from a *gust of wind* spell, disperses this gas in 1 round. A *fireball*, *flame strike*, or similar spell burns away the gas in its area of effect. A *wall of fire* burns away the gas in the area into which it deals damage.

This spell does not function underwater. For the duration of this spell any stench or scent-based ability you or creatures in the area of effect possess is overwhelmed and does not function.

Arcane Material Component: A piece of a troglodyte's tail.

BLAZE BONES

Evocation/Necromancy [Evil, Fire]

Level: Clr 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

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

Targets: One corporeal undead

Duration: 1 round/level

Saving Throw: Will negates (see below)

Spell Resistance: Yes

Source: Dragon 347 (Spellcraft – Scripture of Elemental Evil)



A necromancer casts *blaze bones* to bolster his undead

You wreath one corporeal undead creature in a corona of flames. Unintelligent undead receive no saving throw against this spell. The undead creature gains a +2 bonus on all melee attack rolls and deals an additional 1d6 points of fire damage with every successful melee attack. It takes 1d3 points of fire damage every round. Any effect that prevents the 1d3 points of damage (such as fire resistance) also ends the *blaze bones* spell.

If the undead drops to 0 hit points while under the effects of this spell, it explodes in a small burst of flames. The flames deal 2d6 points of fire damage to all creatures adjacent to the undead (Reflex save for half).

Note: See the “Dual School Spells” entry in Appendix 2 for more information on the dual-school property of this spell.

BLESS, GREATER

Enchantment (Compulsion) [Mind-Affecting]

Level: Initiate of Heironeous 3, Initiate of Pelor 3

Source: Dragon 342 (The Power of Faith – Initiate Feats of the Core Deities)

This spell functions like *bless* except that the bonus is equal to +1 per three caster levels, to a maximum of +5.

BLOODSTONE'S FRIGHTFUL JOINING

Necromancy

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

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

Target: One undead creature

Duration: 1 hour/level or until you return to your body

Saving Throw: Will negates, see text

Spell Resistance: Yes

Source: Dragon 348 (Spellcraft – The Tome of Strahd)

Upon casting *Bloodstone's frightful joining* your soul attempts to invade the form of a nearby undead creature, leaving your body lifeless. If the target succeeds at its Will save, it resists your attack and the spell ends. If the creature fails its save, your spirit dominates the target, its

own consciousness—if any—being subsumed for the duration of the spell. You gain complete control over the target, even if it was created or controlled by another being. When you transfer your soul your body appears dead, although a DC 2.5 Heal check reveals that it is merely in a state of suspended animation.

This spell is blocked by *protection from evil* or similar wards that prevent possession or control.

Once in control of an undead body, you retain your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, hit points, extraordinary abilities, and automatic abilities. A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You also gain access to the body's extraordinary abilities, but the creature's supernatural abilities, spells, and spell-like abilities do not stay with the body. You gain no access to the target's thoughts or knowledge, but you can choose to communicate with sentient undead mentally.

As a standard action, you can shift freely from your host's body back to your body if within range, thereby returning control of the undead form to its original consciousness or controller. The spell ends when you shift from the target's body to your own body.

If the host body is slain, you return to your body, if within range, and the animating force of the target departs (it is dead). If the host body is slain beyond the range of the spell, both you and the host die. Any life force with nowhere to go is treated as slain.

BOLTS OF GLORY

Evocation [Good]

Level: Clr 3

Source: Dragon 354 (Core Beliefs – Heironeous)

This spell functions like *searing light*, except that the spell delivers raw positive energy resembling a silver bolt of lightning rather than a blast of light. Creatures from evil Outer Planes or from the Negative Energy Plane take damage as if they were undead. Creatures from good Outer Planes or the Positive Energy Plane take no damage.

BOCCOB'S ROLLING CLOUD

Evocation [Electricity, Fire]

Level: Clr 4, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 standard action

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

Effect: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half (see text)

Spell Resistance: Yes

Source: Dragon 338 (Core Beliefs: Boccob)

A shimmering 10-foot-tall cloud made of gold, red, violet, and blue energy springs into existence, resembling rolling fire and lightning. The cloud appears in front of you and sweeps outward to the extent of the range.

Creatures struck by the cloud take 1d6 points of damage per level (maximum 10d6). The damage is one-quarter electricity, one-quarter fire, one-quarter negative energy, and one-quarter positive energy. Unlike the negative energy from an *inflict wounds* spell, this spell does not cure undead (nor does its positive energy component cure living creatures).

A creature that fails its save is struck full-force by the cloud and must make a Fortitude save or be dazed for one round. Creatures immune to stunning are immune to this aspect of the spell.

This spell can be made permanent with a *permanency* spell (minimum caster level 11th; 1,500 XP), in which case it creates a straight cloud 5-foot-wide, 10-foot-tall, and up to 25-foot + 5 ft. /2 levels long and deals 2d6 points of damage +1 point per caster level to any creature that contacts it. A creature that passes

through the wall must succeed at a Fortitude save or be dazed for a round.

Arcane Material Component: Four stones, one for each of the colors of the cloud.

BRAIN SLAVE OF ILSENSINE

Conjuration (Summoning)

Level: Clr 6, Sor/Wiz 6

Components: V, S, M/DF

Casting Time: 1 round

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

Effect: One or more summoned disembodied brains

Duration: 1 round/level (D)

Saving Throw: Will negates (see text)

Spell Resistance: No

Source: Dragon 342 (Spellcraft – Alien Blessings – Spells of Monstrous Deities)

A glowing, floating green brain with two tentacles, similar in appearance to a miniature avatar of Ilsensine, appears and circles about you. At any time during this spell's duration you can command this brain to attack a Small, Medium, or Large creature in order to extract its brain. The brain slave gets two attacks made at your base attack bonus, and has a +6 grapple bonus. If it hits with either of its attacks, it causes no damage but can immediately attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple, it establishes a hold and attaches the tentacle to its opponent's head. If neither tentacle is able to grapple the brain slave vanishes.

If the *brain slave of Ilsensine* begins its turn with one of its tentacles attached, it can try to attach the other with a single grapple check (without making an attack roll). The opponent can escape with a single successful opposed grapple check

or an Escape Artist check, but the brain slave gets a +2 circumstance bonus on its opposed check. Completely detaching a brain slave causes it to vanish.

A *brain slave of Ilsensine* that begins its turn with both tentacles attached and that makes a successful grapple check automatically extracts the opponent's brain, instantly killing the target. This power is useless against constructs, elementals, oozes, plants, undead, or creatures of greater than Large size. It is not instantly fatal to foes with multiple heads.

You can summon an additional *brain slave of Ilsensine* per 2 caster levels.

Arcane Material Component: A small portion of brain from a humanoid or monstrous humanoid.

BURNED TO BARE ROCK

Evocation [Fire, War]

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 minute

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

Area: 60-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Source: Dragon 309 (War Spells – Unleash Arcane Armageddon)

As *fireball*, except as noted above. *Burned to Bare Rock* can deal a maximum of 10d6 points of fire damage.

Note: This spell requires the War Magic Study feat to acquire and cast.

Material Component: Three flasks of alchemist's fire and a powdered ruby worth at least 3,500 gp.

BURNING HATE

Enchantment/Evocation [Evil, Fire]

Level: Clr 2, Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

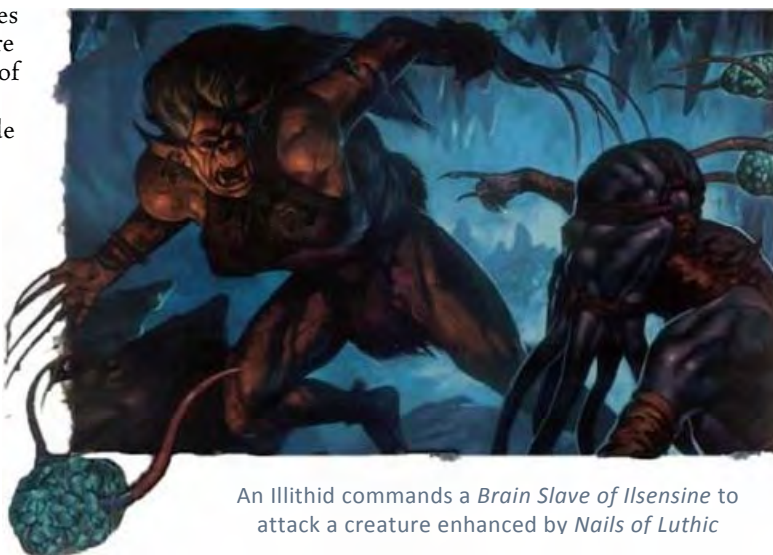
Duration: 1 round/level

Saving Throw: Reflex half

Spell Resistance: Yes

Source: Dragon 347 (Spellcraft – Scripture of Elemental Evil)

You fire a bolt of flame at the target, both dealing damage and marking it as the target of your hate. The bolt deals 1d6 points of fire damage per two levels (maximum 5d6). A successful



An Illithid commands a *Brain Slave of Ilsensine* to attack a creature enhanced by *Nails of Luthic*

Reflex save halves this damage. A thin halo of flames surrounds the target for the remainder of the spell's duration. The flames deal no damage, but they inspire great hatred in you and your allies when looking at the target. You and your allies gain a +1 morale bonus on all attack and damage rolls made against the target for the duration of the spell.

Note: See the “Dual School Spells” entry in Appendix 2 for more information on the dual-school property of this spell.

CAMEL'S TENACITY

Transmutation

Level: Clr 4, Drd 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature(s) touched (up to 1/level)

Duration: 1 day/3 levels

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Source: Dragon 331 (Spellcraft – Spell Strips of the Black Pyramid)

You grant the targets of this spell the ability to survive without food or water. The targets gain sufficient internal reserves of nourishment to sustain them for as long as this spell is in effect. This spell does not protect targets from the effects of magical dehydration (see SANDSTORM for a complete description of the effects of dehydration).

Material Component: A fistful of camel hair.

CANABILIZE

Transmutation [Evil]

Level: Hunger 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Source: Dragon 312 (The Ebon Maw – Beware the Waking Hunger)

The subject of this spell gains a powerful bite attack if its jaws are not already built for biting, they elongate into a snout filled with razor-sharp teeth. If the subject can use weapons, it retains this ability. A creature with natural weapons retains those weapons. When making a single attack, a subject fighting without weapons uses either its bite attack or its primary natural weapon (if it has any); one armed with a weapon uses

its bite or a weapon, as it desires. When making a full attack, a subject fighting without weapons uses its bite attack along with its natural weapons. One armed with a weapon usually uses the weapon along with its bite and any other natural weapons as natural secondary attacks.

If the subject does not have a bite attack, use the appropriate damage value from the table below according to the creature's size, plus modifiers for Strength. If it already possesses a bite attack, its bite grows more potent, dealing damage as a creature one size category larger.

Furthermore, the subject gains vitality from consuming flesh during the spell's duration. This must be the flesh of a living creature-dead and undead bodies do not count. The subject gains 1 temporary hit point for every 3 points of damage it deals to living creatures with its bite attack. These temporary hit points last for a maximum of 1 hour.

Creature Size	Bite Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

CAUSE FEAR, GREATER

Necromancy [Fear, Mind-Affecting]

Level: Initiate of Nerull 2

Target: One living creature with 15 or fewer HD; see text

Source: Dragon 342 (The Power of Faith – Initiate Feats of the Core Deities)

This spell is as *cause fear*, except that you can affect one creature whose Hit Dice are equal to or fewer than yours, to a maximum of 15 HD. Creatures with more Hit Dice than you or with 16 or more Hit Dice are immune to this spell.

CAUSTIC BILE

Evocation [Evil]

Level: Hunger 4

Components: V, S, DF

Casting Time: 1 standard action

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

Area: 5-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Source: Dragon 312 (The Ebon Maw – Beware the Waking Hunger)

You splash creatures in the spell's area with a caustic substance not unlike bile or digestive juices that deals 1d6 points of acid damage per level (maximum 10d6) to every creature within the area.

You designate a point at which you want the bile to erupt, and a fountain of greenish-brown acid erupts from that point, showering creatures in the area.

Caustic bile deals acid damage to unattended objects within the area. At high levels, it could eat through a few inches of wood.

CAUSTIC DISDAIN

Enchantment/Evocation [Acid, Evil]

Level: Clr 4, Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Fortitude partial (see text)

Spell Resistance: Yes

Source: Dragon 347 (Spellcraft – Scripture of Elemental Evil)

You encase one target in a field of acidic vapor. The field deals 1d6 points of acid damage each round, with a Fortitude save allowed for half damage. (A single save is made for the duration of the spell). The aura of acid lingers around the target, causing a foul odor, making its appearance haggard and unkempt, and magically dampening the enthusiasm of characters wishing to assist your target.

Any creature wishing to cast a spell noted as “harmless” (in the saving throw line of a spell's description) on the target during the duration of the spell must make a Will save. On a failed save, the caster loses the spell and that part of his action. A caster may make a new save each round. Once a caster saves against the *caustic disdain*, he ignores the effect for the remainder of the duration. This spell does not prevent the targeted creature from being affected by area-of-effect spells.

Note: See the “Dual School Spells” entry in Appendix 2 for more information on the dual-school property of this spell.

CAVALRY CALL

Conjuration (Summoning) [War]

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 minute

Range: Medium (100 ft. + 10 ft. /level)
Effect: Up to twenty-five light horses or ponies per caster level
Duration: 2 hours/level (D)
Saving Throw: None
Spell Resistance: No
Source: Dragon 309 (War Spells – Unleash Arcane Armageddon)

As *mount*, except as noted above. The summoned mounts must all be of the same kind (light horses or ponies).

Note: This spell requires the War Magic Study feat to acquire and cast. See the Appendix 2 for more information.

Material Component: A miniature statue of a horse made of copper, silver, or gold, worth 1,000 gp.

CHALKBOARD

Illusion (Figment)
Level: Sor/Wiz 0
Components: S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft / 2 levels)
Effect: Figment of chalkboard up to 10 ft. by 10 ft. square
Duration: Concentration +1 round/level
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: No
Source: Dragon 324 (Spellcraft – The Hidden Book)

Favored by apprentices and young wizards just coming into their magical powers, this spell creates an intangible, opaque, floating plane with the appearance of a slate chalkboard. The chalkboard must be square, but it can be any size from 1-inch to 10-foot square. It first appears floating vertically at arm's length from you. Thereafter, as long as you continue to concentrate you may move the image within the limits of the spell's range as a free action. You can draw on this illusory chalkboard by moving your finger as you would a piece of chalk. An illusory line of any color you choose appears as you move your hand across the plane. You can erase existing lines by wiping them out with the flat of your hand. You can create the chalkboard as either a blank plane or one covered in writing and pictures (as detailed or vague as you wish, but within the limitations of what you can create with chalk).

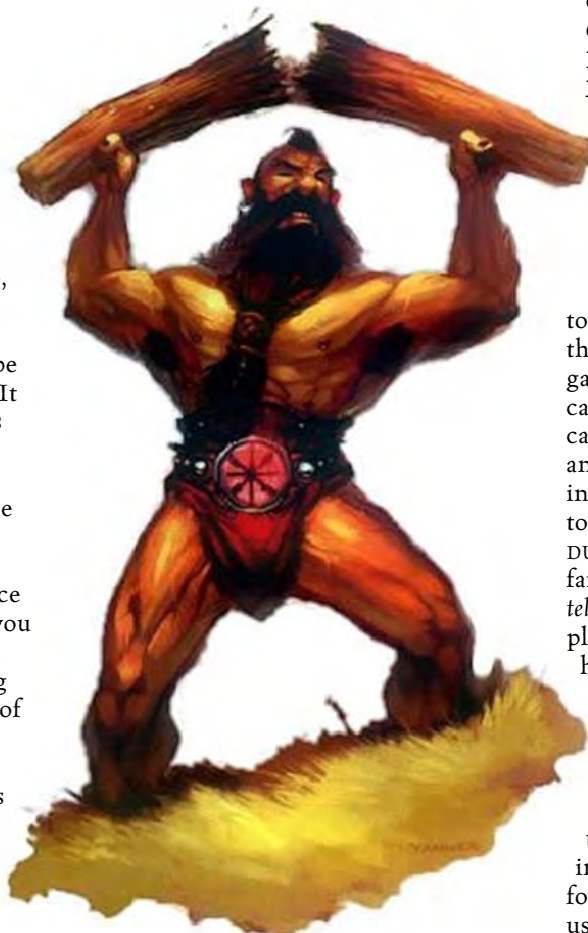
If you move, the illusion moves with you, always staying in the same relative orientation to you and distance from you. You can hide behind a sufficiently

large chalkboard, providing you with concealment.
Materials Component: A piece of colored chalk.

CHAMPION OF KORD

Transmutation
Level: Initiate of Kord 4
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: One creature
Duration: 1 minute/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Source: Dragon 342 (The Power of Faith – Initiate Feats of the Core Deities)

Kord empowers the target to perform great acts of strength. The target receives a sacred bonus equal to your caster level (maximum +10) on all bull rush, disarm, grapple, overrun, sunder, and trip attempts. The target receives these bonuses on checks he initiates, as well as those made as a reaction to other creatures.



A champion of Kord can perform feats of great strength

CIRCLE OF COLD

Evocation [Cold]
Level: Sor/Wiz 4
Components: V, S
Casting Time: 1 standard action
Range: 10 ft.
Area: A 10-ft.-radius burst centered on you
Duration: Instantaneous
Saving Throw: Reflex partial
Spell Resistance: Yes
Source: Dragon 317 (Dungeons & Dragons Heroes – Magic, Monsters, and Mayhem)

You cause a sphere of cold energy to manifest around you. The spell does not affect you, but any creature within 10 feet of you takes 1d6 points of cold damage per caster level (maximum 10d6) and is paralyzed for one round. A successful saving throw reduces this damage by half and negates the paralyzing effect.

CITYGATE

Transmutation [Teleportation]
Level: Urban Druid 9
Components: V, F
Casting Time: 10 minutes
Range: Touch
Effect: One city gate set in a city wall up to 20 feet wide and 20 feet tall teleports those who pass through it
Duration: 1 hour/level (D)
Saving Throw: None
Spell Resistance: Yes

You cause a gate built into a city's wall to teleport, as *greater teleport*, any creature that passes through it to a second city gate designated by you when the spell is cast. Once you select the destination, you can't change it. Both the departure point and arrival point must be in city gates set in walls that surround a city of small town size or larger (see page 137 in the DUNGEON MASTER'S GUIDE). The spell fails if you attempt to set the gate to *teleport* creatures into a solid object, to a place with which you are not familiar and have no clear description of, or to another plane. The spell fails if either city gate is closed, and the effects of the spell end instantly if either gate is physically closed during the spell's duration. This spell is most often used to aid in the quick evacuation of a city in a time of disaster, but with a little forethought and planning it can also be used to stage sudden invasions of a city.

Focus: Ambers worth a total of at least 1,000 gp must be buried in the ground underneath each gate.

CLOAK OF KHYBER

Illusion (Glamer)

Level: Sor/Wiz 3

Components: V, S, F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: One day/level

Dragon Magazine #: 337 (Eternal Evil – The Lords of Dust)

The *Cloak of Khyber* conceals the caster's alignment from any form of divination. More importantly, it shields a shapechanged or magically disguised creature from *true seeing*, causing the disguise to appear to be the caster's true form. However, there is one significant restriction to this power. The disguise must be maintained for six hours before the power of the cloak takes effect. As such, it is an extremely useful spell for a deep cover agent who rarely shifts his shape, but it is useless to a character casting a *disguise self* spell that only lasts for a few minutes.

Lore: Rakshasas are masters of deception, and over the course of hundreds of thousands of years they developed this spell to enhance their powers of disguise.

Arcane Focus: A small Khyber dragonshard, worth 50 gp. If this focus is ever taken more than a foot away from the subject, the spell immediately ends.

COLD OF THE GRAVE

Evocation/Necromancy [Cold, Evil]

Level: Clr 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

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

Target: One creature or object

Duration: Instantaneous

Saving Throw: Fortitude partial (see text)

Spell Resistance: Yes

Source: Dragon 347 (Spellcraft – Scripture of Elemental Evil)

You fire a ray of deathly cold necromantic energy. You make a ranged touch attack against one target, dealing 1d6 points of cold damage and 1d6 points of negative energy damage. The target takes 1 point of Strength damage +1 additional point of Strength damage per 4 caster levels (max 5 points). A successful Fortitude save negates the Strength damage.

Note: See the “Dual School Spells” entry in Appendix 2 for more information on the dual-school property of this spell.

CONSUME THE PARASITE

Necromancy [Evil]

Level: Kyuss 3

Components: V, S, M

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round/level

Source: Dragon 343 (Spellcraft – Worm Bound – The Secrets of Kyuss)

You consume the Kyuss worm in your own body to grant yourself a temporary boost in power. When you cast this spell, you gain 3 hit points per caster level. If this hit point gain takes you above your normal maximum gain the remaining total as temporary hit points. These temporary hit points expire when the spell's duration ends if they are not lost sooner. In addition, you gain a +4 enhancement bonus to Strength and Dexterity for the duration of the spell. This spell also increases the power of your spells while it is in effect, granting you a +2 bonus to caster level on other spells cast during the duration of the spell and increasing the DC of any spell that you cast by 2. However, casting this spell consumes the Kyuss worm that you have bound to your soul, and you do not gain the effects of the Wormbound feat until you are able to find another Kyuss worm and complete the ritual of binding once again.

Note: This spell requires that the caster possess either the Wormbound Spellcaster feat (see the “Wormbound” entry in Appendix 2) or the wormspawn subtype (see the article in Dragon Magazine #343).

Material Component: A Kyuss worm hosted within your body. Creatures with the wormspawn subtype merely require a live Kyuss worm.

CROWN OF DESPAIR

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Source: Dragon 331 (Spellcraft – Spell Strips of the Black Pyramid)

Upon casting this spell your head is crowned in ghostly black burial wrappings. All creatures that see you

must succeed at a Will save or be paralyzed for 1d4 rounds. Whether a creature succeeds at its save or not, that creature cannot be affected by this casting of the spell again for its remaining duration.

Material Component: A scrap of a mummy's burial linen.

CRUSHING COILS

Conjuration (Teleportation)

Level: Drd 3, Sor/Wiz 4

Components: V, S, F

Casting Time: 1 standard action

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

Effect: One snake teleported to constrict target

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Source: Dragon 330 (Spellcraft – Volume Veneficus)

You teleport the snake that serves as this spell's focus around an opponent, allowing the serpent to crush the creature within its grasp. The snake can be teleported to any space within the spell's range and moves to attack the nearest opponent. If it is teleported into another creature's space it may immediately initiate a grapple that does not provoke an attack of opportunity. If the snake succeeds at this grapple check it establishes a hold and can immediately constrict. If the snake fails to grapple the target it enters an empty space adjacent to the target creature and attacks every round on your initiative in an attempt to use its improved grapple ability. The snake gains a bonus on its grapple check and its constriction damage equal to half your caster level.

The snake gains no bonus on its attack roll or bite damage, although it does gain DR 10/magic for the duration of the spell.

As a move action, you can call the snake back to you, causing it to move at its full speed to the closet adjacent square to you. Once it has returned, you can teleport the snake elsewhere or against a different target as a standard action provided that the spell's duration has not yet expired. Once the spell expires you can no longer teleport the focus snake, and it loses its bonuses on grapple checks and constriction damage as well as its damage reduction.

Focus: A constrictor snake that is no more than one size category larger than you. See the “Serpentine Foci” entry in

Appendix 2 for more information about this focus.

CURSE OF SPILT WATER

Transmutation [Water]

Level: Drd 6, Sor/Wiz 6

Components: V, S, M

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

Source: Dragon 334 (Spellcraft – Livre d'Aquatha)

The target of this spell must succeed at a Fortitude saving throw or be permanently transformed into water equal to its original volume. The water immediately splashes to the ground and spreads as normal water. If a suitable container is within 5 feet of the target, the caster can direct the water to collapse into the container. Any equipment carried by the victim also transforms into water. While transformed into water, the victim has no consciousness and can take no actions.

If any quantity of the water is recovered, a *break enchantment* can restore the victim to normal. However, if the water is allowed to evaporate (a process that requires 1 hour for a creature of Fine size, 1 day for Tiny creature, and 2 days for each size category larger than Tiny) or mixed with a larger body of water, such as a lake or sea, a *limited wish*, *miracle*, or *wish* is required to restore the target to its original form.

Material Component: A rag doll soaked in seawater.

CURSE OF THE GYPSIES

Necromancy

Level: Brd 2, Clr 2, Drd 2, Sor/Wiz 3

Components: V

Casting Time: 1 standard action

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

Target: One creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

Source: Dragon 348 (Spellcraft – The Tome of Strahd)

Speaking a vehement curse, you mark a target as an enemy of your people and of nature. Choose one of the following three effects:

Bad Luck: Whenever the target rolls a natural 20 on any roll that requires a 20-sided die, he must reroll, accepting the second result. If the second roll also results in a 20, the target keeps that result. This might prevent the target from being able to score critical hits unless he has a weapon or ability that allows a critical threat to occur on a 19 or lower.

Mark of the Gypsies: A permanent *arcane mark* appears upon the forehead of the target. The mark is invisible to all but members of your group or family. (Who this group consists of is determined by you and the DM, typically being less than one hundred others related by blood or a similarly strong bond.) Anyone who can see the mark immediately recognizes the bearer as cursed and shunned by your people.

Typically, this elicits an attitude two



A gypsy curse being placed

steps lower than an NPC's normal bearing (see page 72 of the *PLAYER'S HANDBOOK*) and might provoke open hostility. *Detect magic* or *true seeing* can also reveal this mark, but those who cannot see it naturally must make a DC 20 Knowledge (arcana) check to discern its meaning. Spells like *erase* cannot remove this mark.

Unnatural Aura: Animals, whether wild or domesticated, can sense the unnatural presence of the target at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

The curse bestowed by this spell cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

The method of invoking this very rare curse is often not known outside a tightly-knit group. As such, ancient families, druidic circles, and tribes of

wandering gypsies—like the Vistani—are most likely to have access to this spell.

CYNOSURE

Conjuration (teleportation)

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

Source: Dragon 338 (Spellcraft – The Silver Hexameric Folio)

By using *cynosure* prior to casting spells like *plane shift* or *teleport*, which require or have a chance of requiring you to roll to randomly determine the location targets are transported to, you decrease the distance targets appear from the intended location by 75% (rounded down to the nearest mile).

For example, a wizard who casts *cynosure* before casting a *teleport* spell that winds up off target by 18 miles actually only appears a miles away from his intended destination.

Cynosure affects the next conjuration (teleportation) spell or similar special ability (such as a spell weaver's *plane shift* spell-like ability) of any creature touched. *Cynosure* has no effect on spells of the teleportation subschool that do not have a chance of deviating. If this spell is cast on a spell like *teleport* and the spell does not deviate, *cynosure* has no effect. This spell lasts for only 1 round and is wasted if a relevant transportation spell is not cast within that time.

Lore: As accuracy is frequently a concern when using long-range teleportation spells, spell weavers created this spell to increase the reliability of their innate planes walking ability.

DEPRESSION

Necromancy

Level: Brd 3, Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: 20 ft.

Area: 20-ft.-radius burst centered on you

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Source: Dragon 339 (Spellcraft – Heinfroth's Manual of Methods)

Waves of weakness emanate from you, crippling your enemies both mentally and physically. All opponents within the area must save or become fatigued and take a penalty on their Will saves equal to -1 per 3 caster levels (maximum -5). Fatigue caused by this spell lasts for 1 round per caster level. This spell does not cause creatures that are already fatigued or become fatigued during its duration to become exhausted.

DESERT BURIAL

Evocation
Level: Drd 4, Sor/Wiz 4
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. /level)
Target: 20-ft.-radius spread
Duration: Instantaneous
Saving Throw: Reflex negates
Spell Resistance: No
Source: Dragon 331 (Spellcraft – Spell Strips of the Black Pyramid)

This sadistic spell draws those within the area of effect down into the sand, leaving only the victims' heads exposed for the sun and scavengers to wreak their harsh will upon. Creatures within the area of effect must make a Reflex saving throw. Those that fail are sucked into the ground. For most living creatures this means being buried up to their necks, though for some it might be a branch or pseudopod. Creatures are never buried in a manner that prevents them from breathing.

Once a creature is buried by this spell it is rendered helpless unless it can succeed at a Strength or Escape Artist check with a DC equal to $15 + 1$ for every two caster levels you possess. This check requires a full-round action. Spellcasters caught by this spell cannot cast any spell with a somatic component or a spell with a material component unless the spellcaster has the component in hand when affected by this spell. A creature not caught by the spell can aid a trapped creature in its escape attempt.

This spell only affects loose earth, such as dirt, mud, and sand. It is ineffectual when cast upon stone, wood, or other solid surfaces. Particularly cruel spellcasters often cast this spell upon those wading through shallow waters, areas replete with tiny carnivorous vermin, or as a precursor to the spell *transmute mud to rock*.

Material Component: A paper funnel and a handful of dirt, mud, or sand.

DETECT ATTITUDE

Divination
Level: Brd 1, Clr 1, Pal 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft / 2 levels)
Target: One creature
Duration: Concentration, up to 1 round/level
Saving Throw: None
Spell Resistance: Yes
Source: Dragon 323 (See No Evil – Alternatives to the Detect Evil Spell)

You sense the target's attitude (see the PLAYER'S HANDBOOK, page 72) toward you by seeing a faintly glowing colored aura surrounding it, visible only to you. You can determine how the target's attitude changes over time, allowing you to know the effectiveness of attempts to change the target's attitude. If you cast this spell on someone who has not met you, that person's aura always appears blue (indifferent).

Note: See the "Disadvantages" sidebar on page 13 for information on limiting the use of detect spells.

Attitude	Aura Color
Friendly	White
Indifferent	Blue
Unfriendly	Black
Hostile	Red

DETECT DEFILER

Divination
Level: Drd 3
Components: V, S
Casting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped emanation
Duration: Concentration, up to 10 min. /level (D)
Saving Throw: None
Spell Resistance: No
Source: Dragon 315 (Dark Sun – Defilers of Athas)

You can sense the presence of defilers nearby. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of creatures with a defiler score or defiler points.

2nd Round: Number of defilers (with either a defiler score, defiler points, or both) and the power of the most potent defiler present, according to the table below.

If the strongest defiler aura's power is overwhelming and the HD or level of the

aura's source is at least twice your character level, you are stunned for 1 round and the spell ends.

3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Each round, you can turn to detect defilers in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of metal, a thin sheet of lead, or 3 feet of wood or dirt blocks the spell. Athas is a metal-poor place, so metal barriers are rare and lead sheets almost unheard of.

Note: See DRAGON MAGAZINE #315 (Dark Sun – Defilers of Athas) for more information on Defilers and Defiler Points. Also see the "Disadvantages" sidebar on page 13 for information on limiting the use of detect spells.

Creature	Aura Power
Has defiler points	Faint
Defiler score of 1-10	Moderate
Defiler score of 11-30	Strong
Defiler score of 31+	Overwhelming

DETECT GUILT

Divination
Level: Clr 1, Pal 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft / 2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
Source: Dragon 323 (See No Evil – Alternatives to the Detect Evil Spell)

You sense the presence of guilt in the target creature. This spell in no way reveals why the target feels guilty, only that it does. The level of guilt a creature feels has little to do with whatever act causes the creature's guilty feelings. A serial killer might feel no guilt for the brutal murders he commits, for example, while a maid might feel strong guilt about forgetting to mop the kitchen floor.

Good creatures typically feel greater amounts of guilt than neutral creatures, who in turn usually feel more guilt than evil creatures. These generalization cannot guarantee how a creature reacts to its own actions, but they give a general guideline.

A creature must have at least a 3 Intelligence, 1 Wisdom, and 1 Charisma in order to feel guilt. The spell fails if cast

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on a creature without those minimum ability scores.

Note: See the “Disadvantages” sidebar on page 13 for information on limiting the use of detect spells.

Severity of Guilt	Aura Power
Has occasional pangs of guilt	Faint
Stomach churning guilt; worries about what happened	Moderate
Loses sleep over what happened; obsesses about it	Strong
Wants to take rash actions to avoid the feeling of guilt	Overwhelming

DETECT HERESY

Divination

Level: Clr 3, Pal 2

Components: V, S, DF

Casting Time: 1 standard action

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

Target: One creature

Duration: Concentration, up to 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Source: Dragon 323 (See No Evil – Alternatives to the Detect Evil Spell)

Prized by inquisitors and martial religious orders, this spell reveals past heretical actions and the current heretical thoughts of the target. You sense the target's heretical thoughts and past actions by seeing a faintly glowing aura surrounding it, visible only to you. The strength of the aura shows the level of heresy. You detect current heretical thoughts in the target as well as all consciously made acts of heresy performed within the past 1 day per caster level. The spell cannot detect heretical acts that occurred prior to the spell's time limit, regardless of the intensity. You define what constitutes heresy by your own belief structure, even if the majority of faithful disagree.

This spell only affects people of your own faith, those who say they follow your faith, and those who show aspects of your faith (wearing your deity's holy symbol, for example, or attending a religious service). Any action or thought that opposes your particular religion's dogma or teachings counts as heresy. A character of a different faith doesn't show as heretical when you cast this spell, although a character pretending to be a

member of your religion shows as committing apostasy/blasphemy.

The more heretical the thought or act, the stronger the aura of heresy the target displays. By concentrating, you can learn more details of the heretical acts or thoughts.

1st Round: Presence of heretical acts in the history of the subject or current heretical thoughts in the subject.

2nd Round: Intensity of subject's current heretical thoughts.

3rd Round: Number and intensity of past heretical acts performed by subject.

Intensity of Heresy	Aura Strength
Tangential heresy	Faint
Contrarian heresy	Moderate
Fundamental heresy	Strong
Apostasy/blasphemy	Overwhelming

Tangential Heresy: This minor act of heresy allows the heretic to function normally within the faith with little indication of non-dogmatic thought. Such a belief must affect how the heretic interacts with those of his faith, but in such a way that only clerics or others trained in the religion's doctrines might notice. For example, a priest of Ehlonna who only thinks of the goddess as a gnome even though the religion defines her as an elf or human commits tangential heresy.

Contrarian Heresy: This form of heresy goes against a relatively minor but nonetheless important aspect of the religion's dogma. For example, a priest of Pelor who preaches and believes the sun is something besides the embodiment of Pelor (but who still faithfully believes in Pelor), practices contrarian heresy.

Fundamental Heresy: A fundamental heretic believes and teaches the opposite of a core tenet of the religion. For example, a priest of Vecna who insists on preaching that the God of Secrets got his moniker because he reveals what secrets he knows commits fundamental heresy.

Apostasy/Blasphemy: Those who commit apostasy completely turn against the faith, utterly rejecting its tenets. Such a person only marginally remains with the faith, if at all. An action considered apostasy generally means the person committing it consciously chooses to leave the religion and join an opposing religion.

A blasphemous act is typically an affront to the faith, such as claiming to possess aspects of the religion's deity or claiming to live outside the laws of the deity. Acts of apostasy or blasphemy result in the character turning from the faith, either to create a new religion or to inadvertently embrace the religion of an opposing deity. For example, a priest of Heironeous who kills helpless prisoners, flees from every battle, bullies those weaker than himself, and gives no quarter in battle blasphemes against Heironeous and embraces the ideals of Hextor.

Note: See the “Disadvantages” sidebar on page 13 for information on limiting the use of detect spells.

DETECT VIOLENCE

Divination

Level: Clr 1, Pal 1, Rgr 1

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Effect: Cone-shaped emanation

Duration: Concentration, up to 1 round/level

Saving Throw: None

Spell Resistance: No

Source: Dragon 323 (See No Evil – Alternatives to the Detect Evil Spell)



A warrior's past deeds are easily detected through divination.

DISADVANTAGES

In campaigns that involve mysteries and subplots, the right divination spell can bring about a quick and unsatisfying resolution to an otherwise interesting adventure. Dungeon Master's who want to discourage the use of detection spells without removing the spells from their campaigns have access to a number of disadvantages meant to curb these spells' power. Disadvantages discourage these detection spells without causing too much trouble for the caster. Alternatively, the Dungeon Master can roll 1d6 to determine a random disadvantage whenever a character casts a detection spell, making detection an unpredictable process. Unless otherwise noted, a disadvantage lasts for the spell's duration and for an additional 1 round per spell level after the spell ends.

Random Disadvantages (1d6)

1 – Beacon: Evil outsiders and undead within 60 feet sense the presence of the caster pinpointing his exact location (distance and direction) in relation to themselves. This effect penetrates barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

2 – Discomfort: When the caster focuses on one creature, that creature becomes aware of the intrusion and knows that magical probing comes from the caster. It gains a +1 bonus on Listen, Search, and Spot checks made to find the caster.

3 – Glowing Eyes: The caster's eyes glow and the caster suffers a -5 penalty on Bluff, Diplomacy, and Hide checks.

4 – Empathy: Creatures subjected to the detection spell learn about the caster. Thus, if a cleric cast *discern lies* on a group of creatures, he would allow those creatures to know if he was lying for the duration of the spell, in addition to the spell's normal effect.

5 – Trance: The caster enters a trance while concentrating, making the caster dazed (unable to act normally, can take no actions, but has no penalty to AC). This disadvantage ends when the concentration ends.

6 – Whispering Voice: A whispering, disembodied voice that only the caster hears explains the results of the divination. The caster must make a DC 10 Listen check to understand the voice. In areas of loud noise the DM might increase the DC. This disadvantage ends when the spell ends.

When casting this spell, you perceive the residual aura caused by acts of violence committed in the area of effect. The spell detects violence committed within the past 1 month per caster level. The spell cannot detect violent acts that occurred prior to the spell's time limit, regardless of their intensity.

DETECT VIOLENCE

Residual Aura Power	Nonlethal Damage	Lethal Damage*	Non-Damaging Effects
Faint	≤10 hp	≤2 h	Blinding, deafening, pinning, and stunning effects.
Moderate	11-30 hp	3-10 hp	Ability damage, paralyzing effect
Strong	31-50 hp	11-30 hp	Ability drain, unsuccessful death effect
Overwhelming	51+ hp	31+ hp	Successful death effect

*If the amount of damage dealt resulted in a creature's death, the residual aura power automatically shows the next most powerful level (up to a maximum of overwhelming).

Violence does not necessarily end in death, but the more violent the act, the stronger the psychic residue left behind. This spell does not detect the capacity to cause violence it only detects violence committed against a living creature. It also does not specify why the violence was committed, nor the alignment of the assailant or of the victim. By concentrating, you can learn more details of specific violent acts.

1st Round: Presence of violence in the area within the spell's time limit.

2nd Round: Number and location of violent acts performed in the area.

3rd Round: Strength of aura of violent acts performed.

4th and Subsequent Rounds: Number of days and hours since most recent violent act, then of earlier violent acts in chronological progression from second most recent backward, with one act indicated per round.

Note: See the "Disadvantages" sidebar on page 13 for information on limiting the use of detect spells.

longer period of time prior to the spell's casting, up to one month per caster level.

As with *reincarnate*, the subject of a *dire reincarnate* spell gains all abilities associated with its new form, including forms of movement and speeds, natural armor, natural attacks, extraordinary abilities, and the like.

A *wish* or *miracle* spell can restore a reincarnated character to his or her original form, although the reincarnated creature can resist if it chooses (Will negates).

Material Component: Rare oils and unguents worth a total of at least 5,000 gp, spread over the remains.

Dire Reincarnation

d%	Incarnation	Str	Dex	Con
01-13	Dire rat	+0	+6	+2
14-26	Dire weasel	+4	+8	+0
27-39	Dire badger	+4	+6	+8
40-50	Dire bat	+6	+12	+6
51-59	Dire ape	+12	+6	+8
60-68	Dire wolverine	+12	+6	+8
69-77	Dire wolf	+14	+4	+6
78-84	Dire boar	+16	+0	+6
85-90	Dire lion	+14	+4	+6
91-96	Dire bear	+20	+2	+4
97-100	Dire tiger	+16	+4	+6

DIRE REINCARNATION

Transmutation

Level: Drd 8

Components: V, S, M, DF

Casting Time: 1 hour

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

Source: Dungeon 100 (The Lich-Queen's Beloved [Web Enhancement])

This spell works exactly as the *reincarnate* spell found in the PLAYER'S HANDBOOK, except the list of possible new forms consists only of dire animals (see below). In addition, the entire body of the deceased creature need not be present for the casting of *dire reincarnate*. A portion of the body is sufficient. The creature can also have been dead for a

DISJOIN POSSESSION

Abjuration

Level: Divine 3

Components: V, S, DF

Casting Time: 1 standard action

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

Area: 50-ft.-radius spread

Duration: Instantaneous (1 hour/level); see text

Saving Throw: Will negates

Spell Resistance: Yes

Source: Dragon 345 (Spellcraft – Artifact Spells – Magic of the Giants)

A wave of crackling blue energy spreads out from a point you designate causing all possessing spirits within range to be immediately expelled from their host bodies. This includes demonic possession, quori possession, a ghost's

malevolence ability, *magic jar*, and other similar possession effects. A successful Will save prevents the expulsion.

In addition, every creature within the area of effect is protected from any attempt to possess the warded creature (by a *magic jar* attack, for example) or to exercise mental control over the creature (including enchantment [charm] effects and enchantment [compulsion] effects that grant the caster ongoing control over the subject, such as *dominate person*) for 1 hour per level of the caster. Possessed creatures that avoid expulsion do not receive this protection.

Note: This spell is an Artifact Spell. See the “Casting Artifact Spells” entry in Appendix 2 for more information.

DISK OF CONCORDANT OPPOSITION

Conjuration (Creation)

Level: Clr 5 (Boccob), Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 1 standard action

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

Effect: Disk of energy

Duration: Instantaneous

Saving Throw: Fortitude half (object)

Spell Resistance: Yes

Source: Dragon 338 (Core Beliefs: Boccob)

You hurl a hand-sized disk of interwoven positive and negative energy, a lesser form of Boccob's own power with this name. You must make a successful ranged touch attack to hit. Any creature struck by the disk takes 1d6 points of damage per caster level (to a maximum of 15d6). Any creature reduced to 0 or fewer hit points by this spell is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected.

When used against an object, the *disk* simply disintegrates as much as one 5-foot cube of non-living matter. Thus, the spell disintegrates only part of any very large object or structure targeted.

The disk affects even objects constructed entirely of force, such as Bigby's *interposing hand* or a *wall of force*, as long as caster level of this spell's caster equals or exceeds the caster level of the target force effect's caster, but not magical effects such as a *globe of invulnerability* or an *antimagical field*.

Half the damage from this spell comes from positive energy, half from negative energy. Unlike the negative energy from an *inflict wounds* spell, this spell does cure

undead (nor does its positive energy component cure living creatures).

A creature or object that makes a successful Fortitude save is partially affected, taking only half damage. If this damage reduces the creature or object too or fewer hit points, it is entirely disintegrated.

Only the first creature or object struck can be affected; that is, the disk affects only one target per casting.

Arcane Material Component: A small iron and electrum wheel with a rod rising from the center of one side.

DISPEL WAR SPELL

Abjuration [War]

Level: Brd 4, Clr 4, Drd 5, Pal 4, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 minute

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

Target: One spellcaster, creature, or object; or a 60-ft.-radius burst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Source: Dragon 309 (War Spells – Unleash Arcane Armageddon)

As *dispel magic*, except as noted above. You also gain a +10 bonus on dispel checks made to dispel or counterspell war spells. Although *dispel war spell* can be used to counterspell normal spells, its long casting time makes it impractical or impossible to use it in this way except against a spell with a casting time of at least 1 minute.

Note: This spell requires the War Magic Study feat to acquire and cast. See the Appendix 2 for more information.

Material Component: Sapphires, sunstones, and topazes worth a total of 1,500 gp.

DOLOR

Evocation [Evil]

Level: Sor/Wiz 5

Components: V, S

Casting Time: 3 rounds

Range: Personal

Target: You

Duration: 24 hours

Source: Dragon 336 (Spellcraft – The Demonicon of Iggwilv)

You draw upon the power of a *planar binding* to imbue your words with great arcane power, causing pain to creatures caught within. This power has no effect on creatures not caught in a *planar binding* spell cast by you. Because your

voice causes captured creatures strong discomfort, you gain a bonus on all opposed Charisma checks made to compel the target of your *planar binding* to perform some service. This bonus is equal to +1 per three caster levels. For example, a 9th-level caster would gain a +3 bonus on Charisma checks made to influence the subject of his *planar binding* spell, while a 17th-level caster would gain a +5 bonus.

Using *dolor* poses two risks. First, the creature you compel using *dolor* is more likely to try to maliciously corrupt the intent of your commands and later seek revenge (how this occurs is decided by the DM). Secondly, because this spell ties you more directly to the power of the *planar binding*, if the result of your opposed Charisma check is a natural 1, not only does the creature escape (see the *lesser planar binding* spell on page 261 of the *PLAYER'S HANDBOOK*), but you are automatically affected for a number of rounds equal to the escaped creature's Hit Dice as if it had successfully cast *charm monster* on you.

DOMINATE PERSON, MASS

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 7, Sor/Wiz 8

Targets: One or more humanoid creatures, no two of which can be more than 30 ft. apart

Source: Dragon 312 (Thieves of Will – Evil Enchanters)

This spell functions like *dominate person* except that *mass dominate person* affects a number of humanoid creatures whose combined HD do not exceed twice your level, or at least one humanoid regardless of HD. If there are more potential targets than you can affect, you choose them one at a time until you choose a humanoid with too many HD. Treat each creature as though individually dominated by a separate *dominate person* spell. You must command each creature separately, and you can receive the sensory input of only one subject at a time.

DUST STORM

Conjuration (Creation)

Level: Drd 3, Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

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

Effect: Sand storm cylinder 60-feet across and 30 ft. high

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Source: Dragon 331 (Spellcraft – Spell Strips of the Black Pyramid)

A howling windstorm appears within the spell's area of effect, filling it with a dark bank of whirling sand that obscures vision while injuring those caught within it. The sand obscures all sight, including darkvision, beyond 5 feet. All targets within 5 feet are treated as having concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

If a creature ends its action within the sand storm, it suffers 1d6 points of slashing damage from the stinging sand.

EASY MARCH

Transmutation

Level: Clr 5, Army 5

Components: V, S, DF

Casting Time: 10 minutes

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

Area: 30-ft.-radius spread

Duration: 1 day/level (D)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (Harmless)

Dragon Magazine: #317 (Faiths of Faerûn – Battleguard of Tempus – Soldier-Saints of the Lord of Battle)

You enable all creatures making local or overland movements (as per Table 9-3 on page 162 of the PLAYERS HANDBOOK), including mounts, to move swiftly overland without suffering the tiring effects of prolonged travel. Creatures hustling under the effects of this spell are treated as though they are merely walking, ignoring the potential to take damage or become fatigued from hustling. In addition, forced march movements are easier to sustain, requiring only a DC 5 (+1 per extra hour) Constitution check each hour after a day's initial 8 hours of travel.

For example, a troop (all of which have a speed of 30 feet) marching under the effects of this spell could hustle for an entire day's travel (8 hours), moving 48 miles, without making any checks for fatigue. If the troops wanted to make a forced march by traveling for longer than 8 hours, it must make a DC 5 Constitution check (+1 per every hour it continues after its first additional hour) per continued hour of travel, moving another 6 miles each hour.

The spell has no effect on round to round (tactical) movement or to

modifiers to speed due to terrain, fatigue, weather, or other factors.

ELEMENTAL GUARDIAN

Conjuration (Summoning)

Level: Clr 5, Drd 4, Sor/Wiz 5

Components: V, S, M

Casting Time: 10 minutes

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

Effect: One summoned lesser elemental weird

Duration: 1 day/level

Saving Throw: None

Spell Resistance: No

Source: Dragon 347 (Ecology - Ecology of the Elemental Weird)

You conjure a lesser elemental weird (see Lesser Elemental Weird on the following page for stats) to guard an area you designate. Choose one of the four types of elemental weards and at least a 5-foot area comprised of the same element. The weird cannot move more than 100 feet from that spot and cannot leave the element that it is bound to. For example, a lesser water weird tied to a point in a pond could not leave the pond or go more than 100 feet from the point it is bound to, while a lesser air elemental would have free range within a space or open air but could not fly farther than 100 feet from the designated point. The lesser elemental weird you summon appears in the spot you designate; and acts immediately on your turn. The lesser elemental weird attacks any creature other than you that comes within range of its attack. If you speak the same language as the weird you can provide it with more detailed instructions, like to not attack specific individuals or members of specific races, or to only attack certain creatures. The elemental weird obeys your commands until either it is destroyed or the spell's duration expires, at which time it departs back to the appropriate Elemental Plane.

A 15th level caster can use *permanency* and expend 3,500 XP to make this spell permanent. This effect binds the lesser elemental weird to the area until it is destroyed.

Material Component: A bowl or brazier filed with an element corresponding to the lesser elemental weird you plan to summon.

EMERALD PLANES

Evocation [Force]

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft. /level)
Effect: One 5-foot square force plane/2 levels

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

Source: Dragon 323 (Spellcraft – Force Spells)

When you cast this spell, you create one or more flat, translucent green 5-foot-square, 1-inch-thick fields of force. You can create one *emerald plane* per two caster levels. An *emerald plane* cannot more, it is immune to damage of all kinds, and it is unaffected by most spells. However, a *disintegrate* spell, a *rod of cancellation*, or a *sphere of annihilation* destroy whichever *emerald plane* they touch, while a *Mordenkainen's disjunction* or *dispel magic* dispels all of the planes created by a single casting of the spell. Breath weapons and spells cannot pass through an *emerald plane* in either direction, although *dimension door*, *teleport*, and similar effects can bypass the barrier. It blocks ethereal and incorporeal creatures as well as material ones. Hiding behind an *emerald plane* provides cover.

An *emerald plane* cannot be conjured so that it occupies the same space as a creature or another object. It must always be flat. *Emerald planes* require no anchors, and can float above ground wherever the caster desires. *Emerald planes* can be created vertically or horizontally. Only one edge of an *emerald plane* can touch another surface at the time of the casting, but an *emerald plane* can touch more than one edge to a solid surface after casting. All *emerald planes* must be placed so no part of them is within 5 feet of any other *emerald plane*. On the battle grid, a vertical *emerald plane* can only be placed along the border of a square, and must stretch from intersection to intersection; a horizontal *emerald plane* must be placed over a square without extending over others.

All planes created by a particular casting of the *emerald planes* spell wink out of existence when the spell duration ends. *Emerald planes* can be made permanent with a *permanency* spell. Doing so requires a minimum caster level of 10 and costs 1,000 xp.

Material Component: A pinch of powder made from a green gem.

LESSER ELEMENTAL WEIRDS

A sinuous elemental serpent rises up before you, its body comprised of raging primeval force.

LESSER ELEMENTAL WEIRD CR 5

N Medium elemental (extraplanar, see below)

Init +8; **Senses** darkvision 60 ft.; Listen +6, Spot +5

Languages Aquan, Auran, Ignan, or Terran

AC 18, touch 14, flat-footed 14

(+4 Dex, +4 natural)

hp 36 (8 HD)

Fort +3, **Ref** +3, **Will** +4

Spd 20 ft (2 squares), burrow 90 ft. or fly 90 ft.

(perfect) or swim 90 ft.

Melee slam +7 (1d4+1 plus 1d6 energy damage*)

Ranged elemental blast* +10(2d6)

Base Atk +6; Grp +7

Special Atk constrict, elemental blast, elemental command, improved grab, suffocate

* Energy damage varies by subtype.

Abilities Str 12, Dex 19, Con 11, Int 12, Wis 15, Cha 11

SQ Elemental glide, elemental invisibility, elemental subtype

Feats Dodge, Improved Initiative, Mobility

Skills Hide +15, Listen +8, Move Silently +14, Spot+8

Advancement 9-14 HD (Medium); 16-30 HD (Large); 31-45 HD (Huge)

Elemental Blast (Ex) Once per round, a lesser elemental weird can release a blast of elemental energy that deals 1d6 points of damage per Hit Dice. The energy type of this damage differs for each type of weird: air weirds fire a ball of electricity, earth weirds expel a glob of acid, fire weirds shoot a burst of fire, and water weirds discharge a blast of incredibly cold water. The range increment for this blast 30 feet. The type of damage dealt is the same type dealt by the weirds slam attack.

Elemental Command (Su) A lesser elemental weird can attempt to gain control over any elemental of the same subtype as it that it successfully hits with a melee attack. The elemental must make a successful DC 14 Will save or succumb to the weirds control. An elemental that saves against this attack is immune to that weirds, elemental command ability for 24 hours. There is no limit to the number of elementals that a weird can control. The save DC is Charisma-based. Once under the weird's control, an elemental serves the weird for 1 day, until either it or the weird dies, until the weird dismisses it, or until the duration of its summoning expires.

It obeys the weird explicitly, even if ordered to attack the being who originally summoned it. The weird does not need to communicate to maintain control over any elemental it commands.

Improved Grab (Ex) To use this ability, a lesser elemental weird must hit with its slam 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, it establishes a hold and can suffocate.

Suffocate (Su) While being grappled by a lesser elemental weird a creature is deprived of air. Normally, a creature can hold its breath a number of rounds equal to twice its Constitution score before it begins to suffocate. While being grappled by a weird, a creature can only hold its breath if it makes a DC 13 Constitution check every round. Each round, the DC increases by +1. When the character finally fails its Constitution check, it begins to suffocate. In the first round, it falls unconscious (0 hit points). In the following round, it drops to -1 hit points and is dying. In the third round, if still being grappled by the weird, it suffocates.

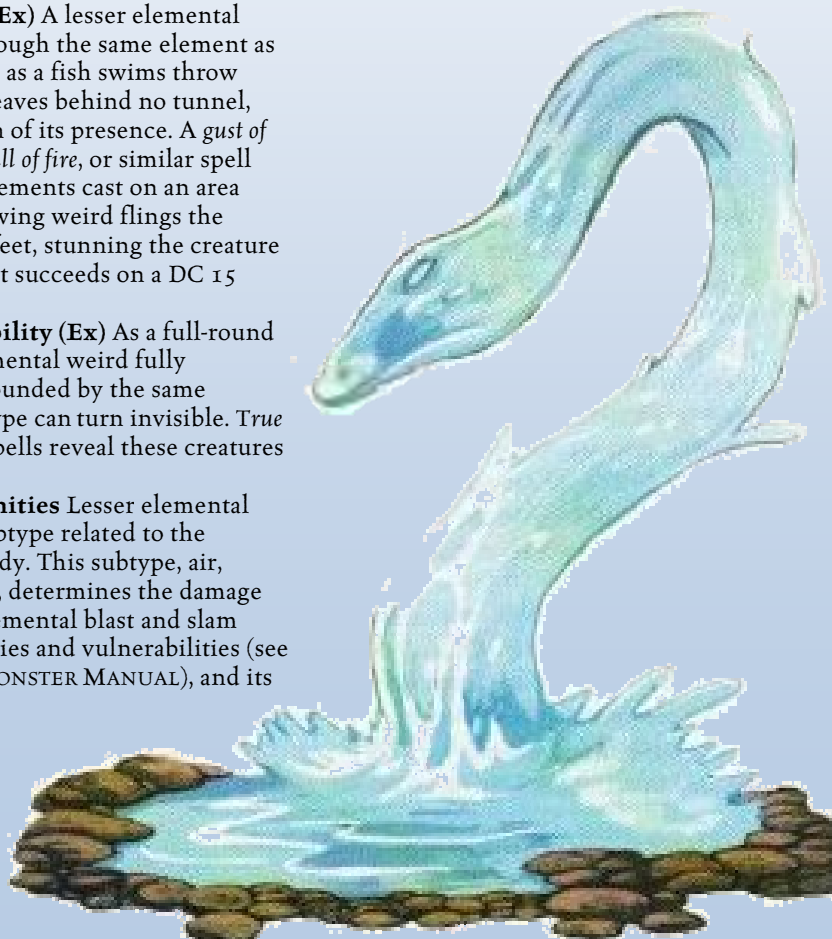
Elemental Glide (Ex) A lesser elemental weird can glide through the same element as its subtype as easily as a fish swims through water. Its passage leaves behind no tunnel, nor creates any sign of its presence. A *gust of wind*, *move earth*, *wall of fire*, or similar spell that manipulates elements cast on an area containing a burrowing weird flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Elemental Invisibility (Ex) As a full-round action, a lesser elemental weird fully submerged or surrounded by the same element as its subtype can turn invisible. *True seeing* and similar spells reveal these creatures as normal.

Elemental Immunities Lesser elemental weirds possess a subtype related to the element they embody. This subtype, air, earth, fire, or water, determines the damage type of a weird's elemental blast and slam attack, its immunities and vulnerabilities (see Chapter 7 of the MONSTER MANUAL), and its movement type.

Lesser elemental weirds are immature versions of oracular elemental weirds. Lacking the insight of true weirds the lesser versions stay in constant contact with the elements that comprise them letting these primal forces whisper tales and portents they might one day grow wise enough to decipher. While most commonly found on their home planes, lesser elemental weirds sometimes dwell near their mature brethren, protecting them and learning their secrets, although they might also answer the calls of other magic-users. It is thought that through some process lesser weirds evolve into true weirds but such does not always seem to be the case, as ancient and powerful lesser weirds are not unknown.

Lesser elemental weirds exist for at least all four common types of elemental weirds (air, earth, fire, and water), and others might exist. These creatures understand the language related to their elemental type (Auran for air weirds, Terran for earth weirds, and so on), although they cannot actually speak.



EMPATHY

Divination [Mind-Affecting]
Level: Brd 1, Sor/Wiz 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft. /2 levels)
Target: One intelligent creature
Duration: 1 min. /level (D)
Saving Throw: Will negates
Spell Resistance: No
Source: Dragon 313 (Strange Bedfellows – New Half-Monster Templates)

You can detect the emotions of a single creature. These emotions are relayed to you as intense feelings of a particular type: fear, hatred, love, anger, joy, despair, sorrow, desire, apathy, and so on. You sense the strength of the emotion as mild, moderate, or strong.

When reading the emotions of a creature, you gain a +2 competence bonus on all Charisma-based checks made against that creature during the duration of the spell.

ENHANCE ARMORS

Transmutation [War]
Level: Clr 4
Components: V, S, M, DF
Casting Time: 1 minute
Range: Medium (100 ft. + 10 ft. /level)
Targets: Armor and shields in a 60-ft.-radius burst, up to twenty-five items/level
Duration: 1 minute/level
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)
Source: Dragon 309 (War Spells – Unleash Arcane Armageddon)

As *magic vestment*, except as noted. You choose which armor and shields to enhance. You may affect both the armor and shield of a single creature, but these count as two items toward the spell's limit.

Note: This spell requires the War Magic Study feat to acquire and cast. See the Appendix 2 for more information.

Material Component: A mixture of adamantine shards and crushed beryl, worth a total of 3,000 gp.

ENHANCE WEAPONS

Transmutation [War]
Level: Brd 2, Clr 2, Pal 2, Sor/Wiz 2
Components: V, S, M, DF
Casting Time: 1 minute

Range: Medium (100 ft. + 10 ft. /level)
Targets: Weapons in a 60-ft.-radius burst, up to twenty-five weapons/level
Duration: 1 minute/level
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)
Source: Dragon 309 (War Spells – Unleash Arcane Armageddon)

As *magic weapon*, except as noted above. You choose which weapons to enhance. You may affect more than one weapon carried by a single creature, but each weapon affected by the spell counts toward the spell's limit.

Note: This spell requires the War Magic Study feat to acquire and cast. See the Appendix 2 for more information.

Material Component: Pieces of hematite worth a total of 1,000 gp.

ENSNAREMENT

Abjuration
Level: Sor/Wiz 6
Components: V, S, M
Casting Time: 10 minutes
Range: Touch
Area: 10-ft.-radius circle
Duration: Instantaneous
Source: Dragon 336 (Spellcraft – The Demonicon of Iggwilv)

Casters use this spell to augment the power of *magic circles* prepared for use with *planar binding*. By inscribing a circle of entrapping runes in a 10-foot radius, any *magic circle* cast upon the same area within the next hour is made more potent. Creating this initial circle requires a DC 25 Spellcraft check, which the DM makes in secret. You may take 10 on this check if not rushed or threatened, but may not take 20. If the check fails the *ensnarement* has no effect. There is no outward sign of this failure.

A *magic circle* augmented by *ensnarement* is more effective when used in conjunction with *planar binding* spells in three ways. First, the called creature automatically acts as if a *dimensional anchor* spell had been successfully cast on it for as long as it is within the *magic circle*. Second, any time you are forced to make an opposed Charisma check against a creature bound into a *magic circle* you have enhanced with this spell you may use your Intelligence modifier rather than your Charisma modifier. Third, you gain a +4 bonus on all caster level checks made to overcome the spell resistance of

a creature bound into the *magic circle* enhanced by your *ensnarement*.

Material Component: Powdered onyx worth at least 1,000 gp, which is used to draw the required diagrams.

ERYTHNUL'S SLAUGHTER

Transmutation
Level: Initiate of Erythnul 5
Components: V, S, DF
Casting Time: 1 standard action
Range: 30-ft.-radius emanation around you
Area: You
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No
Source: Dragon 342 (The Power of Faith – Initiate Feats of the Core Deities)

The bloody eye of Erythnul casts its gaze upon the battlefield. The melee weapons of all creatures within 30 feet of you have their threat ranges doubled, as per the spell *keen edge*. This spell affects both enemies and allies alike.

In addition, creatures within the area of effect that are reduced to negative hit points cannot stabilize naturally. These creatures do not roll d% to become stable and automatically loses hit point every round until they die at -10 hit points. A successful Heal check or magical healing can stabilize a creature as normal.

ESKELLA'S SOUL CYCLONE

Evocation [Air] and Necromancy
Level: Arcane 6
Components: V, S
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft. /level)
Effect: Cyclone 30 ft. wide at base, 80 ft. wide at top, and 100 ft. tall
Duration: 1 round/level (D)
Saving Throw: Reflex negates; see text
Spell Resistance: Yes
Source: Dragon 345 (Spellcraft – Artifact Spells – Magic of the Giants)

At a point you designate, a cyclone of howling souls springs into being, drawn forth from the afterlife. The cyclone moves across ground and water at a speed of 100 feet per round. You can concentrate on controlling the cyclone's every movement or specify a simple program. Directing the cyclone's movement or changing its programmed movement is a standard action for you. The cyclone always moves during your turn. If the cyclone exceeds the spell's range, it moves in a random, uncontrolled fashion for 1d3 rounds and



Eskella's soul cyclone summons forth souls from the afterlife to deal devastating damage

then dissipates. (You can't regain control of the cyclone, even if it comes back within range.)

Any Huge or smaller creature that comes in contact with the spell effect must succeed on a Reflex save or gain 1 negative level. A Large or smaller creature that fails its first save must succeed on a second one or be picked up bodily by the cyclone and held suspended in its powerful winds, gaining 1 negative level each round on your turn. A successful Fortitude save made each round avoids this negative level. You may direct the cyclone to eject any carried creatures whenever you wish, depositing the hapless souls wherever the cyclone happens to be when they are released.

Note: This spell is an Artifact Spell and a Dual School Spell. See the "Casting Artifact Spells" entry and the "Dual Spell Schools" entries in Appendix 2 for more information.

EVARD'S ALL-SEEING WORM

Conjuration (Creation)

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 minute

Range: 0 ft.

Effect: One two-inch magic worm
Duration: 1 day/level (but see text)

(D)

Saving Throw: Fortitude negates

Spell Resistance: No

Source: Dungeon 107 (Critical Threats – Evard, Debased Information Broker)

Evard researched this unusual spell to serve as a method to aid his allies or to "help" those who pay for his services, and to further his own ability to learn possibly dangerous material without directly placing himself in harm's way. When cast, this spell creates a small, writhing, black worm in the caster's hand. The worm can live for up to one round per caster level before it dies and the spell's effects are wasted.

If the worm is placed in a living creature's mouth before the worm dies, it immediately burrows into the creature's brain. The creature can make a Fortitude saving throw to resist (in which case the worm dies), otherwise the creature takes one point of damage and becomes nauseated for 1d6 rounds. After the nausea passes, the worm grants a +4 competence bonus on Knowledge checks (the type of Knowledge check to be affected is chosen by the caster as the spell is cast) for the spell's duration.

More importantly, the caster of the spell is constantly aware of that creature's location and condition, as if he had cast *status*. The caster can sense the creature's surroundings via its sensory organs by concentrating. As long as the spell persists, the caster gains the same +4 competence bonus on the same Knowledge check as well. Finally, as long as the worm remains in the creature's brain, he suffers a -4 penalty on any saving throw made against the caster's spells.

The spell's duration can be ended early by *remove disease* or *heal*, but creatures immune to diseases are not immune to this spell's effects. The effects cannot be dispelled, nor can *break enchantment* end the effect. If allowed to run its full duration and expire naturally or if the caster dismisses the spell, the worm crawls back out of the creature's brain and into its mouth, dealing a point of damage and nauseating the victim for 1d6 rounds.

Material Component: A *potion of fox's cunning*.

DUELING CLOAKS

The Songsabers of New Olamn make regular use of the heavy dueling cloaks predictably featured in daring romances of nimble swordsmen and cavalier swashbucklers. Favored by members of Waterdeep's elite who also feel the need to arm themselves, these short cloaks sling over one shoulder and might be taken in the hand to parry attacks.

A dueling cloak is specially made for combat and is woven of material thick enough to defend a wearer in battle. A dueling cloak is held in your off hand and provides a +1 shield bonus, as its heavy fabric turns aside blows. If you are proficient with light armor you are proficient with a dueling cloak. Although masterwork dueling cloaks can be crafted, these items cannot be enhanced using Craft Magic Arms and Armor. Some rumors suggest, however, that some dueling cloaks (created through the use of the Craft Wondrous Item feat) exist with a variety of flashy and particularly theatrical effects.

Disarm Attacks: By using it as an off-hand weapon, you can use a dueling cloak to disarm an opponent. When using a dueling cloak in this manner, you get a +2 bonus on opposed attack rolls made to disarm opponents (including the roll to avoid being disarmed if such an attack fails). For the purpose of penalties on your attack roll, treat a dueling cloak as a light weapon. If you use a dueling cloak to make a disarm attempt, you lose its AC bonus until your next action (usually the next round).

Armor Dueling Cloak

Cost 15 gp

Armor/Shield Bonus +1

Max Dex Bonus --

Armor Check Penalty -1

Arcane Spell Failure Chance 10%

Weight 3 lbs.

EVER ARMED

Conjuration (Creation)

Level: Brd 3

Components: V, S

Casting Time: 1 standard action

Range: 0 ft.

Effect: Rapier and dueling cloak

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

Complete Dragon and Dungeon Magazine 3.5 Spells – Spell Descriptions

Source: Dragon 335 (Spellcraft – Songsabers of Waterdeep)

Upon casting this spell a well-balanced +1 rapier and brightly colored dueling cloak (see the Dueling Cloaks sidebar) appear in your hands. For the duration of the spell you can use these armaments as normal equipment. The rapier created by this spell gains a +1 enhancement bonus for every three levels you possess above 7th, up to a maximum of +5. Thus, a 7th-level caster would call a +1 rapier into existence, while a 10th-level caster would summon a +2 rapier. The dueling cloak gains no additional enhancement bonus. Casting this spell does not grant you proficiency with either of these items if you do not already possess it. The rapier appears in your main hand and the dueling cloak in your off hand. If either item leaves your possession, it vanishes. At the end of the spell's duration both the rapier and the cloak vanish.

EXACTION

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 minute

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

Target: One elemental or outsider caught in a *planar binding*

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Source: Dragon 336 (Spellcraft – The Demonomicon of Iggwilv)

With this spell, you can make a sacrifice to a creature caught within a *planar binding* spell in an effort to win its willing service. This power has no effect on creatures not caught in a *planar binding* spell, although it can be used to

gain a service from a creature caught in a *planar binding* created by a different spellcaster. The effort to win the target's service is handled by an opposed Charisma check just as for a *planar binding* spell (see *lesser planar binding*), with the following exceptions. First, if you win the Charisma check, the creature's service is granted willingly and

to the full extent of your intentions, preventing the target creature from taking revenge later or trying to subvert the intent of its instructions. Second, completing the service does not free the target if it has agreed to multiple services as a result of multiple *exaction* spells (see below).

You must make a sacrifice as part of the negotiation represented by *planar binding's* opposed Charisma check. Each sacrifice grants a Charisma bonus on efforts made to compel the target's service (see the table below). Sacrifices can be negligible, minor, moderate, or major, each with increasingly higher costs and Charisma bonuses. These costs do not vary, cannot be resisted, and cannot be healed through the use of magic less powerful than *miracle* or *wish* (for example, alignment changed by a moderate sacrifice cannot be restored through the use of *atonement*, while a loved one killed in a major sacrifice cannot be brought back to life by a *raise dead* or *resurrection* spell).

While negligible, minor, and moderate sacrifices are largely set (although DMs might wish to create alternatives), what connotes a major sacrifice varies from person to person. Major sacrifices always extol a great loss of significance to you and often others, as you betray information or perform acts that compromise your very being. Essentially, this means giving up part of your soul to the bound creature. Common examples of such offerings would be the sacrifice of a loved one, a major holy relic of a religious order you're a part of your entire library of magical texts, or your beloved ancestral home. Overall, you and the DM should agree upon whom or what constitutes an appropriate major sacrifice.

EXTRUDE WORMSWARM

Conjuration (Summoning) [Evil]

Level: Kyuss 7

Components: V, S, F

Casting Time: 1 standard action

Range: 5 ft. (see text)

Effect: One wormswarm

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Source: Dragon 343 (Spellcraft – Worm Bound – The Secrets of Kyuss)

You summon a swarm of Kyuss worms to attack your foes. These writhing, twisting green worms swarm over your body briefly and then congregate in adjacent squares of your choice. The wormswarm takes no other action on the first round that it is summoned, although if it appears in occupied squares. The creatures in those spaces suffer the distraction effect typical of swarms. See the wormswarm sidebar for this terror's statistics.

Note: This spell requires that the caster possess either the Wormbound Spellcaster feat (see the "Wormbound" entry in Appendix 2) or the wormspawn subtype (see the article in Dragon Magazine #343).

Focus: A Kyuss worm hosted within your body.

FALLEN SOUL

Necromancy [Evil]

Level: Clr 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Non-outsider living, intelligent creature touched

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

Source: Dragon 312 (Blackguards – Reavers of the Divine, Despots, Corrupters, and Anti-paladins)

This sinister spell imbues the target's soul with a hidden taint of evil potentiality. Additionally, it brands the creature with an invisible mark on the forehead. Any creature with a moderate aura of evil (see the *detect evil* spell) can see this mark. Other creatures see it if they can see invisible objects. This mark denotes the creature bearing it as someone who bears in his soul a seed of evil that, with proper coaxing and opportunity, could blossom into true depravity and cruelty. When this spell is first cast on a creature, the creature becomes nauseated for 1 minute.

The recipient of this spell must be a living creature with an Intelligence score

EXACTION SACRIFICES

Sacrifice Level	Example Sacrifice	Penalty	Cha Bonus
Negligible	Sacrifice items of value to the target	50 gp/HD of target	+2
Minor	Pay worship to the target's power	100 XP/HD of target	+4
Moderate	Sacrifice a sentient being	Change alignment one step closer to the target	+6
Major	Sacrifice a part of your soul	Lose one level	+12

of at least 3 and cannot be a creature of the good subtype; the tainting of such a creature is beyond the power of this spell.

Once a good or neutral target is affected by this spell, he begins to have strange and increasingly powerful urges to commit evil acts. His dreams grow dark, sinister, and cruel, yet are disturbingly entertaining and soothing. The magic of the spell does not force the victim to make evil acts, but it does encourage such behavior through conditioning. Each time the victim willingly commits an evil act, this spell grants a +4 profane bonus to the character's Strength, Constitution, and Charisma scores; this bonus persists for 1 hour before fading. If the target continues to perform evil acts, his alignment eventually becomes evil as well, at which time the spell no longer grants this bonus.

If the creature subjected to this spell is evil, the *fallen soul* punished the creature for good acts. If the target ever willingly performs a good act, the spell causes 4 points of permanent Strength, Constitution, and Charisma drain.

Dispel evil, limited wish, miracle, wish, or

break enchantment can remove the spell, but *remove curse* cannot, and the *fallen soul* cannot be dispelled. *Atonement* spells automatically fail if cast on a creature under the effects of this spell.

FANG BLADE

Transmutation

Level: Clr 4, Drd 3, Rgr 3, Sor/Wiz 4

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Effect: Transforms snake into weapon

Duration: 1 minute/level (D)

Saving Throw: See text

Spell Resistance: No

Source: Dragon 330 (Spellcraft – Volume Veneficus)

You transform the snake that serves as the focus of this spell into a steel blade. The snake's scales glisten with a metallic sheen and the weapons point consists of the snake's fanged maw. This weapon is a longsword appropriate to your size. You are automatically proficient with this weapon, as the snake moves and weaves to aid you in handling it. In addition to normal longsword damage, the *fang blade*

injects any poison it delivers with its bite with a successful strike. If the snake is non-poisonous, the blade does not deliver any venom.

Only you can wield a *fang blade*. If anyone else attempts to wield it, the blade snaps at him with its bite attack at the beginning of each of his turns. This attack uses the statistics of the snake that served as the spell's focus. At the end of the spell's duration, the snake returns to normal. If anyone attempts to sunder the weapon, it has hardness 8 and hit points equal to the snake's total at the time of the spell's casting.

Focus: A live snake of any type that is no more than one size category larger than you. See the "Serpentine Foci" entry in Appendix 2 for more information about this focus.

FEED THE MANY

Conjuration (Creation) [War]

Level: Clr 4

Components: V, S, M

Casting Time: 10 minutes

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

Effect: Food and water to sustain 100 humans or 30 horses/level for 24 hours.

WORMSWARM

A writhing mass of tiny green worms surges across the floor, each one a horror of teeth and malignant hunger.

WORMSWARM CR 10

Always CE Diminutive Vermin

Init +6; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Listen** +0, **Spot** +0

AC 20, **touch** 20, **flat-footed** 14

hp 102 (12 HD)

Immune critical hits, flanking, mind-affecting, sneak attack, weapon damage

Fort +12, **Ref** +10, **Will** +4

Weakness swarm weaknesses

Spd 30 ft., **burrow** 10 ft., **swim** 30 ft.

Melee swarm (3d6 plus poison)

Space 10 ft.; **Reach** 0 ft.

Base Atk +9; **Grp** -8

Atk Options distraction

Special Atk create spawn

Abilities Str 1, Dex 22, Con 18, Int -, Wis 10, Cha 8

SQ obey the wormtouched, swarm traits, vermin traits

Environment any Kyuss-associated

Organization solitary, swath (2-4), or infestation (5-12)

Treasure none

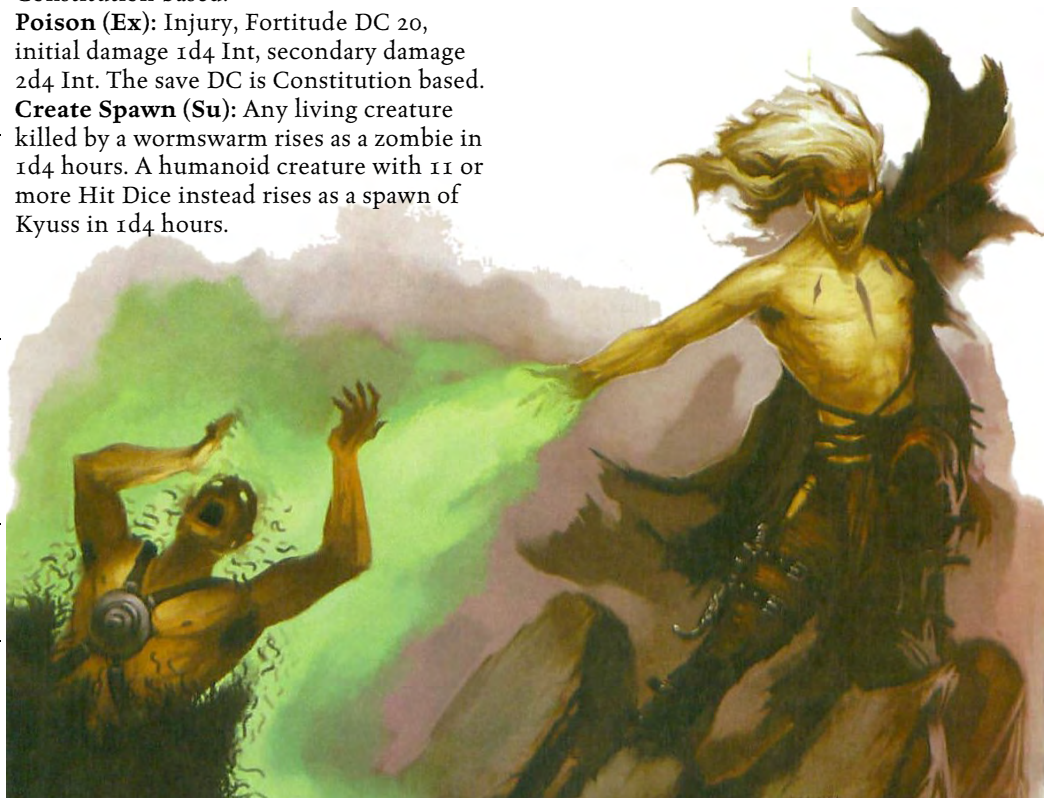
Advancement none

Distraction (Su): Any living creature that begins its turn with a wormswarm in its space must make a DC 20 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Poison (Ex): Injury, Fortitude DC 20, initial damage 1d4 Int, secondary damage 2d4 Int. The save DC is Constitution based.

Create Spawn (Su): Any living creature killed by a wormswarm rises as a zombie in 1d4 hours. A humanoid creature with 11 or more Hit Dice instead rises as a spawn of Kyuss in 1d4 hours.

Obey the Wormtouched (Su): Although they are mindless, wormswarms unerringly follow simple commands given by other undead servants of Kyuss.



Duration: 24 hours (see text of *create food and water* in the PLAYER'S HANDBOOK)

Saving Throw: None

Spell Resistance: No

Source: Dragon 309 (War Spells – Unleash Arcane Armageddon)

As *create food and water*, except as noted above.

Note: This spell requires the War Magic Study feat to acquire and cast. See the Appendix 2 for more information.

Material Component: A silver, gold, or platinum plate worth 500 gp, engraved with holy symbols.

FESTIVAL FEAST

Conjuration (Creation)

Level: Brd 2, Clr 2 (Olidammara)

Components: V, S, DF

Casting Time: 10 minutes

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

Effect: Food and drink to feed three humans/level for one meal

Duration: 2 or 24 hours; see text

Saving Throw: None

Spell Resistance: No

Source: Dragon 342 (Core Beliefs: Olidammara)

You create a meal of good food, wine, ale, and beer. The food this spell creates smells and tastes wonderful, while being highly nourishing and satisfying to eat. The drinks are tasty but not strong enough to cause intoxication. The food and drink so created decays and becomes inedible within 2 hours if it is not consumed, although it can be kept fresh for 24 hours by casting a *purify food and drink* spell on it.

FIELD OF BLURS

Illusion (Glamer) [War]

Level: Brd 3, Sor/Wiz 3

Components: V, M

Casting Time: 1 minute

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

Targets: Up to 500 creatures

Duration: 1 minute

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Source: Dragon 309 (War Spells – Unleash Arcane Armageddon)

As *blur*, except as noted above.

Note: This spell requires the War Magic Study feat to acquire and cast. See the Appendix 2 for more information.

Material Component: 1,500 gp worth of chrysoptase gems, powdered.

FLEETING FAME

Illusion (Glamer)

Level: Brd 0, Clr 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Source: Dragon 326 (Spellcraft – Cantrips and Orisons of the Academy of Apprentices)

Upon casting this spell your clothing, armor, weapons, equipment, and physical countenance take on a well-kept and stylish appearance. Those around you get the impression that you are wealthy, well known, and powerful, granting you a +2 bonus on your next single Bluff, Diplomacy, or Intimidation skill made during the spell's duration.

Lore: The infamous wizard-spy Geldersi created this spell during her apprenticeship. The nobles of her city enjoyed throwing lavish parties and Geldersi often breezed her way past wary doormen using this spell.

FLOAT

Transmutation

Level: Clr 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Willing creature or object touched

Duration: 10 minutes/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Source: Dragon 334 (Spellcraft – Livre d'Aquatha)

Upon casting this spell you magically support a willing target or object in water or similar liquid, buoying it to the surface. If cast on a creature, the target gains a +5 bonus on Swim checks and does not go underwater if he fails a Swim check by 5 or more. However, the target cannot swim underwater for the duration of this spell. If cast on an unattended object, that item bobs to the surface. You can affect one item weighing no more than 50 pounds plus 100 pounds per level. Objects that weigh more than the maximum weight you can affect are unaffected by this spell.

FORCE MISSILE STORM

Evocation [Force, War]

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 minute

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

Targets: Up to twenty-five creatures/level within a 60-ft.-radius

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Source: Dragon 309 (War Spells – Unleash Arcane Armageddon)

As *magic missile*, except as noted. You can fire only one missile at each target, regardless of your caster level.

Note: This spell requires the War Magic Study feat to acquire and cast.

Material Component: 600 gp worth of diamond dust.

FRIENDSIGHT

Illusion (Phantasm) [Mind-Affecting, War]

Level: Brd 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 minute

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

Area: Allied creatures within a 60-ft.-radius spread

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

Source: Dragon 309 (War Spells – Unleash Arcane Armageddon)

All subjects of this spell perceive each other as surrounded by a glowing aura of a color you specify upon casting. Distance, cover, and concealment do not negate the aura unless they prevent any possibility of sight. (That is, any subject capable of spotting another subject under the prevailing conditions can see the latter's aura). Normally, this spell is used to prevent accidental attacks against allies in darkness, fog, battles with similarly dressed foes, and other confusing situations. This spell also gives each subject a +4 circumstance bonus on saving throws or opposed Charisma checks made to avoid any magical effect that would cause the subject to harm another target of the spell.

Friendsight is a phantasm, so the perceived auras are entirely in the mind of the subject. The recipients do not actually glow, although they radiate magic that can be detected with *detect magic* and similar effects.

Note: This spell requires the War Magic Study feat to acquire and cast.

Material Component: 100 gp worth of carbuncle and cat's eye agate, crushed.

FROSTBITE



Evocation [Cold]

Level: Clr 4, Drd 3

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

Source: Dragon 312 (Thieves of Will – Evil Enchanters)

This spell inflicts intense cold damage upon the target, causing numbness, hypothermia, and frostbite as if the target had been exposed for a prolonged time to freezing temperatures. The target suffers 1d6 points of cold damage per two caster levels (maximum 10d6) and 1d4 points of nonlethal damage due to cold per two caster levels (maximum 10d4). The target may make a Fortitude save to negate the nonlethal damage. If the target suffers the nonlethal damage, the target becomes fatigued.

GEAS, MASS LESSER

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Brd 6, Sor/Wiz 7

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

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

Source: Dragon 312 (Thieves of Will – Evil Enchanters)

This spell functions like *lesser geas* except that it can affect more creatures. The same instructions apply to all targets. All creatures affected must have 7 or fewer Hit Dice and be able to understand you. If you choose a target with too many Hit Dice, it is not affected, and you may not choose another target in its place.

GEYSER

Evocation [Water]

Level: Drd 3, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

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

Target: One ray

Duration: Instantaneous

Saving Throw: Reflex

Spell Resistance: Yes

Source: Dragon 334 (Spellcraft – Livre d'Aquatha)

This spell creates a ray of water that blasts toward one target that you designate. If you successfully hit with a

ranged touch attack, the watery jet deals 2d6 points of nonlethal damage, +1d6 per two caster levels (dealing 5d6 damage at 6th level, 6d6 at 8th, and so on) up to a maximum of 8d6 damage at 12th level. In addition, those struck by this spell must save or be knocked prone. *Geysers* deals no damage to objects or those creatures immune to nonlethal damage.

GLAMOUR COSTUME

Illusion (Glamer)

Level: Clr 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D) (see below)

Source: Dragon 350 (Core Beliefs – Wee Jas)

This spell functions like *disguise self* except you can only change the appearance of your clothing (including weapons, armor, and equipment) and make superficial changes to your own appearance. For example, you could make ragged traveler's gear look like a beautiful gown or a cleric's vestments. Superficial changes to your appearance include removing or adding beauty marks and signs of aging, along with any coloration change that could be accomplished with make-up (lips, cheeks, hair, and so on). You are still recognizable as you and you cannot use the spell to create a true disguise (although you could change the appearance of your clothing to include a hood or mask to conceal your features).

Once per hour as a standard action, you can change your appearance according to the above guidelines, but doing so reduces the duration by 1 hour for each change.

GLIMPSE OF FEAR

Illusion (Phantasm) [Fear, Mind-Affecting]

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

Components: V, S

Casting Time: 1 standard action

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

Target: One living creature

Duration: 1 round/level; see text

Saving Throw: Will negates

Spell Resistance: Yes

Source: Dragon 333 (Spellcraft – Visions of Fear)

You plunge the subject directly into a waking nightmare, immersing it in a world of fear for a brief instant. The change happens so fast that many

creatures do not consciously sense it at all, but a failed Will save means the sudden shift in perception registers long enough to leave the subject shaken for 1 round per caster level. A shaken creature suffers a -2 penalty on attack rolls, saving throws, skill checks, and ability checks. Sightless creatures and creatures immune to fear effects are not affected by this spell.

In addition, a target that fails the Will save to resist this spell also takes a -4 penalty on all Will saves made to resist spells with the fear descriptor for the duration.

GLOBE OF RADIANT INVULNERABILITY, GREATER

Abjuration [Light]

Level: Clr 7

Source: Dragon 350 (Core Beliefs – Wee Jas)

This spell functions like *lesser globe of radiant invulnerability*, except that it functions like a *greater globe of invulnerability* and the searing radiance deals 6d6 points of damage. Undead, fungi, mold, oozes, and slimes in the area take 1d6 points of damage per caster level (maximum 15d6).

GLOBE OF RADIANT INVULNERABILITY, LESSER

Abjuration [Light]

Level: Clr 5

Components: V, S, M

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius spherical emanation, centered on you

Duration: 1 round/level (D)

Saving Throw: None or Reflex partial (see text)

Spell Resistance: No or Yes (see text)

Source: Dragon 350 (Core Beliefs – Wee Jas)

This spell functions like *lesser globe of invulnerability*, except once per round as a free action you can cause the globe to radiate light as if it were a candle, torch, or *daylight* spell, or reduce it to its normal faint shimmer. As a standard action you can cause the globe to explode in searing radiance with a radius of 20 feet which destroys the globe and ends the spell. All creatures within the area of searing radiance are blinded and take 3d6 points of damage. A creature to which sunlight is harmful takes double damage. A successful Reflex save negates the

blindness and reduces the damage by half: Spell resistance applies to the searing radiance.

An Undead creature caught within the globe takes 1d6 points of damage per caster level (maximum 10d6), or half damage if a Reflex save is successful. The light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

GREAT ELECTRIC BOLT

Evocation [Electricity, War]

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 minute

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

Effect: Bolt of electricity 100 ft. long and either 10 ft. or 20 ft. wide

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Source: Dragon 309 (War Spells – Unleash Arcane Armageddon)

As *lightning bolt*, except as noted. You can create the bolt anywhere within the range and in any orientation you desire; it does not have to extend from you.

Note: This spell requires the War Magic Study feat to acquire and cast.

Material Component: A handful of engraved copper and gold spheres worth at least 4,000 gp and a bit of animal fur.

GREATER KNOCK

Transmutation

Level: Sor/Wiz 4

Components: V

Casting Time: 1 standard action

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

Targets: Doors, gates, boxes, chests, or other secured items, no two of which can be more than 20 ft. apart

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Source: Dragon 316 (Spies Like Us – Stealth for Stumblers)

You open all stuck, barred, locked, *held*, or *arcane locked* doors or gates within the spell's area. Secret doors as well as locked boxes and chests and containers with trick openings also spring open. The spell loosens welds, shackles, and chains, provided they serve to hold closures shut. *Greater knock* dispels *arcane lock* immediately. In all cases, the door does not relock itself or become stuck again on its own. *Greater knock* also raises barred gates and similar impediments such as portcullises, but it does not affect ropes and vines. Each casting of the spell

can undo as many as three means of preventing egress. Thus, if a door is locked, barred, and *held*, the spell can open it, but if there is another lock on the door, an additional casting is necessary.

GROUNDSMOKE

Transmutation

Level: Drd 0, Rng 1, Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Target: One fire no larger than 5 square feet.

Duration: 8 hours

Saving Throw: None

Spell Resistance: No

Source: Dragon 326 (Spellcraft – Cantrips and Orisons of the Academy of Apprentices)

This spell prevents natural smoke from rising into the air. The smoke instead rolls out from the fire and dissipates into the ground about six inches from its source.

Lore: An apprentice wizard who traveled with his adventuring master created this spell as part of his lessons while traveling. Not only providing the student with a unique educational experience, the spell allowed the pair to enjoy the benefits of a fire without worrying about the smoke being spotted by hostile creatures.

GUIDING STAR

Divination

Level: Drd 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Source: Dragon 340 (Spellcraft – The Twilight Codex)

This spell calls an insubstantial mote of starlight, which descends from the sky and orbits around your head. The *guiding star* sheds light equal to a candle and can be commanded to lead you toward any place you've previously visited. Once ordered to find a location, the *guiding star* stops orbiting and points like a compass in the direction of the location named. The star makes no adjustments for barriers or obstructions, hovering inches from you in the direction of the location it seeks. The *guiding star* merely orbits your head if not commanded to proceed to a location, if you have never been to the desired location, or if the location named is not on the same plane of existence.

HARMONIC VOID

Abjuration

Level: Brd 5

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.



A war wizard blasts his enemies away from him with a *great electric bolt*

Area: 60-ft.-radius-emanation, centered on you

Duration: Concentration, up to 1 round/level

Saving Throw: None

Spell Resistance: No

Source: Dragon 335 (Spellcraft – Songsabers of Waterdeep)

You create a zone of murmuring, disrupting, arcane harmonies that makes it difficult to cast spells with verbal components. Wizards, clerics, and other spellcasters find that their spells' spoken words become warped, twisted, and blurred, disrupting their efforts. A creature that attempts to cast a spell with verbal components in this area must make a Concentration check (DC 20 + your Charisma modifier + the spell's level). On a failed check, the *harmonic void* ruins the spell's spoken component. The spell fails to function, although the caster expends a spell slot as normal.

This spell has no effect on supernatural abilities, magic items, and other magical effects. It only affects spells with verbal components.

HEXTOR'S FIERY EYES

Enchantment (Compulsion) [Evil, Language-Dependent, Mind-Affecting]

Level: Clr 5, Blackguard 4

Components: V, DF

Targets: One creature each round

Duration: 1 round/level

Source: Dragon 356 (Core Beliefs – Hextor)

This spell functions like *command*, except you may affect one creature per round as a swift action and the activities continue beyond 1 round. At the start of each commanded creature's turn after the first, it gets another Will save to attempt to break free from the spell. You do not have to give each creature the same command (on the first round you can command a creature to approach, on the second round force a creature to fall prone, yet another to flee on the third round, and so on).

The duration of the effect of this spell is limited by the overall spell duration, not when an individual was affected. For example, the spell has a 9-round duration and you affect a target on round 8, it only obeys for 1 round, at which point the spell ends and the compulsion no longer affects them.

When you cast this spell your face distorts into a hideous gray visage with bulging red-rimmed eyes.

HIBYRNTIC'S CURSE

Conjuration and Evocation [Cold]

Level: Divine 4

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Fortitude partial

Spell Resistance: No

Source: Dragon 345 (Spellcraft – Artifact Spells – Magic of the Giants)

As you cast this spell, designate one creature within range. That creature is covered in a rime of deadly chilling ice for the duration. This ice has a number of effects. First, it deals 4d6 points of cold damage each round that it persists. In addition, the creature can take only a single move action or 1 standard action each turn, but not both, and the creature moves at half speed. Each round, the target gets to make a Fortitude save against this spell. If successful, the damage is halved and the creature is not slowed in any way. If the creature fails two such Fortitude saves in a row, it becomes encased in ice, can take no further actions, and automatically fails all future Fortitude saves to avoid this effect.

An encased creature can take no actions, but those adjacent can attempt a DC 25 Strength check to break the target free of the ice. Dealing 20 or more points of damage in a single attack also frees the creature, but any damage in excess of 20 points is applied to the target, who is automatically hit and does not receive a save against the effect, although SR still applies. Fire damage deals 150% normal damage to a creature encased in ice. Acid deals one-quarter normal damage, while electricity and sonic effects deal full damage. Cold damage has no effect on a creature encased in ice. Once free, the target must begin making saves again.

Note: This spell is an Artifact Spell and a Dual School Spell. See the "Casting Artifact Spells" entry and the "Dual Spell Schools" entries in Appendix 2 for more information.

HONORABLE WEAPON

Transmutation (Lawful)

Level: Sha 2, Soh 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched or fifty projectiles (all of which must be in contact with each other at the time of casting)

Duration: 1 min. /level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Source: Dragon 318 (Oriental Adventures – Eastern Flavor)

Honorable weapon makes a weapon honorable, allowing it to bypass the damage reduction of certain dishonorable creatures, primarily undead and a few non-oni residents of the Shadowlands. This spell has no effect on a weapon that already has an alignment, such as a Tainted sword.

You can't cast this spell on a natural weapon, such as an animal's claw or bite.

ICEFANE CORPSE

Necromancy [Cold]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

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

Area: One undead creature

Duration: 1 round /level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Source: Dungeon 109 (Secrets of the Soul Pillars)

You infuse the affected undead with a powerful burst of necromantic cold. Affected undead gain the following benefits:

- One of the undead creature's natural attacks becomes infused with supernatural cold, and inflicts 1d6 additional points of cold damage on a hit.
- Fire resistance 10
- Any time the undead suffers cold damage, it is instead healed for an amount of hit points equal to the damage it would have suffered. Any resistance to cold that the undead creature might have does not reduce the amount of healing that it receives when exposed to cold damage.

Material Component: A wight's thumbnail.

ICY SPHERE

Evocation [Cold]

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

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



Effect: 3-ft.-diameter sphere of ice that moves in a straight line from you to the limit of the spell's range.

Duration: Instantaneous

Saving Throw: Reflex negates

Spell Resistance: Yes

Source: Dragon 317 (Dungeons & Dragons Heroes – Magic, Monsters, and Mayhem)

This spell creates a ball of magic ice and frozen energy. The sphere darts away from you in any direction indicated, in a straight line, to the limit of the spell's range. Any creature in a square crossed by this line must make a Reflex saving throw to avoid the sphere; success indicates that the creature takes no damage, but failure indicates the creature takes 1d6 points of cold damage per caster level (maximum 15d6) and becomes paralyzed for 1d4 rounds.

IMBRUE

Conjuration (Summoning)

Level: Sor/Wiz 9

Components: V, S

Casting Time: 1 round

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

Target: One elemental or outsider caught in a *planar binding*

Duration: 1 day/level (D)

Saving Throw: None

Spell Resistance: No

Source: Dragon 336 (Spellcraft – The Demonomicon of Iggwilv)

This spell attempts the dangerous and near unthinkable feat of binding a creature trapped within a *planar binding* spell inside a mortal host. This spell only functions if the target agrees to submit to the spell as a service you compel it to perform (see *lesser planar binding*). The target must be aware of this spell's effects and agree to its duration. Convincing a creature to submit to *imbrue* is difficult at best and has inherent dangers (see below). You take a -4 penalty on the opposed Charisma check made to compel the target to accept *imbrue* as its service.

If you roll a 1 on the Charisma check to compel the target to accept this spell the target breaks free of the binding and can escape or attack you as normal. Alternatively, if it so wishes, it may take control of your body for a number of days equal to its Hit Dice. At the end of this time it leaves your body and may return home or stay on the current plane.

If the target creature fails the opposed Charisma check and thus agrees to the spell, it is bound to a host, being either

you or another willing creature within range. The host must be a living creature with an Intelligence and Wisdom of at least 6. If subject to *detect magic*, the host emanates an aura of conjuration magic with a caster level equal to the bound creature's HD. In addition, the host detects as being of the same alignment as the bound creature (with an aura strength equal to the bound creature's HD) rather than of his own.

While fettered to its host, the bound creature cannot be found by any mundane or magical means, including any form of magical scrying. It does not age and cannot be affected by any damage, magic, or psionic abilities. If the host creature dies, it is released and immediately returns to its home plane. In addition, this allows bound creatures to pass through areas that might normally prevent them from entering, such as through a *magic circle* (although, it cannot be released into an area that is warded against summoned creatures of its alignment). The host can dismiss the bound creature back to its home plane at any point prior to the end of the spell's duration.

Playing host to a bound creature has some advantages. First, the host has access to all the bound creature's Intelligence-based skills. This does not allow the host to read the bound creature's mind or discover secrets it knows—he simply makes such skill checks using the bound creature's total bonus. For example, a host with a nalfeshnee bound to him could use the creature's Intelligence-based skills (Knowledge [arcana] +23, Search +23, Spellcraft +25 [+27 with scrolls]) instead of his own. The DM determines what Knowledge skills creatures like a succubus (with Knowledge [any one]) or glabrezu (with Knowledge any two) possess.

Second, if the host is subject to sufficient damage or an effect that kills him (any magical or mundane damage that would reduce the host to -10 hit points or otherwise kill him outright), the host has a chance to allow the bound creature to absorb the fatal damage or effect. This requires the host to make a DC 30 Will save. The host, however, gains a bonus when making this save equal to the total HD of the bound creature. On a successful check, the fatal damage or effect acts as if it had targeted the bound creature, having no effect on the host and stabilizing him if he is dying. On a failed check the host takes the damage or effect as normal. In either case, the *imbrue* ends and the bound

creature immediately returns to its home plane.

Finally, the greatest advantage of *imbrue* is its ability to essentially smuggle outsiders or elementals within a living host. As a standard action the host can unleash the bound creature into an adjacent space (or closest open space if no adjacent spaces are available). Upon being released, the bound creature follows the directions of the host for a number of rounds equal to the host's till plus his Charisma modifier. After this period the creature returns to its home plane.

There are side effects to hosting an elemental or outsider as the result of an *imbrue*. First, the bound creature sees and hears, making it impossible for the host to keep secrets from it for the duration of the spell. Further, the bound creature is able to speak to its host and weaken the host's ability to focus. The host takes a -4 penalty on all Concentration checks, as well as all Will saves against mind-affecting spells for the duration of this spell.

IMMOLATE THE WICKED

Evocation [Fire]

Level: Initiate of Pelor 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

Source: Dragon 342 (The Power of Faith – Initiate Feats of the Core Deities)

Pelor fills your turning checks with holy power. While under the effects of this spell, whenever you successfully turn an undead creature it bursts into flames in addition to being turned. These flames deal 2d6 points of damage per three caster levels, to a maximum of 10d6. Half the damage is fire damage, but the other half results directly from divine power and is therefore not subject to being reduced by resistance to fire-based attacks, such as that granted by *protection from energy (fire)*, *fire shield (chill shield)*, and similar magic.

IMPLORE

Conjuration (Calling)

Level: Sor/Wiz 9

Components: V, S, XP

Casting Time: 10 minutes

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

Target: One elemental or outsider with 22 HD or less

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: No and yes; see text

Source: Dragon 336 (Spellcraft – The Demonicon of Iggwilv)

Implore acts as *greater planar binding* except as noted above and as follows. Any spells or effects that affect *planar binding* also work upon this spell. To cast *implore*, you must know the true name of the creature targeted and that specific creature is summoned. The target creature takes a -4 penalty on all Will saves and Charisma checks made while trapped within the spell. If it is compelled to provide some service (see *lesser planar binding*), it makes no effort to subvert instructions it is given regarding that service.

Every time you call a specific target using *implore* the creature gains a cumulative +1 bonus on future Will saves to resist your summons. These bonuses fade if you do not summon the creature for a full year.

XP Cost: 50 XP per Hit Die of the target called.

INCARNATION OF SET

Transmutation

Level: Clr 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

Source: Dragon 313 (Faiths of Faerûn - Elder Serpents of Set – Servants of the Lord of Evil)

This spell functions like *alter self* and enables you to assume the form of any nonunique animal or vermin (size Tiny to Huge, inclusive) that is sacred to Set. Sacred creatures include normal, giant, and dire varieties of bears (black and brown), boars, crocodiles, donkeys, hippopotami, hyenas (treat dire hyenas as dire wolves), jackals (treat as dogs), saluki (treat as riding dogs with the Run feat instead of Alertness), snakes (constrictors and vipers), and monstrous scorpions. The assumed form can't have more Hit Dice than your caster level (or the subject's HD, whichever is lower), to a maximum of 15 HD at 15th level. With the DM's permission, other variations of these animal and vermin kinds (such as

legendary bears and winged vipers), or even new species can also be options. You also gain the new form's type in place of your own.

You gain the Strength, Dexterity, and Constitution scores of the new form but retain your own Intelligence, Wisdom, and Charisma scores. You also gain all the new form's extraordinary special attacks (including a poisonous bite or sting, if applicable), but no its extraordinary special qualities (such as blindsense, fast healing, or regeneration) or any of the new form's supernatural or spell-like abilities.

Upon changing, you regain hit points as if you had rested for a night (though this healing does not restore temporary ability damage and provide other benefits or resting; and changing back does not heal the subject further). If slain, the subject reverts to its original form, though it remains dead.

Note: Some clergy of Set (such as clerics who worship him under the guise of Varae or Sseth and know him only as a snake god) are unaware that this spell allows the caste to assume any shape other than various species of snakes.

INESCAPABLE SWARM

Illusion (Figment)

Level: Brd 5, Sor/Wiz 4

Components: V, S, M

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 feet apart

Duration: Concentration, up to 1 round/level

Saving Throw: Will disbelief, then Fortitude partial; see text

Spell Resistance: Yes

Source: Dragon 333 (Spellcraft – Visions of Fear)

This spell causes the targets to feel as though thousands of spiders, ants, locusts, and other insects were crawling over their flesh, exactly as if they were caught in the heart of a swarm.

The targets first get a Will save to recognize the sensations as unreal. Targets that fail this save become shaken. In addition, those that become shaken due to this spell's effects must make an additional Fortitude save. Targets that fail this Fortitude save are overwhelmed by the inescapable barrage of grotesque sensations, causing them to become nauseated.

Material Component: A handful of cobwebs wrapped between the fingers.

INSATIABLE HUNGER

Transmutation

Level: Hunger 6

Components: V, S, DF

Casting Time: 1 round

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

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

Duration: Permanent

Saving Throw: Fortitude negates

Spell Resistance: Yes

Source: Dragon 312 (The Ebon Maw – Beware the Waking Hunger)

Creatures affected by this spell begin starving at a vastly accelerated rate, regardless of how much they eat. The subjects suffer the effects of starvation on an hourly, rather than daily, basis. That is, after 3 hours, and every hour thereafter, the targets must make a Constitution check (DC to, +1 for each previous check) or take 1d6 points of nonlethal damage. Anyone who has taken nonlethal damage from starvation is fatigued. So long as the spell lasts, this damage cannot be recovered by any means, natural or magical.

JAWS OF ADAMANTINE

Transmutation

Level: Hunger 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject's jaws gain increased strength, with nearly unbreakable teeth. Further, the jaws unhinge and distend, allowing the subject to bite almost anything, albeit in a clumsy fashion. The bite deals damage according to the creature's size, as shown on the table below. This spell is not intended for use in combat. Against a moving target, the subject cannot bite with full force and applies only half of any Strength bonus to damage. A subject of this spell who attempts to make a bite attack takes a -4 penalty on attack rolls, due to the awkward shape of the mouth. The subject of this can bypass adamantine-based damage reduction with a successful bite attack, however.

Against inanimate objects, the subject adds its full Strength bonus (if any) to bite damage and ignores hardness of 20 or less.

Creature Size	Bite Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

KISSED BY THE AGES

Necromancy
Level: Sor/Wiz 9
Components: V, S, F, XP
Casting Time: 1 hour
Range: Touch
Target: Any living creature other than yourself
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Source: Dragon 354 (Ancient PCs – Playing Elders in D&D)

You create a magical connection between a living creature and a small magic item like a ring, pendant, or similar trinket with a market price of at least 4,000 gp. This forever eliminates any of the item's existing magical properties and causes it to radiate a strong aura of necromancy. The recipient of the spell may draw upon the strange, inanimate resilience of this object, gaining the endless special quality (see below) so long as she wears it (which occupies an item slot on the body). If she loses or otherwise removes this object, however, she begins to age again at the rate normal for her race and in addition suffers a -1 penalty upon all saving throws. Against death effects she instead suffers a -2 penalty. These penalties remain in effect until she once again carries the object on her person. The connection she enjoys with this object makes it all but impossible to destroy while she lives, requiring the intervention of a deity, contact with an artifact, or similarly unusual circumstances to smash it. Due to her special connection with it, the recipient of the spell always knows the approximate location of her object so long as both are on the same plane.

Endless (Ex): A creature with this special quality ceases to age once it achieves a certain point in its life cycle, most often sometime after reaching adulthood but prior to its equivalent of middle age. These creatures exist in a special kind of physiological stasis,

counteracting all the consequences of advancing years that usually lead to frailty and eventually death. While they must still perform all the necessary sustaining actions (eating, sleeping, breathing, and so on) normally demanded of their type, they never suffer from any sort of physical deterioration or consequent reduction in Strength, Dexterity, and Constitution. Lacking this special insight into their own mortality, and the incentive to find new, less taxing ways to deal with challenges they also never gain any improvements to their Intelligence, Wisdom, or Charisma due to advancing age.

Focus: Magic item with a market price of at least 4,000 gp.
XP Cost: 5,000 XP.

KORD'S GREETING

Transmutation
Level: Initiate of Kord 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: One creature
Duration: 1 minute/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Source: Dragon 342 (The Power of Faith – Initiate Feats of the Core Deities)

Kord grants his favor to those who recklessly put faith in their own strength. For the duration of this spell, the target gains a +4 bonus on attack rolls while charging, rather than the normal +2. In addition, the target only takes a -1 AC penalty rather than the normal -2.

KORD'S POWER SURGE

Transmutation
Level: Initiate of Kord 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: One creature
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Source: Dragon 342 (The Power of Faith – Initiate Feats of the Core Deities)

Kord temporarily infuses the target with great strength. The target receives an enhancement bonus to its Strength score equal to twice your caster level, maximum +10, that applies only when making skill and ability checks. After the spell expires, the target is fatigued for 1d4 minutes.

LASH OF THE KRAKEN

Transmutation
Level: Drd 3, Sor/Wiz 3
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 minute/level
Source: Dragon 334 (Spellcraft – Livre d'Aquatha)

This spell transforms one of your appendages into a lashing, barb-covered tentacle like that of a kraken. This rubbery appendage gives you reach and deals damage as indicated on the following chart. As a primary attack, the tentacle adds your Strength modifier to damage. The tentacle can also be used as a secondary natural attack in conjunction with a manufactured weapon. Such secondary attacks do not interfere with your primary attack as attacking with an off-hand weapon would, but you take the usual -5 penalty for the tentacle attack when used as a secondary natural attack.

If you hit with this tentacle attack, you may attempt a grapple check against your opponent without provoking an attack of opportunity. If you succeed at the grapple attempt, you immediately constrict the foe and deal automatic tentacle damage as if you had hit the target again. Each round you maintain a grapple you automatically deal tentacle damage to your foe. A constricted enemy is grappled as normal and may escape by making a successful grapple check on its turn.

A creature with a natural tentacle attack may use its own tentacle damage or that granted by the spell, whichever is greater. It gains the ability to grab and constrict with all of its tentacle attacks if it could not already.

Size	Damage	Reach
Fine	1	0 ft.
Diminutive	1	0 ft.
Tiny	1d3	5 ft.
Small	1d4	5 ft.
Medium	1d6	10 ft.
Large	1d8	15 ft.
Huge	2d6	20 ft.
Gargantuan	2d8	40 ft.
Colossal	4d6	60 ft.

LIFE SPRING

Conjuration (Healing)
Level: Divine 6
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch

Target: Dead creature touched
Duration: Instantaneous
Saving Throw: None; see text
Spell Resistance: Yes (harmless)
Source: Dragon 345 (Spellcraft – Artifact Spells – Magic of the Giants)

You restore life to a dead creature, healing it completely. You can raise a creature that has been dead for no longer than 1 hour per caster level. In addition, the subject's soul must be free and willing to return. If the subject's soul is not willing to return, the spell does not work; a subject that wants to return receives no saving throw.

A creature restored to life by this spell does not lose a level, but is stunned for 1d6 rounds. This spell also heals the creature of all hit point and ability damage. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell.

This spell can restore a creature who has been turned into an undead creature or killed by a death effect. The spell cannot bring back a creature that has died of old age.

Note: This spell is an Artifact Spell. See the "Casting Artifact Spells" entry in Appendix 2 for more information.

LIFEROT

Conjuration/Necromancy [Evil]
Level: Clr 3, Sor/Wiz 4
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. /level)
Target: One creature
Duration: 1 minute/level
Saving Throw: Will partial
Spell Resistance: Yes
Source: Dragon 347 (Spellcraft – Scripture of Elemental Evil)

The target of this spell begins to sprout fungal growths across its body, particularly around wounds or injuries. For the duration of the spell, the target cannot be healed by any magical means, as every wound is filled with life-leaching fungi. A successful Will save allows the target to receive half the benefits of

magical healing for the duration of the spell.

This spell is immune to the effects of *dispel magic* but can be ended with a *remove curse*, *remove disease*, or *diminish plants* spell.

Note: See the "Dual School Spells" entry in Appendix 2 for more information on the dual-school property of this spell.

LIGHTEN LOAD

Transmutation
Level: Clr 2, Army 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (Harmless)
Dragon Magazine: #317 (Faiths of Faerûn – Battleguard of Tempus – Soldier-Saints of the Lord of Battle)

You are capable of carrying a greater load than your Strength might allow. While affected by this spell, your carrying capacity (as per Table 9-1 on page 162 of the PLAYERS HANDBOOK) is improved as if you had gained 1 point of Strength per caster level, to a maximum of +10. This virtual Strength is only useful for calculating carrying capacities and determining the effects of carrying loads (as per table 9-2 on page 162 of the PLAYERS HANDBOOK). The Strength bestowed by this spell offers no benefit to combat rolls, skill checks, or other activities moving a grappled creature; the bonus should not be interpreted as a bonus to any other situation except to those noted above. Thus, if a 6th level cleric were to cast this spell upon a character with a 12 Strength, the target's Strength score remains the same, yet his maximum heavy load increases to 300 lbs as if he had a Strength of 18.

LOBOTOMIZE

Transmutation
Level: Sor/Wiz 5
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes
Source: Dragon 339 (Spellcraft – Heinfroth's Manual of Methods)

You cause a creature to forget how to use a specific ability. Upon casting this

spell, choose a specific spell level of 4th level or lower, weapon proficiency, or two skills. Any creature you successfully touch with a melee touch attack has some aspect of that trait *lobotomized*.

If you choose to *lobotomize* a spell level the target loses all spell slots or prepared spells of that level. For example, if a sorcerer with four 3rd-level spell slots has his 3rd-level spells *lobotomized*, he loses access to all four slots for the duration of this spell, while a wizard in the same case would be unable to cast any prepared 3rd-level spells. At the end of this spell any *lobotomized* spells or spell slots return.

If you choose a target's proficiency with weapons to be *lobotomized*, the target is treated as being nonproficient with all weapons, taking a –4 penalty on attack rolls it makes with any weapon. A target does not lose its proficiency with natural weapons.

If you choose to *lobotomize* skills, pick two skills. For the duration of this spell the target is treated as if he had 0 ranks in these two skills. If a *lobotomized* skill can be used untrained, the target can still make a skill check and add the bonus from his relevant ability score. If a *lobotomized* skill cannot be used untrained, the target cannot make use of that skill.

Lobotomize in no way informs you of what spells, feats, or skills a target possesses. If you attempt to *lobotomize* a spell level the target does not possess, the spell has no effect. This spell has only partial effect if you try to *lobotomize* a skill the target does not possess, affecting only skills it actually has.

This spell does not affect creatures without minds, such as many constructs, oozes, plants, numerous undead, or similar creatures.

Material Component: A small metal hammer and an iron spike.

LORESONG

Divination
Level: Brd 1, Sor/Wiz 1
Components: V, S
Casting Time: 1 minute
Range: Personal
Target: You
Duration: 1 round/level
Source: Dragon 335 (Spellcraft – Songsabers of Waterdeep)

You gain temporary mastery in a skill, even one that you have never studied before. When you complete this spell, select a single skill (other than Speak

Language). You gain a +4 competence bonus on all checks with it, with an additional +1 bonus for every 2 caster levels, and you may use it untrained.

LOVER'S CALL

Conjuration (Calling) [Evil]

Spellcraft DC: 74

Components: XP

Casting Time: 1 standard action

Range: 75 ft.

Target: One aspect of Graz'zt

Duration: 1 hour (D)

Saving Throw: Will negates

Spell Resistance: Yes

To Develop: 648,000 gp; 13 days; 25,920 XP. Seed: *Summon* (DC 14).

Factors: summon CR 22 creature (+40 DC), 1-action casting time (+20 DC), no verbal component (+2 DC), no somatic component (+2 DC), increase saving throw DC by +8 (+16 DC). Mitigating factors: burn 3,000 XP (-30 DC).

Source: *Dungeon* 149 (Savage Tide – Enemies of my Enemy)

This spell allows [the caster] to reach out across the planes and extract a portion of Graz'zt's demonic essence, forcing an aspect of the Dark Prince to appear before her to follow her orders. This is a CR 22 aspect with statistics identical to those given on page 65 of FIENDISH CODEX I. [The caster] must beat the aspect's SR of 33 in order to cast this spell and the aspect can resist being summoned if it makes a DC 40 will save (normally only possible with a natural 20).

XP Cost: 3,000 XP.

LUNACY

Enchantment (Compulsion) [Mind-Affecting]

Level: Drd 6, Sor/Wiz 6

Components: V, S, M

Casting Time: 1 standard action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Source: *Dragon* 340 (Spellcraft – The Twilight Codex)

You curse the target with a form of madness tied to a moon. On the night of a full moon, a target affected by this spell is unable to independently determine what to do in a manner similar to the *confusion* spell. Roll once on the following chart each time the target is affected by the full moon (a time occurring once a

month as determined by the DM). The target behaves accordingly for that entire night whether he can see the moon or not.

Upon casting this spell, you must designate a task that will end the spell. The task cannot force the victim to commit suicide, although it might be extremely dangerous for the victim. Upon being affected, the victim immediately knows how to lift the curse. Only the completion of this task or a *break enchantment*, *miracle*, or *wish* spell can end the spell's effect.

Random Lunacy Behaviors

d%	Behavior
01-5	Act normally
6-15	Delusion
16-25	Fixation
26-35	Flee
36-50	Schizophrenia
51-65	Catatonia
66-75	Rage
76-85	Murderous
86-95	Suicidal
96-100	Blackout

Blackout: The DM takes control of the spell's victim for the duration of the night.

Catatonia; The target passes out and cannot be awakened by any means.

Delusion: The target spends the entire night talking to inanimate objects, refusing to move, finding new objects to talk to if forcibly moved. Nothing short of magic or physical force can compel the target to stop talking.

Fixation: The target moves to a random location within sight and refuses to move from that spot, attempting to return there if forcibly moved.

Flee: The target moves in a random direction at top speed, moving for the entire night.

Murderous: The target attacks the nearest creature. If no creatures are present, the target seeks out others to attack. Nothing short of killing or incapacitating the target can prevent him from attacking other creatures.

Rage: The target begins to randomly destroying all unattended objects within sight. Once everything is destroyed, the target moves on, searching for more to destroy. The target spends no more than 1 minute trying to destroy a specific object before moving onto another object.

Schizophrenia: The target's alignment changes to the opposite of what it normally is (lawful good characters

become chaotic evil, lawful neutral characters become chaotic neutral, and so on). Neutral creatures roll randomly to determine their new alignments.

Suicidal: Once an hour the target must make a Will save. If he fails, he attempts to kill himself in the quickest way possible. The subject takes no other action on his turn except to harm himself. If armed, the target attacks himself as a full-round action. Such an attack automatically succeeds and deals damage as a critical hit. If unarmed, the target moves to harm himself by provoking attacks of opportunity from enemies, leaping off cliffs, throwing himself into fires, and so on.

Material Component: Three drops of blood from a natural lycanthrope.

MAILED MIGHT

Transmutation

Level: Sor/Wiz 8

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Touched armor pieces

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Source: *Dragon* 344 (A Dark and Stormy Knight – Another Evening With the Wizards Three)

This spell animates up to two pieces of metal armor into up to two variant helmed horrors that fight for you (or fetch, carry, open doors, or perform any other simple action you command). These constructs explode into a spray of metal shards when destroyed, See page 175 OF LOST EMPIRES OF FAERÛN for helmed horror stats. If you lack that source, you can use shield guardians instead.

The helmed horrors created by this spell silently follow your will. If you don't direct them to do anything, they stand idle. Once given a task, they pursue it until completed, even if you turn your attention to other matters.

Unlike most helmed horrors, the ones you create with this spell have no crossbows and make no missile attacks. If destroyed they explode, with effects equal to a *shard storm* spell (see page 187 of THE SPELL COMPENDIUM: 20-ft.-radius burst, 3d6 force damage to all creatures, Reflex half, spell resistance yes, lasts for only 1 round). Note that the damage is force damage. No metal shrapnel survives.

When the spell expires, these constructs abruptly fade away and the pieces of armor that made them fall to the ground.

Focus: Two pieces of nonmagical metal armor previously worn in a battle. The pieces' condition does not matter (they can be damaged), but all of their metal must be present. They need not be from the same suit of armor. The pieces cannot be worn by you or any other creature while the spell is cast.

MARK OF JUSTICE, LESSER

Necromancy

Level: Initiate of Heironeous 2

Source: Dragon 342 (The Power of Faith – Initiate Feats of the Core Deities)

This spell is identical to *mark of justice* except as indicated here. Choose one of the following three effects:

- -3 decrease to an ability score (minimum 1).
- -2 penalty on attack rolls, saves, ability checks, and skill checks.
- Each round, the target has a 25% chance to take no action; otherwise, it acts normally.

MARKED MAN

Divination

Level: Asn 2, Rgr 1, Sor/Wiz 2

Components: V, S, F

Casting Time: 1 minute

Range: Personal

Target: You

Duration: 1 day/level

Source: Dragon 325 (Spellcraft – Myths of the Shadow)

Upon casting this spell, you become attuned to the specific creature that owns the spell's focus item. (A creature is considered to own an item if it was the last creature to carry the item on its person for 1 day or more. You do not count when considering what creature was last to carry an item.) This attunement grants you a +10 bonus on Search and Survival checks made to track the item's owner or find evidence of his passage. This spell does not give you insight into who or what the creature he is attuned to is or where that creature ultimately might be. Also, the spell does not provide a trail that is not already there nor does it provide you with the benefits of the Track feat.

Arcane Focus: An object owned by the creature or a piece of the creature to be tracked, such as a tuft of hair or a fingernail.

MEERSALM SKIN

Abjuration

Level: Clr 6

Components: V, S, M

Source: Dragon 354 (Core Beliefs – Heironeous)

This spell functions like *stoneskin* except if the spell absorbs all the damage dealt by a weapon, the weapon must make a Fortitude saving throw or take 3d6 points of damage.

The target's skin takes on a metallic copper coloration for the duration of the spell.

Material Component: A vial of meersalm worth 250 gp.

MEMORY JAR

Transmutation

Level: Initiate of Boccob 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: One creature

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Source: Dragon 342 (The Power of Faith – Initiate Feats of the Core Deities)

This spell allows the target to recall bits and pieces of knowledge she might otherwise forget. She receives a +1 competence bonus per two caster levels (maximum +5) on all knowledge-related checks made for the duration of the spell. This includes Knowledge skill checks, bardic knowledge, and similar abilities.

In addition, the target may reroll one Knowledge skill check that it has failed within the last minute.

MERRSHAULK'S KISS

Enchantment

Level: Clr 4, Drd 3

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Up to one snake per two levels, no two of which can be more than 30 ft. apart

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Harmless)

Source: Dragon 330 (Spellcraft – Volume Veneficus)

You call upon the venomous might of Merrshaulk to bless and enhance a number of living snakes. This spell only affects creatures with the animal type. Yuan-ti and other snakelike creatures are not valid targets.

Snakes affected by this spell gain a number of bonuses. Snakes with a poison special attack receive a +2 morale bonus to their poisons DC. Snakes with the constrict special attack gain a +2 morale bonus on all grapple checks. In addition, all snakes targeted by this spell gain a +1 morale bonus on attack rolls, saves, and skill checks.

Focus: A live snake. See the "Serpentine Foci" entry in Appendix 2 for more information about this focus.

MINDWORMS

Conjuration [Evil]

Level: Kyuss 4

Components: V, S, F

Casting Time: 1 standard action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Will partial

Spell Resistance: Yes

Source: Dragon 343 (Spellcraft – Worm Bound – The Secrets of Kyuss)

This spell causes incorporeal green worms to fly through the target creature. The affected creature takes 1d6 points of Wisdom damage and loses three spell levels worth of spells. The spell levels can be in any form or combination of prepared spells or remaining spell slots (for spontaneous casters) of the target's choice. This spell-draining effect has no effect on spell-like abilities. The spells drained can be either arcane or divine spells, depending on what kind of spells the target has access to. If the target casts both arcane and divine spells, the target can choose any combination of arcane and divine spells that it currently has prepared (or spell slots that it still has available) to meet the three-level requirement. This spell has no effect on cantrips or orisons (0-level spells) and only affects spells of 1st level or higher. The target halves the Wisdom damage and negates the spell-draining effect with a successful Will saving throw.

If the target does not have the ability to cast spells or has no remaining spells or spell slots of 3rd level or lower, the spell-draining effect of the spell has no effect.

Whenever you successfully drain three spells from a target with this spell, you



The *mindworm* spell conjures incorporeal green worms for a Wormbound of Kyuss.

gain spell energy that can power your spells. Draining less than three spells grants you no benefit. You can use this spell energy in any of three ways:

- Recall one prepared spell of 3rd level or lower. The recalled spell must have been previously cast during the same day, and you must meet any other requirements for being able to cast the spell.
- Gain an additional spell slot of 3rd level or lower. Spontaneous spellcasters can use the spell energy to give themselves one additional use of a 3rd level or lower spell known.
- Spontaneously apply metamagic effects to a spell. You can use the spell energy to spontaneously apply the effects of one metamagic feat that you possess to a spell as you cast it. Applying this one metamagic feat totally consumes the spell energy.

Regardless of how the spell energy is used, it is available only one time. The energy is completely gone once used, and if not used within 1 hour it fades harmlessly away.

Note: This spell requires that the caster possess either the Wormbound Spellcaster feat (see the “Wormbound” entry in Appendix 2) or the wormspawn subtype (see the article in *Dragon Magazine* #343).

Focus: A Kyuss worm hosted within your body.

MINIMUS CONTAINMENT

Conjuration (Summoning)

Level: Sor/Wiz 8

Components: V, S, F

Casting Time: 10 minutes

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

Target: One willing elemental or outsider caught in a *planar binding*

Duration: Permanent; see text

Saving Throw: None

Spell Resistance: No

Source: *Dragon* 336

(Spellcraft – The Demonicon of Iggwilv)

Minimus containment can only be cast on a creature already trapped in a *planar binding* spell, and only if that creature agrees to

submit to the spell as a service you compel it to perform (see *lesser planar binding*). The target must be aware of and have agreed to the exact terms set by the *minimus containment* when it consents to the spell, and these conditions cannot be changed.

Minimus containment binds the spirit and material body of the target elemental or outsider into a gem (the focus), in a manner similar to a *trap the soul* spell. The gem then detects as a magic item (exhibiting conjuration magic with a caster level equal to the target's HD), but there is no way to identify the magic property of the gem (not even *identify* or *analyze dweomer* reveals the presence of the trapped creature). The bound creature remains within the gem for a certain period of time or until a specified condition is met (set by you and known to the target before submitting to the spell). The condition must be one the target creature would recognize if it was physically present. For example, a bound creature could be released if its gem is stolen, as it would know a theft if it saw one, but couldn't be released when the first brave man touched the gem, since bravery is not so easily defined or detected. Once the condition is met, the target creature is released and must perform a single predetermined task. At the end of this task, the gem turns to worthless dust and the creature is immediately sent to its home plane. If the described conditions do not occur within the agreed upon timeframe, the creature is automatically set free (leaving the gem undamaged) and returns to its home plane.

The target creature's material body and spirit can be transferred into another nonliving object (such as a gold piece,

spellbook, or weapon) by grinding the gem to dust and sprinkling it over the new object. This requires a Spellcraft check with a DC equal to 15 + the bound creature's HD. On a failed check the creature is instead released and may return to its home plane or attack you. This function is often used to bind outsiders to serve as guardians of valuable items. These items are not destroyed as a gem is when the creature bound within is freed and completes its task. Convincing a creature to submit to a *minimus containment* is incredibly difficult. The length of time that a creature is contained and the conditions of its release determine the Charisma penalty you take when you try to compel it to serve you. The following tables outline the Charisma penalties for a variety of variables.

Example Conditions	Cha Penalty
Released when any creature touches the gem	-2
Released when taken to a new city	-4
Released when the gem's owner falls unconscious	-6
Released when anyone attempts to perform a major ceremony within a chamber the gem is in	-8
Released when someone who has stolen the gem is alone	-10
Released when an elf touches the gem and speaks the name "Tsojcanth"	-12

Time Until Release	Cha Penalty
24 hours or less	+2
1-6 days	0
1-10 weeks	-2
1 year or less	-4
10 years or less	-8
More than 10 years (no maximum time)	-12

The difficulty of the task a creature must perform once released does not influence the Charisma penalty except in cases of incredibly difficult or lengthy feats (such as destroying an artifact or tasks that would take multiple years to perform). A bound creature will never agree to perform a task that is impossible for it to succeed at (such as killing a deity or dousing the sun).

Ultimately, the DM determines the total Charisma check penalty using the totals gained from the relevant charts as a

guideline. If you roll a 1 on the Charisma check to compel the elemental or outsider to accept this spell, the target breaks free of its binding and can escape or attack you as normal. Alternatively, if it so wishes, it may trap your soul within the gem used as the focus of this spell and possess your body for a number of days equal to its Hit Dice as per the spell *magic jar*. At the end of this time the creature leaves your body and may return home or stay on the current plane. Regardless of its decision, you remain trapped within the gem, your body unaffected by *raise dead*, *resurrection*, or similar spells. Only *magic jar*, *miracle*, or *wish* can restore you from the gem back to your original body. If the gem is destroyed while your soul is trapped within you die but can then be raised or resurrected as normal.

Focus: A gem worth at least 100 gp per HD of the target creature.

MIRE

Transmutation [War]

Level: Drd 6, Sor/Wiz 6

Components: V, S, M, DF

Casting Time: 10 minutes

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

Area: Surface rock in a 60-ft.-radius spread, 10 ft. high

Duration: Permanent (see text of *transmute rock to mud* in the PLAYER'S HANDBOOK)

Saving Throw: see text of *transmute rock to mud* in the PLAYER'S HANDBOOK

Spell Resistance: No

Source: Dragon 309 (War Spells – Unleash Arcane Armageddon)

As *transmute rock to mud*, except as noted.

Note: This spell requires the War Magic Study feat to acquire and cast. See the Appendix 2 for more information.

Material Component: Brown, gray, and black gems worth a total of 7,000 gp, all of which must be dissolved in acid.

MODULATE

Transmutation

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 round

Range: Touch

Target: 1 wand touched

Duration: 1 minute/level (D)

Saving Throw: Yes (harmless, object)

Spell Resistance: Yes (harmless, object)

Source: Dragon 338 (Spellcraft – The Silver Hexameric Folio)

By casting *modulate* on the target wand, followed by a second spell, you temporarily alter the wand to cast a different spell. After casting this spell, the next spell you cast upon the target wand infuses the remaining charges, allowing the wand to discharge that spell instead of the one it was created to cast. The spell cast after *modulate* must be one or more levels lower than the spell the wand normally casts. While under the effect of *modulate*, spells cast from the target wand are cast at the minimum caster level. Each use of a *modulated* wand expends two charges from the wand. If there are insufficient charges in the wand to invoke the new spell, the wand cannot be activated.

For example, while trapped in the dark a 5th-level wizard wishes to cast a number of *light* spells (a 0-level spell) from his *wand of magic missile* (a 1st-level spell), which happens to have a caster level of 3rd. The wizard casts *modulate* and in the following round attaches a prepared *light* spell. The wand can now cast *light* as a 1st-level caster (the minimum caster level), but expends two charges per casting. The wizard may now use the wand to cast *light* instead of *magic missile* for 5 minutes, at which time it reverts back to a normal *wand of magic missile*.

MOONBRIDGE

Transmutation [Good, Light]

Level: Clr 3, Drd 3

Components: V, S

Casting Time: 1 standard action

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

Effect: Bridge, 5 ft. wide and up to 10 ft. /level long

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

Source: Dragon 340 (Spellcraft – The Twilight Codex)

This spell transforms a shaft of moonlight, whether naturally occurring or magically created (such as by the spell *notes of moonlight*), into a translucent bridge capable of supporting you and creatures of good alignment. Creatures of neutral alignment can also walk upon a *moonbridge* as long as they stay in direct contact with you (losing contact with you causes them to fall). Evil creatures find *moonbridges* as insubstantial as moonlight.

In areas bathed in moonlight with no distinctive shafts of light, such as in a moonlit field or other open area exposed

to the moon (determined by the DM), the caster can create a *moonbridge* from any location within range. A *moonbridge* is always 5 feet wide and must be at least 20 feet long, although you can extend it to a length of up to 10 feet per caster level.

This bridge can run in any horizontal direction or be angled in a gentle slope equal to 1/4th of the bridge's length (rounded down to the nearest 5 foot increment), as long as the entire length of the *moonbridge* is bathed in moonlight without interruption. For example, an 11th-level cleric can create a *moonbridge* with a maximum length of 110 feet and could angle it to be 25 feet lower or higher at one of its ends.

Material Component: A vial of pure water bathed in the light of the full moon for at least 6 hours.

MOON'S CHANGE

Transmutation

Level: Drd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: No

Source: Dragon 340 (Eye of the Night – The Moon and It's Role In D&D)

This spell imbues a single target with enhancement bonuses to Strength, Dexterity, and Constitution. These bonuses build up, peak, and then ebb off over the course of several rounds.

On the spell's first round, the subject gains a +2 enhancement bonus to Strength, Dexterity, and Constitution. On the spell's second round, the subject gains a +4 enhancement bonus to Strength, Dexterity, and Constitution. On subsequent rounds, the subject gains a +6 enhancement bonus to Strength, Dexterity, and Constitution, until the last two rounds of the spell's duration. On the second to last round, the subject gains a +4 bonus to Strength, Dexterity, and Constitution. On the last round, the subject gains a +2, bonus to Strength, Dexterity, and Constitution.

Material Component: One drop of the blood of a monster with the shapechanger subtype.

MORNING MISTS

Conjuration (Creation) [War]

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

Components: V, S, M

Casting Time: 1 minute

Range: Long (400 ft. + 40ft. /level)
Area: 100-ft.-radius cloud 20 ft. high
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No
Source: Dragon 309 (War Spells – Unleash Arcane Armageddon)

As *obscuring mist*, except as noted. You may center the cloud anywhere within range. The cloud may be stationary or move away from you at a rate of 10 feet per round, but you must make this choice at the time of casting.

Note: This spell requires the War Magic Study feat to acquire and cast. See the Appendix 2 for more information.

Material Component: Bloodstones worth a total of 100 gp.

NOTES OF MOONLIGHT

Evocation [Light]
Level: Clr 1, Drd 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft / 2 levels)
Effect: Beam of light
Duration: 1 hour/level (D)
Saving Throw: None
Spell Resistance: No
Source: Dragon 340 (Spellcraft – The Twilight Codex)

This spell creates a beam of silvery light in any direction you point. The beam extends from your position to a point within range that you have line of sight to. The light illuminates a 5-foot-wide line with bright illumination, while the area within 5 feet of the beam is considered to be in shadowy illumination.

Once cast, the beam hangs in place for the duration of the spell, even if you move. You can dismiss the light at any time but cannot move it once cast.

NAILS OF LUTHIC

Transmutation
Level: Clr 5
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 minute/level
Source: Dragon 342 (Spellcraft – Alien Blessings – Spells of Monstrous Deities)

The nails on your hands grow long, extremely tough, and turn a deep purple, similar to those of the orc goddess, Luthic. Your nails also exude a thick,

black, viscous poison. These nails act as natural weapons that deal 1d6 points of damage and have a threat range of 19-20. You are considered armed while this spell is in effect. If you are Small, your nails deal 1d4 points of damage. If you are Large, they deal 1d8 points of damage. Add your Strength modifier to your attacks with these nails. Attacks with your transformed hands do not hinder your manual dexterity or spellcasting, although the nails do replace any slam or claw attack you might possess for the duration of the spell.

In addition, any creature that takes damage from your nails risks being poisoned. Injury: Fortitude resists: initial and secondary damage 1d4 Dexterity.

NECROSURGERY

Necromancy [Death]
Level: Sor/Wiz 0
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes
Source: Dragon 326 (Spellcraft – Cantrips and Orisons of the Academy of Apprentices)

This spell helps contain disease in a subject by killing off infected flesh. The spell grants the subject a +2 bonus on his next saving throw to resist any disease he's already contracted.

This spell has no effect on an uninfected subject, nonliving creature, or creature immune to the disease it carries.

Lore: Like most necromancers, the wizard Titus found himself constantly surrounded by festering zombies and foul materials. Fearing the diseases that come with prolonged exposure to filth, Titus developed this spell as a meager defense. During a dire plague in one city, the local ruler commanded this spell carved upon stones in the city square to allow any mage capable to learn it.

Material Components: A sharp razor or blade.

NECROTIC MIST

Necromancy [Cold]
Level: Sor/Wiz 6
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Fog spreads in 20-ft. radius, 20 ft. high
Duration: 1 round/level

Saving Throw: Fortitude partial
Spell Resistance: Yes
Source: Dungeon 109 (Secrets of the Soul Pillars)

A chill black mist seeps from the ground. The mist carries with it an unwholesome chill. It slows and freezes living creatures caught in its grasp, while at the same time healing undead.

Living creatures in the cloud suffer 2d6 points of cold damage per round on your turn (no save). Upon entering the cloud or at the beginning of each round spent within the cloud, a living creature must make a Fortitude saving throw or become *slowed*.

Undead within the cloud heal 5 hit points of damage per round.

The mist obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

Material Component: A small piece of a tombstone dedicated to a creature that became undead after being buried for at least 1 month.

NERULL'S SCYTHE

Conjuration (Creation)
Level: Initiate of Nerull 3
Components: V, S, DF
Casting Time: 1 round
Range: 0 ft.
Effect: One scythe
Duration: 1 minute/level (see text)
Saving Throw: None
Spell Resistance: No
Source: Dragon 342 (The Power of Faith – Initiate Feats of the Core Deities)

You call forth a lesser aspect of Nerull's chosen weapon, "Lifecutter." This +1 *keen scythe* appears in your hands or at your feet (your choice). *Nerull's Scythe* only functions at its full potential for a follower of Nerull. If a non-believer picks up the weapon, it is treated merely as a normal scythe.

NOSY NEIGHBOR

Transmutation
Level: Sor/Wiz 0
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 minute

Source: Dragon 326 (Spellcraft – Cantrips and Orisons of the Academy of Apprentices)

This spell improves your sense of hearing for its duration, giving you a +2 bonus on Listen skill checks.

Lore: Sertis was a nosy child and his apprenticeship made him no less so. Sertis used this spell to spy upon his fellow apprentices, allowing him to discover – quite by accident – and prevent a plot to kill his master. During his long career Sertis developed dozens of spells to intrude upon others but none held as much of a place in his heart as this one. Upon his death Sertis's house burnt to the ground, supposedly in an act of arson committed by rivals terrified of what secrets he might have kept. However, this spell survived in the spellbooks of Sertis's apprentices.

Material Components: A small cup.

Editor's Note: The spell description states this spell give a +1 on Listen checks, but the spell summary says +2. Normally, the description outweighs the summary but similar spells from this article give a +2 bonus. I feel that the description is in error. However, the other spells (*fleeting fame* and *seeker's chant*) do come with negatives and *nosy neighbor* does not. I suggest asking your DM for a ruling before incorporating this spell into your game.

OLIDAMMARA'S BARD SPELL

Transmutation

Level: Clr 4 (Olidammara)

Components: V, S, DF

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: Instantaneous

Source: Dragon 342 (Core Beliefs: Olidammara)

Casting this spell allows you to prepare and cast a limited number of bard spells as if they were cleric spells. Each casting of Olidammara's *Bard Spell* lets you prepare up to three levels of bard spells (these cannot be combined to prepare bard spells higher than 3rd level). A cantrip counts as 1/2 level for this purpose. You may spontaneously convert these prepared bard spells to *cure* or *inflict* spells just as you would any other non-domain spells. These spells are considered divine spells. You use your Wisdom modifier For the DC instead of your Charisma modifier. These bard spells always have a verbal component

(either singing or music) just like an actual bard spell. If the bard spell has a material component or XP cost, you must pay that cost when you cast that spell.

Normally you can only prepare common bard spells (those listed in the *PLAYER'S HANDBOOK*) with this spell. You may prepare more exotic bard spells (such as unique spells or spells from other books) if you have a scroll of the spell or a bard on hand who knows the spell. Preparing the spell from a scroll reference destroys the scroll, but preparing with the help of a bard does not expend any of the bard's spell slots.

OLIDAMMARA'S CARAPACE

Conjuration (Creation)

Level: Clr 5 (Olidammara)

Components: V, S

Casting Time: 1 standard action

Range: Personal

Effect: 5-foot-radius protective carapace

Duration: Instantaneous and 1 round (see text)

Saving Throw: None

Spell Resistance: No

Source: Dragon 342 (Core Beliefs: Olidammara)

This spell functions like *wall of stone*, except it always forms a 5-foot-radius immobile hemispherical shell around you that fuses with the floor. The shell is a nine-segmented carapace of some durable organic material (like very thick leather or animal horn) but has the same hardness and hit points as a *wall of stone* spell.

After casting this spell, any time before your next turn you may transport yourself elsewhere as a swift action as if using a *dimension door* spell (you may carry objects or creatures as described in that spell). The carapace remains behind as a distraction (the *dimension door* effect gives no indication to those outside that you are no longer within the carapace). If you do not use this magical escape method by your next turn, the lingering magic fades and you must find some other way to free yourself from the carapace.

PATH OF WORMS

Divination [Evil]

Level: Kyuss 2

Components: V, S, F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level or until discharged

Saving Throw: Will negates (see below)

Spell Resistance: Yes (See below)

Source: Dragon 343 (Spellcraft – Worm Bound – The Secrets of Kyuss)

This spell infuses your own perceptions with a shard of Kyuss' power, granting you a sixth sense. Once during the spell's duration, you may choose to use its effect. This spell grants you a +6 insight bonus on any single attack roll, opposed ability or skill check, or saving throw. Alternately, you can apply the insight bonus to your AC against a single attack (even if flat-footed). Activating the effect is an immediate action. You must chose to use the *path of worms* bonus either before you make the roll it is to modify or, when increasing your AC, before a roll is made to attack you.

When the spell is used, living creatures within 20 feet of you are exposed to a glimpse of the writhing madness prophesied in the Age of Worms. For the merest second, they see within their minds the desolation and ever-increasing terror of what the world will one day become. These visions are so overpowering that all who experience them must make a Will saving throw or be stunned for 1 round. This discharge effect is a mind-acting effect, and spell resistance applies.

Note: This spell requires that the caster possess either the Wormbound Spellcaster feat (see the "Wormbound" entry in Appendix 2) or the wormspawn subtype (see the article in Dragon Magazine #343).

Focus: A Kyuss worm hosted within your body.

PERSUASIVE ORATION

Enchantment (Charm) [Mind-Affecting]

Level: Cleric 1 (Saint Cuthbert, billet only)

Components: V, S, DF

Casting Time: 1 round

Duration: 10 minutes/level

Source: Dragon 358 (Core Beliefs – St. Cuthbert)

This spell functions like *charm person* except as noted above.

PHADE'S FEARSOME ASPECT

Illusion (Glamour)

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

Components: V, S

Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 minute/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (Harmless)
Source: Dragon 333 (Spellcraft – Visions of Fear)

The target's facial features take on the aspect of a threatening creature seemingly birthed from the Abyss. The subject's eyes seem to change to glowing slits, its skin darkens and grows scales, and horns and sharp teeth appear to jut from its face. The change has no effect on the target's physical abilities, but it does bestow a +5 bonus on Intimidate checks and allows the target to make an attempt to demoralize opponents as a swift action.

Neither the caster nor the target of this spell has control over the specific features of the illusion and it cannot be used to create a specific disguise. Regardless of being unable to choose specific features and the horrific nature of your form, the illusion masks your appearance and grants you a +10 bonus on Disguise checks.

A creature that physically interacts with the features of a *Phade's fearsome aspect* gets a Will save to recognize it as an illusion. For example, a creature that touches the subject may attempt a Will save to realize the tactile sensations do not match the visual ones.

PHANTOM OBJECTS

Illusion (Glamer)

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

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

Targets: One willing creature per two levels no two of which can be more than 30 ft. apart.

Duration: 10 minutes/level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

Source: Dragon 316 (Spies Like Us – Stealth for Stumblers)

You create an illusion that the targets are finely crafted pieces of furniture, art, or statuary of the appropriate size. A target must remain still for 1 full round to activate the illusion. If it moves thereafter, the illusion is negated until it stops again and remains motionless for 1 full round. At that point, the illusion reactivates.

Anyone testing the "furniture," inspecting the "art," or otherwise interacting with a subject receives a saving throw to detect the hidden individual.

Material Component: A swatch of silk and a piece of polished granite.

PILLAR OF SAND

Transmutation [Earth]

Level: Drd 2, Sor/Wiz 2

Range: Touch

Components: V, S, F

Duration: 1 round/level (D)

Area of Effect: See description

Saving Throw: Reflex (see text)

Spell Resistance: No

Source: Dragon 351 (Al-Qadim – Magic and Intrigue in the High Desert Tribes)

Concentrating for a moment, you feel the sand around you solidify and congeal. In moments, it rises into the air in a column.

You create a cylindrical pillar of sand that rises from the desert floor, carrying your target with it. Characters within 10 feet of the target also rise unless they jump clear with a successful Reflex save.

This spell works only in sandy regions such as dunes, beaches, and deserts, since the sand that makes up the pillar is drawn from the surrounding area. The top of the pillar is a solid and level circle with a 10-foot radius centered around the target of the spell. The solid top of the pillar is only an inch thick; the rest of it is very loose, thus requiring less sand than the volume would otherwise indicate.

Once the pillar is formed, it can rise as high as available sand allows, up to 10 feet per caster level. You can make the column shorter than its maximum height if you wish. If the pillar of sand or those upon it strikes another solid object (such as a cavern ceiling), the pillar automatically stops rising. Aside from those restrictions, you can raise and lower the pillar 10 feet per round as a free action. The pillar has Armor Class 9 + your Intelligence modifier, Hardness 5, and 10 hp per caster level. If reduced to 0 hit points or affected by a *move earth* or successful *dispel magic*, the pillar collapses and creatures atop it fall.

The pillar remains stationary unless willed to move by the caster or the target creature (in the case where the caster or target creature disagree on where the pillar should go, the caster's will wins out). The pillar has a move speed equal to 10 feet per five caster levels (10 feet at caster levels 3rd-5th, 20 feet at caster

levels 6th-10th, and so on) to a maximum of 40 feet. The pillar cannot cross water. The pillar cannot move into or through an occupied square. A creature moving into the pillar of sand takes 1d4 points of damage per round and becomes blinded for 1d6 minutes. A successful Reflex save halves the damage and negates the blindness.

Creatures other than the target of the spell riding atop the pillar can step off and on (such as onto or off of a nearby balcony) without affecting its stability or dispelling it. If the target of the spell steps off the top of the pillar, it immediately collapses. The caster can collapse the pillar at any time by dismissing the spell. Creatures stepping off the pillar take falling damage depending on the pillar's height.

Focus: Enough sand to create the pillar, such as that found on a beach or in desert terrain. Pebbles less than an inch across, grit, or even loose shale can also serve as sand, but solid stone, packed earth, mud, or rocks more than an inch across cannot. The spell requires 500 cubic feet of sand per 10 feet of height.

PLAGUE CLOUD

Necromancy [War]

Level:Clr 4, Drd 4, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 minute

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

Effect: 100-ft.-radius cloud 20 ft. high

Duration: Concentration (up to 1 round/level) (see text)

Saving Throw: Fortitude negates

Spell Resistance: Yes

Source: Dragon 309 (War Spells – Unleash Arcane Armageddon)

You create a sickly gray cloud that is heavier than air and laden with disease.

At the time of casting, you must choose the disease the cloud carries from the following list: blinding sickness, cackle fever, filth fever, mindfire, red ace, the shakes, or slimy doom. Any creature within the cloud immediately contracts the disease on a failed save (no incubation period). The cloud can be moved or dispersed by normal or magical winds, but it has no innate ability to move. It disperses automatically when the spell expires, although anyone infected by the cloud's disease remains so and must recover normally.

Note: This spell requires the War Magic Study feat to acquire and cast. See the Appendix 2 for more information.

Material Component: 3,000 gp worth of amber that has been crushed to a fine powder, mixed with dried otyugh blood, and sealed inside a small flask.

PROFANE WEAPON

Transmutation [Evil]
Level: Anti-paladin 1, Corrupter 1, Despot 1
Components: V, S
Casting Time: 1 standard action
Range: Touch
Effect: Weapon touched
Duration: 1 min. /level
Saving Throw: None
Spell Resistance: No
Source: Dragon 312 (Blackguards – Reavers of the Divine, Despots, Corrupters, and Anti-paladins)

This transmutation makes a weapon strike true against good foes. The weapon is treated as having a +1 enhancement bonus for the purpose of bypassing the damage reduction of good creatures or striking good incorporeal creatures (though the spell doesn't grant an actual enhancement bonus). The weapon also becomes evil, which means it can bypass the damage reduction of certain creatures, particularly good outsiders. (This effect overrides and suppresses any other alignment the weapon might have.) Individual arrows or bolts can be transmuted but affect projectile weapons (such as bows) don't confer the benefit to the projectiles they shoot.

In addition, all critical hit rolls against good goes are automatically successful, so every threat is a critical hit. This last effect does not apply to any weapon that already has a magical effect related to critical hits, such as a keen weapon or a vorpal sword.

QUICKSAND

Conjuration (Creation) [Earth]
Level: Initiate of Obad-Hai 3
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft / 2 levels)
Area: 5 ft.-radius per 2 levels
Duration: Instantaneous
Saving Throw: Reflex negates (see text)
Spell Resistance: No
Source: Dragon 342 (The Power of Faith – Initiate Feats of the Core Deities)

With this spell, you create a patch of quicksand. The surface upon which you cast *quicksand* must be natural - rock, dirt, and so on. Any creature in the area of

effect is entitled to a Reflex save to avoid the effects. For information on the effects of quicksand, see page 88 of the DUNGEON MASTER'S GUIDE.

RAGE, MASS

Transmutation
Level: Initiate of Erythnul 6
Range: Close (25 ft. + 5 ft / 2 levels)
Target: One creature/level, no two of which can be more than 30 ft. apart
Source: Dragon 342 (The Power of Faith – Initiate Feats of the Core Deities)

Mass rage works like *rage*, except that it affects multiple creatures.

RAIN OF TERROR

Necromancy [Fear]
Level: Clr 3, Drd 3, Sor/Wiz 3
Components: V, S
Casting Time: 1 standard action
Range: 100 ft.
Area: 100-ft.-radius emanation centered on you
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No
Source: Dragon 348 (Spellcraft – The Tome of Strahd)

You cause a terrifying, unnatural rain to begin falling from the sky. All creatures other than you within the area of effect take a penalty on Will saving throws made to resist fear effects (like the spell *fear* or a dragon's frightful presence). This penalty is equal to -1 per 4 caster levels (to a maximum penalty of -5).

In addition, you gain a +10 bonus on Intimidate checks while within the area of effect of the spell.

Rain of terror can manifest in a variety of grotesque and horrifying ways, from torrents of hot blood to a hail of writhing snakes. Regardless of its form, this gruesome rain has all the effects of normal rain, reducing visibility by half, imposing a -4 penalty on ranged attacks, Listen, Spot, and Search checks, and extinguishing flames (automatically dousing unprotected flames and having a 50% chance to snuff protected flames). The animals and effects of this spell are summoned, not illusory, but you have no control over them. Living creatures that rain down are 50% likely to survive. Thus, after a rain of toads, half are alive and hopping around and the other half are dead, killed by the impact. None of these animals are dangers or able to harm anyone, yet their presence is no less unnerving. Roll on the following chart to

see how *rain of terror* manifests with each casting. If you wish, you can make a DC 20 Concentration check to choose the type of rain (failure results in a random roll).

rd8	Type of Rain
1	Black, putrid water
2	Ash
3	Steaming blood
4	Toads
5	Dead bats
6	Snakes
7	Spiders
8	Reroll for a combination of two rains (ignore any further results of 8)

RAINBOW

Conjuration (Creation)
Level: Clr 6, Radiance 6
Components: V, S, DF
Casting Time: 1 standard action
Range: 0 ft.
Effect: Rainbow bow, quiver, and arrows
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: Yes
Source: Dragon 321 (The Limitless Light – A Tour of the Plane of Radiance)

A rainbow-hued longbow appears in your hand, along with a full quiver of arrows fletched in a variety of colors.

The longbow is treated in all ways as a +1 longbow that the cast is proficient in using, regardless of having the proper feats. The quiver holds an endless supply of seven different colored arrows, each being made of a different material and having the following effects:

Red: +1 elemental-bane adamantine arrows.

Orange: +1 construct-bane silver arrows.

Yellow: +1 plant-bane arrows. These arrows are considered evil-aligned for the purpose of overcoming damage reduction.

Green: +1 magical-beast-bane arrows. These arrows are considered good-aligned for the purpose of overcoming damage reduction.

Blue: +1 undead-bane arrows. These arrows are considered lawful-aligned for the purpose of overcoming damage reduction.

Indigo: +1 aberration-bane arrows. These arrows are considered chaotic-aligned for the purpose of overcoming damage reduction.

Violet: +1 dragon-bane cold iron arrows.

Only the caster can use the longbow, quiver, and arrows this spell creates, as they immediately appear back in his possession if dropped or given away. The caster can drop the longbow and quiver to use other weapons during this spell's duration; they rematerialize for use when the caster wills it (a free action). The longbow, quiver, and arrows created by this spell have no weight and cannot be sundered or destroyed, although a successful dispel attempt dispels all the items created by this spell. Once the spell's duration expires, the bow, quiver, and all arrows created by the spell disappear.

REPAIR CRITICAL DAMAGE, MASS

Transmutation

Level: Urban Druid 8

This spell functions like *mass repair light damage* (SPELL COMPENDIUM), except that it repairs 4d8 points of damage +1 point per caster level (maximum +40).

REPAIR LIGHT DAMAGE, MASS

Transmutation

Level: Urban Druid 5

Components: V, S

Casting Time: 1 standard action

Range: Close (25 Ft. + S Ft. /2 levels)

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

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (harmless)

You repair 1d8 points of damage +1 point per caster level (maximum +25) to each selected construct.

REPAIR MODERATE DAMAGE, MASS

Transmutation

Level: Urban Druid 6

This spell functions like *mass repair light damage*, except that it repairs 2d8 points of damage +1 point per caster level (maximum +30).

REPAIR SERIOUS DAMAGE, MASS

Transmutation

Level: Urban Druid 7

This spell functions like *mass repair light damage*, except that it repairs 3d8 points of damage +1 point per caster level (maximum +35).

RESEARCH AID

Transmutation

Level: Initiate of Boccob 4

Components: V, S, DF

Casting Time: 1 hour

Range: Personal

Target: You

Duration: 1 day/level

Source: Dragon 342 (The Power of Faith – Initiate Feats of the Core Deities)

Originally created by a servant of Boccob performing important research, Boccob now grants this spell to his most dedicated clerics. After casting this spell, your mind achieves a level of clarity that permits you to perform research at a faster pace. While this spell is active you receive the following benefits:

- The casting time of legend lore and identify is halved.
- You gain a +5 circumstance bonus on Spellcraft checks made to research new spells.
- Only half the normal amount of time is required to research a new spell.

RETRIBUTIVE STRIKE

Abjuration

Level: Initiate of St. Cuthbert 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Source: Dragon 342 (The Power of Faith – Initiate Feats of the Core Deities)

This spell surrounds you with a flickering silver aura that seems to reach out to those nearby. While in effect, any adjacent opponent who successfully strikes you with a melee weapon provokes an attack of opportunity from you. This spell does not grant you the ability to make additional attacks of opportunity in 1 round. Opponents who take other actions that provoke attacks of opportunity draw them normally from those who threaten them.

REVENGE OF THE LAND

Evocation [Earth]

Level: Drd 5

Components: V, S, M

Casting Time: 1 standard action

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

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

Duration: 1 round/level

Saving Throw: Fortitude partial (see text)

Spell Resistance: Yes

Source: Dragon 315 (Dark Sun – Defilers of Athas)

The life energy of the earth is channeled through your spell, affecting creatures within range that have a defiler score, then returning to the land. Translucent arcs of energy emerge from the ground near you and connect unerringly with each target before connecting back to the ground. The energy deals 1d8 points of damage per 2 caster levels each round. Targets need not be in contact with the ground to be affected by this spell.

Targets can attempt a Fortitude save to negate the damage for that round, but they must apply their defiler score as a penalty on the Fortitude save. As long as targets are within range, they attempt a new save and potentially take damage anew at the beginning of each of your turns, regardless of whether they succeeded or failed at the save in the previous round. If you don't penetrate a subject's spell resistance when you first cast *revenge of the land*, that subject is unaffected by the spell in subsequent rounds. Only by leaving the range of *revenge of the land* or waiting out the spell's duration can targets avoid attempting the save each round.

Creatures without a defiler score, including those who have defiler points but no defiler score, are unaffected.

Note: See DRAGON MAGAZINE #315 (Dark Sun – Defilers of Athas) for more information on Defilers and Defiler Points.

Material Component: A live seed, which is thrown at the caster's feet and ground into the dirt.

RIGHTEOUSNESS OF HEIRONEOUS

Transmutation

Level: Initiate of Heironeous 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Source: Dragon 342 (The Power of Faith – Initiate Feats of the Core Deities)

Heironeous aids you in defeating those who would do the most evil in the world. For the duration of this spell, you deal 2d4 points of damage against evil targets with your longsword rather than the normal 1d4 granted by the Initiate of Heironeous feat. If the target is an evil outsider, you instead deal an additional 2d6 points of damage. This bonus damage only applies to attacks made using a longsword.

RIME

Necromancy [Cold]

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

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

Target: One living creature

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

Source: Dungeon 109 (Secrets of the Soul Pillars)

You infuse the target's body with the unwholesome chill of the grave. This chill dulls the creature's reactions and weakens its stamina. If the saving throw fails, the target suffers a -4 penalty to Dexterity and a -4 penalty on Fortitude saves.

Material Component: A pinch of dirt from a grave dug during a winter month.

ROLLING FIRE

Evocation [Fire, War]

Level: Drd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 minute

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

Effect: Wall of fire 3 ft. tall and 100 ft. wide

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: Yes

Source: Dragon 309 (War Spells – Unleash Arcane Armageddon)

You create a low, movable wall of fire. Any creature struck by the wall takes 2d6 points of fire damage (Reflex save negates). It ignites any flammable materials that it touches and illuminates its surroundings like a torch. It can be extinguished in 5-foot increments by any means that

would put out a normal fire of that size.

You may move the wall up to 30 feet along the ground as a move-equivalent action, otherwise it remains in place. The motion must be in a straight line but can be either backward or forward. The wall can climb over barriers less than 4 feet tall, but it cannot cross water or other nonflammable liquids. The wall moves as a whole, even if parts of it have been extinguished.

Note: This spell requires the War Magic Study feat to acquire and cast.

Material Component: A comb made of copper and gold powdered with ruby dust, worth 1,500 gp as a whole.

SACRED CIRCLE

Transmutation

Level: Clr 5

Components: V, S, DF

Casting Time: 10 minutes

Range: 10 ft.

Area: 10-ft. radius circle

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

Source: Dragon 314 (D&D Miniatures – Under Command – Using the New D&D Miniatures in Your RPG)

You infuse the area with divine energy and the raw power of war. This grants all attacks made with the affected area a +2 enchantment bonus, including ranged attacks made by creatures within the circle at targets outside it. In addition, all affected attacks overcome damage reduction as if they were made by magic weapons. Weapons that already have enhancement bonuses use this bonus or their own, whichever is higher, but they count as magic weapons for the purposes



A scorpion is warded off with the evocation of a *sand spiral*

of overcoming damage reduction even if they do not gain any benefit from the *sacred circle's* enhancement bonus.

SAINT CUTHBERT'S CUDGEL

Conjuration (Creation)

Level: Clr 1 (Saint Cuthbert, chapeaux only)

Target: One touched nonmagical oak or bronze-wood club or quarterstaff

Source: Dragon 358 (Core Beliefs – St. Cuthbert)

This spell functions like *shillelagh* except as noted above.

SAND SPIRAL

Evocation

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 standard action

Range: 60 ft.

Effect: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half and

Fortitude negates; see text

Spell Resistance: No

Source: Dragon 331 (Spellcraft – Spell Strips of the Black Pyramid)

A swirling blast of the desert's elements assaults your opponents. Creatures within the spell's area cough and gag as the sand pours into their mouths and noses, scratches their eyes, and scours their flesh, dealing 1d6 points of damage per caster level (maximum 15d6). Targets are allowed a Reflex save for half.

In addition, any creature within the spell's area of effect must make a Fortitude save or suffer a -2 penalty on all attacks, checks, and saving throws for 1 minute due to the painful, searing sand. Creatures immune to critical hits ignore this penalty and take only half damage from this spell (none if they make their Reflex save).

Material Component: A fistful of sand that the caster throws forward while casting the spell.

SCENT OF THE MONARCH

Transmutation

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Area: 2 HD of vermin/level in a 30-ft.-radius burst centered on caster

Duration: 10 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

Source: *Dungeon* 127 (The Hive)

This spell creates a cloud of magical pheromones around the caster. The cloud is undetectable to creatures without the Scent ability.

Any vermin or insect-like creature with an organized communal society (such as formians) in the cloud must make a Will save or be deluded into believing that the caster is their queen. Non-intelligent vermin automatically respond to the caster as their queen, while intelligent insect-like creatures treat the caster as an ally, as if they were affected by *charm person*.

Up to 2 Hit Dice of creatures per caster level can be controlled by this spell at any one time. Additional castings of the spell can be used to control additional creatures. Creatures that leave the area of effect remain under the caster's control for the remainder of the spell's duration.

This spell allows the caster to issue simple orders such as attack, guard, or follow as a move action to any controlled vermin in the area of effect.

Material Components: A paste created from 100 crushed ants and powdered formian mandibles mixed with 200 gp in rare oils and applied to the caster's face.

SCREEN OF HEAT

Illusion (Glamer)

Level: Clr 3, Drd 3

Components: V, S, DF

Casting Time: 1 standard action

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

Effect: A screen of heat, up to 10-ft. square/level

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

Source: *Dragon* 331 (Spellcraft – Spell Strips of the Black Pyramid)

You create a veil of shimmering heat that blurs and masks a creature's location, similar to the effect that distorts objects in the distance on a hot day.

The screen is less than an inch thick and is totally intangible.

You can make the screen's hazy illusion either one-sided or two-sided. If it is one-sided, the illusion only affects those looking through the screen from one direction, while those looking through it from the other side are unaffected by the

illusion. If it is two-sided, creatures that look through the screen from either direction are affected by the warping illusion.

Creatures who look through the *screen of heat's* illusion see images on the other side as wavering, distorted shapes. This grants concealment to any creature perceived through the illusion (25% miss chance). A *see invisibility* spell does not counter the effects of this spell, although *true seeing* does. Creatures that do not rely on sight to perceive opponents suffer no penalties when attacking through the screen. If the *screen of heat's* illusion is only one-sided, creatures on one side of the screen suffer a chance to miss, while those on the other side may make attacks without being affected.

SCYLLAN SCREAM

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Brd 5

Components: V, S

Casting Time: 1 standard action

Range: Personal

Area: 100-ft.-radius emanation centered on you

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Source: *Dragon* 334 (Spellcraft – *Livre d'Aquatha*)

Upon casting this spell, you issue forth a terrible wail exactly like the screeching of a fierce scyllan (see *STORMWRACK* for more on these myth-spawned outsiders). All creatures within 100 feet that hear this noise must make a Will save, with those that save being unaffected by the spell. Creatures with 4 or fewer HD that fail this save become panicked for 2d6 rounds, while those with 5 or more HD become shaken for 2d6 rounds.

The creatures known as scyllans are immune to this spell.

SEEKER'S CHANT

Divination

Level: Brd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute

Source: *Dragon* 326 (Spellcraft – *Cantrips and Orisons of the Academy of Apprentices*)

You gain a +1 bonus on Search checks while you utter this chant. However, you

also incur a -2 penalty on Move Silently checks as you must constantly intone the words of the chant while concentrating. The chant itself sounds rather like a children's rhyme and is spoken in a firm voice.

Lore: An absentminded apprentice authored this spell to make up for his habit of misplacing things, helping him locate lost spellbooks, notes, and even his familiar. Sadly, the young wizard's later more advanced magical accomplishments were always eclipsed by the usefulness of this first creation.

SERPENT STORM

Evocation

Level: Clr 6, Drd 5

Components: V, S, F

Casting Time: 1 standard action

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

Area: 20-ft.-radius spread

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: Yes

Source: *Dragon* 330 (Spellcraft – *Volume Veneficus*)

This spell causes the affected area to fill with a storm of deadly snakes that rain from above and form a dense carpet upon the ground.

Anyone inside the area takes 1d6 points of damage per two levels of the caster from dozens of bites and scratches per round.

A Reflex save halves this damage. In addition, creatures caught inside the area must succeed at a Fortitude save or be poisoned by the bites. This poison deals an initial 1d4 points of Constitution damage and has no secondary damage. Creatures that avoid all of the bite damage avoid the poison as well.

Creatures that remain in the area are subject to the poison damage each round.

Finally, the area covered by this spell is treated as difficult terrain for the duration of the spell. The snakes that make up this spell appear just like the focus snake, but they are magical in nature and cannot be harmed.

Focus: One snake that is no more than one size larger than you. See the "Serpentine Foci" entry in Appendix 2 for more information about this focus.

SERVANT OF THE GREEN CORRUPTION

Necromancy (Mind-Affecting) [Evil]

Level: Kyuss 5

Components: V, S, F

Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft. /2 levels)
Target: One living creature
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes
Source: Dragon 343 (Spellcraft – Worm Bound – The Secrets of Kyuss)

You imbue the affected creature with a small shard of Kyuss' divine power. The affected creature gains a +4 insight bonus to attack rolls, armor class, and a +20 foot enhancement bonus to speed.

Kyuss' power never comes without a price, however, as the wormgod constantly seeks to bind mortals to his will and to bring about the long foretold Age of Worms. Because of Kyuss' corrupting influence, the affected creature becomes more susceptible to the powers of Kyuss. The affected creature suffers a -10 penalty on all saving throws against spells that require a Kyuss worm as a component and against effects generated by creatures with the wormspawn subtype.

A successful Will saving throw negates both the positive and negative effects of this spell.

Note: This spell requires that the caster possess either the Wormbound Spellcaster feat (see the “Wormbound” entry in Appendix 2) or the wormspawn subtype (see the article in Dragon Magazine #343).

Focus: A Kyuss worm hosted within your body.

SEVER TIES OF THE MOON

Transmutation

Level: Clr 3, Drd 3, Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

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

Target: One lycanthrope

Duration: 1 minute/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Source: Dragon 340 (Spellcraft – The Twilight Codex)

You sever a lycanthrope's tie to the moon, giving it increased control over its shape but weakening it in its non-humanoid forms. While under the effects of this spell the target lycanthrope gains a +10 bonus on all attempts to Control Shape (see the Control Shape feat on page 303 of the MONSTER MANUAL) but, for the duration of the spell, becomes fatigued while in its hybrid or animal form. If the target is fatigued by this

spell, changing to its humanoid form removes that condition, although the fatigue returns if it retakes either its hybrid or animal form. This spell does not cause creatures that are already fatigued to become exhausted.

SHADOW CURSE

Necromancy [Darkness]

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

Source: Dragon 322 (Lord of Darkness – Erebus, the Void Between the Stars)

This spell causes the target's natural healing process to be halted by an infusion of shadow essence. Upon casting this spell, the next creature the caster touches is afflicted with the *shadow curse*. Those so cursed suffer no immediate noticeable effects from the spell but soon find they no longer heal as normal.

Creatures affected by this spell can only heal naturally or be affected by magic healing while in an area of bright illumination. Spells that heal damage fail if cast upon the creature in an area of shadowy illumination or darkness and natural healing does not occur while in such areas. This curse can be removed by the *break enchantment* or *remove curse* spells.

SHADOW DAGGER

Illusion (Shadow)

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: 0 ft.

Effect: One shadowy masterwork dagger

Duration: 1 round/level (D)

Saving Throw: Will negates; see text

Spell Resistance: No

Source: Dungeon 115 (Strike on Shatterhorn)

A shadowy masterwork dagger appears in your hand.

On subsequent rounds, you can wield the dagger as though it was a real masterwork dagger. Each time the dagger hits, it deals normal damage and forces the target to make a Will save. If the Will

save fails, the shadow dagger deals an additional 1d6 points of damage per caster level (maximum 10d6).

SHADOW PUPPETEER

Illusion (Shadow)

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: 20 ft.-radius emanation centered on you

Duration: 1 round/level (D)

Saving Throw: Will negates; see text

Spell Resistance: Yes

Source: Dungeon 115 (Strike on Shatterhorn)

You can manipulate the shadows around you, giving them sinister, monstrous forms. All creatures within range, except those specified by you, must make a successful Will save or be clawed and bitten for 2d6 points of damage +1 point of damage per caster level (maximum +15). Affected creatures within range must make a new Will save each round at the beginning of your turn or take damage.

This spell needs light to function and deals no damage in areas of total darkness.

Material Component: A candle.

SHADOW SHIELD

Necromancy [Darkness]

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: Will negates (see

below)

Spell Resistance: Yes (see below)

Source: Dragon 322 (Lord of Darkness – Erebus, the Void Between the Stars)

You are surrounded in a smoky wreath of flickering darkness.

Any creature that strikes you with a natural weapon, an unarmed attack, or a melee weapon deals normal damage, but must make a Will save or be blinded for a number of rounds equal to your caster level. If the attacker has spell resistance, it applies to this effect.

SHADOWPLAY

Illusion (Glamour)

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action
Range: Touch
Effect: Shadow of one Huge or smaller object or creature
Duration: Concentration
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (Harmless)
Source: Dragon 326 (Spellcraft – Cantrips and Orisons of the Academy of Apprentices)



Shark-shaped bolts of water lunge for their target.

This spell alters an existing shadow into any shape you desire. The shadow of any Huge or smaller creature or object can be affected, but not the shadows of larger forms and not actual creatures like shadows, shadow hounds, or shadow dragons. While you concentrate upon a shadow its shape changes and moves as many times or however you wish. You can alter the shape of the shadow, diminish it, and split it into numerous smaller shadows, but you cannot increase the shadow's actual size. In addition, a shadow affected by this spell always remains affixed to the surface it's cast upon and cannot move outside of the area it would normally fall. If the source of the shadow is removed the spell ends.

If you cast this spell upon a shadow caused by a specific creature, that creature may make a Will save to resist having its shadow altered. This spell is also affected by spell resistance when cast upon a specific creature's shadow.

Lore: Irinix, a young sorcerer and son of a traveling showman created this spell to complement his storytelling abilities. Irinix became a famous playwright later in life and offered this spell willingly to anyone who would use it to entertain. For that reason, *shadowplay* is more common among street performers than adventuring wizards.

SHADOWSLIP

Illusion (Shadow)
Level: Brd 3, Sor/Wiz 3
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Source: Dragon 337 (Ecology – The Ecology of the Shadar-kai)

Shadows twist and twine about the target, forcing many blows directed against it to go awry. The subject of this spell benefits from a 20% miss chance as if it had partial concealment.

In addition, any time the creature moves, it can move through the Plane of Shadow rather than through the Material Plane. Moving in this manner slows the creature to half speed, but does not provoke attacks of opportunity. The creature moves only through the fringes of the Plane of Shadow and cannot pass through any barriers or other obstacles on the Material Plane. The creature remains in the Plane of Shadow only while moving and returns fully to the Material Plane at the end of each move action.

Special: Shadar-kai under the effects of a *shadowslip* spell do not suffer the effects of the shadow curse. While any negative levels they had gained as a result of the curse previous to casting this spell still affect them, they cannot gain further negative levels from the shadow curse for the duration of the spell.

SHARK BOLT

Conjuration (Creation) [Water]
Level: Clr 4, Sor/Wiz 3
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: 1 to 4 shark-shaped bolts of water
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: Yes
Source: Dragon 334 (Spellcraft – Livre d'Aquatha)

This spell creates one or more bolts of water, each the size and shape of a Small shark, that spring into existence and

attack opponents within range as directed. The number of bolts created depends on your caster level. You create one bolt plus an additional bolt per five caster levels (two at 10th level, three at 15th, and the maximum of four bolts at 20th level). Each bolt deals 1d6 points of damage per hit, +1 point per three caster levels (maximum +6 at 18th level). The bolts strike the opponents you designate, starting with one attack in the round the spell is cast and continuing each round thereafter on your turn. Each uses your highest

base attack bonus and attacks only once per round. The bolts always strike from your direction. They do not get flanking bonuses or help combatants get them. Your feats or combat actions do not affect *shark bolts*. If the bolts go beyond the spell range or go out of your sight they return to you and hover.

Each round after the first, you can spend a move action to redirect all of your *shark bolts* to new targets. If you do not, the bolts continue to attack the previous round's target. A bolt may attack on a round it switches targets if the new target is within 30 feet of its previous target.

Shark bolts cannot be attacked or harmed by physical attacks, but they are destroyed by any spell that dispels magic or destroys water. In addition, *shark bolts* within the area of effect of a spell with the fire descriptor (such as *fireball*) are also dispelled. A bolt's AC against touch attacks is 11 (10 + size bonus for Small object).

If a creature attacked by a *shark bolt* has spell resistance, you make a caster level check (1d20 + caster level) against that spell resistance whenever a bolt strikes it. If a bolt is successfully resisted, it is dispelled. This dispels only the bolt attacking the creature and not the entire spell if multiple bolts are in existence.

Material Component: One shark's tooth for every bolt called into existence.

SHIELD OF HEIRONEOUS

Abjuration [Force]
Level: Clr 2, Pal 2
Source: Dragon 354 (Core Beliefs – Heironeous)

This spell functions like *shield*, except that instead of an invisible disk it creates a barely-visible shield bearing

Heironeous's holy symbol. The shield and symbol do not obscure vision in any way.

SHOCK TREATMENT

Evocation [Electricity]

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

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

Effect: One ray

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

Source: Dragon 339 (Spellcraft – Heinfroth's Manual of Methods)

You create a short stroke of electricity that arcs from your hand to the target creature. This bolt of electricity deals 1d6 points of electricity damage. In addition, the target must make a Fortitude save or be stunned for 1 round per 3 caster levels (maximum 5 rounds). Creatures with any immunity or resistance to electricity are immune to the stun effect.

SHOCKWAVE

Evocation (Force)

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

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

Area: 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

Source: Dragon 344 (Eberron – Dreadhold – Eberron's Inescapable Island Prison)

Shockwave creates a burst of concussive force that stuns victims without causing any permanent damage. The burst deals 3d4 points of nonlethal damage per caster level (maximum 10d4) to every creature within the area and stuns them for 1 round. A successful Fortitude save reduces the damage by half and negates the stun effect. *Shockwave* has no effect on nonliving creatures or objects. Creatures immune to nonlethal damage are immune to the stun effect as well.

Material Component: A small crystal sphere.

SHOOTING STAR

Evocation [Fire]

Level: Drd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

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

Effect: One or more shooting stars

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Source: Dragon 340 (Spellcraft – The Twilight Codex)

You call down stars from the sky to strike your enemies. When this spell is cast, one or more burning rocks fall from the heavens, each precisely striking those you have targeted. Each target must make Reflex saves or take 2d6 points of fire damage. In addition, creatures of size Large or smaller who fail this save are knocked prone. Those who succeed at this save remain standing and take only half of the fire damage.

You can call down one shooting star for every three levels beyond 3rd (to a maximum of six at 18th level). Additional shooting stars may be directed at separate targets within the range of the spell, no two of which may be more than 30 feet apart. A target can only be affected once per casting of this spell.

This spell does not function indoors, underground, or in any other place the sky is not visible.

Material Component: A chunk of white rock and a small glass lens.

SIPHON

Transmutation

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Wand or staff touched

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Source: Dragon 338 (Spellcraft – The Silver Hexameric Folio)

You drain the charges from a magic item, replacing spells you have already cast. By touching a staff or wand that has at least 5 charges left, you expend 5 of those charges to replace a cast spell or used spell slot. The spell or slot replaced must be of a level equal to or less than the highest-level spell the staff or wand holds. Upon draining these charges, a wizard regains any one spell or slot of the affected level that he has already cast that day. For example, a wizard who has cast his only *fly* spell for the day (a 3rd-level spell) may drain 5 charges from his *wand of fireballs* (another 3rd-level spell) to regain *fly* or any lower-level spell he has cast.

If the wand or staff holds enough charges, one casting of this spell can replace multiple spell levels at once. For example, a sorcerer who has expended three of his 5th-level spell slots may drain 15 charges from his *staff of frost* to regain all three spell slots.

Siphon has no effect on wands or staffs that do not hold enough charges to replenish the desired number of spell levels.

SKELETAL HAND

Necromancy

Level: Clr 3, Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

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

Effect: Disembodied skeletal limb

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

Source: Dragon 348 (Core Beliefs – Vecna)

A disembodied skeletal arm and claw appears and moves as you desire, allowing you to attack and deliver touch spells at a distance. The skeletal appendage deals 1d6 points of slashing damage per hit, +1 point per three caster levels (maximum +5 at 15th level). In addition, any touch spell of 6th level or lower that you cast can be channeled through the *skeletal hand* rather than through your own. The hand can attack to discharge the touch spell in lieu of its regular attacks for the round. The limb is corporeal and can be harmed by any normal weapon or effect. It has improved evasion (half damage on a failed Reflex save and no damage on a successful save), your save bonuses, and a base AC of 12. Your Intelligence modifier applies to the hand's AC as if it were the hand's Dexterity modifier. The hand has hit points equal to 5 + half your caster level.

Upon appearing, the *skeletal hand* strikes the opponent you designate, starting with one attack in the round the spell is cast and continuing each round thereafter on your turn. It uses your base attack bonus (possibly allowing it multiple attacks per round in subsequent rounds) plus your Intelligence



modifier as its attack bonus. It strikes as a spell, not as a weapon, so, for example, it can damage creatures that have damage reduction. The hand always strikes from your direction. It does not get a flanking bonus or help a combatant get one. Your feats or combat actions do not affect the hand. If the *skeletal hand* goes beyond the spell range, if it goes out of your sight, or if you are not directing it, the hand returns to you and hovers.

Each round after the first, you can use a move action to redirect the skeletal limb to a new target. If you do not, the hand continues to attack the previous round's target. On any round the hand switches targets, it gets one attack. Subsequent rounds of attacking that target allow the hand to make multiple attacks if your base attack bonus would allow it.

If an attacked creature has spell resistance, you make a caster level check (1d20 + caster level) against that spell resistance the first time the *skeletal hand* strikes it. If the hand is successfully resisted, the spell is dispelled. If not, the hand has its normal full effect on that creature for the duration of the spell.

SKILLFUL MOMENT

Divination

Level: Brd 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round

Source: Dragon 350 (Spellcraft – Chronomancy)

Concentrating on the limitless possibilities of the future, you, draw one outcome into the present.

Upon casting this spell, you channel a future result of one designated course of action into an act you're about to perform. When casting this spell, choose one skill. On the round after you cast this spell you may take 20 the chosen skill as a single standard action. You only gain this benefit on the skill noted at the time of the spell's casting, gaining no bonus to any other skill. If you do not make the skill check in the round immediately following the spell's casting the benefit is lost.

SMALL STRONGHOLD

Conjuration (Creation) [War]

Level: Clr 6, Drd 7, Sor/Wiz 6

Components: V, S, M, DF

Casting Time: 1 hour

Effect: One small stone keep (see text)

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

Source: Dragon 309 (War Spells – Unleash Arcane Armageddon)

You cause a small stronghold made of magically conjured rock to appear.

This stronghold is identical to the "Cheap Keep" described in the STRONGHOLD BUILDER'S GUIDEBOOK.

The walls of the fortress cannot be placed so that any solid portion of one would occupy the same space as a creature. The stronghold may enclose a creature in one of its open spaces but not harm or trap it. For example, a squadron of soldiers could be arranged within the outer walls of the prospective keep in such a way that the walls would form around them, placing them in defense-ready positions inside.

When the spell ends, the keep collapses into dust. A *dispel magic* spell used successfully against the keep affects only the area encompassed by the *dispel magic* effect (a 30-ft.-radius burst).

Note: This spell requires the War Magic Study feat to acquire and cast. See the Appendix 2 for more information.

Material Component: 10,000 gp worth of germs (agate, sapphire, and topaz) that have been crushed, mixed with clay, and formed into a crude model of the keep.

SNAKE SHIELD

Evocation

Level: Clr 3, Drd 3

Components: V, S, F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Source: Dragon 330 (Spellcraft – Volume Veneficus)

Grasping a snake in your hands, you infuse it with magical energy that creates a shimmering field containing the essence of its predatory instincts and stinging fangs. To observers, it appears as a cloud of ghostly snakes floating in a tight spiral around you. Anyone who attempts to touch you, either to deliver a spell or to strike you with a weapon, suffers an attack from these snakes. These snakes attack with the focus snake's normal bite attack bonus. If it has any special abilities, such as constrict, improved grab, or poison, it may use them against its target as normal



A cloud of ghostly snakes created by a snake shield protects its caster

(although it may only make a grapple check to hold and constrict for 1 round, and may not maintain a grapple in subsequent rounds).

The snake can attack a single target once per round, but there is no limit to the number of different targets it can attempt to strike.

Focus: A living snake. See the "Serpentine Foci" entry in Appendix 2 for more information about this focus.

SPELL STAR

Abjuration

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: 1 round + 6 rounds to add spells

Range: Personal

Target: You

Duration: 10 minutes/level (D)

Source: Dragon 338 (Spellcraft – The Silver Hexameric Folio)

This spell creates a glowing blue and white, six-pointed star that hovers in front of the caster and sheds light equal to a candle. For the 6 rounds following the casting of *spell star*, the creator may cast one spell each round into the *spell star*. Only spells of 6th-level or lower may be placed into the *spell star*. Once the *spell star* is full, it disappears and can only be seen with an *arcane sight*, *see invisibility*, *true seeing*, or similar effect.

For the duration of the spell, whenever the caster is targeted by one of the spells placed within the *spell star*, the spell is automatically countered as a counterspell action, requiring no action (or even knowledge) on the targets part. The countered spell is then removed from the *spell star*. Once a spell is removed, the *spell star* cannot counter another casting of that spell. To counter the same spell more than once, that spell must be placed into the *spell star* more than once. For example, a 14th-level wizard casts *spell star* and in the following rounds casts three *magic missile* spells, *ray of enfeeblement*, *baleful polymorph*, and *phantasmal killer*. Afterward, for the duration of the spell, this *spell star* automatically counters each of the spells once, except *magic missile*, which it can counter up to three times.

You may not have more than one *spell star* functioning at the same time. Wearing a *ring of counterspells* immediately ends *spell star*. Slots that are not filled with spells within 6 rounds of the *spell star* being cast are effectively wasted. A *spell star* is briefly visible whenever it counters a spell, allowing viewers to make a DC 25 Spellcraft check to recognize the spell or - as this spell is probably quite rare - at least discern its effect. A *spell star* takes up no room and cannot be damaged.

Material Component: A moonstone worth 25 gp.

SPHERE OF TERROR

Illusion (Shadow) [Darkness, Fear, Mind-Affecting]

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

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

Area: 30-ft. radius hemisphere

Duration: 1 round/level

Saving Throw: Will disbelief, the Fortitude half

Spell Resistance: Yes



Using a deadly snake as a focus, *spitting cobra* allows the caster to spray forth concentrated venom

Source: Dragon 333 (Spellcraft – Visions of Fear)

This spell creates a globe filled with flickering shadows, similar to the spell *darkness*, causing a 30-foot radius to fill with shadowy illumination. All creatures in the area gain concealment (20% miss chance). Even creatures that can normally see in such conditions (such as those with darkvision or low-light vision) have a miss chance in an area shrouded in magical darkness.

Normal lights (torches, candles, lanterns, and so forth) are incapable of brightening the area, as are spells with the light descriptor of lower level, such as *daylight*. Higher level light spells are not affected by *sphere of terror*. This spell counters or dispels any *light* spell of equal or lower spell level.

Those creatures surrounded by the shadows created by this spell that fail their Will save are shaken, unnerved by the shrieking and constant movement. In addition, they are attacked by the phantasmal creatures they fleetingly perceive, wracked by ghostly stabs and bites from behind. The sphere makes one attack every round against every creature within it that has failed its Will save, dealing 1d6 points of damage. These attacks persist for as long as the creature remains within the sphere.

Material Component: A claw or talon and a blindfold.

SPITTING COBRA

Transmutation

Level: Drd 4, Sor/Wiz 5

Components: V, S, F

Casting Time: 1 standard action

Range: 0 ft.

Effect: Venom concentrated within the focus snake

Duration: 1 minute/level (D)

Saving Throw: Fortitude

negates

Spell Resistance: No

Source: Dragon 330 (Spellcraft – Volume Veneficus)

You siphon forth the venom of the focus snake and distill it into a deadly toxin. For the duration of the spell you can spray forth this venom from your outstretched hand. This allows you to make a ranged touch attack once per round at a target within 120 feet. This attack delivers the focus snake's poison as a blast of concentrated venom. Upon a successful attack, the target is affected by the poison as if bitten by the focus snake and is allowed a Fortitude save equal to the spell's DC. Use the snake's type to determine initial and secondary poison damage as normal (1d6 Con damage, initial and secondary, for a normal viper). This attack gains no benefit from a successful critical hit. Each attack you make reduces the spell's remaining duration by 2 minutes. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after the attack is resolved. The focus snake used for this spell must be willing and it loses its poison attack for the duration of the spell.

Focus: A live, venomous snake no larger than your size category. A non-poisonous snake causes the spell to fail. See the "Serpentine Foci" entry in Appendix 2 for more information about this focus.

SPONTANEOUS COMBUSTION

Evocation [Fire]

Level: Initiate of Obad-Hai 3

Components: V, S, DF

Casting Time: 1 standard action

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

Target: 1 creature or object

Duration: Instantaneous (see text)

Saving Throw: Yes (see text)

Spell Resistance: Yes

Source: Dragon 342 (The Power of Faith – Initiate Feats of the Core Deities)

You point at a creature or object causing white-hot flames to burst from the target. Creatures and attended objects receive a Reflex saving throw to avoid the affect. Objects that are not

flammable (such as a stone wall) are unaffected by this spell.

The flames produced by spontaneous combustion are much hotter than normal flames. Targets take 3d6 points of fire damage the first round, and 2d6 every subsequent round until the target extinguishes the flames. Creatures can attempt a new Reflex save every round to extinguish the flames. Subjects can opt to spend a full-round action that provokes an attack of opportunity to smother the flames. Doing so grants a +4 bonus on their next Reflex save. Submerging the target completely in water automatically douses the flames. A person can extinguish a burning unattended object as a full-round action that provokes an attack of opportunity.

STICKS TO SNAKES

Transmutation

Level: Clr 3, Drd 3

Components: V, S, DF

Casting Time: 1 standard action

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

Effect: Up to 1 stick/4 levels

Duration: 1 round/level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Source: Dragon 317 (Dungeons & Dragons Heroes – Magic, Monsters, and Mayhem)

You turn a number of dead branches or other long slender pieces of wood (arrow shafts, sticks, staffs, and so on) into giant snakes. The type of snakes that you create depends on your level; see the table below. The MONSTER MANUAL has statistics for snakes.

Any snakes created by this spell do not attempt to harm you, and you can control their actions telepathically as a free action. Left to their own devices, the snakes attack whomever or whatever is near them, but while you control them they can perform any stunt or action they are physically capable of doing.

When reduced to 0 hit points or less, the snakes revert to their original, undamaged object form.

Caster Level	Snakes from Sticks
8th or lower	Constrictor snakes or Large vipers
9th-11th	Huge vipers
12th-15th	Giant constrictor snakes (11 HD)
16th-19th	Giant constrictor snakes (14 HD)
20th or higher	Gargantuan giant constrictor snakes (20 HD)

STONEMANTLE

Transmutation [Earth]

Level: Clr 2, Drd 1, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

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

Target: One Tiny object per caster level

Duration: 10 minutes/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: No

Source: Dragon 314 (Dust to Dust – Magic of the Earthborn)

This spell grants the resilience of stone to weaker objects. You may affect one Tiny or smaller object, or an equivalent number of larger objects per caster level. A Small object counts as 2 Tiny objects, a Medium object counts as 4, a Large object counts as 8, a Huge object counts as 16, a Gargantuan object count as 32, and a Colossal object counts as 64. The hardness of an object affected by this spell becomes 8, and it has 15 hit points per inch of thickness. If the object to be affected has greater hardness or more hit points, use the better value. The DC to break the object increases by +5 unless the spell did not increase the object's hardness. The surface of an affected object takes on a faint, dull-gray tint, but its appearance does not otherwise change.

Material Component: A small amount of powdered marble.

STORM SLAVE

Enchantment/Evocation [Electricity, Evil]

Level: Clr 6, Sor/Wiz 6

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Reflex partial

Spell Resistance: Yes

Source: Dragon 347 (Spellcraft – Scripture of Elemental Evil)

Chains of lightning bind a target, entangling it and dealing 2d6 electricity damage each round. (An entangled creature moves at half speed, cannot run or charge, takes a -2 penalty on attack rolls and a -4 penalty to Dexterity, and must make a DC 15 Concentration check to cast spells.) A target may escape by taking a full-round action to make a DC 25 Strength check or a DC 30 Escape Artist check.

Additionally the target can choose to free itself from the chains of electricity by submitting to a *charm monster* effect. The target becomes aware of this option 1 round after the spell is cast.

If the target allows this, the *storm slave* spell ends, and the target is affected as if by *charm monster* with no Will save (the target is considered to have consciously failed any saving throw).

If the target of the *storm slave* makes its Reflex save, it is not entangled by the lightning and takes only 1d6 points of electricity damage a round. It may still end the spell by allowing itself to be affected by a *charm monster* effect.

A creature that touches the target of the spell (to heal it, aid another, or even make an unarmed or natural weapon attack) takes 1d6 points of electricity damage.

Note: See the “Dual School Spells” entry in Appendix 2 for more information on the dual-school property of this spell.

STRAHD'S BANEFUL ATTRACTOR

Evocation

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

Source: Dragon 348 (Spellcraft – The Tome of Strahd)

You cause spells to divert from their original paths to strike your target. Upon casting this spell, you surround the target with a 15-foot-diameter invisible aura that attracts spells aimed at nearby creatures. Any ranged spell that deals hit point damage and targets a specific creature (such as *disintegrate*, *magic missile*, or *scorching ray*) within 15 feet is diverted to strike the target of this spell instead. The diverted spell strikes the creature affected by *Strahd's baneful attractor*, even if this would cause it to exceed its normal

range. The aura of this spell does not pass through barriers that would impede line of effect.

Ranged beneficial spells with a specific target or area-affecting spells (like *fireball*, *flame strike*, or *lightning bolt*) are not affected by *Strahd's baneful attractor*. Potentially harmful spells that don't directly deal hit point damage (like *enervation*, *magic jar*, *silence*, or many enchantment spells) are also not diverted by this spell.

For example, Hennet the sorcerer and Tordek the fighter are standing 10 feet apart when Hennet is affected by *Strahd's baneful attractor*. On the following round, enemies cast *scorching ray*, *magic missile*, *baleful polymorph*, and *ice storm*—all at Tordek. To reach Tordek, all of the spells enter the area affected by the *baneful attractor* surrounding Hennet. As such, the *scorching ray* is diverted and rolls to hit Hennet instead of Tordek and all the *magic missiles* created divert and automatically strike Hennet. *Ice storm*, being an area spell, is unaffected by Hennet's aura, as is *baleful polymorph* as it deals no hit point damage.

Material Component: A few bits of broken glass.

SUBMERSION TREATMENT

Evocation

Level: Drd 7, Sor/Wiz 7

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: Yes

You create a column of freezing, swirling water that engulfs your target. The subject is paralyzed by the water's powerful grip and takes 1d6 points of cold damage every round. However, the target gains a +6 bonus to AC as the liquid sheath protects it.

While surrounded by water, if the subject is alive and cannot breathe water, it can hold its breath for 2 rounds per point of Constitution but must make a Constitution check (DC+1 per previous success) each round thereafter to continue doing so. Failure on any such check (or voluntary resumption of breathing) causes the subject to fall unconscious (0 hp). On the next round, the subject drops to –1 hit points and is dying; on the third round it suffocates (see *Drowning* on page 304 of the *DUNGEON MASTER'S GUIDE*).

A character outside the water column may attempt to help the subject of this spell. As a full-round action, a rescuer adjacent to the pillar of liquid may make a Strength check with a DC equal to the spell's initial saving throw to pull the subject free. Doing so ends the spell.

Material Component: A drop of water and a drop of blood.

SUMMER BREEZES

Conjuration (Creation) [Air]

Level: Initiate of Obad-Hai 1

Components: V, DF

Casting Time: 1 round

Range: Personal

Area: 20-ft.-radius emanating from caster

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

Source: Dragon 342 (The Power of Faith – Initiate Feats of the Core Deities)

This spell conjures forth light, cool breezes around the caster. These breezes make hot environs much more comfortable, reducing the effective temperature within the area of effect by 20 degrees.

In addition, the swirling nature of the winds makes it more difficult for creatures that rely on scent. Within the area of effect, creatures using only the scent ability to target you suffer a 20% miss chance.

SUMMON AVATAR OF ELEMENTAL EVIL

Conjuration (Summoning) [Evil, see text]

Level: Clr 8

Components: V, S, DF

Casting Time: 1 round

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

Effect: One summoned avatar of elemental evil

Duration: Concentration, up to 1 round/level

Saving Throw: None

Spell Resistance: No

Source: Dragon 347 (Spellcraft – Scripture of Elemental Evil)

You conjure a being equal parts elemental force and unabashed evil known as an avatar of elemental evil (see page 7 of *MONSTER MANUAL IV*). You can use this spell to summon a cyclonic ravager, a holocaust disciple, or a waterveiled assassin. You must be caster level 18 or higher, though, to coerce a

black rock triskelion into answering your summons. The creature you summon appears in the spot you designate and acts immediately on your turn, attacking your opponents to the best of its ability. You must concentrate to maintain this spell's effect, but commanding the creature is a free action.

If you speak the avatar of elemental evil's language and are close enough to communicate with it, you can direct it to attack particular enemies or to perform other actions. An avatar can't be summoned into an environment hostile to it in any way (for example, you couldn't summon a holocaust disciple underwater or a black rock triskelion in midair).

When you use a summoning spell to summon an avatar of elemental evil related to air, earth, fire, or water, it becomes a spell of that type.

Note: See the "Dual School Spells" entry in Appendix 2 for more information on the dual-school property of this spell.

SUMMON MONSTROUS HORDE

Conjuration (Summoning) [War]

Level: Brd 3, Clr 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 10 minutes

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

Effect: Up to 25 creatures per level (see text)

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

Source: Dragon 309 (War Spells – Unleash Arcane Armageddon)

As *summon monster II*, except that you summon twenty-five of the kind of creature you have selected per caster level you possess, no two of which can be more than 100 ft. apart. You cannot summon creatures from the *summon monster I* list.

Note: This spell requires the War Magic Study feat to acquire and cast. See the Appendix 2 for more information.

Material Component: 1,500 gp worth of jet, powdered.

SUMMON THE PACK AND HERD

Conjuration (Summoning) [War]

Level: Drd 3, Clr 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 10 minutes

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

Target: Up to 25 creatures per level (see text)

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

Source: Dragon 309 (War Spells – Unleash Arcane Armageddon)

As *summon nature's ally II*, except that you summon twenty-five of the kind of creature you have selected per caster level you possess, no two of which can be more than 100 ft. apart. You cannot summon creatures from the *summon nature's ally I* list.

Note: This spell requires the War Magic Study feat to acquire and cast. See the Appendix 2 for more information.

Material Component: 1,500 gp worth of jet, powdered.

SUN FATHERS FACE

Evocation [Light]

Level: Clr 1, Drd 1, Pal 1, Rgr 1

Components: V, S, DF

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 minute or until discharged

Source: Dragon 346 (Core Beliefs: Pelor)

Your face and hair take on aspects of Pelor's greatness, becoming golden and shining. You shed light equal to a candle and your hair extends outward like the rays of the sun. You gain a +4 sacred bonus on a single turn undead or wild empathy check. You must choose to use this bonus before making the roll to which it applies.

SUNMACE

Evocation [Light]

Level: Clr 2, Drd 2

Components: V, S, DF

Casting Time: 1 standard action

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

Effect: Magic weapon of sunlight

Duration: 1 round/level (D)

Saving Throw: None or Will negates (see text)

Spell Resistance: Yes

Source: Dragon 346 (Core Beliefs: Pelor)

A mace made of pure sunlight springs into existence and attacks opponents at a distance, as you direct it, dealing 1d8 points fire damage per hit, +1 point per three caster levels (maximum +5 at 15th level), and dazzling the target for 1

round. Against undead, the weapon deals 2d6 points of fire damage instead of 1d8 and the creature must make a Will save or be blinded for 1 round; undead especially vulnerable to daylight or sunlight (such as *specters*, *vampires*, and *wraiths*) take a -2 penalty on this saving throw. The *sunmace* has the same threat range and critical multipliers as a real mace (critical threat on a 20, double damage on a successful critical hit).

The mace strikes the opponent you designate, starting with one attack in the round the spell is cast and continuing each round thereafter on your turn. It uses your base attack bonus (possibly



The city walls speak at the urging of an urban druid.

allowing it multiple attacks per round in subsequent rounds) plus your Wisdom modifier as its attack bonus. It strikes as a spell, not as a weapon, so, for example, it can damage creatures that have damage reduction. It does not get a flanking bonus or help a combatant get one. Your feats or combat actions do not affect the *sunmace*. If the *sunmace* goes beyond the spell range, if it goes out of your sight, or if you are not directing it, it returns to you and hovers.

Each round after the first, you can use a move action to redirect the *sunmace* to a new target. If you do not, the *sunmace* continues to attack the previous round's

target. On any round the *sunmace* switches targets, it gets only one attack. Subsequent rounds of attacking that target allow the *sunmace* to make multiple attacks if your base attack bonus would allow it to.

A *sunmace* cannot be attacked or harmed by physical attacks, but *dispel magic*, *disintegrate*, a *sphere of annihilation*, or a *rod of cancellation* affects it. A *sunmace's* AC against touch attacks is 12 (10 + Size bonus for Tiny object). A *deeper darkness* spell cast on a *sunmace* instantly dispels it (and has no other effect).

If an attacked creature has spell resistance, you make a caster level check (1d20 + caster level) against that spell resistance the first time the *sunmace* strikes it. If the *sunmace* is successfully resisted, the spell is dispelled. If not, the weapon has its normal effect on that creature for the duration of the spell.

SUSURRUS OF THE CITY

Divination

Level: Urban Druid 5

Components: V, F, XP

Casting Time: 10 minutes

Range: Personal

Effect: You

Duration: 1 round/level

This spell awakens the secret voice of the city and causes a vacant building in the city to speak. The facade of the building forms a crude face and answers questions you have. You may ask one question per round. Each question must be one that can be answered in no more than one word, and the knowledge imparted by the *susurrus of the city* must be knowledge that is known to at least one person who is currently located in the city.

This spell, at best, provides information to aid character decisions. The *susurrus of the city* has no agenda of its own, and does not try to deceive or trick the caster. In cases where there are multiple answers to a question, the spell provides the one that is the most pertinent to the caster. If you lag, discuss the answers, or go off to do anything else, the spell ends.

Focus: An abandoned building in a settlement of at least small town size or larger (see page 137 of the DUNGEON MASTER'S GUIDE).

XP Cost: 100 XP

SWALLOW

Conjuration (Teleportation)

Level: Gluttony 8, Sor/Wiz 8

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level; see text

Saving Throw: None

Spell Resistance: Yes

Dragon Magazine #: 323 (Seven Deadly Domains – Spells for Sinners)

You can make a touch attack to trap an opponent in a deadly extradimensional space. Touching an enemy causes a horrific visual effect as your mouth grotesquely distends, swallowing the target and banishing it to a tight, swelteringly humid extradimensional chamber with constricting, pulpy walls.

Upon being teleported to this extradimensional gizzard, the victim is considered grappled and suffers 2d6 points of bludgeoning damage +1 point/level as well as 6 points of acid damage every round for a number of rounds equal to the caster level. The victim may attempt to escape by using a light slashing or piercing weapon to deal 30 points of damage to the space's walls. The space has an AC equal to the caster's level. The target may also try to escape by making a grapple or Escape Artist check opposed by the space, which has a grapple bonus equal to double the caster level. If the victim succeeds either at cutting or grappling its way free, it is expelled from the extradimensional gizzard and reappears where it had been when the *swallow* spell was cast. If this location is filled with a solid object, the subject appears in the next nearest open space. Otherwise, the target remains trapped and takes damage every round until the spell ends. If the target is killed by the spell, its body is dissolved and possessions are expelled onto the Astral Plane.

TELEPATHIC STRIKE

Divination and Enchantment [Mind-Affecting]

Level: Arcane 3

Components: V

Casting Time: 1 standard action

Range: See text

Target: One living creature; see text

Duration: 1 round/level

Saving Throw: Will negates; see text

Spell Resistance: Yes

Source: Dragon 345 (Spellcraft – Artifact Spells – Magic of the Giants)

When casting this spell, you name a specific creature to scry upon. For the duration of the spell, you see and hear through that creature's eyes and ears using all the natural senses available to the target. For example, if the creature possesses darkvision, you can see using that ability while looking through its eyes. This spell does not allow you to take advantage of magical senses possessed by the target, such as *detect magic*, *tongues*, and *true seeing*. A successful Will save negates this effect and ends the spell immediately.

Once per casting of this spell, you can chose to lash out at a single target with a devastating telepathic wave. The target of this wave must be within line of sight of the creature whose senses you see through (which includes the original creature). The target of this wave takes 1d6 points of Intelligence, Wisdom, and Charisma damage and is stunned for 1 round. A successful Will save halves the damage and negates the stunning effect. If used to target the original creature, that creature does not receive a saving throw to halve this damage and is automatically stunned.

The targets of this spell must be on the same plane as the caster. This spell is negated by spells and effects that block *scrying*.

Note: This spell is an Artifact Spell and a Dual School Spell. See the “Casting Artifact Spells” entry and the “Dual Spell Schools” entries in Appendix 2 for more information.

TELEPORT LEGION

Transmutation [Teleportation, War]

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 10 minutes

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

Targets: Willing creatures within a 60 ft.-radius burst (see text)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Source: Dragon 309 (War Spells – Unleash Arcane Armageddon)

You instantly transport the target creatures to a location you designate. The destination must be on the same plane and either very familiar to you or a place you have studied carefully. You may transport up to ten Medium or smaller creatures per caster level, along with their gear. (A Large creature counts as two Medium creatures; a Huge or Larger

creature cannot be transported.) Mounts, familiars, and animal companions of the spell's targets are also considered willing creatures for the purpose of this spell. Familiars do not count toward the spell's limit, but mounts and animal companions do.

Note: This spell requires the War Magic Study feat to acquire and cast.

Material Component: Two linked metal rings (one silver, one gold) studded with jacinths, worth a total of 7,000 gp.

TEMPORAL JOLT

Evocation

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Source: Dragon 350 (Spellcraft – Chronomancy)

Pointing your finger, a ray of erratic temporal energies ripples through the air, wavering like a beam of intense heat.

A colorless beam streaks toward your target, violently throwing the target back and forth in time, aging natural materials and damaging the brittle remains. The ray requires a ranged touch attack to hit and deals 1d6 points of damage per 3 caster levels (maximum 5d6). In addition, the beam speeds the decay or corrosion of nonmagical items, aging them hundreds of years in a single moment. Nonmagical armor worn by an affected target permanently loses 1d6 points of Armor Class (to the maximum amount of protection the armor offered) and nonmagical weapons and items being held are instantly destroyed (items in backpacks, pouches, and other containers are unaffected). Armor that has its armor bonus reduced to 0 is destroyed. Magic items are unaffected by this spell.

TEMPORAL REPAIR

Abjuration

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

Range: 50 ft.

Effect: 50-ft.-radius-sphere centered on you

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

Source: Dragon 350 (Spellcraft – Chronomancy)

A wave of shimmering, visible time forms a field around you, guarding and restoring the flow of time within.

You cement the flow of time around you, preventing time-altering effects from affecting those within and returning any area of manipulated time back to normal. Any time altering spell of lower level than *temporal repair* cannot affect creatures within its area of effect. If the target of a time-altering effect that lasts for multiple rounds enters *temporal repair's* area of effect, that spell is dispelled. Thus, spells like *temporal jolt* or *time shield* have no effect on those within *temporal repair's* area and *time shield* would instantly be dispelled if its target entered the area. For spells of a higher level than *temporal repair*, such as *time stop*, you must make an opposed caster level check against the opposing caster. If you fail, your opponent's time-altering spell proves stronger than your *temporal repair* and it functions normally. If you succeed, your opponent's time-altering spell is dispelled.

Exactly what spells are affected by *temporal repair* is largely decided by the DM. Typically, *time stop*, all the spells in this article, and any spells with "time" or similar words in their names are considered time-altering spells, but more or fewer might exist at the DM's discretion. The state of certain spells, such as *gentle repose*, *haste*, or *slow*, is a consideration left to the DM.

Material Component: A handful of seeds and rust.

THE WORM WITHIN

Necromancy [Evil]

Level: Kyuss 3

Components: V, S, M

Casting Time: 1 standard action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

Source: Dragon 343 (Spellcraft – Worm Bound – The Secrets of Kyuss)

You create a Kyuss worm burrowing within the flesh of your foe. The worm makes its way through the host's body, dealing 1 point of damage per round for 1d4+1 rounds. At the end of that point, it reaches the brain. While the worm is inside a victim, any of the following

spells can destroy it: *dispel evil*, *heal*, *remove curse*, and *remove disease*. A successful DC 20 Heal check extracts the worm and destroys it. Once the worm reaches the brain, it deals 1d2 points of Intelligence damage per round until either it is killed or it slays its host. A Small, Medium, or Large creature rises as a spawn of Kyuss 1d6+4 rounds later. A Tiny or smaller creature quickly putrefies, and a Huge or larger creature becomes a normal zombie of the appropriate size. This spell grants no control over undead creatures created in this manner.

A successful Fortitude saving throw negates the effects of this spell.

Note: This spell requires that the caster possess either the Wormbound Spellcaster feat (see the "Wormbound" entry in Appendix 2) or the wormspawn subtype (see the article in Dragon Magazine #343).

Focus: A Kyuss worm hosted within your body.

THROWING ARM OF IALLANIS

Transmutation

Level: Clr 4, Drd 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Effect: Creature touched

Duration: 1 round/5 levels

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Source: Dragon 342 (Spellcraft – Alien Blessings – Spells of Monstrous Deities)

The affected creature gains the ability to throw massive rocks. Upon casting this spell a giant stone materializes in one of the target's empty hands (the spell fails if the target does not have an empty hand). Although this rock would probably be too heavy to heft under normal conditions, the target can fling this projectile as a giant one size category larger than himself. The rock has a range increment and deals damage as noted on the following chart. The rock created by this spell cannot be used in any other way than to make a ranged attack.

For every round this spell lasts a new rock materializes in one of the target's empty hands, which he is then capable of throwing on his next turn (up to a maximum of 4 rocks).

If the target already possesses the rock throwing ability, he gains a +4 bonus on attacks made using the rocks created by

this spell in addition to any racial bonuses to rock throwing.

Creatures of Small size or smaller are beneath Iallanis's notice and gain no benefit from this spell.

Target Size	Range	Rock Damage
Medium	120 ft.	2d6
Large	140 ft.	2d8
Huge	160 ft.	3d6
Gargantuan	180 ft.	3d8
Colossal	200 ft.	4d6

TIME SHIELD

Abjuration

Level: Brd 4, Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: 30 ft.

Effect: 30-ft.-radius sphere centered on you

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

Source: Dragon 350 (Spellcraft – Chronomancy)

The sound of a swift-moving wind rises around you as time almost imperceptibly quickens.

You create a bubble of magically enhanced time that consumes spells at a quickened rate. Upon casting this spell, all spells and spell effects within the *time shield* have their durations consumed at twice their normal rate. Any spell with a duration measured in rounds or minutes, whether beneficial or harmful, is affected (spells measured in hours, days, or longer are shortened imperceptibly). Creatures affected by spells cast outside a *time shield* that enter the *time shield* have their spells consumed at the increased rate. Upon leaving the *time shield*, the creature's spells again decrease at their normal rate. Even spending only a portion a round within a *time shield* causes spells to expire at an accelerated rate. Thus, if a creature begins and ends its turn outside a *time shield* but passes through the area of effect in the interim, any spells that affect the creature lose 2 rounds of duration that round.

A *time shield* cannot affect another *time shield*, thus the spell has no effect on other instances of this spell.

TORMENT

Evocation [Evil]

Level: Sor/Wiz 7

Components: V, S
Casting Time: 3 rounds
Range: Personal
Target: You
Duration: 24 hours
Source: Dragon 336 (Spellcraft – The Demonomicon of Iggwilv)

This spell functions like *dolor*, except that you must know the true name of the creature targeted and your bonus on Charisma checks is +5, +1 per 2 caster levels above 13th. This bonus does not stack with the bonus provided by *dolor*. Additionally, the target does not attempt to subvert your instructions, instead obeying both the letter and intention of its orders to the best of its ability.

TORTURE

Enchantment (compulsion)
 [language-dependant, mind affecting]
Level: Clr 4, Sor/Wiz 5
Components: V, S
Casting Time: 1 minute
Range: Close (25 ft. + 5 ft. /2 levels)
Target: One living creature
Duration: 1 round/2 levels
Saving Throw: Will partial
Spell Resistance: Yes
Source: Dragon 348 (Core Beliefs – Vecna)

This spell allows you to ask questions of the target, who must answer them truthfully or suffer terrible pain.

Once each round, for the duration of the spell, you can ask the target one question. If the target answers truthfully the spell has no effect that round. If the target deliberately lies or does not answer, the target is wracked by excruciating pain and takes 1d6 points of Constitution damage. A successful Will save halves this damage (minimum 1). The target must make a new save each time it fails to answer a question truthfully.

The target must be conscious, able to understand you, and able to respond for this spell to function. If you ask a question that the target simply does not know, you immediately become aware of this fact and the question is wasted (with the target suffering no ill effects). The target must remain within range for the entire duration of this spell and it is typically bound to prevent escape.

TOUCH OF BLIBDOOLPOOLP

Transmutation
Level: Clr 3, Drd 3



A Kuo-toa benefits from a touch of Blibdoolpoolp

Components: V, S, DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 minute/level
Source: Dragon 342 (Spellcraft – Alien Blessings – Spells of Monstrous Deities)

Your hand turns into an enormous lobster like claw. This claw gives you a natural attack with reach and deals bludgeoning damage as indicated on the following chart. If you attack only with the claw, making it your primary attack, the claw adds 1-1/2 times your Strength modifier to damage. The claw can also be used as a secondary attack in conjunction with a manufactured weapon. Such secondary attacks do not interfere with your primary attack as attacking with an off-hand weapon would, but you take the usual -5 penalty and add only half of your Strength modifier to damage. Regardless of how you use the claw, you are considered armed while this spell is in effect.

If you hit with this claw attack, you can attempt a grapple check against your opponent without provoking an attack of opportunity and as if you were one size category larger. If you succeed at the grapple attempt, the claw establishes a

hold and deals additional damage, as described on the following table, each round with a successful grapple check. The claw's size bonus applies on all disarm, grapple, and trip attempts made with the claw.

A creature that already possesses a claw attack may use its own claw damage or that granted by the spell, whichever is greater. You cannot hold any objects in your transformed hand or cast spells with somatic components while your hand is in this shape.

Size	Dmg	Reach	Size Bonus
Fine	1	0 ft.	-12
Diminutive	1	0 ft.	-8
Tiny	1d3	5 ft.	-4
Small	1d4	5 ft.	+0
Medium	1d6	10 ft.	+4
Large	1d8	15 ft.	+8
Huge	2d6	20 ft.	+12
Gargantuan	2d8	40 ft.	+16
Colossal	4d6	60 ft.	+20

TOUCH OF THE PHARAOH

Necromancy [Evil]
Level: Clr 5
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes
Source: Dragon 331 (Spellcraft – Spell Strips of the Black Pyramid)

The subject contracts mummy rot (dealing 1d6 Constitution and 1d6 Charisma damage), which strikes immediately (no incubation period). Targets affected by mummy rot cannot be healed normally. Any character afflicted by mummy rot cannot be affected by a conjuration (healing) spell unless the caster of that spell succeeds at a DC 20 caster level check. See page 191 of the MONSTER MANUAL for mummy rot's full effects.

TRANSFUSION

Necromancy
Level: Sor/Wiz 5
Components: V, S, M
Casting Time: 1 minute
Range: Touch
Target: Living creature touched
Duration: Instantaneous and 10 minutes/level; see text
Saving Throw: None

Through a minute-long ritual, you siphon a specific ability score from a creature. Upon casting target takes a penalty to the chosen ability score equal to $1d6 + 1$ per 3 caster levels (maximum $1d6 + 5$). The target's affected ability score cannot drop below 1. You then gain a bonus to the chosen ability score equal to half the penalty imposed upon the target (rounded down). Both the penalty and the bonus incurred by this spell last for 1 minute per level.

For example, if a 13th-level wizard used this spell to damage the Intelligence of a krenshar (Intelligence 6) and rolled a 5, the krenshar would take a -9 penalty to its Intelligence ($5 + 4$ from wizard levels), lowering its Intelligence to 1. The wizard then gains a $+2$ bonus to his Intelligence, as the krenshar effectively only lost 5 points of Intelligence (halved and rounded down to 2).

If you attempt to use this spell to affect an ability score the target does not have (like trying to drain the Constitution of an undead creature) the target suffers no ill effects, but you still roll to see how much of a penalty it would have taken if it had the ability. Instead of the target taking this penalty, you take 5 points of damage for every point of that penalty.

You must maintain contact with the target for the entire casting time. If you break contact for any reason the spell ends and you gain no benefit. Casting



A horde of undead withers before the *true turning* of a Initiate of Pelor



Tune of the dancing weapon makes a bard's songsaber dance

this spell most often requires the target to be unconscious, restrained in some manner, or willing.

Material Component: A syringe.

TRUE TURNING

Divination

Level: Initiate of Pelor 1

Components: V, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: See text

Source: Dragon 342 (The Power of Faith – Initiate Feats of the Core Deities)

Pelor's radiance inspires your holy symbol to the bane of undead. Your next turning check (if it is made before the end of the next round) gains a $+4$ insight bonus. In addition, you may add your cleric level $\times 2$ (to maximum of 10) to your turning damage.

TUNE OF THE DANCING WEAPON

Transmutation

Level: Brd 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 4 rounds

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Source: Dragon 335 (Spellcraft – Songsabers of Waterdeep)

You imbue a single weapon with the dancing special ability (described on page 224 of the DUNGEON MASTER'S GUIDE) for the duration of this spell. The affected weapon immediately begins attacking on its own. After 4 rounds, the weapon drops, as normal for the dancing special ability.

UNEARTH HERESY

Divination [Mind -Affecting]

Level: Clr 2 (Saint Cuthbert, star only)

Source: Dragon 358 (Core Beliefs – St. Cuthbert)

This spell functions like *detect thoughts* except as noted above.

UNHOLY SWORD

Evocation [Evil]

Level: Anti-paladin 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Effect: Melee weapon touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Source: Dragon 312 (Blackguards – Ravagers of the Divine, Despots, Corrupters, and Anti-paladins)

This spell allows you to channel unholy power into your sword, or any other melee weapon you choose. The weapon acts as a $+5$ *unholy weapon* ($+5$ enhancement bonus on attack and damage rolls, extra $2d6$ damage against good opponents). It also emits a *magic circle against good* effect (as the spell). If the *magic circle* ends, the weapon creates a new one on your turn as a free action. The spell is automatically canceled 1

round after the weapon leaves your hand. You cannot have more than one *unholy sword* 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 *profane weapon* 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.

VAMPIRIC DRAIN

Necromancy

Level: Sor/Wiz 8

Components: V, S

Casting Time: 1 standard action

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

Targets: All living and undead creatures in a 10-ft. cube

Duration: 1 round/3 levels

Saving Throw: Will half

Spell Resistance: Yes

Source: Dragon 317 (Dungeons & Dragons Heroes – Magic, Monsters, and Mayhem)

A complicated circular rune of purple light to manifests briefly in the area of effect, then quickly fades.

All living creatures in the area of effect immediately take 1d6 points of damage per four caster levels (maximum 5d6). Thereafter, they take damage once per round for the spell's duration. A creature that makes a successful Will save takes only half damage from the *vampiric drain* on the initial round and all following rounds of the spell's duration.

Each time this spell deals damage to a living creature, the caster gains temporary hit points equal to half the damage dealt. You can't gain more from any single target than the target's current hit points +10, which is enough to kill the target. These temporary hit points disappear 1 hour later.

Care should be taken to avoid targeting undead creatures with a *vampiric drain*. An undead creature targeted by this spell heals 1d6 points of damage per four caster levels (maximum 5d6), and the caster takes damage equal to half this amount.

For example, a 16th level sorcerer casts this spell into an area where four creatures can be targeted. A purple rune, as described above, appears in the area

long enough to be seen, then quickly fades away. The four living creatures in the area of the spell immediately take 4d6 points of damage (half if they make their Will save), and suffer 4d6 points of damage (half if they make their Will save) every round until the spell ends. The damage continues even if the targets move out of the initial area of effect.

VECNA'S COURIER

Enchantment [Mind-Affecting]

Level: Initiate of Vecna 4

Components: V, S, DF

Casting Time: 1 round

Range: Touch

Target: One intelligent creature

Duration: 1 day/level

Saving Throw: Will negates

Spell Resistance: Yes

Source: Dragon 342 (The Power of Faith – Initiate Feats of the Core Deities)

Upon casting this spell, you can embed a message of up to 25 words +1 word per caster level into the target's mind. The target cannot recall the message by any means short of a *limited wish*, *wish*, or *miracle*. When the target hears a predetermined word or phrase, he enters a trance-like state and recites the message word for word—even if he doesn't speak the language the message is in. After delivering the message, the target exits the trance, with no memory of having delivered the secret message.

VENGEFUL MOUNT

Enchantment (Compulsion) [Mind-Affecting]

Level: Drd 0, Rgr 1, Sor/Wiz 0

Components: V, S, M

Casting Time: 1 standard action

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

Target: One animal

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Source: Dragon 326 (Spellcraft – Cantrips and Orisons of the Academy of Apprentices)

This spell causes a creature of the animal type to shy away from riders or those attempting to use the Handle Animal skill on it. The target animal can attempt a Will save to negate this effect. If the animal fails this save, any creature riding the animal must immediately make a Ride check to remain mounted, usually requiring DC 10 Ride check.

Lore: The two apprentices of the wizard Nuru spent their entire education

at loggerheads; unable to ever make peace. One of the apprentices owned a particularly fine horse and lording it over the other one by riding the horse about their master's lands at every opportunity. The other apprentice created this spell and used it so frequently that her rival could not mount his horse within sight of their master's tower.

Material Components: A riding crop or willow switch. See the "Serpentine Foci" entry in Appendix 2 for more information about this focus.

VENOMOUS VOLLEY

Evocation

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

Components: V, S, F

Casting Time: 1 standard action

Range: 15 ft.

Area: Cone-shaped burst

Duration: Instantaneous; see text

Saving Throw: Reflex half

Spell Resistance: Yes

Source: Dragon 330 (Spellcraft – Volume Veneficus)

A cone of venomous fangs shoots from your fingertips. Any creature in the area of the cone takes 1d6 points of damage per two caster levels (maximum 5d6). A Reflex save halves this damage.

In addition, anyone caught in the area of this spell suffers a -4 penalty on all Fortitude saves to resist poison for 1 minute per caster level. There is no save versus this effect, although spell resistance does apply.

Focus: A living snake. See the "Serpentine Foci" entry in Appendix 2 for more information about this focus.

VISION OF FEAR

Divination

Level: Brd 3, Clr 3, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Target: 1 creature

Duration: Instantaneous/24 hours; see text

Saving Throw: Will negates

Spell Resistance: Yes

Source: Dragon 333 (Spellcraft – Visions of Fear)

You get a sudden vision of either the target's greatest fear or its most recent source of fear, be it a situation, location, item, type of creature, or individual. You choose which fear to gain knowledge of, either greatest or most recent. The image is drawn directly from the subject's

subconscious and is accompanied by a burst of vivid details. The intensity of the sensations connected to the vision and the clarity of the image is strong enough that the caster is treated as having first-hand knowledge of it for the purposes of *scrying* and having studied it carefully for the purposes of *teleporting*. This memory is magically aided and remains vivid for 24 hours, after which all but the vaguest images fade from your memory. If you attempt to *scry* upon or *teleport* using this memory after vision of fear has expired, you are treated as having second-hand knowledge in the case of *scry* and as having viewed the area once when using *teleport*.

If you choose to use this spell to gain knowledge of the subject's greatest fear, your intimate understanding of the target's fears causes it to suffer a -2 penalty on Will saves to resist any of your spells with the fear descriptor for the next 24 hours. After that time, your intimate understanding of the target's mind wanes and the target no longer suffers a penalty against your fear spells. However, you may cast this spell again to renew your understanding and again impose this penalty upon a target.

The spell has no effect on targets with an Intelligence lower than 3 or on creatures immune to fear. If the creature's most recent fear was due to a fear effect from a spell or spell-like ability, you immediately identify the fear as a magical compulsion (and not a true personal fear), although the spell does not also relate an earlier more private fear.

VOURZOUN'S MULTIPLICITY OF VISAGE

Transmutation

Spellcraft DC: 79

Components: V, S

Casting Time: 1 free action

Range: 300 ft.

Target: One creature

Duration: 20 rounds

Saving Throw: None

Spell Resistance: No

To Develop: 711,000 gp; 14 days; 28,440 XP. Seed: *transform* (grow additional heads DC 21, additional breath weapon +10 DC, other bonuses and defenses +10 DC); Factor: 1 standard action casting time (+20 DC), quickened spell (+28 DC), reduced duration from permanent to 20 rounds (-10 DC).

Source: *Dungeon* 123 (Quicksilver Hourglass)

This epic spell grants the caster two additional heads for the duration of the spell, provided the caster's size is Large or greater (casters of smaller size are limited to one additional head). Each additional head is able to make use of any breath weapons possessed by the caster. All breath weapons activate on the same round but can aim in different directions. The caster also gains the following benefits:

- An attack with each additional head for any bite, gore, or tongue attack normally possessed.
- +2 bonus to natural armor
- Darkvision to 90 feet
- Decapitation attacks must affect all heads to be effective
- +4 bonus on Fortitude saves
- +4 bonus on Concentration, Listen, Search and Spot checks

WALL OF TENTACLES

Conjuration (Creation)

Level: Clr 6

Source: *Dragon* 359 (1d20 Villains – D&D's Most Wanted; Preferably Dead)

This spell functions as *wall of stone* except as noted. The caster or anyone who worships Lollth can freely move through the wall as though it did not exist. Any other creature that touches the wall is attacked by a tentacle that springs from the wall's surface. Each tentacle has a reach of 30 feet, attacks using your base attack bonus (Strength 26), and is treated as a Huge creature. Each tentacle deals 2d6+12 points of damage on a hit, has improved grab, and constricts for 2d6+12 points of damage.

WAVES OF DESTRUCTION

Evocation [Water]

Level: Initiate of Obad-Hai 5

Components: V, S, DF

Casting Time: 1 standard action

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

Area: 40 ft. radius

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Source: *Dragon* 342 (The Power of Faith – Initiate Feats of the Core Deities)

You call forth a large volume of water that batters the area. Salt water crashes down from above, drenching everything within the area of effect that is unprotected. The water automatically extinguishes nonmagical fires, as well as magical flames produced by spells of a



Salt water crashes from above as an Initiate of Obad-Hai evokes *waves of destruction*

lower level. All creatures within the area of effect take 1d6 points of nonlethal damage per caster level, to a maximum of 15d6, with a Reflex save for half damage. Creatures with the fire subtype take lethal damage instead.

WRAITHFORM

Transmutation

Level: Sor/Wiz 4

Components: S, M

Casting Time: 1 standard action

Range: Touch

Target: One willing corporeal creature touched

Duration: 2 min/level (D)

Saving Throw: None

Spell Resistance: Yes

Source: *Dragon* 348 (Spellcraft – The Tome of Strahd)

Upon casting this spell, your target becomes shadowy and ghostlike, its eyes glowing a sinister red. This spell functions as the spell *gaseous form*, with the exception that the target can move at its normal speed while affected. In addition, mindless undead (those with no Intelligence score) do not perceive the target as a threat. Even those with minds are likely to assume the target is merely a wraith or other vengeful spirit. The target gains a +10 bonus on its Disguise check to appear to be a wraith, although sentient beings may still make Spot checks to see through the morbid disguise.

Material Component: A piece of gauze and a wisp of smoke.

WRATH OF HEXTOR

Transmutation

Level: Initiate of Hextor 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Harmless)

Source: Dragon 342 (The Power of Faith – Initiate Feats of the Core Deities)

Hextor's unholy rage and lust for battle provokes you to destroy those who most inspire his wrath, For the duration of this spell, you deal 2d4 points of damage against good targets with your flail rather than the normal 1d4 granted by the

Initiate of Hextor feat. If the target is a good outsider, you instead deal an additional 2d6 points of damage. This bonus damage only applies to attacks made using a flail.

WYRMCONE

Evocation

Level: Sor/Wiz 6

Components: V, S, M/DF

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Source: Dragon 344 (A Dark and Stormy Knight – Another Evening With the Wizards Three)

Wyrmcone momentarily creates an area of chaotically-whirling, translucent

dragon-like claws and fanged jaws that originates at your hand and extends outward in a cone. Its sharp-edged and pointed force deals 2d4 points of damage per caster level (maximum 30d4). This damage is half slashing damage and half energy damage. The type of energy depends on the color of the dragon used as the spell's material component, as shown, on the following chart.

Material Component:

A very small crystal or glass cone and a tiny fragment or speck of dragon scale, bone, tooth, or talon.

Dragon	Energy
Black, copper, green	Acid
Blue, bronze	Electricity
Brass, gold, red	Fire
Silver, white	Cold



A wizardess delights in the *torment* of a bound demon

SPELL LISTS



These lists summarize the spells described here. Most of the spell summaries come right from the pages of DRAGON and DUNGEON MAGAZINE. Others were created for this compilation.

ANTI-PALADIN SPELLS

1ST LEVEL ANTI-PALADIN SPELLS

Profane Weapon: Weapon becomes evil, bypasses DR, and critically hits good foes.

4TH LEVEL ANTI-PALADIN SPELLS

Unholy Sword: Weapon becomes a +5 *unholy weapon* that emits a *magic circle against good*.

ASSASSIN SPELLS

2ND LEVEL ASSASSIN SPELLS

Marked Man: Helps track a subject.

BARD SPELLS

0 – LEVEL BARD SPELLS (CANTRIPS)

Fleeting Fame: Gives you a +2 bonus on Bluff, Diplomacy, and Intimidate checks.

Seeker's Chant: Gives you a +2 bonus on Search checks, but a -2 penalty on Move Silently checks.

1ST LEVEL BARD SPELLS

Detect Attitude: Reveals target's attitude.

Empathy: Detect the emotions of a single creature.

Friendsight: Allies perceive each other as glowing to prevent confusion.

Loresong: You gain a bonus with one skill and can use it untrained.

Skillful Moment: Take 20 on your next skill check.

2ND LEVEL BARD SPELLS

Animate Instrument: Instrument carries a tune for you, allowing you to take other actions.

Curse of the Gypsies: Afflict a target with bad luck, an invisible mark, or an unnatural aura.

Enhance Weapons: Imbue up to twenty-five weapons with +1 enhancement.

Festival Feast: Create a meal of good food, wine, ale, and beer.

Tune of the Dancing Weapon: Sword animates and fights for you.

3RD LEVEL BARD SPELLS

Anamensis: Taps into an alien unconscious, providing a bonus on Knowledge skill checks.

Battle Fury: Rage to all creatures in a 60-ft burst.

Depression: Enemies around you become fatigued and take penalties to Will saves.

Dispel War Spell: Dispel war spells.

Ever Armed: A rapier and dueling cloak appear in your hands.

Field of Blurs: As *blur* that effects up to 500 creatures for a shorter period of time.

Shadowslip: Shadows provide partial concealment and allow the caster to move through the Plane of Shadow.

Summon Monstrous Horde: As *summon monster II* but summon twenty-five/level of the kind of creature selected.

4TH LEVEL BARD SPELLS

Battle Fright: As *fear* in a 60-ft. burst.

Pillar of Sand: Create a pillar of sand that you can raise, lower, and move as desired.

Time Shield: Spells are consumed at double the normal rate in the area around you.

5TH LEVEL BARD SPELLS

Harmonic Void: Creates a dead zone that makes spellcasting difficult.

Scyllan Scream: Scream panics or shakes those who hear it.

6TH LEVEL BARD SPELLS

Bestow Curse, Greater: Ability score reduced to 1 or -6 to two ability scores; -8 on attack rolls, saves, and checks; or do nothing with a 25% chance to act normally.

Geas, Mass Lesser: As *lesser geas* but affects 1 7HD or less creature/level.

7TH LEVEL BARD SPELLS

Dominate Person, Mass: *Dominate* multiple humanoids (up to twice your level in HD)

BLACKGUARD SPELLS

4TH LEVEL BLACKGUARD SPELLS

Battlearms: Grow an extra set of arms to aid you in combat.

Hextor's Fiery Eyes: As *command*, except you can affect one creature per round and activities continue beyond 1 round.

CLERIC SPELLS

0 – LEVEL CLERIC SPELLS (ORISON)

Fleeting Fame: Gives you a +2 bonus on Bluff, Diplomacy, and Intimidate checks.

1st level cleric spells

Burning Hate: Deal 1d5 fire damage/two levels and inspire hate toward your target.

Detect Attitude: Reveals target's attitude.

Detect Guilt: Reveals how much guilt target feels.

Detect Violence: Reveals violence done in the area within recent past.

Float: Makes a willing creature or object buoyant.

Glamour Costume: As *disguise self* except you can only change the appearance of your clothing and superficial changed to your own appearance.

Motes of Moonlight: Creates an illuminating beam of moonlight.

Persuasive Oration: As *charm person*, except with a longer casting time and a lesser duration.

Saint Cuthbert's Cudgel: As *shillelagh*, except effects one bronzewood club or quarterstaff.

Sun Father's Face: Your face becomes like Pelor's, shedding light and granting a +4 to turn undead or on wild empathy checks.

2ND LEVEL CLERIC SPELLS

Blaze Bones: Enhance an undead with flames that also damage it.

Cold of the Grave: Deal 1d6 cold damage, 1d6 damage from negative energy, and Strength damage.

Curse of the Gypsies: Afflict a target with bad luck, an invisible mark, or an unnatural aura.

Enhance Weapons: Imbue up to twenty-five weapons with +1 enhancement.

Festival Feast: Create a meal of good food, wine, ale, and beer.

Lighten Load: Increase the carrying capacity of a creature.

Morning Mists: As *obscuring mist* but over a larger area.

Shield of Heironeous: As *shield* except instead of an invisible disk, a barely-visible shield bearing Heironeous's holy symbol appears.

Stonemantle: Object gains hardness and increases in DC to break.

Sunmace: A mace of pure sunlight attacks opponents at a distance dealing 1d8 + 1 per three caster levels (max +5).

Unearth Heresy: As *detect thoughts*.

Venomous Volley: Cone of fangs damages and weakens targets.

3RD LEVEL CLERIC SPELLS

Banner of the Saint: Create an aura of power centered on a banner giving all allies +2 attack and saves against fear effects.

Bolts of Glory: As *searing light* except damage is through positive energy.

Detect Heresy: Reveals heretical thoughts or actions in target's recent past.

Liferot: Cover target in fungi, making it unable to benefit from magical healing.

Moonbridge: Solidifies moonlight into a bridge.

Rain of Terror: An unnatural rain makes those within it more susceptible to fear effects.

Screen of Heat: Shimmering illusion causes 25% miss chance to all attacks through it.

Serpent Storm: Creates a hail of deadly serpents that bite and poison everyone in the area.

Sever Ties Of The Moon: Gives a lycanthrope increased control of its shape, but fatigues it.

Skeletal Hand: A disembodied skeletal arm and claw attacks or delivers touch spells at a distance.

Snake Shield: Serpentine force surrounds you and protects you from attack.

Sticks to Snakes: Create snakes from sticks that follow your command.

Summon Monstrous Horde: As *summon monster II* but summon twenty-five/level of the kind of creature selected.

Summon the Pack and Herd: As *summon nature's ally II* but summon twenty-five/level of the kind of creature selected.

Touch of Blibdoolpoolp: Transforms one of your hands into an oversized claw.

4TH LEVEL CLERIC SPELLS

Animate Undead Legion: Animate corpses up to 25 HD per caster level.

Battlearms: Grow an extra set of arms to aid you in combat.

Black Stench of Laogzed: Creates a cloud of opaque, acidic, nauseating gas.

Boccob's Rolling Cloud: A rolling cloud of fire and lightning deals 1d6 (max 10d6) damage.

Camel's Tenacity: Travel without food or water.

Caustic Disdain: Deal 1d6 acid damage/round to target and make others less willing to aid it.

Dispel War Spell: Dispel war spells.

Enhance Armors: Enhance up to twenty five armor and shields with +1/three caster levels.

Fang Blade: Transforms a snake into a sword that can bite and poison targets.

Feed the Many: As *create food and water* except on a grand scale.

Frostbite: Expose target to freezing temperatures dealing lethal and nonlethal damage, fatiguing the target.

Merrshaulk's Kiss: Enhances a number of living snakes.

Olidammara's Bard Spell: Allows a cleric to prepare and cast a limited number of bard spells.

Plague Cloud: A sickly gray cloud infects creatures with chosen disease.

Shark Bolt: Summons sharks made of water to attack your enemies.

Throwing Arm of Iallanis: Target can throw rocks as a giant one size category larger.

Torture: Ask questions of a target, who must answer truthfully or suffer 1d6 Con damage.

5TH LEVEL CLERIC SPELLS

Disk of Concordant Opposition: A hand-sized disk of energy deals 1d6 (max 15d6) damage to targets, disintegrating them.

Easy March: Creatures move overland swiftly without suffering the tiring effects of prolonged travel.

Elemental Guardian: Conjure a lesser elemental weird to guard an area you designate.

Fallen Soul: Encourage a good or neutral creature to become evil and punish evil creatures for doing good.

Globe of Radiant Invulnerability, Lesser: As *lesser globe of invulnerability*, except the globe can radiate light and explode to blind and damage opponents for 3d6 damage.

Hextor's Fiery Eyes: As *command*, except you can affect one creature per round and activities continue beyond 1 round.

Incarnation of Set: Assume the shape of a nonunique animal or vermin that is sacred to Set.

Nails of Luthic: Your hands grow nails that exude poison.

Olidammara's Carapace: Creates a protective carapace that allows escape.

Sacred Circle: Infuse an area with divine every giving all attacks +2 and all weapons are considered magical for overcoming DR.

Touch of the Pharaoh: Afflicts a creature with mummy rot.

6TH LEVEL CLERIC SPELLS

Brain Slave of Ilsensine: Summons disembodied brains that can extract an opponent's brain.

Meersalm Skin: As *stoneskin* but if all weapon damage is absorbed, the weapon must save or take 3d6 damage.

Rainbow: Creates a longbow with arrows that have a variety of properties.

Small Stronghold: Creates a small stronghold.

Storm Slave: Entangle target in lightning and possibly cause it to accept a *charm monster* effect.

Wall of Tentacles: As *wall of stone*, except tentacles spring from the wall and attack for 2d6+12 damage.

7TH LEVEL CLERIC SPELLS

Bestow Curse, Greater: Ability score reduced to 1 or -6 to two ability scores; -8 on attack rolls, saves, and checks; or do nothing with a 25% chance to act normally.

Globe of Radiant Invulnerability, Greater: As *lesser globe of radiant invulnerability*, except it functions as a *greater globe of invulnerability* and deals 6d6 damage when exploding.

8TH LEVEL CLERIC SPELLS

Summon Avatar of Elemental Evil: Calls powerful being of elemental evil to fight for you.

CORE INITIATE SPELLS

1ST LEVEL INITIATE OF BOCCOB SPELLS

Memory Jar: Gain bonus on Knowledge checks and reroll one failed Knowledge check.

4TH LEVEL INITIATE OF BOCCOB SPELLS

Research Aid: Perform research at a faster pace.

3RD LEVEL INITIATE OF ST. CUTHBERT SPELLS

Retributive Strike: Opponents who strike you provoke attacks of opportunity from you.

5TH LEVEL INITIATE OF ERYTHNUL SPELLS

Erythnul's Slaughter: Increase threat range for all weapons within 30-ft and creatures do not stabilize normally.

6TH LEVEL INITIATE OF ERYTHNUL SPELLS

Rage, Mass: As *rage*, except that it affects multiple creatures.

2ND LEVEL INITIATE OF HEIRONEOUS SPELLS

Mark of Justice, Lesser: As *Mark of Justice* with lesser effects.

3RD LEVEL INITIATE OF HEIRONEOUS SPELLS

Bless, Greater: As *bless*, but with increased bonus.

4TH LEVEL INITIATE OF HEIRONEOUS SPELLS

Righteousness of Heironeous: Deal extra damage with a longsword to evil creatures.

3RD LEVEL INITIATE OF HEXTOR SPELLS

Bane, Greater: As *bane*, but with increased penalty.

4TH LEVEL INITIATE OF HEXTOR SPELLS

Wrath of Hextor: Deal additional damage to good creatures with a flail.

1ST LEVEL INITIATE OF KORD SPELLS

Kord's Power Surge: Give strength bonus of twice your caster level to creature touched.

2RD LEVEL INITIATE OF KORD SPELLS

Kord's Greeting: Gain charge bonus of +4 and AC penalty of -1.

4TH LEVEL INITIATE OF KORD SPELLS

Champion of Kord: Receive a bonus equal to caster level on feats of strength.

2RD LEVEL INITIATE OF NERULL SPELLS

Cause Fear, Greater: As *cause fear* except that it can affect a creature with more Hit Dice.

3RD LEVEL INITIATE OF NERULL SPELLS

Nerull's Scythe: Calls forth a +1 *keen scythe*.

1ST LEVEL INITIATE OF OBAD–HAI SPELLS

Summer Breezes: Light, cool breezes make hot environs more comfortable and throws off scent.

3RD LEVEL INITIATE OF OBAD–HAI SPELLS

Quicksand: Creates an area of quicksand.

Spontaneous Combustion: Cause creature or object to burst into flames.

5TH LEVEL INITIATE OF OBAD–HAI SPELLS

Waves of Destruction: Waves crash from above extinguishing fires and dealing non-lethal damage.

1ST LEVEL INITIATE OF PELOR SPELLS

True Turning: Gain insight bonus to turn undead and add two times your cleric level to turning damage.

3RD LEVEL INITIATE OF PELOR SPELLS

Bless, Greater: As *bless*, but with increased bonus.

4TH LEVEL INITIATE OF PELOR SPELLS

Immolate the Wicked: Undead burst into flames when they are successfully turned.

4TH LEVEL INITIATE OF VECNA SPELLS

Vecna's Courier: Embed message in target's mind that can only be recalled by a word or phrase.

CORRUPTER SPELLS

1ST LEVEL CORRUPTER SPELLS

Profane Weapon: Weapon becomes evil, bypasses DR, and critically hits good foes.

DESPOT SPELLS

1ST LEVEL DESPOT SPELLS

Profane Weapon: Weapon becomes evil, bypasses DR, and critically hits good foes.

DRUID SPELLS

0 – LEVEL DRUID SPELLS (ORISON)

Groundsmoke: Prevents smoke from rising from a small fire.

Vengeful Mount: Makes an animal more difficult to ride or handle.

1ST LEVEL DRUID SPELLS

Guiding Star: Creates a light that guides you somewhere you've been.

Motes of Moonlight: Creates an illuminating beam of moonlight.

Stonemantle: Object gains hardness and increases in DC to break.

Sun Father's Face: Your face becomes like Pelor's, shedding light and granting a +4 to turn undead or on wild empathy checks.

2ND LEVEL DRUID SPELLS

Curse of the Gypsies: Afflict a target with bad luck, an invisible mark, or an unnatural aura.

Morning Mists: As *obscuring mist* but over a larger area.

Sunmace: A mace of pure sunlight attacks opponents at a distance dealing 1d8 + 1 per three caster levels (max +5).

Venomous Volley: Cone of fangs damages and weakens targets.

3RD LEVEL DRUID SPELLS

Camel's Tenacity: Travel without food or water.

Crushing Coils: Teleport constrictor to crush opponent.

Detect Defiler: Detect the presence, strength, and location of defilers.

Dust Storm: Create a blinding storm that deals 1d6 damage per round.

Fang Blade: Transforms a snake into a sword that can bite and poison targets.

Frostbite: Expose target to freezing temperatures dealing lethal and nonlethal damage, fatiguing the target.

Geysers: Creates a line of water that deals 1d6 nonlethal damage +1d6/2 additional levels.

Lash of the Kraken: Transforms the target's arm into a constricting tentacle.

Merrshaulk's Kiss: Enhances a number of living snakes.

Moon's Change: Give subject bonus to Strength, Dexterity, and Constitution that build up, peak, and then ebb off.

Moonbridge: Solidifies moonlight into a bridge.

Rain of Terror: An unnatural rain makes those within it more susceptible to fear effects.

Rolling Fire: Create a low, moveable wall of fire that ignites flammable objects and deals 2d6 damage to creatures.

Screen of Heat: Shimmering illusion causes 25% miss chance to all attacks through it.

Sever Ties Of The Moon: Gives a lycanthrope increased control of its shape, but fatigues it.

Shooting Star: Rains burning stars down upon your enemies.

Snake Shield: Serpentine force surrounds you and protects you from attack.

Sticks to Snakes: Create snakes from sticks that follow your command.

Summon the Pack and Herd: As *summon nature's ally II* but summon twenty-five/level of the kind of creature selected.

Touch of Blibdoolpoolp: Transforms one of your hands into an oversized claw.

4TH LEVEL DRUID SPELLS

Desert Burial: Buries targets up to their necks in sand.

Elemental Guardian: Conjure a lesser elemental weird to guard an area you designate.

Plague Cloud: A sickly gray cloud infects creatures with chosen disease.

Spitting Cobra: You make ranged attacks with a snake's venom.

5TH LEVEL DRUID SPELLS

Dispel War Spell: Dispel war spells.

Serpent Storm: Creates a hail of deadly serpents that bite and poison everyone in the area.

Throwing Arm of Iallanis: Target can throw rocks as a giant one size category larger.

Revenge of the Land: Life energy of the earth deals 1d8/2 levels to defilers.

6TH LEVEL DRUID SPELLS

- Curse of Spilt Water:** Transforms an enemy into water.
Lunacy: Curses a victim with madness tied to the moon
Mire: As *transmute rock to mud* at a greater range and affecting a larger area.

7TH LEVEL DRUID SPELLS

- Small Stronghold:** Creates a small stronghold.
Submersion Treatment: A column of water paralyzes and possibly drowns a target.

8TH LEVEL DRUID SPELLS

- Dire Reincarnation:** As *reincarnate* but the new forms consists only of dire animals.

EPIC SPELLS

- Spellcraft DC 27 **Vourzoun's Multiplicity of Visage:** Grants the caster two additional heads along with additional bonuses.
 Spellcraft DC 74 **Lover's Call:** Summon an aspect of Graz'zt.

MAGEWRIGHT SPELLS

3RD LEVEL MAGEWRIGHT SPELLS

- Arcane Seal:** Seals a target and attaches a mystical alarm.

PALADIN SPELLS

1ST LEVEL PALADIN SPELLS

- Detect Attitude:** Reveals target's attitude.
Detect Guilt: Reveals how much guilt target feels.
Detect Violence: Reveals violence done in the area within recent past.
Sun Father's Face: Your face becomes like Pelor's, shedding light and granting a +4 to turn undead or on wild empathy checks.

2ND LEVEL PALADIN SPELLS

- Detect Heresy:** Reveals heretical thoughts or actions in target's recent past.
Enhance Weapons: Imbue up to twenty-five weapons with +1 enhancement.
Shield of Heironeous: As *shield* except instead of an invisible disk, a barely-visible shield bearing Heironeous's holy symbol appears.

4TH LEVEL PALADIN SPELLS

- Dispel War Spell:** Dispel war spells.

RANGER SPELLS

1ST LEVEL RANGER SPELLS

- Detect Violence:** Reveals violence done in the area within recent past.
Groundsmoke: Prevents smoke from rising from a small fire.
Marked Man: Helps track a subject.
Sun Father's Face: Your face becomes like Pelor's, shedding light and granting a +4 to turn undead or on wild empathy checks.
Vengeful Mount: Makes an animal more difficult to ride or handle.

3RD LEVEL RANGER SPELLS

- Fang Blade:** Transforms a snake into a sword that can bite and poison targets.

SHAMAN SPELLS

2ND LEVEL SHAMAN SPELLS

- Honorable Weapon:** Weapon becomes honorable allowing it to bypass DR of certain dishonorable creatures.

SORCERER / WIZARD SPELLS

0 – LEVEL SORCERER/WIZARD SPELLS

(CANTRIPS)

- Div **Loresong:** You gain a bonus with one skill and can use it untrained.
Seeker's Chant: Gives you a +2 bonus on Search checks, but a -2 penalty on Move Silently checks.
 Ench **Vengeful Mount:** Makes an animal more difficult to ride or handle.
 Illus **Chalkboard:** Creates opaque plane you can write on.
Fleeting Fame: Gives you a +2 bonus on Bluff, Diplomacy, and Intimidate checks.
Shadowplay: Manipulates the shape and movement of an existing shadow.
 Necro **Necrosurgery:** Grants +2 bonus to resist disease by dealing 1d4 damage.
 Trans **Groundsmoke:** Prevents smoke from rising from a small fire.
Nosy Neighbor: Provides you with a +2 bonus to Listen checks.

1ST LEVEL SORCERER/WIZARD SPELLS

- Div **Empathy:** Detect the emotions of a single creature.
Guiding Star: Creates a light that guides you somewhere you've been.
Skillful Moment: Take 20 on your next skill check.
 Illus **Friendsight:** Allies perceive each other as glowing to prevent confusion.
 Necro **Rime:** Target suffers -4 Dex and -4 Fortitude.
 Trans **Float:** Makes a willing creature or object buoyant.

2ND LEVEL SORCERER/WIZARD SPELLS

- Conj **Cavalry Call:** As *mount* but summons 25 horses or ponies.
Morning Mists: As *obscuring mist* but over a larger area.
 Div **Marked Man:** Helps track a subject.
 Evoc **Blaze Bones:** Enhance an undead with flames that also damage it.
Cold of the Grave: Deal 1d6 cold damage, 1d6 damage from negative energy, and Strength damage.
Force Missile Storm: *Magic missile's* target up to twenty five creatures at a longer range.
Geyser: Creates a line of water that deals 1d6 nonlethal damage +1d6/2 additional levels.
Shock Treatment: A jolt of electricity damages and potentially stuns an opponent.
Venomous Volley: Cone of fangs damages and weakens targets.

Illus Glamour Costume: As *disguise self* except you can only change the appearance of your clothing and superficial changed to your own appearance.

Necro Blaze Bones: Enhance an undead with flames that also damage it.

Trans Enhance Weapons: Imbue up to twenty-five weapons with +1 enhancement.

Stonemantle: Object gains hardness and increases in DC to break.

Tune of the Dancing Weapon: Sword animates and fights for you.

3RD LEVEL SORCERER/WIZARD SPELLS

Abjur Arcane Seal: Seals a target and attaches a mystical alarm.

Conj Dust Storm: Create a blinding storm that deals 1d6 damage per round.

Shark Bolt: Summons sharks made of water to attack your enemies.

Summon Monstrous Horde: As *summon monster II* but summon twenty-five/level of the kind of creature selected.

Summon the Pack and Herd: As *summon nature's ally II* but summon twenty-five/level of the kind of creature selected.

Ench Burning Hate: Deal 1d5 fire damage/two levels and inspire hate toward your target.

Evoc Boccob's Rolling Cloud: A rolling cloud of fire and lightning deals 1d6 (max 10d6) damage.

Burning Hate: Deal 1d5 fire damage/two levels and inspire hate toward your target.

Emerald Planes: Creates up to five 5-foot squares that hold 100 lb./level.

Rolling Fire: Create a low, moveable wall of fire that ignites flammable objects and deals 2d6 damage to creatures.

Shockwave: Concussive force stuns a victim and deals 1d4 (max 10d4) nonlethal damage.

Shooting Star: Rains burning stars down upon your enemies.

Illus Cloak of Khyber: Conceals casters alignment and shields shapechanged creatures from *true seeing*.

Field of Blurs: As *blur* that effects up to 500 creatures for a shorter period of time.

Phantom Objects: Make creature appear as furniture or art.

Shadow Dagger: Wield a shadowy masterwork dagger that deals an additional 1d6 points of damage per caster level (10d6 max) on a failed Will save.

Shadowslip: Shadows provide partial concealment and allow the caster to move through the Plane of Shadow.

Necro Aging Touch: You deal 1 point of Strength, Dexterity, and Constitution damage.

Depression: Enemies around you become fatigued and take penalties to Will saves.

Curse of the Gypsies: Afflict a target with bad luck, an invisible mark, or an unnatural aura.

Icebane Corpse: Infuse one undead creature with cold granting it a cold attack, fire resistance 10, and the ability to heal from cold damage.

Rain of Terror: An unnatural rain makes those within it more susceptible to fear effects.

Skeletal Hand: A disembodied skeletal arm and claw attacks or delivers touch spells at a distance.

Trans Lash of the Kraken: Transforms the target's arm into a constricting tentacle.

Modulate: Temporarily changes what spell is cast from a wand.

Moon's Change: Give subject bonus to Strength, Dexterity, and Constitution that build up, peak, and then ebb off.

Scent of the Monarch: Delude vermin and insect-like creatures into thinking you are their queen.

Sever Ties Of The Moon: Gives a lycanthrope increased control of its shape, but fatigues it.

Siphon: Drains charges from wands or staves to replace expended spells.

4TH LEVEL SORCERER/WIZARD SPELLS

Abjur Dispel War Spell: Dispel war spells.

Pillar of Sand: Create a pillar of sand that you can raise, lower, and move as desired.

Time Shield: Spells are consumed at double the normal rate in the area around you.

Conj Crushing Coils: Teleport constrictor to crush opponent.

Cynosure: Increases the accuracy of inaccurate teleportation spells.

Liferot: Cover target in fungi, making it unable to benefit from magical healing.

Div Anamensis: Taps into an alien unconscious, providing a bonus on Knowledge skill checks.

Ench Battle Fury: Rage to all creatures in a 60-ft burst.

Caustic Disdain: Deal 1d6 acid damage/round to target and make others less willing to aid it.

Evoc Burned to Bare Rock: As *fireball* except over a larger radius.

Caustic Disdain: Deal 1d6 acid damage/round to target and make others less willing to aid it.

Circle of Cold: A sphere of cold energy bursts from you paralyzing nearby creatures and dealing 1d6/level (max 10d6).

Desert Burial: Buries targets up to their necks in sand.

Great Electric Bolt: As *lightning bolt*, except at a greater range and over wider area.

Strahd's Baneful Attractor: Diverts spells from their original target to one of your choosing.

Temporal Jolt: Unstable time deals 1d6/three caster levels damage and destroys non-magical items.

Illus Shadow Puppeteer: Shadows deal 2d6 points of damage +1 point per caster level (max +15) to all creatures in range.

Necro Bloodstone's Frightful Joining: Enables possession of an undead creature.

Liferot: Cover target in fungi, making it unable to benefit from magical healing.

Shadow Curse: Affected creature cannot heal normally or magically unless in areas of bright illumination.

Trans Fang Blade: Transforms a snake into a sword that can bite and poison targets.

Greater Knock: As *knock* but unlocks all secured items in an area.

Wraithform: Subject is disguised and can move as a wraith.

5TH LEVEL SORCERER/WIZARD SPELLS

- Abjur **Temporal Repair:** Dispel time affecting spells in the area around you.
- Conj **Battle Tentacles:** Tentacles spring from the ground attacking all with the spell's area.
- Black Stench of Laogzed:** Creates a cloud of opaque, acidic, nauseating gas.
- Disk of Concordant Opposition:** A hand-sized disk of energy deals 1d6 (max 15d6) damage to targets, disintegrating them.
- Elemental Guardian:** Conjure a lesser elemental weird to guard an area you designate.
- Evard's All-Seeing Worm:** A small, black, burrowing worm grants target a bonus to Knowledge and provides the caster with *status*.
- Ench **Torture:** Ask questions of a target, who must answer truthfully or suffer 1d6 Con damage.
- Evoc **Dolor:** Cause a creature trapped in a *planar binding* pain, compelling it to agree to some service.
- Icy Sphere:** Magic ball of ice and frozen energy strikes creatures for 1d6/level (max 15d6) and paralyzes creatures for 1d4 rounds.
- Illus **Lobotomize:** You cause a target to forget how to use specific feats, skills, or spells.
- Necro **Battle Fright:** As *fear* in a 60-ft. burst.
- Plague Cloud:** A sickly gray cloud infects creatures with chosen disease.
- Transfusion:** You damage one of a target's ability scores to increase your own.
- Trans **Spitting Cobra:** You make ranged attacks with a snake's venom.

6TH LEVEL SORCERER/WIZARD SPELLS

- Abjur **Ensnarement:** Augment the effectiveness of a *magic circle* prior to casting *planar binding*.
- Conj **Brain Slave of Ilsensine:** Summons disembodied brains that can extract an opponent's brain.
- Small Stronghold:** Creates a small stronghold.
- Ench **Lunacy:** Curses a victim with madness tied to the moon.
- Storm Slave:** Entangle target in lightning and possibly cause it to accept a *charm monster* effect.
- Evoc **Sand Spiral:** Cone deals 1d6 damage per level, -2 penalty on attacks, checks, and saves.
- Storm Slave:** Entangle target in lightning and possibly cause it to accept a *charm monster* effect.
- Wyrmcone:** Create a whirling area of translucent dragon-like claws and fangs that deal energy damage.
- Necro **Animate Undead Legion:** Animate corpses up to 25 HD per caster level.
- Necrotic Mist:** A chilling black cloud deals damage to living creatures, heals undead creatures, and provides concealment.
- Shadow Shield:** Creatures that deal you damage become blinded.
- Trans **Curse of Spilt Water:** Transforms an enemy into water.
- Mire:** As *transmute rock to mud* at a greater range and affecting a larger area.

Teleport Legion: Teleport up to 10 creatures/level to a familiar place.

7TH LEVEL SORCERER/WIZARD SPELLS

- Ench **Crown of Despair:** All creatures that see you must save or be paralyzed.
- Exaction:** Make a sacrifice to gain bonuses when trying to compel service from a creature in a *planar binding*.
- Geas, Mass Lesser:** As *lesser geas* but affects 1 7HD or less creature/level.
- Evoc **Submersion Treatment:** A column of water paralyzes and possibly drowns a target.
- Torment:** Similar to *dolor* but causes greater pain.

8TH LEVEL SORCERER/WIZARD SPELLS

- Abjur **Spell Star:** Creates a magic construction that counters spells targeting the caster.
- Conj **Minimus Containment:** Bind a creature from a *planar binding* into a gem.
- Swallow:** Traps victim in an extradimensional stomach.
- Ench **Dominate Person, Mass:** *Dominate* multiple humanoids (up to twice your level in HD)
- Necro **Vampiric Drain:** Caster gains half of 1d6 (max 5d6) damage dealt per round. Undead in the area are healed and caster takes half damage instead.
- Trans **Bestow Curse, Greater:** Ability score reduced to 1 or -6 to two ability scores; -8 on attack rolls, saves, and checks; or do nothing with a 25% chance to act normally.
- Mailed Might:** Create two giant helmed horrors that fight for you and explore when destroyed.

9TH LEVEL SORCERER/WIZARD SPELLS

- Conj **Imbrue:** Bind a creature from a *planar binding* into a gem.
- Implore:** Call and trap an elemental or outsider of 24 HD using its true name.
- Necro **Kissed by the Ages:** Create a small magic item that grants you the endless special quality.

SOSHI SPELLS

2ND LEVEL SOSHI SPELLS

- Honorable Weapon:** Weapon becomes honorable allowing it to bypass DR of certain dishonorable creatures.

URBAN DRUID SPELLS

5TH LEVEL URBAN DRUID SPELLS

- Susurrus of the City:** Vacant building speaks answering 1 question/round.
- Repair Light Damage, Mass:** Repairs 1d8+1/level (max +5) damage to constructs.

6TH LEVEL URBAN DRUID SPELLS

- Repair Moderate Damage, Mass:** Repairs 2d8+1/level (max +30) damage to constructs.

7TH LEVEL URBAN DRUID SPELLS

- Repair Serious Damage, Mass:** Repairs 3d8+1/level (max +35) damage to constructs.

8TH LEVEL URBAN DRUID SPELLS

Repair Critical Damage, Mass: Repairs $4d8+1$ /level (max +40) damage to constructs.

9TH LEVEL URBAN DRUID SPELLS

Citygate: Teleports anyone walking through one city gate to another city gate.

WORMBOUND SPELLS

2ND LEVEL WORMBOUND SPELLS

Path of Worms: Kyuss's power grants +6 on a single attack roll, opposed ability or skill check, or saving through, or AC.

3RD LEVEL WORMBOUND SPELLS

Consume the Parasite: Temporary boost hp; +4 Strength and Dexterity; increase spell power.

The Worm Within: Create a Kyuss worm that burrows within the target.

4TH LEVEL WORMBOUND SPELLS

Mindworms: Incorporeal worms deal Wisdom damage; Drain the spell power of target to add to your own.


5TH LEVEL WORMBOUND SPELLS

Servant of the Green Corruption: Creature gains +4 to attack rolls and AC; +20 speed.

7TH LEVEL WORMBOUND SPELLS

Extrude Wormswarm: You summon a swarm of Kyuss worms to attack your foes.

SPELLBOOKS

This section combines the magical spellbooks found in DRAGON MAGAZINE. These books are mostly informational and are included for roleplaying purposes. The spells noted by the symbol  appear in the SPELL COMPENDIUM, the rest are already recorded above.

Some of the images that accompanied these articles were used as filler elsewhere in this compilation.

ACADEMY OF APPRENTICES

Often overlooked as mere parlor tricks with no practical application, cantrips and orisons offer as much range and versatility as spells of any other levels. Only a foolish spellcaster underestimates the usefulness of these minor yet versatile spells. With the power to light dark corridors, fetch unreachable items, and perform countless other tasks, few adventurers could hope to succeed without these expendable wonders.

Decades ago, the research and distribution of such simple and functional spells motivated some young magic users to form the Academy of Apprentices. While not an actual school or even a structured organization, the so-called academy is little more than an ongoing correspondence between novices. Passionate but untested spellcasters, the group's members pass their notes and theories between one another, cobbling together more advanced magical secrets from the lessons, of their peers. Often, such amalgamated studies provide nothing of actual worth, while on rare occasions they unlock powers far beyond the students'—and sometimes even their masters'—ability to control. What all members of the academy hope for is the right flash of inspiration and the proper tidbit of actual magical knowledge to align, creating a minor yet unique and recordable new spell.

Presented here are several of the cantrips and orisons most frequently circulated by the Academy of Apprentices, many created by members of the group with lore provided by their peers. Although wizards make the most frequent use of the knowledge and spells provided by this correspondence, these spells have found their way into the repertoires of many bards, sorcerers, and even clerics and druids. While apprentices might make clever use of cantrips, even higher-level spellcasters might employ these spells to perform mundane tasks quickly without wasting greater magic.

To avoid placing too much emphasis on minor spells, DMs should consider replacing existing

rarely used 0-level spells with these alternatives.

New Spells from the Academy of Apprentices: The Academy of Apprentices shares the majority of the 0-level spells from the PLAYER'S HANDBOOK among its members, along with a host of signature spells. Although these spells hold little real power, the apprentices who scribe and share them are as fanatical about—and as dedicated to—their work as the greatest archmages. The following spells represent some of the Academy of Apprentice's most widespread and useful spells.

Source: Dragon 326 (Spellcraft – Cantrips and Orisons of the Academy of Apprentices)

BARD SPELLS

0-Level Bard Spells

Fleeting Fame: Gives you a +2 bonus on Bluff, Diplomacy, and Intimidate checks.

Seeker's Chant: Gives you a +2 bonus on Search checks, but a -2 penalty on Move Silently checks.

CLERIC SPELLS

0-Level Cleric Spells

Fleeting Fame: Gives you a +2 bonus on Bluff, Diplomacy, and Intimidate checks.

DRUID SPELLS

0-Level Druid Spells

Ground Smoke: Prevents smoke from rising from a small fire.

Vengeful Mount: Makes an animal more difficult to ride or handle.

RANGER SPELLS

1st-Level Ranger Spells

Ground Smoke: Prevents smoke from rising from a small fire.

Vengeful Mount: Makes an animal more difficult to ride or handle.

SORCERER/WIZARD SPELLS

0-Level Sorcerer/Wizard Spells

Fleeting Fame: Gives you a +2 bonus on Bluff, Diplomacy, and Intimidate checks.

Ground Smoke: Prevents smoke from rising from a small fire.

Necrosurgery: Grants +2 bonus to resist disease by dealing 1d4 damage.

Nosy Neighbor: Provides you with a +2 bonus on Listen checks.

Seeker's Chant: Gives you a +2 bonus on Search checks, but a -2 penalty on Move Silently checks.

Shadowplay: Manipulates the shape and movement of an existing shadow.

Vengeful Mount: Makes an animal more difficult to ride or handle.



CHRONOCORSA

Perhaps even more daring than planewalking wizards who explore the endless reaches of reality or binders who deal with entities from beyond the realms of existence are the rare arcane explorers who plumb the mysteries of time itself: chronomancers.

Through their research and temporal travels, chronomancers explore the breadth of civilization, observing the interplay of war and political strife while marveling at the waning and waxing of knowledge and technologies. The greatest of their kind travel to the future, to stand speechless in the face of both the disasters and graceful beauty of the ascendant races, and to the past, witnessing wonders forgotten long ago.

Beyond the endless secrets of the ages, one of the greatest puzzles known to chronomancers is also one of their most coveted collections of magical lore: a strange compilation known as the *Chronocorsa*. None know who scribed this elusive, time-shifting collection of spells nor know when it was created, as evidence of its existence has appeared both within the impossible seas of prehistory and at the farthest-flung epochs explorers dare to visit. The *Chronocorsa* is a work surrounded by unstable temporal energies constantly shifting forms through a variety of written mediums. Thus, its appearance ranges from cuneiform clay tablets to ink on papyrus, from an elegantly bound spellbook to a sphere of some unknown metal that projects three-dimensional illusory symbols.

Chronomancers speculate that this arcane work is the result of one of the first time mage's mistakes. Perhaps this forgotten wizard traveled too far into the past and had his mortal essence shunted across every eon to follow, or maybe he traveled too far into the future, becoming something else entirely. Regardless, infused with such powerful temporal magics, this arcane compilation was cast back into the river of time but unfettered from its flow, left to drift where the fickle eddies of ages might take it.

Collected here is a sampling of the spells appearing within the *Chronocorsa*. Those few researchers who have studied the work at any length hint at greater secrets hidden within the collection—a timeline of spells that becomes progressively more complex and powerful as the compilation's shape transitions through time. Thus, many chronomancers believe the work holds not just the power to manipulate time, but true mastery over all ages, past and future.

New Spells From the Chronocorsa: As much as the *Chronocorsa* is a collection of spells it is also a temporal anomaly. Upon appearing (anywhere and seemingly at random), there is a cumulative 1% chance per day that the compilation vanishes back into the time stream, lost to an era until it reappears again. Regardless of the collection's constantly changing appearance, its arcane notations transcend any past or future language and the spells within can be learned and scribed as normal.

The *Chronocorsa* contains many spells from the *PLAYER'S HANDBOOK* that manipulate time, along with the unique spells presented in this article. A spellbook containing only these spells would normally cost 2,700 gp, but many chronomancers would gladly pay any price for even a few hours with the fabled *Chronocorsa*.

Source: Dragon 350 (Spellcraft – Chronomancy)



BARD SPELLS

1st-Level Bard Spell

Skillful Moment: Take 20 on your next skill check.

4th-Level Bard Spell

Time Shield: Spells are consumed at double the normal rate in the area around you.

SORCERER/WIZARDS SPELLS

1st-Level Sorcerer/Wizard Spell

Skillful Moment: Take 20 on your next skill check.

3rd-Level Sorcerer/Wizard Spell

Aging Touch: You deal 1 point of Strength, Dexterity, and Constitution damage.

4th-Level Sorcerer/Wizard Spell

Temporal Jolt: Unstable time deals 1d6/three caster levels damage and destroys non-magical items.

Time Shield: Spells are consumed at double the normal rate in the area around you.

5th-Level Sorcerer/Wizard Spell

Temporal Repair: Dispels time affecting spells in the area around you.

DEMONOMICON OF IGGWILV

Favored of fiends, dark gods, and seemingly magic itself, few mortals have known the heights of arcane prowess, plane-spanning dread, and sheer power achieved by the archmage Iggwilv. Rumored to have created countless spells, mothered demigods, and rebuked princes of the Abyss, the Witch Queen has become a legend as dark as her ambitions. Although facts regarding her history sometimes prove rare, throughout her life Iggwilv conquered nations, enslaved demon princes, and—perhaps most notoriously—authored the infamous *Demonomicon*.

Six copies of the *Demonomicon of Iggwilv* are known to exist, all of which have traded hands countless times. In addition to a selection of spells supposedly created by the Witch Queen, each also includes information on various evil outsiders, including descriptions of many and research into their truenames. Iggwilv used these books as her primary repository of demonic knowledge, usually taken from her personal interactions with these fiends. Although the spells contained within each copy of the *Demonomicon* are consistent, each describes a different host of demons and research into their profane existences. These demonic catalogs were lynchpins of Iggwilv's dominance over creatures from the Lower Planes, and many wizards have sought to equal that power by gaining access to all six tomes. As yet, none have succeeded.

Presented here are the unique spells found in every *Demonomicon of Iggwilv*, many of which work in conjunction with the spells *magic circle* and *planar binding*. Any spellcaster capable of making use of a *Demonomicon* gains considerable influence over otherworldly creatures but also immediately becomes a target, as both evil outsiders and power-hungry demonologists seek to take the legendary tome for themselves.

Powers of the Demonomicon:

Scribed by the mother of tyrants, present during some of the darkest acts in history, and detailing some of the most powerful



evil beings in existence, few creations bear such a dark heritage as the *Demonomicon of Iggwilv*. Each of the six copies of this fell tome is a lesser artifact, and while their contents differ, the powers they possess are the same. The bearer of a copy of the *Demonomicon* casts all spells with the evil descriptor as if he were +5 caster levels higher. Also, the owner gains a +5 bonus on Charisma checks made as part of a planar binding or similar conjuration spell if the spell's target is a demon, and a +3 bonus if the target is any other type of evil outsider.

In addition, the first five pages of each *Demonomicon* are blank. Each page functions as a gem suitable for the purposes of casting spells like *magic jar*, *minimus containment*, or *trap the soul* that bind souls or whole forms into them (but no other spells). These pages are not destroyed when used as the material component of a spell and may be reused multiple times. If a soul or creature is trapped within one of these pages, a distorted shadowy face reminiscent of the bound being's visage appears upon the parchment. Although this image does not move while being directly scrutinized, it changes whenever the tome is closed or unattended. Creatures trapped within the *Demonomicon* are aware of their surroundings but cannot directly interact with them. However, the creature with the highest HD bound within a *Demonomicon* may, once per day, use the spell *dream* on any creature who has touched the tome within the last 24 hours. Trapped beings can also be contacted and conversed with through the use of spells like *detect thoughts* or *Rary's telepathic bond*.

Strong conjuration [evil]; CL 18th; Weight 3 lb.

New Spells in the *Demonomicon of Iggwilv*: The six copies of the *Demonomicon of Iggwilv* are heavy, brass-bound tomes with parchment pages and powerful clawed claps. Dark covers crafted from the leather of some long-forgotten abyssal horror and sinewy bindings protect the profane lore within each. In addition to its unique spells and a number of other spells with the evil descriptor, each book contains the truenames of 4d6 evil outsiders of CR 1 to 12, and 1d6 evil outsiders of CR 13 or higher. The exact evil outsiders named vary, as old names are erased and new ones are added by various owners. These names hold significant value by themselves, but prove most valuable when combined with the spells within the *Demonomicon*.

For purposes of the following spells, any reference to *planar binding* spell includes the spells *lesser planar binding* and *greater planar binding* (see page 261 of the *PLAYER'S HANDBOOK*).

Source: Dragon 336 (Spellcraft – The *Demonomicon of Iggwilv*)

SORCERER/WIZARD SPELLS

5th-Level Sorcerer/Wizard Spell

Dolor: Cause a creature trapped in a planar binding pain, compelling it to agree to some service.

6th-Level Sorcerer/Wizard Spell

Ensnarement: Augment the effectiveness of a magic circle prior to casting planar binding.

7th-Level Sorcerer/Wizard Spell

Exaction: Make a sacrifice to gain bonuses when trying to compel service from a creature in a planar binding.

Torment: Similar to *dolor* but causes greater pain.

8th-Level Sorcerer/Wizard Spell

Minimus Containment: Bind a creature from a planar binding into a gem.

9th-Level Sorcerer/Wizard Spells

Imbrue: Bind a creature from a planar binding into a living host.

Implore: Call and trap an elemental or outsider of 24 HD using its true name.

DEMONOMICON OF KRESTIBLE

Recently, the constabulary of the trade town of Krestible, a small city once among those controlled by the Witch Queen Iggwilv, raided the warehouse sanctuary of a cult of sinister infernalists. What they found instead of cultists was a scene of indescribable carnage and, amid the gore, a black-bound tome emanating a palpable dread. Examined by wizards in the guards' employ, this foul text has been identified as a copy of the foul *Demonomicon of Iggwilv*. Since its discovery, dark dreams have filled the minds of the people of Krestible and the city's nights have been alive with dreadful forms.

The *Demonomicon* recently found in Krestible is typical of its brethren in many ways. A vrock is magically bound into its first page by the spell *minimus containment*. This vrock, who calls himself Razfeth, is a canny demon and delights in meddling in the minds of mortals through the use of the book's dream ability. Besides the demon, the soul of an ancient and nameless nobleman is also trapped within the *Demonomicon*. This pitiable figure went mad centuries ago and does little more than scream and pleas for his release to any who listen.

Aside from the presences trapped within, the Krestible *Demonomicon* also contains the truenames of numerous demons (see the article "True Names and Fetishes" in Dragon #317). Among them are the thoroughly insane quasit Kramvilshanki, the ebon-skinned succubus Amquessol, identical twin bebiliths Chr't and Vr'sst, and the obese—even for his kind—nalfeshnee, Rwarurgar'ekbluroo. In addition to directly documenting these names, the Krestible *Demonomicon* holds a number of expansive treaties on the ambitions, domains, cults, and servants of several Abyssal personalities. The most notable of these figures are Fraz-Urb'luu (see Dragon #333), Juiblex (see the *BOOK OF VILE DARKNESS*, mature audiences only), Pazuzu (see Dragon #329), and Zuggtmoy (see Dragon #337).

Source: Dragon 336 (Spellcraft – The *Demonomicon of Iggwilv*)

HEINFROTH'S MANUAL OF METHODS

Letter, Dr. Daclaud Heinfroth to

Dr. Gregorian Illhousen,

Head Physician, Clinic for the Mentally Disturbed

My Dearest Dr. Illhousen,
At your request, I am most fortunate and pleased to share with you some of my more successful methods in treating those desperate charges to whom we both attend. Fortunate, for reasons that will become clear in time to you, and pleased, for these arcane tools have been of great benefit to me in many ways... and of course, to my "wards" as well. I know that, as a colleague, you will more than humor my indulgence of such occult treatments. In truth, I initially





pursued this path merely to observe the effects of such cabalistic trappings on superstitious minds, but the results of my research have been extraordinary beyond my most hopeful expectations.

To illustrate that impact, I urge you to employ these methods in the treatment of your unfortunate charge, Reymond S., about whom we recently corresponded. (To which I must add: my offer of treatment stands yet, and I shall happily bear the costs of transporting him to the asylum. Keep in mind that strain is sometimes of the utmost benefit in eliciting the desired responses from our charges.) It is my advice that you avail yourself of the mild rebuking incantations I detail here, especially at those times Reymond seems most disruptive. Isolation of the subject is recommended, as are vocal restrictions... unless you find a benefit—as I have—upon your other charges at hearing the subject's strident complaints!

You must forgive my rambling; I become loquacious when faced with the encouraging prospect of another employing some of my personal procedures. I will leave the rest for you to discover and make use of as you see fit. I expect to hear of your wondrous results forthwith!

Yours in Earnest,
Dr. Daclaud Heinfroth

New Spells in Heinfroth's Manual of Methods:

Heinfroth's Manual of Methods is a compilation of notes and case files compiled by Dr. Daclaud Heinfroth, head physician of the Asylum for the Mentally Disturbed, detailing his use of arcane methods in treating the insane. Few of these "treatments," however, could even remotely be considered humane or ethical.

The *Manual of Methods* appears as a tattered journal of bleached parchment and handwritten notes collected between two glossy black leather covers. The majority of the

observations refer to the results of cruel medical procedures, gory dissections of living brains, and the blatant gas lighting of defenseless patients. The arcane formulae scattered haphazardly throughout seem to be merely secondary instruments of Heinfroth's research. The market value of a copy of this book, based on the spells alone, is 2,500 gp.

In Gothic Earth, the world of *MASQUE OF THE RED DEATH*, the Asylum for the Mentally Disturbed dominates a lonely hillock north of Boston, Massachusetts.

In *RAVENLOFT*, Heinfroth's asylum is situated on the island of Dominia in the Sea of Sorrows.

Source: Dragon 339 (Spellcraft – Heinfroth's Manual of Methods)

BARD SPELL

3rd-Level Bard Spell

Depression: Enemies around you become fatigued and take penalties to Will saves.

DRUID SPELL

7th-Level Druid Spell

Submersion Treatment: A column of water paralyzes and possibly drowns a target.

SORCERER/WIZARD SPELLS

2nd-Level Sorcerer/Wizard Spell

Shock Treatment: A jolt of electricity damages and potentially stuns an opponent.

3rd-Level Sorcerer/Wizard Spell

Depression: Enemies around you become fatigued and take penalties to Will saves.

5th-Level Sorcerer/Wizard Spell

Lobotomize: You cause a target to forget how to use specific feats, skills, or spells.

Transfusion: You damage one of a target's ability scores to increase your own.

7th-Level Sorcerer/Wizard Spell

Submersion Treatment: A column of water paralyzes and potentially drowns one target.

INVISIS VIS

Once a student and later a professor at a little known wizard's college, Aeroth Blith felt the path to true power led through the mastery of magical force. To that end, he spent his lifetime studying and experimenting, developing new and unique spells based on force.

Aeroth led an active adventuring career in his years as a student at the college. During that time, his near obsession with force magic developed. While exploring a previously unknown tomb, Aeroth watched in horror as several of his companions met their fates at the hands of wraiths that dwelled within. The group disbanded soon after it returned to the wizard's college, but Aeroth never forgot the lesson learned in the wraith-filled cairn. Knowing that the proper spells could have saved his friends, Aeroth decided to make force magic his field of study.

Aeroth's New Spells: In his retirement, Aeroth compiled a tome of spells and theories he entitled *Invisis Vis*, which

FORCE EFFECTS

Force effects have a number of rules you should keep in mind. Force is not an energy type. Spells with the force descriptor ignore a creature's damage reduction and an object's hardness, and they deal full damage to objects. Force effects reach into the Ethereal Plane and always affect incorporeal and ethereal creatures (force effects ignore the chance of not affecting such creatures, and spells such as *wall of force* block incorporeal and ethereal creatures). Nothing can damage a force effect, including other force effects.



contains many of his notes on the nature and application of magical force. The book contains, among other things, all of the following new spells.

Source: Dragon 323 (Spellcraft – Force Spells)

DRUID SPELL

2nd-Level Druid Spell

Force Ram ^{MD}: Ram of force deals 1d6 damage, opens doors, and performs bull rushes.

SORCERER/WIZARD SPELLS

2nd-Level Sorcerer/Wizard Spells

Emerald Planes: Creates up to five 5-foot squares that hold 100 lb. /level.

Force Ram ^{MD}: Ram of force deals 1d6 damage, opens doors, and performs bull rushes.

4th-Level Sorcerer/Wizard Spells

Chain Missile ^{MD}: 1d4+1/2 levels damage; 1d4+1 damage to 1 secondary target/2 levels.

Tenser's Floating Disk, Greater ^{MD}: As *Tenser's floating disk*, but can move independently of the caster.

5th-Level Sorcerer/Wizard Spells

Force Chest ^{MD}: Creates a 2-foot-cube box of force.

Mage Armor, Mass ^{MD}: As *mage armor*, but affects one creature/level.

Shard Storm ^{MD}: Creates a storm of shards.

LIVRE D'AQUATHA

Sailors often say the ocean waves whisper countless tales and hide boundless secrets, but they rarely mention legends of the one tome that attempts to catalog all of these mysteries: the *Livre d'Aquatha*.

Bristling with brine and alive with barnacles and seaweed, only a simple rune on its cover marks the *Livre d'Aquatha* as something more than debris salvaged from some ancient

undersea wreck. Passed down from ship's captain to first mate for over a century, the tome holds powerful spells buried among stories of dozens of sailors recorded with detailed sea charts and logs of distant lands and fascinating travels. Even without the spells contained within the *Livre d'Aquatha* carries a significant value, but it is for these rare arcane formulas and not its monetary value that seafaring spellcasters have hunted for the tome since it was first penned.

Those who trust tales passed between dockhands and old salts might hear stories of the *Livre d'Aquatha* rumored to date back thousands of years. In truth, however, none really know the origins of the tome.

One legend of the *Livre d'Aquatha* traces its creation back to the captain's quarters of the notorious pirate-mage Eves "Squideye" Riddlebone, although his name appears nowhere within the tome's text. Another rumor claims that the spells within are holy teachings scribed by a priestess of Persana—the god of tritons—written upon the empty pages of her lost lover's journal. Alternatively, a variation of that tale claims that the spells within are in fact creations of the foul deity Panzuriel (see page 63 of *Dragon Magazine* #334) and that his cult, and their many-armed masters, seek it out to this day.

Given the transient nature of most sea-going owners, the *Livre d'Aquatha* might appear in the possession of any ship's captain or high-ranking mate worthy of such a tome. There are some who say the *Livre d'Aquatha* has long been lost, citing famous ghost ships, cursed sargasso islands, or mythical sunken cities as likely resting places. More recent reports, however, cite the *St. Asmod's Hope* as the tome's location, a relatively new but already notorious shipwreck said to be haunted by swimming fiends.

New Spells within the Livre d'Aquatha: The *Livre d'Aquatha* contains many unique spells, as well as those found in the *PLAYER'S HANDBOOK* involving the creation and destruction of water and that assist in travel on or below the seas. Besides the various spells and arcane formulae, the numerous reports, sketches, and maps within this tome are detailed enough to grant anyone who references it a +2 circumstance bonus on both Profession (sailor) checks and Knowledge (geography) checks related to the sea and coastal lands.

Those interested in further expanding their repertoire of water-related magic or who wish to add more spells to the pages of the *Livre d'Aquatha* should consider the numerous spells presented in *STORMWRACK*.

Source: Dragon 334 (Spellcraft – Livre d'Aquatha)

BARD SPELLS

5th-Level Bard Spell

Scyllan Scream: Scream panics or shakes those who hear it.

CLERIC SPELLS

1st-Level Cleric Spell

Float: Makes a willing creature or object buoyant.

4th-Level Cleric Spell

Shark Bolt: Summons sharks made of water to attack your enemies.



DRUID SPELLS

3rd-Level Druid Spells

Geyser: Creates a line of water that deals 1d6 nonlethal damage +1d6/2 additional levels.

Lash of the Kraken: Transforms the target's arm into a constricting tentacle.

6th-Level Druid Spell

Curse of Spilt Water: Transforms an enemy into water.

SORCERER/WIZARD SPELLS

1st-Level Sorcerer/Wizard Spell

Float: Makes a willing creature or object buoyant.

2nd-Level Sorcerer/Wizard Spells

Geyser: Creates a line of water that deals 1d6 nonlethal damage +1d6/2 additional levels.

3rd-Level Sorcerer/Wizard Spell

Lash of the Kraken: Transforms the target's arm into a constricting tentacle.

Shark Bolt: Summons sharks made of water to attack your enemies.

6th-Level Sorcerer/Wizard Spell

Curse of Spilt Water: Transforms an enemy into water.

MYTHS OF THE SHADOWS

Large cities attract criminals like dung attracts flies. They come with cold eyes, plotting sinister schemes to bring them both wealth and power. Yet even more frightening than such thugs and thieves are those who dare to play such dangerous players against each other.

For centuries, the shadow of the Black Cloaks loomed like a deadly cloud over numerous cities, selling their skills to the highest bidder. When a courtier became careless or his enemies became powerful, the Black Cloaks struck from the shadows and vanished without a trace. Many scoundrels, from petty criminals to angel-faced schemers, passed through the ranks of the Black Cloaks, their identities, exploits, and tools recorded in only one place—*Myths of the Shadow*, a Black Cloak manual. This tome holds the secrets of the Black Cloaks and is as much a spellbook as a manual of thieving, disguise, and evasion. Among treatises on slipping bonds and histories of the sinister organization lurk the group's best kept secrets: a host of unique spells known only to the most sly and dark-hearted magic users. Since the supposed fall of the Black Cloaks, *Myths of the Shadow* has appeared many times in the hands of numerous wizards. However, as is its elusive nature, every time it surfaces, it quickly slips away, either lost by or stolen from even the most watchful masters.

Myths of the Shadow physically possesses the same anonymity as its past masters. Unremarkable with utterly black covers, this tall, thin tome hides itself among those around it, changing its appearance to mirror theirs. Those looking for the book must succeed at a DC 18 Search check to notice it among others. Even those who know exactly where the book should be must make a DC 12 Search check to find it.

Myths of the Shadow contains many appropriately elusive and misleading spells from the *PLAYER'S HANDBOOK* among its more mundanely sinister writings. It is most notable, however, for containing the signature spells of the Black Cloaks. Since most are relatively simple spells, those who merely dabble in magic or seek to augment their more stealthy

abilities easily grasp them. The following spells appear in that book.

New Spells Within *Myths of the Shadow*: Those who created the new spells for *Myths of the Shadow* kept in mind many of those who cast spells, and they ensured that a variety of spellcasters can benefit from the fruits of their labor. The following list presents some of the Black Cloaks' most infamous spells.

Source: Dragon 325 (Spellcraft – *Myths of the Shadow*)

ASSASSIN SPELLS

1st-Level Assassin Spells

Dead End^{EQ}: Illusions conceal the targets' spoor.

Serene Visage^{EQ}: Grants a bonus on Bluff checks.

Shock and Awe^{EQ}: Reduces a surprised creature's Initiative roll.

2nd-Level Assassin Spell

Marked Man: Helps track a subject.

BARD SPELLS

1st-Level Bard Spells

Appraising Touch^{EQ}: Grants a bonus on Appraise checks.

Dead End^{EQ}: Illusions conceal the targets' spoor.

Serene Visage^{EQ}: Grants a bonus on Bluff checks.

Shock and Awe^{EQ}: Reduces a surprised creature's initiative roll.

SORCERER/WIZARD SPELLS

1st-Level Sorcerer/Wizard Spells

Appraising Touch^{EQ}: Grants a bonus on Appraise skill checks.

Dead End^{EQ}: Illusions conceal the targets' spoor.

Serene Visage^{EQ}: Grants a bonus on Bluff checks.

Shock and Awe^{EQ}: Reduces a surprised creature's initiative roll.

Spontaneous Search^{EQ}: Searches a 30-foot-cube area in 1 round.

2nd-Level Sorcerer/Wizard Spells

Marked Man: Helps track a subject.

RANGER SPELL

1st-Level Ranger Spell

Marked Man: Helps track a subject.

SCRIPTURE OF ELEMENTAL EVIL

The compiled blasphemies known as the *Scripture of Elemental Evil* have a long and confused history, tying back to the atrocities of the dreaded Temple of Elemental Evil, the foul rites of evil archoments, and the plots of the mad god Tharizdun (See page 123 of *COMPLETE DIVINE*). Numerous fiend worshipers dark cultists have employed these spells in the past: fanatical priests of supposedly forgotten deities; the fiendish acolytes or Zuggtmoy, Demon Queen of Fungi; and the deluded cultists of the Elder Elemental Eye.

In truth, worshipers of the god Tharizdun produced the original *Scripture of Elemental Evil* after their lord was imprisoned and became unable to affect the world directly.



His most devout followers believed if they could create spells in their god's honor and persuade others to cast them, the escape of his profane energies would result in his eventual freedom. Convincing members of other religions that the spells were granted by forgotten deities, they spread their blasphemous works, tricking their dupes into speeding Tharizdun's unholy release. To further hasten their sinister work, these zealots also formed the cult of the Elder Elemental Eye, a mysterious religion that still lingers today. Most worshipers, however, are unaware that the Elder Elemental Eye is truly an aspect of Tharizdun.

New Spells of Elemental Evil: The *Scripture of Elemental Evil* possesses several new spells.

Source: Dragon 347 (Spellcraft – Scripture of Elemental Evil)

CLERIC SPELLS

2nd-Level Cleric Spells

Blaze Bones: Enhance an undead with flames also damage it.

Burning Hate: Deal 1d5 fire damage/two levels and inspire hate toward your target.

Cold of the Grave: Deal 1d6 cold damage, 1d6 damage from negative energy, and Strength damage.

3rd-Level Cleric Spells

Liferot: Cover target in fungi, making it unable to benefit from magical healing.

4th-Level Cleric Spells

Caustic Disdain: Deal 1d6 acid damage/round to target and make others less willing to aid it.

6th-Level Cleric Spells

Storm Slave: Entangle target in lightning and possibly cause it to accept a *charm monster* effect.

8th-Level Cleric Spells

Summon Avatar of Elemental Evil: Calls powerful being of elemental evil to fight for you.

SORCERER/WIZARD SPELLS

2nd-Level Sorcerer/Wizard Spells

Blaze Bones: Enhance an undead with flames also damage it.

Cold of the Grave: Deal 1d6 cold damage, 1d6 damage from negative energy, and Strength damage.

3rd-Level Sorcerer/Wizard Spells

Burning Hate: Deal 1d5 fire damage/two levels and inspire hate toward your target.

4th-Level Sorcerer/Wizard Spells

Caustic Disdain: Deal 1d6 acid damage/round to target and make others less willing to aid it.

Liferot: Cover target in fungi, making it unable to benefit from magical healing.

6th-Level Sorcerer/Wizard Spells

Storm Slave: Entangle target in lightning and possibly cause it to accept a *charm monster* effect.

SPELL STRIPS OF THE BLACK PYRAMID

Hidden amid the sun-scorched dunes of the most forbidding desert lies a tainted barren of black sand. From the withered heart of this lifeless waste rises a single structure, a black pyramid that radiates an eternal curse. Although no lore survives to

CURSE OF THE BLACK PYRAMID

Long ago, a mortal wizard named Arzarran stole knowledge of these spells from the deities of the sun and desert. For this transgression, he was cursed for eternity, as have been all other spellcasters who learn his secrets. Every time an arcane caster uses one of these spells, there is a cumulative 1% chance that Arzarran's curse activates. This chance resets to 0% during the spring equinox.

If the curse comes into play, the caster faces a dire threat. The mummy of Arzarran, the same mummy from which the spell strips were first stolen, rises from the black pyramid and pursues the caster. This mummy is wrapped in ancient, black silks and wears a mantle of frayed cloth strips upon which every spell within *Spell Strips of the Black Pyramid* is scribed. This creature's CR should exceed the caster's level by at least 3, and it therefore probably has numerous class levels, probably in wizard or sorcerer. While the mummy or mummy lord presented on page 190 of the MONSTER MANUAL might suffice as Arzarran, the skirr or mummified creature template on page 111 of LIBRIS MORTIS make considerably more monstrous threats—ones obviously cursed by the gods. Additionally, higher-level parties might be better challenged by the swarm-shifter template and the CR 16 mummy king presented with it as an example—on page 124 of LIBRIS MORTIS, or the dry lich template from chapter 6 of SANDSTORM.

Once awakened by use of these accursed spells, this undead monster pursues its quarry until either it or its target is destroyed. The body of anyone slain by Arzarran disappears a day later, leaving behind only a pile of black sand, the corpse carried away by the gods and mummified within the black pyramid.

tell what tragedy befell this accursed place, all things touched by its sands are irreversibly tainted and the unliving things that call it home are little more than half-seen nightmares. Thus, it's no surprise that the ancient arcana pilfered from its depths bear not only powerful secrets, but the taint of this land's forgotten curse.

The *Spell Strips of the Black Pyramid* harbor many formulae that draw upon the power of the desert, but those who use them risk the wrath of ancient gods. Found scribed upon the wrappings of a mummy discovered deep within the pyramid, these spells have since been copied onto actual parchment. Readers should be warned, however, for these spells have brought woe upon all who come to possess them. Little is known of the mage who first found these spells. According to rumors, he died shortly after returning to civilization. His apprentice, eager to carry on his master's work, copied the spells from the cloth strips that originally bore them into actual tomes and sold them to a number of mages. Within a year, the apprentice disappeared. Similar mysterious fates befell numerous mages who purchased the scribed strips.

Presented here are the unique spells found within the rare tomes now known as *Spell Strips of the Black Pyramid*. Spellcasters who come across one of these tomes gain great control over the powers of the sand and sun, but not without risking a terrible price (see the Curse of the Black Pyramid sidebar).

New Spells in Spell Strips of the Black Pyramid: Copies of *Spell Strips of the Black Pyramid* most commonly appear as weathered folios, their pages scribed in faded brown inks and

with stylized images of the sun adorning their covers. Although these tomes are rare, at least eleven copies were originally created and more might have been copied since then. However, every time the bearer of one of these tomes vanishes the spellbook goes missing as well, supposedly spirited away by the gods back to the black pyramid. A copy of *Spell Strips of the Black Pyramid*, holding only the new spells presented here, is worth 800 gold pieces, although this might be significantly lower if the buyer knows about the associated curse.

Those interested in further expanding their repertoire of desert magic or who wish to unlock spells similar to those found in *Spell Strips of the Black Pyramid* should consider the dozens of spells presented in chapter 5 of SANDSTORM.

Source: Dragon 331 (Spellcraft - Spell Strips of the Black Pyramid)

CLERIC SPELLS

3rd-Level Cleric Spells

Screen of Heat: Shimmering illusion causes 25% miss chance to all attacks through it.

4th-Level Cleric Spells

Camel's Tenacity: Travel without food or water.

5th-Level Cleric Spells

Touch of the Pharaoh: Afflicts a creature with mummy rot.

DRUID SPELLS

3rd-Level Druid Spells

Camel's Tenacity: Travel without food or water.

Dust Storm: Create a blinding storm that deals 1 d6 damage per round.

Screen of Heat: Shimmering illusion causes 25% miss chance to all attacks through it.

4th-Level Druid Spell

Desert Burial: Buries targets up to their necks in sand.

SORCERER/WIZARD SPELLS

3rd-Level Sorcerer/Wizard Spell

Dust Storm: Create a blinding storm that deals 1d6 damage per round.

4th-Level Sorcerer/Wizard Spells

Desert Burial: Buries targets up to their necks in sand.

6th-Level Sorcerer/Wizard Spell

Sand Spiral: Cone deals 1d6 damage per level, -2 penalty on attacks, checks, and saves.

7th-Level Sorcerer/Wizard Spell

Crown of Despair: All creatures that see you must save or be paralyzed.

SONGSABERS

From impetuous noble scions to the light-fingered youths of the streets, Waterdeep's younger generations are wearied on tales of daring heroes, quick-tongued rogues, and high magic. In recent months, the reopening of New Olamn bard college has attracted many of these thrill seekers, uniting groups of the most unlikely companions in their shared love of art and desire for adventure. From among these collections of brash and bold students one troupe has distinguished itself not just for its exceptional skill in the bardic arts but for unmatched bravado and a penchant for disruption. Members of this fraternity call themselves Songsabers.

The Songsabers are a coed organization of New Olamn's students dedicated to their studies, each other, and their collective desires to one day feature as heroes in the tales they were raised on. To this end, these aspiring adventurers embrace the theatrical and indulge in extracurricular—and often impromptu competitions of spellcasting and swordsmanship, usually in highly visible public areas. Such displays often interrupt the practice and performances of other students not to mention the public lives of Waterdeep's citizenry and have caused many members of New Olamn's faculty to condemn the group as upstarts scuffing the college's still fragile name. Secretly, though, several of the college's teachers lend approving winks and nods to the Songsabers, seeing them as the most ambitious of their peers. This encouragement is perhaps best evidenced by the rare magic and unique weapons gifted to—or stolen by—the fraternity, from which they take their name: songsabers.

New Spells of the Songsabers: A mystery to many among the faculty of New Olamn college are the spells frequently put into use in the pranks, forays, and performances conducted by the Songsabers. Obscure, far-flung, ancient, or new, many of the spells Songsaber bards so flippantly cast are uncommon to even master bards. Many believe that one of the college's senior instructors provides the group with their magic through specially made songsabers. Others fear that these spells might be provided by a more sinister source, however, tempting the Songsabers to perform foolhardy deeds and bring about consequences for which they're totally unprepared.

Source: Dragon 335 (Spellcraft – Songsabers of Waterdeep)

BARD SPELLS

1st-Level Bard Spell

Loresong: You gain a bonus with one skill and can use it untrained.

2nd-Level Bard Spells

Animate Instrument: Instrument carries a tune for you, allowing you to take other actions.

Tune of the Dancing Weapon: Sword animates and fights for you.

3rd-Level Bard Spell

Ever-Armed: A rapier and dueling cloak appear in your hands.

5th-Level Bard Spell

Harmonic Void: Creates a dead zone that makes spellcasting difficult.



SORCERER/WIZARD SPELLS

1st-Level Sorcerer/Wizard Spell

Loresong: You gain a bonus with one skill and can use it untrained. 2nd-Level Sorcerer/Wizard Spell

Tune of the Dancing Weapon: Sword animates and fights for you.

SONGSABERS

Aside from being a group of particularly reckless students at New Olamn bard college (see page 24 of Dragon Magazine #335), *songsabers* are also rare magic weapons that grow in power as their bard wielders' skills increase. To most characters, *songsabers* are nothing more than wooden cutlasses, longswords, rapiers, or sabers (see page 97 of the FORGOTTEN REALMS CAMPAIGN SETTING). Those using wooden weapons take a -2 penalty on attack rolls and such weapons only deal nonlethal damage. In the hands of a bard, however, these weapons become far more potent.

Constructed as educational tools, not actual weapons, *songsabers* are repositories of bardic lore. Upon the blades of these artfully crafted practice weapons run various complex runes. When wielded by a bard, however, these runes lose their mundane appearance, with one rune glowing brightly for every spell level the bard is capable of casting (thus a 5th-level bard, capable of casting 0 1st-, and 2nd-level spells, would cause three runes to glow). These glowing runes (regardless of number) shed shadowy illumination to a radius of 5 feet. A bard who studies one of a *songsaber's* glowing runes for a full day and succeeds at a Spellcraft check (DC 15 +1 per spell level of the spell held by the rune), reveals a spell from the bard spell list of a level he is capable of casting. Only the spells contained within glowing runes can be revealed. If a bard wielder chooses, he may replace a spell he knows of the same level with the newly revealed spell. This replacement is permanent and the old spell known is lost (although it can be relearned normally). Usually flashy, martial, or heroic in theme, spells held within a *spell-saber's* runes are fixed at the time of a *songsaber's* creation and do not change, regardless of its wielder. A sample *songsaber* might hold the following spells (one from each spell level, 0 to 6th):

dancing lights, expeditious retreat, tune of the dancing weapon, ever armed, rainbow pattern, greater heroism, mass cat's grace.

Some of these spells are uncommon bard spells seeing renewed use due to their recent appearances upon *songsabers*. These spells are detailed in this article.

Lesser songsabers also exist, which are the same as normal *songsabers* but only hold spells from 0 to 3rd level.

Songsaber: Moderate (all schools of the spells held within the *songsaber*, most commonly conjuration, evocation, illusion, and transmutation); CL 16th; Craft Magic Arms and Armor, creator must be a bard, seven spells of differing levels from the bard spell list to be held by the *songsaber*; Price 12,000; Weight 4 lb.

Lesser songsaber: Faint (all schools of the spells held within the *songsaber*, most commonly conjuration, evocation, illusion, and transmutation); CL 7th; Craft Magic Arms and Armor, creator must be a bard, four spells of differing levels from the bard spell list to be held by the *songsaber*; Price 4,000; Weight 4 lb.

THE HIDDEN BOOK

On an unremarkable shelf in the most neglected section of the least prestigious magic university in the land sits a small brown book with no distinguishing qualities whatsoever. Entitled simply *An Examination of the Effect of Atmospheric Disturbances on the Mating Habits of Aphids*, none of the many learned wizards and scholars who have searched through the library's stacks over the years have ever felt even the slightest urge to peruse it. It has thus sat untouched for decades, perhaps centuries, since its gnome author donated it to the school.

Unknown to all, however, the small book's author was not the long-forgotten sage whose name appears on the cover, but rather a powerful gnome illusionist. The gnome spent his entire professional life stretching the boundaries of what illusion magic can accomplish and recorded all of his findings in this single tome. While he gifted the university with the sum of his knowledge, his sense of humor could not resist playing a little joke on future generations. He gave his work a fake title and author, and interspersed engravings of aphids throughout the text to give anyone flipping through it the impression that the book's title was accurate. He also littered the book with secret page spells. Finally, he delivered his masterpiece mixed in with seven cartloads of other mundane books that he had acquired solely to camouflage his true gift. Thus the book was added to the university's collection with no one the wiser to its true contents.

One of the gnome illusionist's most promising apprentices began searching for her master's masterpiece soon after he died. She knew he donated it to a library, but she could never find out when or to which one. Knowing her master's penchant for supporting smaller institutions of learning, she began a search for the book among all the lesser magic university libraries. Even the smallest such libraries held thousands of tomes and she never knew which of the myriad books in the stacks belonged to her master. Her quest to locate the *Hidden Book*, as she called it, passed down to her apprentices and then to theirs. Four generations of gnome wizards have searched for the *Hidden Book*, and none have yet found it. It has become something of a joke among gnome scholars, and many wonder if the book ever existed at all.

The book does exist, and some of its contents are described below.

New Spells Within the Hidden Book: The *Hidden Book* contains many illusion spells from the PLAYER'S HANDBOOK, as well as lengthy treatises on proper ways to use them. It is most notable, however, for the spells developed personally by the tome's author. He was a master of using illusions in unusual and unexpected ways, particularly mind-altering phantasms. The following spells represent some of his more creative experiments in his chosen field.

Source: Dragon 324 (Spellcraft – The Hidden Book)

ASSASSIN SPELL

2nd-Level Assassin Spell

Phantom Foe^{EQ}: Phantasm flanks subject.

BARD SPELL

2nd-Level Bard Spell

Delusions of Grandeur^{EQ}: Subject becomes overconfident and careless.

SORCERER/WIZARD SPELLS

0-Level Sorcerer/Wizard Spells

Chalkboard: Creates opaque plane you can write on.

2nd-Level Sorcerer/Wizard Spells

Delusions of Grandeur^{EQ}: Subject becomes overconfident and careless.

Phantom Foe^{EQ}: Phantasm flanks subject.

3rd-Level Sorcerer/Wizard Spells

Sensory Deprivation^{EQ}: Subject cannot perceive world around it.

6th-Level Sorcerer/Wizard Spells

Shadowy Grappler^{EQ}: Shadowy force grapples subject.

Solipsism^{EQ}: Subject is convinced the world is fake.

THE SILVER HEXAMERIC FOLIO

A remnant of the vast and mysterious spell weaver empire, the book now known only as the *Silver Hexameric Folio* was discovered only a short time ago. Unearthed and catalogued with its current name by the not especially creative scholar Thannor Gwervilal, this oddly designed volume consists of three separate pentagonal books, each made of silver and covered on all surfaces by inscrutable spell weaver hieroglyphics. A fine metallic cord connects the top and bottom folios to the middle book forming an interconnected series.

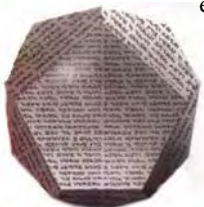
Filled with indecipherable runes, the *Silver Hexameric Folio* has proved a mystery to all modern scholars who have examined it. In order to explain their inability to comprehend the folio, Thannor and his peers claimed that the three books were designed to be read simultaneously but that the pages are numbered non-linearly. As such, the open pages from a difficult code requiring both mental and physical dexterity to accurately reveal, but even then it is still written in a language that only magic can decipher. Thannor's claim has largely been accepted as a likely reasoning, and thus the *Silver Hexameric Folio* has been tagged, filed, and put into storage.

Thannor's claim, however, is wrong.

The *Silver Hexameric Folio* in fact contains some of the last fragments of advanced spell weaver magical lore, arcane sciences perfected by one of the most magically adept races known to prehistory. Currently, these secrets languish in the hands of the uncomprehending, waiting for a properly brilliant mind to once again reveal them to an unprepared world.

Shapes in Silver: Contrary to the frustrated suppositions of Thannor Gwervilal, the *Silver Hexameric Folio* is not merely a randomly organized code requiring multiple pairs of hands to handle. Anyone who spends a day examining the *Silver Hexameric Folio* can make a DC 25 Intelligence check. While failure reveals nothing, a successful check exposes a fundamental secret of the folio: If the chains connecting the individual books of the folio are removed, the silver pages of each can be reassembled. When the correct four pages from each of the three books are removed and placed together in the shape of a dodecahedron, the arcane runes thus revealed

expose a wealth of arcane secrets. This assemblage results in a twelve-sided silver polyhedron that hums as the writing glows faintly. After its true shape is discovered, the *Silver Hexameric Folio* can be collapsed back into its normal form or reconstructed as a full-round action requiring a DC 15



Dexterity check.

Ghosts in the Machine: Those arcanists who decode the mystery of the *Silver Hexameric Folio* are in for a surprise. In addition to being a nontraditional spellbook, the folio is also a sentient magic item, although one with no abilities beyond its own self-awareness. Created as a repository of spell weaver magical lore, the collection was also meant to be a teacher of not only the spell weavers' magical tradition, but also their history. The volume, calling itself Numunal, can speak with anyone who holds it, as well as any spell weaver within 100 feet via a form of telepathy, filling the target's head with strange chirps and beeps that are likely mistaken for noises made audibly by the folio. While spell weavers understand this noise as their ancient abandoned language (see the "Ecology of the Spell Weaver" on page 62 of *Dragon Magazine* #338), the application of a *comprehend languages* or *tongues* spell translates this unusual mental communication for other races.

Those who come to understand Numunal find it to be helpful and friendly, offering to assist the fledgling researcher in his search for further lost lore. This sociability, however, is merely a charade. Numunal seeks the return of the spell weaver empire and encourages his new master to hoard magic items and seek out anything spell weaver related. It does this in secret hope that eventually its user might encounter an actual spell weaver who Numunal can present the collected mass of magic items to, any of which might be a piece of the Code of Reversion.

Numunal has the following statistics: Int 17, Wis 10, Cha 17; Alignment N; telepathy (limited), blindsense 120 ft.; Bluff +13, Knowledge (arcana) +13, Knowledge (history) +13, Spellcraft +13; Ego 11 score.

New Spells of the Silver Hexameric Folio: The *Silver Hexameric Folio* contains several unique spells created by the peerless hands of ancient spell weaver masters. The following new spells are among those found within its hidden knowledge.

The artificer standard class from Eberron Campaign Setting casts numerous spells that manipulate magic items, making spells like *modulate* and *siphon* perfect for these characters. Conversely, a number of artificer spells are thematically similar to the spells included upon the *Silver Hexameric Folio's* shimmering sheets and might find their way into its collected knowledge.

Source: *Dragon* 338 (Spellcraft – The Silver Hexameric Folio)

BARD SPELL

3rd-Level Bard Spell

Anamensis: Taps into an alien unconscious, providing a bonus on Knowledge skill checks.

SORCERER/WIZARD SPELLS

3rd-Level Sorcerer Wizard Spells

Modulate: Temporarily changes what spell is cast from a wand.

Siphon: Drains charges from wands or staffs to replace expended spells.



4th-Level Sorcerer Wizard Spells

Anamensis: Taps into an alien unconscious, providing a bonus on Knowledge skill checks.

Cynosure: Increases the accuracy of inaccurate teleportation spells.

8th-Level Sorcerer Wizard Spells

Spell Star: Creates a magic construction that counters spells targeting the caster.

THE TOME OF STRAHD

“I am Ancient, I am the Land. My beginnings are lost in the darkness of the past. I was the warrior, I was good and just. I thundered across the land like the wrath of a just god, but the war years and the killing years wore down my soul as the wind wears stone to sand. All goodness slipped from my life; I found my youth gone, and all I had left was death.”

—Count Strahd von Zarovich
The Tome of Strahd

So begins the *Tome of Strahd*, autobiography and confession of the infamous Count Strahd von Zarovich.

Hidden within the haunted halls of Castle Ravenloft the *Tome of Strahd* holds revelations intimate not just to one of the most feared villains of all legend, but to the misty realm he both rules and suffers within as captive. Aside from even these

mysteries, though, the account details Strahd's first lessons and experiments with necromancy, a morbid art learned from a sinister being he knows only as Death. These first steps down a path of betrayal, fratricide, and immortal frustration are embodied by a number of unique and long forgotten spells. While the rare and dreadful formulae penned within the *Tome of Strahd* are said to number in scores, presented here are but a few of the incantations and related secrets the Dark Powers have allowed to escape the misty borders of Barovia.

New Spells From the Tome of Strahd: While the actual *Tome of Strahd* is a unique volume, numerous corruptions and half legitimate copies have leaked out from Castle Ravenloft. Of these, none contain a wholly accurate account of Strahd's history or a complete collection of the magical formulae within the original. Some rumors even claim that the spells in many of these copies are dangerously incomplete or purposefully misscribed, imperiling any caster who might use them. Regardless, copies with merely the spells presented here are worth upward of 1,900 gp. More dire whispers, though, question how any copies of the tome managed to escape Ravenloft and to what foul end—as it seems unlikely that such secrets could slip from Count Von Zarovich's demesne against his will.

Source: Dragon 348 (Spellcraft – The Tome of Strahd)

BARD SPELL

2nd-level Bard Spell

Curse of the Gypsies: Afflict a target with bad luck, an invisible mark, or an unnatural aura.

CLERIC SPELLS

2nd-level Cleric Spell

Curse of the Gypsies: Afflict a target with bad luck, an invisible mark, or an unnatural aura.

3rd-level Cleric Spell

Rain of Terror: An unnatural rain makes those within more susceptible to fear effects.

DRUID SPELL

2nd-level Druid Spell

Curse of the Gypsies: Afflict a target with bad luck, an invisible mark, or an unnatural aura.

3rd-level Druid Spell

Rain of Terror: An unnatural rain makes those within more susceptible to fear effects.

SORCERER/WIZARD SPELLS

3rd-level Sorcerer/Wizard Spells

Curse of the Gypsies: Afflict a target with bad luck, an invisible mark, or an unnatural aura.

Rain of Terror: An unnatural rain makes those within it more susceptible to fear effects.

4th-level Sorcerer/Wizard Spells

Bloodstone's Frightful Joining: Enables possession of an undead creature.

Strahd's Baneful Attractor: Diverts spells from their original target to one of your choosing.

Wraithform: Subject is disguised and can move as a wraith.

THE TWILIGHT CODEx

The elven mage Cirath Iyshane spent his life exploring the mysteries of the night sky and the cryptic patterns formed by the stars and celestial bodies. Applying much of what he learned to magic, he discovered strange symbols in the movements of the heavens and deeper mysteries in unearthly bodies. Realizing he had stumbled across greater secrets than he could ever hope to fathom, even in his long lifetime, he cataloged his discoveries in a journal he called the *Twilight Codex*. As his work progressed, however, it became apparent that some constellations held magical meanings and that more than serendipity seemed to be at work in the night's ballet. Thus, the *Twilight Codex*; became one of the most unlikely yet remarkable spellbooks ever penned.

Iyshane's research was cut tragically short, though. Not long after revealing his discoveries to an incredulous group of colleagues, the elven wizard's observatory home was attacked by a pack of werebeasts, seemingly intent on destroying the stargazer's work. In the raid, all of Iyshane's notes and star charts were destroyed and the *Twilight Codex* stolen.



Bound in black leather, upon its surface the *Twilight Codex* bears the image of a silver crescent moon. Within, page after page of notes detail hundreds of constellations, along with the arcane significance of each. Since its creator's death, the tome has resurfaced numerous times, often in the hands of some mysterious lycanthrope spellcaster. Those who have pursued the book hoping to reveal the secrets of the stars have found the tome elusive—as insubstantial as moonlight.

New Spells of the Twilight Codex: The *Twilight Codex* contains many spells with the darkness descriptor found in the *PLAYER'S HANDBOOK*, as well as purportedly "new" spells recorded by the book's author. While Iyshane was perhaps the first modern wizard to pen these spells, it is suspected that numerous circles of druids have known of this magic for centuries, and as such might have access to spells thought to be exclusive to the *Twilight Codex*. Deities of the moon, stars, and sky also sometimes grant their most favored clerics access to these spells.

Amid its treatises on the moon and maps of the constellations, one can find the following new spells within the *Twilight Codex*.

Source: Dragon 340 (Spellcraft – The Twilight Codex)

CLERIC SPELLS

1st-Level Cleric Spell

Motes of Moonlight: Creates an illuminating beam of moonlight. 3rd-Level Cleric Spells

Moonbridge: Solidifies moonlight into a bridge.

Sever Ties of the Moon: Gives a lycanthrope increased control of its shape, but fatigues it.

DRUID SPELLS

1st-Level Druid Spells

Guiding Star: Creates a light that guides you somewhere you've been before.

Motes of Moonlight: Creates an illuminating beam of moonlight.

3rd-Level Druid Spells

Moonbridge: Solidifies moonlight into a bridge.

Sever Ties of the Moon: Gives a lycanthrope increased control of its shape, but fatigues it.

Shooting Star: Rains burning stars down upon your enemies.

6th-Level Druid Spell

Lunacy: Curses a victim with madness tied to the moon.

SORCERER/WIZARD SPELLS

1st-Level Sorcerer/Wizard Spell

Guiding Star: Creates a light that guides you somewhere you've been before. 2nd-Level Sorcerer/Wizard Spell

Shooting Star: Rains burning stars down upon your enemies.

3rd-Level Sorcerer/Wizard Spell

Sever Ties of the Moon: Gives a lycanthrope increased control of its shape, but fatigues it.

6th-Level Sorcerer/Wizard Spell

Lunacy: Curses a victim with madness tied to the moon.



TVASH-PRULL'S SYMPHONY

Tvash-Prull is one of the more obscure figures in the history of music. The talented half-elf spent most of his youth in a large symphony, hall working odd jobs that ranged from janitor to carpenter to personal assistant for many of the hall's regular performers. Yet as he worked, he absorbed a great deal of knowledge. One winter disaster struck and the hall burnt to the ground in a fiery conflagration. Tvash-Prull was forced out onto the street where he took up the mantle of an adventuring bard. After retiring from the adventuring life several years later, he turned his attentions in full back to his music, and it is, from this period of his life that his accomplishments are best remembered.

Tvash-Prull composed nearly one hundred and fifty movements for many different types of compositions during his twilight years, yet he never composed a full symphony. He explained to his admirers that he simply got distracted too easily, that he didn't have the patience or talent to focus on such a large undertaking. In truth, Tvash-Prull's deepest desire was to write a symphony for the ages, one that would be remembered for centuries to come. He theorized that by weaving several unique spells he had researched into the fabric of a symphony's music, the result would be one to rival the classics. He toiled for years in secret on his masterpiece, but unfortunately never got to hear it—Tvash-Prull died of old age only minutes after finishing his life's work.

The symphony itself usually appears as a large folio that contains several dozen sheets of music for a full orchestra of instruments. Copies of the symphony typically appear on high-quality sheets of parchment or paper and are beautifully illuminated. The artistic quality of this complete symphony in sheet music form is of such mastery that it is worth 2,500 gp to a collector on the merits of its workmanship alone. To a collector who knows the symphony's secret, it is worth considerably more.

New Spells within Tvash-Prull's Symphony: One of the little-known facts about his symphony is that several of Tvash-Prull's unique spells are cleverly encoded in the sheet music. *Read magic* deciphers the magic, as does a successful Spellcraft check (DC 22 + spell level), but the spells cannot be cast directly from the sheets.

Tvash-Prull's symphony was created with bardic spellcasters in mind and thus the spells hidden therein are only accessible to them. A bard who successfully studies the symphony's spells may



exchange any spells he currently knows of an equal level for any of the spells encoded in the sheets. He can also select any of these spells as new spells in the future when he increases his bard spellcaster levels.

Source: Dragon 328 (Spellcraft - Tvash-Prull's Symphony)

BARD SPELLS

1st-Level Bard Spells

Undersong[Ⓜ]: You may make Perform checks in place of Concentration checks.

2nd-Level Bard Spells

Tvash-Prull's Bonefiddle[Ⓜ]: A spectral bow plays upon the target's bones, dealing sonic damage.

3rd-Level Bard Spells

Love's Lament[Ⓜ]: A cone of disheartening music deals 1d6 Wisdom damage and nauseates those affected.

4th-Level Bard Spells

Fugue of Tvash-Prull[Ⓜ]: The target is hindered or harmed in a manner dictated by the caster's Perform skill

6th-Level Bard Spells

Symphonic Nightmare[Ⓜ]: Disruptive music fills the target's sleep, preventing him from resting.

VISIONS OF FEAR

Few who knew Phade Evanshad in his youth could have predicted the terror he would later unleash. A slight and sickly youth, bullied by other children and plagued by nightmares for much of his adolescence, none suspected the cruel revenges and morbid delights he imagined even then. When Phade's natural mastery of magic first manifested some say he willed it into existence through his frustrated rage—it was shaped by the incessant anger and fear that so inspired him. Delighting in his ability to spread abject panic with but a few severe gestures, Phade's transformation from a tortured child to a dark menace proved swift and startling.

While many common folk remember Phade as a cruel tyrant and self-proclaimed Master of All Fears, in arcane circles he remains better known for his development of new methods of using fear as a weapon. With his intimate knowledge of what it is to be afraid coupled with a burning passion to incite terror in others, Phade's documentation and rediscovery of numerous unique spells was far more prolific than many other sorcerers.

Phade's legacy of horrors came to an end in a conflagration of otherworldly fire that destroyed his tower. Along with their creator, many of Phade's signature spells disappeared, presumably destroyed in the fire. Yet something survived.

Presented here are the contents of the only text found within the charred ruins, a folio inexplicably untouched by flame and seemingly newly penned entitled *Visions of Fear*. This fearful text, coveted by magic-using tyrants and sinister spellcasters the world over, is widely believed to constitute all that remains of the Master of All Fear's reign of terror. However, those who lived in dread of the foul magics of Phade Evanshad still can't help but suspect

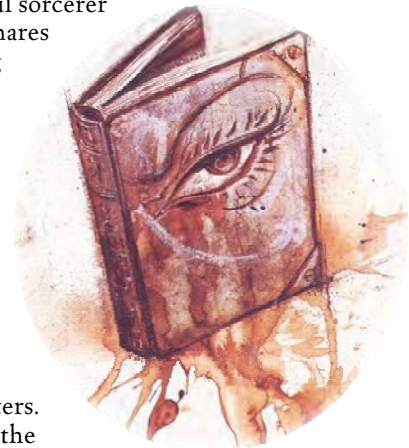


something more of the frightful sorcerer lives on, haunting their nightmares and possibly his only surviving work.

New Spells from Visions of Fear

Visions of Fear contains many spells from the *PLAYER'S HANDBOOK* with the fear descriptor, along with a host of unique spells. Paradigms of dread-inspiring magic, the spells in this folio are some of the most sought after by all manner of corrupt and malicious spellcasters. The following spells represent the legacy of Phade Evanshad: a handful of ingeniously sinister spells that instill horror with their every casting.

Source: Dragon 333 (Spellcraft – Visions of Fear)



BARD SPELLS

1st-Level Bard Spells

Glimpse of Fear: A flash of horror causes the target to become shaken.

2nd-Level Bard Spells

Phade's Fearsome Aspect: The target gains a +5 bonus on Intimidate checks and can demoralize as a swift action.

3rd-Level Bard Spells

Vision of Fear: You gain knowledge of the target's greatest or most recent fear.

5th-Level Bard Spells

Inescapable Swarm: Targets feel as though they are covered by an invisible swarm of insects.

CLERIC SPELLS

1st-Level Cleric Spells

Glimpse of Fear: A flash of horror causes the target to become shaken.

2nd-Level Cleric Spells

Phade's Fearsome Aspect: The target gains a +5 bonus on Intimidate checks and can demoralize as a swift action.

3rd-Level Cleric Spells

Vision of Fear: You gain knowledge of the targets greatest or most recent fear.

SORCERER/WIZARD SPELLS

1st-Level Sorcerer/Wizard Spells

Glimpse of Fear: A flash of horror causes the target to become shaken.

2nd-Level Sorcerer/Wizard Spells

Phade's Fearsome Aspect: The target gains a +5 bonus on Intimidate checks and can demoralize as a swift action.

Vision of Fear: You gain knowledge of the target's greatest or most recent fear.

4th-Level Sorcerer/Wizard Spells

Inescapable Swarm: Targets feel as though they are covered by an invisible swarm of insects.

Sphere of Terror: Creates 30-ft. radius of supernatural shadow filled with deadly shadowy illusions.

VOLUME VENEVICUS

Few works of magical lore so inspire both covetousness and dread as the deadly *Volume Venevicus*. Unlike any other magical writing, the spells that encompass this work are scribed upon the scales of living snakes, each one's colorful scales magically altered into mystic runes. According to yuan-ti legend, these powerful spells were gifts from their terrible god Merrshaulk, a reward to those yuan-ti who bred the mightiest and deadliest serpents. While the original snakes have long since been lost, once a generation an egg laid by a particularly favored yuan-ti temple leader hatches as a nest of fully grown serpents bearing the *Volume Venevicus*. Thus, this lore has passed from one generation of yuan-ti to the next.

On rare occasions, a new snake appears bearing the *Volume Venevicus* mystic patterns or additions to it. Great omens and portents signal this event to the yuan-ti, and sometimes their cruel god places such a great boon within the territories of other sentient creatures. The yuan-ti invariably launch a dark crusade to reclaim what they see as their birthright, and in so doing fill Merrshaulk's thirst for conquest and destruction.

New Spells of the Volume Venevicus: Widely considered one of the most holy texts of Merrshaulk's church, the *Volume Venevicus* bears not just spells favored by the yuan-ti, but words of power sacred to their dark god. Any creature bearing this serpentine collection of spells gains a +2 bonus on all Knowledge (nature) checks as they pertain to yuan-ti and Knowledge (religion) checks concerning Merrshaulk's worship.

The *Volume Venevicus* commonly covers the scales of three Medium vipers, although these spells have been known to appear upon both larger and different types of serpents throughout history. These snakes become docile in the hands of any yuan-ti spellcaster, allowing such bearers to prepare the spells covering them. Should any other creature attempt to handle them, the snakes attack ferociously and can only be studied after they are slain or magically calmed (Handle Animal attempts always fail).

Although it is possible, scribing the *Volume Venevicus* into a standard spellbook is considered a heresy punishable by death among the yuan-ti. However, that doesn't stop the scholars of other races from doing so. A textual copy of the *Volume Venevicus*, holding only the new wizard spells presented here, is worth 1,700 gp, although a seller aware of such a tome's extreme rarity might sell it for triple the price. Should the yuan-ti hear of such a compilation, they spare no length in hunting down and torturously murdering all parties even tangentially connected to the heretical text.

Source: Dragon 330 (Spellcraft - Volume Venevicus)

CLERIC SPELLS

2nd-Level Cleric Spells

Venomous Volley: Cone of fangs damages and weakens targets.

3rd-Level Cleric Spells

Snake Shield: Serpentine force surrounds you and protects you from attack.

4th-Level Cleric Spells

Fang Blade: Transforms a snake into a sword that can bite and poison targets.

Merrshaulk's Kiss: Enhances a number of living snakes.

6th-Level Cleric Spells

Serpent Storm: Creates a hail of deadly serpents that bite and poison everyone in the area.

DRUID SPELLS

2nd-Level Druid Spells

Venomous Volley: Cone of fangs damages and weakens targets.

3rd-Level Druid Spells

Crushing Coils: Teleport constrictor to crush opponent.

Fang Blade: Transforms a snake into a sword that can bite and poison targets.

Merrshaulk's Kiss: Enhances a number of living snakes.

Snake Shield: Serpentine force surrounds you and protects you from attack.

4th-Level Druid Spells

Spitting Cobra: You make ranged attacks with a snake's venom.

5th-Level Druid Spells

Serpent Storm: Creates a hail of deadly serpents that bite and poison everyone in the area.

RANGER SPELLS

3rd-Level Ranger Spells

Fang Blade: Transforms a snake into a sword that can bite and poison targets.

SORCERER/WIZARD SPELLS

4th-Level Sorcerer/Wizard Spells

Fang Blade: Transforms a snake into a sword that can bite and poison targets.

Crushing Coils: Teleport constrictor to crush opponent.

5th-Level Sorcerer/Wizard Spells

Spitting Cobra: You make ranged attacks with a snake's venom.



Page from the *Silver Hexameric Folio*

APPENDIX 1: DOMAIN SPELLS

The following domains supplement those described in Chapter 11 of the *PLAYER'S HANDBOOK*. Spells new to this compilation are noted with a †. Spells from the *SPELL COMPENDIUM* are noted with a 📖. Spells from the *BOOK OF VILE DARKNESS* are noted with a ☠.

ARMY DOMAIN

Granted Power: You have the spell-like ability to inspire allies within 30 feet, giving them a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls. Allies must be able to hear you speak for 1 round. Using this ability is a full-round action. It lasts a number of rounds equal to your Charisma bonus and can be used once per day.

Dragon Magazine: #317 (Faiths of Faerûn – Battleguard of Tempus – Soldier-Saints of the Lord of Battle)

Army Domain Spells:

- 1 **Sticky Fingers** 📖: Grants you a +1 bonus on Sleight of Hand checks.
- 2 **Treasure Scent** 📖: Allows you to detect and follow valuable materials by scent.
- 3 **Locate Object:** Sense direction toward object (specific or type).
- 4 **Shrink Item:** Object shrinks to one-sixteenth size.
- 5 **Telekinesis:** Moves objects, attacks creature, or hurls object or creature.
- 6 **Leomund's Secret Chest:** Hides expensive chest on Ethereal Plane; you retrieve it at will.
- 7 **Sequester:** Subject is invisible to sight and scrying; renders creature comatose.
- 8 **Discern Location:** Reveals exact location of creature or object.
- 9 **Antipathy:** Object or location affected by spell repels certain creatures.

AVARICE DOMAIN

Avarice is the desire for wealth, whether it is material goods, knowledge, or any other conceivable item or concept that could have value. This kind of excessive, covetous greed causes creatures to take more than they could ever use, regardless of the needs of others.

Clerics of avarice covet all they can get; working for free is anathema for them.

When the time comes to divide up party treasure, they are not afraid to explain why they deserve a greater share, but they are also willing to take tremendous risks to justify their claims.

Granted Power: Once per day, as a standard action, you may determine the most valuable item within 30 feet. An item's value is determined by its listed gold-piece value. If you cannot see the most valuable item within range, you become aware of its general location (within 5 feet), but you



gain no insight into what the item is. This ability does not tell you the gold piece value of an item.

Source: Dragon 323 (Seven Deadly Domains – Spells for Sinners)

Avarice Domain Spells

- 1 **Bless:** Allies gain +1 on attack rolls and saves against fear.
- 2 **Lighten Load** †: Increase the carrying capacity of a creature.
- 3 **Prayer:** Allies +1 bonus on most rolls, enemies –1 penalty.
- 4 **Divination:** Provides useful advice for specific proposed actions.
- 5 **Easy march** †: Creatures move overland swiftly without suffering the tiring effects of prolonged travel.
- 6 **Heroes' feast:** Food for one creature/level cures and grants combat bonuses.
- 7 **Scrying, Greater:** As scrying, but faster and longer.
- 8 **Heal, Mass:** As heal, but with several subjects.
- 9 **Teleportation Circle:** Circle teleports any creature inside to designated spot.

BEGUILEMENT DOMAIN

Deities: Gods of trickery, rulership, and magic might grant access to this domain.

Granted Power: You cast compulsion spells at +1 caster level.

Source: Dragon 312 (Thieves of Will – Evil Enchanters)

Beguilement Domain Spells

- 1 **Hypnotism:** Fascinates 2d4 HD of creatures.
- 2 **Enthrall:** Captivates all within 100 ft. + 10 ft./level
- 3 **Hypnotic Pattern:** Fascinates (2d4 + level) HD of creatures.
- 4 **Deep Slumber:** Puts 10 HD of creatures to sleep.
- 5 **Confusion:** Subjects behave oddly for 1 round/level.
- 6 **Modify Memory:** Changes 5 minutes of subject's memories.
- 7 **Suggestion, Mass:** As suggestion, plus one subject/level.
- 8 **Hold Person, Mass:** As hold person, but all within 30 ft.
- 9 **Otto's Irresistible Dance:** Forces subject to dance.

CHARITY DOMAIN

Selfless and giving, clerics of charity believe every person suffers from a lack of something. Clerics of charity devote themselves to filling needs, from something obvious like a street urchin dreaming of food and a warm bed to the subtle desires of a prince who needs reassurances of his ability to rule. Scorning their own wealth, clerics of charity always put the material needs of others above their own. They regard even precious magic items as but temporary possessions, willingly handing off such items to those they perceive with greater need. While their noble impulses do leave them vulnerable to liars with a sob story, charitable clerics must struggle with an even greater flaw: sometimes, in their zeal, they offer help to those who neither need nor want their interference.

A cleric of charity gives freely. Such a character adventures for all the normal reasons, including the acquisition of wealth, but the wealth he acquires rarely stays with him for long. Unless a fellow character has an honest need, a cleric of charity never gives to another adventurer—only to the truly needy (or the truly adept at lying).

Deities: Hiatea, Pelor, Rao

Eberron Deities: Arawai, Dol Arrah

Forgotten Realms Deities: Eldath, Ilmater, Sharindlar

Granted Power: Once per day, as a full-round action, you may reduce your hit points by up two times your class level and touch an ally to give him temporary hit points equal to that amount. For instance, a 5th-level cleric can give up to 10 hit points to an ally. Your ally retains these temporary hit points for 1 minute per your class level and you cannot reclaim them or use healing magic to regain them prematurely, even to save your own life. At the end of the effect you regain all the hit points you donated, even if your ally suffered injuries during this time.

Source: Dragon 355 (Seven Sainly Domains)

Charity Domain Spells

- 1 **Goodberry:** 2d4 berries each cure 1 hp (max 8 hp/24 hours).
- 2 **Aid:** +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).
- 3 **Create Food and Water:** Feeds three humans (or one horse)/level.
- 4 **Imbue with Spell Ability:** Transfer spell to subject.
- 5 **Cure Light Wounds, Mass:** Cures 1d8 damage +1/level for many creatures.
- 6 **Heroes' Feast:** Food for one creature/level cures and grants combat bonuses.
- 7 **Refuge:** Alters item to transport its possessor to you.
- 8 **Mordenkainen's Magnificent Mansion:** Door leads to extradimensional mansion.
- 9 **Heal, Mass:** As *heal*, but with several subjects.

CHASTITY DOMAIN

Pure of thought, body, and soul, clerics of chastity treat their whole selves as inviolate. Many believe strongly in the mantra "my body is my temple," and most expand on the idea to include their minds as well. Chaste clerics do not merely practice sexual abstinence, they seek to prevent anything "foreign" from entering their bodies. They do not have tattoos or piercings, and many practice strict vegetarianism or veganism. While clerics of chastity possess strong (some say over-developed) senses of self, they are not entirely self-absorbed. Seeking purity in the world—not just in themselves—clerics of chastity attempt constantly to cleanse others of taint, both physical and mental. They preach (and practice) that prevention precludes a cure, that a small amount of the former prevents the need for a great deal of the latter. While a cleric of chastity at her best makes for a prime example of how remaining removed from certain temptations promotes a healthy life, at her worst a chaste cleric goes beyond maintaining her purity. When overzealous, a cleric of chastity becomes xenophobic to a ridiculous degree, not even allowing other creatures to speak to her—much less touch her—for fear of exposing herself to some kind of taint.

Because the game does not touch upon the activities that might cause a chaste character consternation, playing a cleric of chastity is relatively easy. Such a character focuses on self

protection preparing more defensive spells than just the ones on her domain spell list. She might even take levels as an abjurer to heighten her protectiveness.

Deities: Kord, Rao, Zuoken

Eberron Deities: Dol Arrah, Silver Flame

Forgotten Realms Deities: Lathander, Selûne, Sharindlar

Granted Power: Once per day, you may dispel a single spell effect targeting you as a targeted *dispel magic* spell.

Caster level equals your character level.

Source: Dragon 355 (Seven Sainly Domains)

Chastity Domain Spells

- 1 **Shield of Faith:** Aura grants +2 or higher deflection bonus.
- 2 **Restoration, Lesser:** Dispel magical ability penalty or repairs 1d4 ability damage.
- 3 **Magic Vestment:** Armor or shield gains +1 enhancement per four levels.
- 4 **Spell Immunity:** Subject is immune to one spell per four levels.
- 5 **Break Enchantment:** Frees subjects from enchantments, alterations, curses, and petrification.
- 6 **Bigby's Interposing Hand:** Hand provides cover against one opponent.
- 7 **Repulsion:** Creatures can't approach you.
- 8 **Antimagic Field:** Negates magic within 10 ft.
- 9 **Mind Blank:** Subject is immune to mental/emotional magic and scrying.

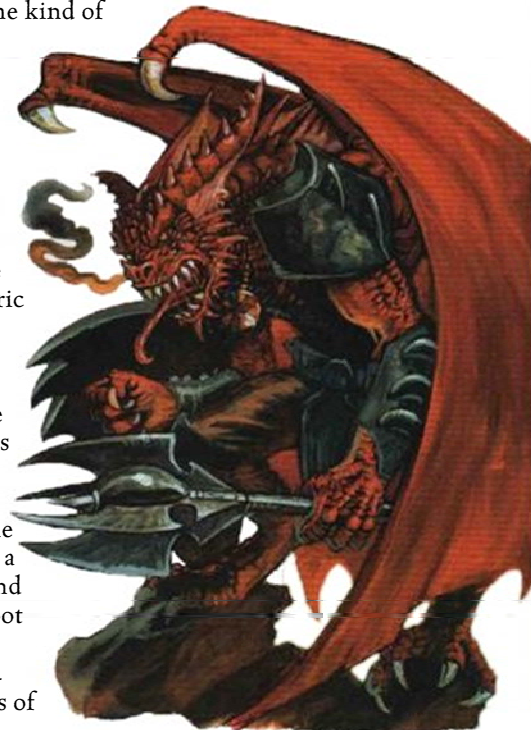
CHROMATIC DRAGON DOMAIN

Chromatic dragons usually compel worship through terror. Red and white dragons in particular delight in the abject submission of their followers. Blue dragons sometimes rule expansive theocracies, using the devotions of their adherents less to stroke their egos and more to control masses of subjects.

Granted Power: Choose a chromatic dragon color. You cannot later change the kind of

dragon. Once per day, you may use a breath weapon similar to the chosen dragon's. This breath weapon deals 1d6 points of damage per five cleric levels you possess. A successful Reflex save (DC 10 + 1/2 your cleric level + your Charisma modifier) halves the damage. A black breathes a 60-foot line of acid, a blue breathes a 60-foot line of electricity, a green breathes a 30-foot cone of acid, a red breathes a 30-foot cone of fire, and a white breathes 30-foot cone of cold.

Source: Dragon 344 (Class Acts – Devotees of the Dragon)



Chromatic Dragon Domain Spells

- 1 **Cause Fear:** One creature of 5 HD or less flees for 1d4 rounds.
- 2 **Gust of Wind:** Blows away or knocks down smaller creatures.
- 3 **Claws of Darkness[Ⓜ]:** Claws deal 1d8 cold damage and have reach.
- 4 **Fear:** Subjects within cone flee for 1 round/level
- 5 **Rebuking Breath[Ⓜ]:** Your breath weapon rebukes undead.
- 6 **Symbol of Fear:** Triggered rune panics nearby creatures.
- 7 **Aura of Terror[Ⓜ]:** You gain an aura of fear, or your frightful presence becomes more effective.
- 8 **Stunning Breath, Greater[Ⓜ]:** Your breath weapon also stuns creatures for 2d4 rounds.
- 9 **Weird:** As *phantasmal killer*, but affects all within 30 ft.

EMOTION DOMAIN

The Emotion domain, available to clerics of Linara, may also be associated with deities who have influence over the mind, passion, and madness.

Deities: Linara

Granted Power: Your understanding of the mind and emotions allows you to more easily shrug off the effects of mind-affecting spells and effects. You gain a +4 bonus on Will saves to resist mind-affecting spells and spell-like abilities.

Source: Dragon 340 (Eye of the Night – The Moon and Its Role in D&D)

Emotion Domain Spells

- 1 **Detect Emotions:** Detects the presence and strength of emotions.
- 2 **Hypnotism:** Fascinates 2d4 HD of creatures.
- 3 **Rage:** Subjects gains +2 to Str and Con, +1 on Will saves, –2 to AC.
- 4 **Confusion:** Subjects behave oddly for 1 round/level
- 5 **Crushing Despair:** Subject takes -2 on attack rolls, damage rolls, saves, and Skill checks.
- 6 **Nightmare:** Sends vision dealing 1d10 damage, fatigue.
- 7 **Heroism, Greater:** Gives +4 bonus on attack rolls, skill checks; immunity to fear; temporary hp.
- 8 **Insanity:** Subject suffers continuous confusion.
- 9 **Weird:** As *phantasmal killer*, but affects all within 30 ft.

GEM DRAGON DOMAIN

Gem dragons rarely seek out followers, but when they acquire worshipers they do not necessarily object to being seen as deities. A gem dragon rarely interacts with its devotees directly, but it might serve as an inspirational figure to primitive psionic humanoids.

Granted Power: Add Autohypnosis, Knowledge (psionics), and Psi-craft to your list of cleric class skills.

Source: Dragon 344 (Class Acts – Devotees of the Dragon)

Gem Domain Spells

- 1 **True Strike:** +20 on your next attack roll.
- 2 **Detect Thoughts:** Allows "listening" to surface

thoughts.

- 3 **Mesmerizing Glare:** Your gaze fascinates creatures.
- 4 **Suggestion:** Compels subject to follow stated course of action.
- 5 **Dragonsight[Ⓜ]:** Gain low-light vision, darkvision and blindsense.
- 6 **Probe Thoughts[Ⓜ]:** Read subject's memories, one question/round.
- 7 **True Seeing:** Lets you see all things as they really are.
- 8 **Mind Blank:** Subject is immune to mental/emotional magic and scrying.
- 9 **Foresight:** "Sixth sense" warns of impending danger.

GENEROSITY DOMAIN

Vigilant, watchful, and thoughtful, clerics of generosity put others' needs ahead of their own. Whereas clerics of charity give freely without much regard to need, clerics of generosity keep ever-watchful eyes on their surroundings, targeting those most in need with their gifts. A generous cleric does not, for example, give a hungry man a single fish—he teaches such a man how to fish. Clerics of generosity tend to hold back their giving a little more than clerics of charity, for they do not wish themselves to become needful. They do give more than they can truly afford when the need is great, but they do not practice such selfless gifting as their whims dictate. Every gift a generous cleric makes is carefully planned beforehand to perform the most good possible. At their best, clerics of generosity can maintain the livelihood of large groups of people through their well-placed acts of giving. At their worst, generous clerics keep their eyes so trained on helping the greatest number of needy possible that they sometimes overlook lesser, easier-to-fix problems. A cleric of generosity, for example, might put into motion a plan that feeds an entire village 10 miles away even as a lone beggar starves to death nearby.

The generosity domain works well for those who wish to play a good guy schemer. While others scheme for purely selfish reasons, clerics of generosity's planning usually involves the most efficient way of helping the greatest number of people. Such a character is a natural leader, particularly of a group with no actual power (such as rebels intent on freeing a kingdom from tyranny).

Deities: Bralm, Fharlanghn, Yondolla

Eberron Deities: Arawai, Olladra

Forgotten Realms Deities: Chauntea, Cyrrollalee, Tymora

Granted Power: Once per day, as an immediate action you may choose to cast a maximized conjuration (healing) spell without increasing the spell level or casting time.

Source: Dragon 355 (Seven Sainly Domains)

Generosity Domain Spells

- 1 **Death Watch:** Reveals how near death subjects within 30 ft. are.
- 2 **Shield Other:** You take half of subject's damage.
- 3 **Detect Thoughts:** Allows "listening" to surface thoughts.
- 4 **Discern Lies:** Reveals deliberate falsehoods.
- 5 **True Seeing:** Lets you see all things as they really are.
- 6 **Prying Eyes:** 1d4+1/level floating eyes scout for you.
- 7 **Guards and Wards:** Array of magic effects protect area.

Complete Dragon Magazine 3.5 Spells – Domain Spells

- 8 **Teleport Object:** As *teleport*, but affects a touched object.
- 9 **Foresight:** "Sixth sense" warns of impending danger.

HOPE DOMAIN

Posses by clerics of the Order of the Eternal Light (see Dragon Magazine #340), the Hope domain can also find a home with other deities of the sun, courage, or even some (usually good-aligned) war deities.

Deities: The Eternal Light.

Granted Power: Once per day, when you fail a skill check, attack roll, or saving throw, you may roll 1d6 and add it to the result. This ability is used after the result of the roll or check is revealed, but before any other actions are taken.

Source: Dragon 340 (The Eternal Light – The Sun and Its Role In D&D)

Hope Domain Spells

- 1 **Bless:** Allies gain +1 on attack rolls and saves against fear.
- 2 **Aid:** +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).
- 3 **Heroism:** Gives +2 bonus on attack rolls, saves, skill checks.
- 4 **Good Hope:** Subjects gain a +2 on attack rolls, damage rolls, saves, and checks.
- 5 **Atonement:** Removes burden of misdeeds from subject.
- 6 **Heroism, Greater:** Gives +4 bonus on attack rolls, skill checks; immunity to fear; temporary hp.
- 7 **Restoration, Greater:** As *restoration*, plus restores all levels and ability scores.
- 8 **Planar Ally, Greater:** As *lesser planar ally*, but up to 18 HD.
- 9 **Miracle:** Requests a deity's intercession.

HUMILITY DOMAIN

Self-effacing and penitent, clerics of humility play down their contributions. More than any others, humble clerics call themselves channels for their deities' awesome powers. Clerics of humility do not consider themselves more pious or in any way better than any other non-cleric followers of their deities, placing instead the decision of becoming clerics solely in the hands of those they worship. While they do not themselves crave attention or seek the spotlight, neither do clerics of humility stand by idly as the undeserving (and sometimes even the deserving, if-over-proud) call for credit or acclaim. Opposing pride and the lesser sins it spawns at every turn, humble clerics not only bow before their deities, but they also have the ability to force others to bow as well.

While some clerics strive constantly to remain ever humble others work to counter pride and instill humility in others. Such proactive clerics of humility make excellent use of the domain's spells, but they draw the line at killing a proud foe—death does not redeem.

Deities: Cyndor, Delleb, St. Cuthbert

Eberron Deities: Arawai, Undying Court

Forgotten Realms Deities: Helm, Ilmater, Thoth

Granted Power: You cast all divination spells at +1 caster level.

Source: Dragon 355 (Seven Sainly Domains)

Humility Domain Spells

- 1 **Reduce Person:** Humanoid creature halves in size.

- 2 **Hold Person:** Paralyzes one humanoid for 1 round/level.
- 3 **Bestow Curse:** -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chances of losing each action.
- 4 **Ray of Exhaustion:** Ray makes subject exhausted.
- 5 **Enervation:** Subject gains 1d4 negative levels.
- 6 **Waves of Fatigue:** Several targets become fatigued.
- 7 **Symbol of Weakness:** Triggered rune weakens nearby creatures
- 8 **Spell Turning:** Reflect 1d4+6 spell levels back at caster.
- 9 **Energy Drain:** Subject gains 2d4 negative levels.

HUNT DOMAIN

Deities: Ehlonna, Obad-Hai, Llerg, Eilistraee, Malar, Balinor

Granted Power: You gain Track as a bonus feat.

Source: Dragon 342 (Class Acts – The Wild Hunt)

Hunt Domain Spells

- 1 **Hide from Animals:** Animals can't perceive one subject/level.
- 2 **Bear's Endurance:** Subject gains +4 to Con for 1 min./level.
- 3 **Snare:** Creates a magic booby trap.
- 4 **Locate Creature:** Indicates direction to familiar creature.
- 5 **Commune with Nature:** Learn about terrain for 1 mile/level.
- 6 **Find the Path:** Shows most direct way to a location.
- 7 **Control Weather:** Changes weather in local area.
- 8 **Discern Location:** Reveals exact location of creature or object.
- 9 **Foresight:** "Sixth sense" warns of impending danger.

HUNGER DOMAIN

Deity: Turaglas

Granted Power: You are immune to natural poisons, diseases, or drugs that require ingestion. Substances delivered by touch, inhalation, or injection still affect you, and you are still subject to ingested toxins that are magical in nature.

Source: Dragon 312 (The Ebon Maw – Beware the Waking Hunger)

Hunger Domain Spells

- 1 **Slow Consumption[‡]:** Caster absorbs health and sustenance from helpless subject.
[**Ray of Enfeeblement:** Ray deals 1d6 points +1 per two levels Str damage.]
- 2 **Jaws of Adamantine[†]:** Subject gains an adamantine bite attack.
- 3 **Cannibalize[†]:** Subject gains a powerful bite attack and gains temporary hit points by consuming flesh.
- 4 **Caustic Bile[†]:** Acidic splash deals 1d6/level (max 10d6).
- 5 **Enervation:** Subject gains 1d4 negative levels.
- 6 **Insatiable Hunger[†]:** Subjects starve regardless of how much they eat.
- 7 **Whirlwind of Teeth[‡]:** Creates moving 5-ft./level cylinder that deals 1d8 damage per two levels each

round.

[**Destruction:** Kills subject and destroys remains.]

- 8 **Steal Life***: Caster drains 1 ability score point per round and becomes younger.
 [Horrid Wilting: Deals 1d8 damage/level within 30 ft.]
- 9 **Gate:** Connects two planes for travel or summoning; when cast as a Hunger spell, can be used *only* to connect with the Abyss.

Spells in [brackets] are suggested replacement spells if the Book of Vile Darkness is not being used.

Note: This domain appears in the SPELL COMPENDIUM but is significantly different in spells and granted power. Therefore, it is included in this compilation.

LUNG DRAGON DOMAIN

Many shamans (see ORIENTAL ADVENTURES, page 22) select the Lung Dragon domain as part of their veneration of the wider spirit world. A cleric who worships a lung dragon tends to live with the misapprehension that the object of his devotions is a singularly divine entity.

Granted Power: You gain a +2 competence bonus on Charisma-based skill checks and Charisma checks against creatures of the dragon type or spirit subtype. This bonus increases to +4 against dragon (spirit) creatures.

Source: Dragon 344 (Class Acts – Devotees of the Dragon)

Lung Dragon Domain Spells

- 1 **Unseen Servant:** Invisible force obeys your commands.
- 2 **Fog Cloud:** Fog obscures vision.
- 3 **Sign of Sealing**[□]: Magical sigil protects door or chest, deals 1d4/level (max 10d4) if opened.
- 4 **Air Walk:** Subject treads on air as if solid (climb at a 45° angle).
- 5 **Draconic Might**[□]: Gain +5 to Str, Con, Cha; +4 natural armor, immunity to magic sleep and paralysis effects.
- 6 **Sign of Sealing, Greater**[□]: Magical sigil protects door or chest, deals 1d6/level (max 20d6) if opened.
- 7 **Control Weather:** Changes weather in local area.
- 8 **Polymorph Any Object:** Changes subject into anything else.
- 9 **Meteor Swarm:** Four exploding spheres each deal 6d6 fire damage.

METALLIC DRAGON DOMAIN

Metallic dragons are, as a rule, too honest to accept open worship. A few, however, placing the greater good (and, perhaps, their own draconic egos) ahead of personal honor, do teach would-be clerics how to use their dragon-inspired powers for good.

Granted Power: You gain damage reduction 1/adamantine. This increases by 1 per five cleric levels.

Source: Dragon 344 (Class Acts – Devotees of the Dragon)

Metallic Dragon Domain Spells

- 1 **Vision of Glory:** Subject gains morale bonus equal to your Cha modifier to one saving throw.
- 2 **Shield Other:** You take half of subject's damage.

- 3 **Diamondsteel:** Metal armor provides damage reduction.
- 4 **Protection from Energy:** Absorb 12 points level of damage from one kind of energy.
- 5 **Globe of Invulnerability, Lesser:** Stops 1st- through 3rd-level spells.
- 6 **Wall of Iron:** 30 hp/four levels, can topple onto foes.
- 7 **Ironguard:** Subject becomes immune to all metal weapons.
- 8 **Iron Body:** Your body becomes living iron.
- 9 **Dragon Ally, Greater:** As *lesser dragon ally*, but up to 21 HD. (Metallic dragons only.)

NIGHT DOMAIN

Deities: Celestian, Eilistraee, Selune, Shar, The Keeper, The Shadow

Granted Power: You gain low-light vision. If you already have low-light vision you gain darkvision with a range of 30 ft.

Source: Dragon 342 (Class Acts – The Wild Hunt)

Night Domain Spells

- 1 **Sleep:** Puts 4 HD of creatures into magical slumber.
- 2 **Deeper Darkness:** Object sheds supernatural shadow in 60-ft. radius.
- 3 **Deep Slumber:** Puts 10 HD of creatures to sleep.
- 4 **Phantom Steed:** Magic horse appears for 1 hour/level.
- 5 **Nightmare:** Sends vision dealing 1d10 damage, fatigue.
- 6 **Shadow Walk:** Step into shadow to travel rapidly.
- 7 **Waves of Exhaustion:** Several targets become exhausted.
- 8 **Shadow Evocation, Greater:** As shadow evocation, but up to 7th level and 60% real.
- 9 **Shades:** As shadow conjuration, but up to 8th level and 80% real.

PATIENCE DOMAIN

Finn, resolved, and composed, clerics of patience devote themselves to serving as living examples of mortal perseverance. Often believers in predestination or fate, they advise that every event or action has a proper time, so attempting to rush an occurrence does nothing but cause frustration. There is a time to everything under the sun, and until that time comes the cleric of patience waits. These clerics frequently watch impassively—often to the annoyance of their impatient comrades—as events transpire around them, only to suddenly and purposefully act. Usually, when a cleric of patience finally moves, his actions create a far greater effect than they might have if performed earlier. Sometimes these clerics become too patient, calmly watching as horrific events they could easily halt transpire unhindered. In other words, on rare occasions clerics of patience slip toward sloth and apathy.

Never hasty, a cleric of patience waits. A lot. He frequently delays in combat, watching as the battle unfolds and moving at exactly the right time. Outside of combat, the patient cleric believes strongly in letting events sort themselves out, and he interferes only when he believes his actions might resolve a dispute or crisis. If he does not think he can end a negative event with action, he remains inactive.

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Deities: Bahmut, Wee Jas, Xan Yae, Zuoken

Eberron Deities: Balinor, the Becoming God, Undying Court

Forgotten Realms Deities: Dugmaren Brightmantle, Deneir, Labelas, Enoreth, Tyr

Granted Power: Once per day, as an immediate action, you may delay the effect of a spell that affects you for 10 rounds. You may choose to use this ability after you know the result of any saving throws for the spell (if any).

Source: Dragon 355 (Seven Saintly Domains)

Patience Domain Spells

- 1 **Sanctuary:** Opponents can't attack you and you can't attack.
- 2 **Delay Poison:** Stops poison from harming subject for 1 hour/level.
- 3 **Protection from Energy:** Absorb 12 points/level of damage from one kind of energy.
- 4 **Slow:** One subject/level takes only one action/round, -2 to AC, -2 on attack rolls.
- 5 **Hold Monster:** As *hold person*, but any creature.
- 6 **Bear's Endurance Mass:** As *bear's endurance*, but affects one subject/level.
- 7 **Contingency:** Sets trigger conditions for another spell.
- 8 **Sequester:** Subject is invisible to sight and scrying; renders creature comatose.
- 9 **Time Stop:** You act freely for 1d4+1 rounds.

RADIANCE DOMAIN

Deities: Pelor, The Path of Light, Horus-Re, Lathander, Lliira.

Granted Power: You are immune to pattern effects. This is a supernatural ability.

Source: Dragon 321 (The Limitless Light – A Tour of the Plane of Radiance)

Radiance Domain Spells

- 1 **Color Spray:** Knocks unconscious, blinds, and/or stuns 1d6 creatures.
- 2 **Hypnotic Pattern:** Fascinates (2d4 + level) HD of creatures.
- 3 **Searing Light:** Ray deals 1d8/two levels damage, more against undead.
- 4 **Faerie Fire, Widened:** Outlines subjects in a 10-ft.-radius burst of light, cancelling *blur*, concealment, and the like.
- 5 **Rainbow Pattern:** Lights fascinate 24 HD of creatures.
- 6 **Rainbow[†]:** Creates a longbow with arrows that have a variety of properties.
- 7 **Prismatic Spray:** Ray hits subjects with variety of effects.
- 8 **Scintillating Pattern:** Twisting colors confuse, stun, or render unconscious.
- 9 **Prismatic Wall:** Wall's colors have array of effects.

SEDUCTION DOMAIN

Deities: Gods of beauty, desire, love, and courtesans might grant access to this domain.

Granted Power: You gain a +1 bonus on all Charisma checks and all opposed Charisma-based skill checks.

Source: Dragon 312 (Thieves of Will – Evil Enchanters)

Seduction Domain Spells

- 1 **Charm Person:** Makes one person your friend.
- 2 **Eagle's Splendor:** Subject gains +4 to Cha for 1 min./level.
- 3 **Geas, Lesser:** Commands subject of 7 HD or less.
- 4 **Suggestion:** Compels subject to follow stated course of action.
- 5 **Charm Monster:** Makes monster believe it is your ally.
- 6 **Dominate Person:** Controls humanoid telepathically.
- 7 **Charm Monster, Mass:** As *charm monster*, but all within 30 ft.
- 8 **Dominate Monster:** As *dominate person*, but any creature.
- 9 **Demand:** As *sending*, plus you can send suggestion.

SPIRIT DOMAIN

The spirit domain involves the control and manipulation of a creature's immortal soul. The spells to which this domain grants access allow a cleric to exert his influence over a creature's luck, capture or destroy its soul, or even slay it with mighty magic.

Deities: Any evil deity whose portfolio emphasizes trapping and binding souls can grant access to this domain. Logical candidates might include a god who judges the souls of the damned or a lord of the undead.

Granted Power: You may create a spiritual bond between an item you have created (usually a doll or similar object) and a single enemy. Creating this item requires 100 gp and a sample of the hair, skin, fingernails, or other bodily material of the victim.

You may cast any spell of 3rd level or lower with a touch range on the creature without making a touch attack roll by casting the spell on the bonded object. The creature gains a +2 circumstance bonus on its saving throw (if any) against the effect. You must be within long range (400 ft. + 40 ft./level) of your target and have line of effect to it to use the object in this manner.

You may create one of these items per month, but you may not have more than one active at a time. When you create a new bonded item, your previous one loses its power.

Source: Dragon 312 (Among the Dead – Necromancer Archetypes and Abilities)

Spirit Domain Spells

- 1 **Bane:** Enemies take -1 on attack rolls and saves against fear.
- 2 **Scare:** Panics creatures of less than 6 HD.
- 3 **Bestow Curse:** -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.
- 4 **Death Ward:** Grants immunity to death spells and negative energy effects.
- 5 **Enervation:** Subject gains 1d4 negative levels.
- 6 **Magic Jar:** Enables possession of another creature.
- 7 **Eyebite:** Target becomes panicked, sickened, and comatose.

- 8 **Finger of Death:** Kills one subject.
- 9 **Soul Bind:** Traps newly dead soul to prevent resurrection.

TEMPERANCE DOMAIN

Sell-restrained and moderate, clerics of temperance indulge in every wonderful bounty the world provides—to a point. A temperate cleric happily consumes alcohol and eats the most delicious foods with gleeful abandon, but he always stops before such indulgences can cause him any negative effects. There are no fat or drunken clerics of temperance. They lead by example, always practicing as they preach. Clerics of temperance rarely find many fans among the wealthy or those who wish to become wealthy, like adventurers. Speaking incessantly against overindulgence, greed, and excess, clerics of temperance endlessly extol the benefits of the moderate life. When they themselves become intemperate about extolling the virtues of moderation, these clerics become absolutely intolerable to interact with. If they choose to act on their teachings of balance, the clerics of temperance who go bad attempt to physically prevent those around them from overindulgence, sometimes going so far as to shut down legitimate businesses that serve legal vices (such as taverns).

A cleric of temperance does all the things other characters do, but she is careful to not overdo anything. In battle, a temperate cleric does not kill when merely incapacitating suffices. She does not gorge herself with food, drink herself sick with alcohol, or overextend her finances with lavish spending.

Deities: Ehlonna, Heironeous, Rao, Skoraesus Stonebones

Eberron Deities: Boldrei, Onatar

Forgotten Realms Deities: Ilmater, Red Knight, Clangeddin Silverbeard, Skoraesus Stonebones, Tyr, Urogalan

Granted Power: When you prepare spells you immediately heal 1 hit point per spell level of domain spells you still have prepared from the previous day. For example, if you did not cast your 2nd-level and 4th-level domain spells the previous day you heal back 6 hit points when preparing your spells.

Source: Dragon 355 (Seven Sainly Domains)

Temperance Domain Spells

- 1 **Remove Fear:** Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.
- 2 **Calm Emotions:** Calms creatures, negating emotion effects
- 3 **Dispel Magic:** Cancels spells and magical effects.
- 4 **Neutralize Poison:** Immunizes subject against poison, detoxifies venom in or on subject.
- 5 **Atonement:** Removes burden of misdeeds from subject.
- 6 **Greater Dispel Magic:** As *dispel magic*, but up to +20 on check.
- 7 **Symbol of Stunning:** Triggered rune stuns nearby creatures.
- 8 **Shield of Law:** +4 to AC, +4 resistance, and SR as against chaotic spells.
- 9 **Iron Body:** Your body becomes living iron.

UNDEAD DOMAIN

The Undead domain is the province of clerics with a bent for necromancy. While the Death domain focuses on the

power of life and death, this one involves the creature and control of undead creatures. Clerics with this domain can, in time, become lords of the walking dead.

Deities: Gods directly associated with the undead and necromancy should have access to this domain.

Granted Powers: You gain a +2 competence bonus on your turning checks to turn or rebuke undead.

Source: Dragon 312 (Among the Dead – Necromancer Archetypes and Abilities)

Undead Domain Spells

- 1 **Chill Touch:** One touch/level deals 1d6 damage and possibly 1 Str damage.
- 2 **Command Undead:** Undead creature obeys your commands.
- 3 **Animate Dead:** Creates undead skeletons and zombies.
- 4 **Halt Undead:** Immobilizes undead for 1 round/level.
- 5 **Slay Living:** Touch attack kills subject.
- 6 **Create Undead:** Create ghouls, ghastrs, mummies, or mohrgs.
- 7 **Undeath to Death:** Destroy 1d4/level HD of undead (max 20d4)
- 8 **Create Greater Undead:** Create shadows, wraiths, specters, or devourers.
- 9 **Wail of the Banshee:** Kills on creature/level.

ZEAL DOMAIN

Confident and enthusiastic, clerics of zeal consider themselves Living conduits of divine will and power. They believe their deity's teachings are universally applicable and always relevant to every situation. Clerics of zeal strive every moment to remain worthy of such a deity's trust—trust exhibited through the granting of spells and other obvious manifestations of faith. Zealous clerics maintain that nothing exceeds their grasp or that of their patron deities, and with the aid of their deities they can achieve anything. This almost impossible standard drives them to feats of unparalleled heroics and valor. Ever ready to take the lead, to strike against the foes of their deities, clerics of zeal at their best act as the strong hand of their patrons in the mortal realm. At their worst, when consumed by arrogance, forgetting that the power comes from outside them, they put everyone around at risk with half-considered schemes and a blithe confidence (some say overconfidence) in their ability to rise to the occasion.

A cleric of zeal feels enthusiasm for all activities, from performing a religious service to smiting foes to cleaning stables. He is not necessarily optimistic or joyful, but he never lacks in intensity.

Deities: Corellon, Larethinan, Heironeous, Hextor, Kord, St. Cuthbert

Eberron Deities: Dol Arrah, Dol Dorn, Silver Flame

Forgotten Realms Deities: Angharradh, Haela Brightaxe, Hanali Celanil, Lathandar, Lurue, Torm

Granted Power: Once per day you may take 20 on a skill check without increasing the amount of time needed to make the check. You cannot take 20 on checks for which you cannot normally take 20 (such as Balance or Climb checks).

Source: Dragon 355 (Seven Sainly Domains)

Zeal Domain Spells

- 1 **Bless:** Allies gain +1 on attack rolls and saves against fear.
- 2 **Consecrate:** Fills area with positive energy, making undead weaker.
- 3 **Helping Hand:** Ghostly hand leads subject to you.
- 4 **Dismissal:** Forces a creature to return to its native plane.
- 5 **Commune:** Deity answers one yes-or-no question/level.
- 6 **Dispel Magic, Greater:** As *dispel magic* but up to +20 on the check.
- 7 **Holy Word:** Kills, paralyzes, blinds or deafens non good subjects.
- 8 **Holy Aura:** +4 to AC, +4 resistance, and SR 25 against evil spells.
- 9 **Miracle:** Request a deity's intercession.



APPENDIX 2: INFORMATION

This chapter provides descriptions of feats and rules used to cast or access spells in this compilation.

CASTING ARTIFACT SPELLS

Artifact spells are a new and powerful form of magic detailed in the newly released exploration of EBERRON'S dark continent, SECRETS OF XEN'DRIK. These rare magical formulas are far more complex than normal spells and as such require use of the following supplementary rules.

Anyone capable of casting a spell of the proper level and type (arcane or divine) can learn to cast an artifact spell. Although artifact spells must be studied like any other, they are too complex and difficult to fully comprehend, and so they cannot be added to a caster's normal repertoire. Those who study one of these spells gain the ability to prepare or spontaneously cast the spell only once.

A spellcaster must study the appropriate runes and formulas for 1d4 hours and succeed on a Spellcraft check (DC 15 + twice the spell's level) in order to comprehend an artifact spell. A failed check can be repeated in 24 hours. A character cannot take 10 on this check.

Once an artifact spell has been learned, a character can cast the spell once during the next year. If it is not cast within one year, the spell fades and is lost. A character who prepares spells can prepare an artifact spell in an appropriate slot. If the artifact spell is not cast (if its spell slot is used for some other purpose, for example), it can be prepared again at a later date within the year. A character who casts spells spontaneously can simply cast the artifact spell using a spell slot of the appropriate level. Because an artifact spell is learned only temporarily, it does not replace one of a spontaneous caster's known spells.

Artifact spells never have a material component or an arcane focus, though divine artifact spells might have a divine focus. An artifact spell can't be modified by any metamagic feat or effect. An artifact spell cannot be made into a potion, scroll, or other magic item.

A caster cannot possess the ability to cast a given artifact spell more than once, although once cast (or if lost after a year has passed), the spell can be renewed if the ancient source is studied again. Artifact spells are always scribed on some large, immovable object, such as an immense stone wall, or inscribed on the facets of a towering crystal pillar. As such, they cannot be transported and are far too complex to translate into written form or copy as rubbings. Those wishing to learn, an artifact spell must travel to its ancient resting place and learn from the source.

Only a small number of artifact spells have thus far been discovered within the depths of Xen'drik. If you wish to use artifact spells in a campaign set outside of EBERRON, similar magic might be attributed to any ancient race known for their magical mastery. For example, in the FORGOTTEN REALMS, artifact spells might be relics of Netheril or the cruel phaerimm, while in GREYHAWK, such magic might have been used by the Suel and Baklunish empires during the time of the Twin Cataclysms.

CORE INITIATE FEATS

Initiate feats are gateways to unique spells that deities grant their most faithful servants. While all of these feats require a character to be able to cast divine spells of a specific level and have a patron deity, the DM might add additional campaign-specific requirements. For example, to become an initiate of Boccob, one might have to create a magic item and sanctify it in Boccob's name, research a new spell, or perform a similarly pious act (see "Core Beliefs: Boccob" in DRAGON #338 for more possibilities).

Some of these initiate feats grant access to new spells found in this compilation. New spells are marked with an †.

Currently, initiate feats appear for many deities of the FORGOTTEN REALM'S pantheon in PLAYER'S GUIDE TO FAERÛN and for EBERRON'S druids in the EBERRON CAMPAIGN SETTING.

INITIATE OF BOCCOB [INITIATE]

Your strong faith in Boccob grants you special powers.

Prerequisites: Ability to cast 3rd level divine spells, patron deity Boccob.

Benefits: You can make all Knowledge checks untrained. You also cast all divination spells at +1 caster level (this stacks with the bonus provided by the Knowledge domain's granted power).

In addition, you may add the following spells to one of your divine spell lists

Level Spells

1st	<i>Memory Jar</i> †: The target gains a bonus on Knowledge checks.
2nd	<i>Identify</i> : Determines properties of magic items.
4th	<i>Research Aid</i> †: Get assistance when performing research.

Special: *Identify* also appears on the Magic domain spell list. With this feat, you can cast it as a regular cleric spell, not just as a domain spell.

INITIATE OF EHLONNA [INITIATE]

Your strong faith in Ehlonna grants you special power.

Prerequisites: Ability to cast 3rd-level divine spells, patron deity Ehlonna.

Benefits: Once per day you may cast *pass without trace* upon yourself as a spell-like ability. In addition, add Handle Animal and Survival to the skill list of one of your divine spellcasting classes.

In addition, you may add the following spells to one of your divine spell lists.

Level Spells

1st	<i>Longstrider</i> : Your speed increases by 10 ft.
3rd	<i>Snare</i> : Creates a magic booby trap.
4th	<i>Commune with Nature</i> : Learn about terrain for 1 mile/level.
8th	<i>Animal Shapes</i> : One ally/level polymorphs into chosen animal.

INITIATE OF ERYTHNUL [INITIATE]

Your strong faith in Erythnul grants you special powers.

Prerequisites: Ability to cast 4th-level divine spells, patron deity Erythnul.

Complete Dragon Magazine 3.5 Spells – Information

Benefits: Any time you kill a creature with a critical hit you gain the benefits of the spell *death knell*. This effect does not function if the critical hit is made as part of a coup de grace. In addition, the creature must be reduced to -10 hp with the critical hit, not merely rendered unconscious.

In addition, you may add the following spells to one of your divine spell lists

Level Spells

2nd	<i>Cause Fear, Greater</i> [†] : As <i>cause fear</i> , but affects up to 15 HD.
5th	<i>Erythnul's Slaughter</i> [†] : Doubles critical threat ranges and prevents stabilization.
6th	<i>Rage, Mass</i> [†] : As <i>rage</i> , but affects one subject level.

INITIATE OF FHARLANGHN [INITIATE]

Your strong faith in Fharlanghn grants you special powers.

Prerequisites: Ability to cast 3rd-level divine spells, patron deity Fharlanghn.

Benefits: Your base land speed increases by +10 feet.

In addition, you may add the following spells to one of your divine spell lists.

Level Spells

1st	<i>Alarm</i> : an area for 2 hours/level.
1st	<i>Expeditious Retreat</i> : Your speed increases by 30 ft.
4th	<i>Dimension Door</i> : Teleports you a short distance.
7th	<i>Phase Door</i> : Creates an invisible passage through wood or stone

INITIATE OF HEIRONEOUS [INITIATE]

Your strong faith in Heironeous grants you special powers.

Prerequisites: Ability to cast 3rd-level divine spells, patron deity Heironeous

Benefits: When fighting with a longsword, you deal an extra 1d4 points of damage against evil targets; if the target possesses an aura of evil or is an evil-aligned outsider you instead deal 1d6 extra points of damage.

In addition, you may add the following spells to one of your divine spell lists.

Level Spells

2nd	<i>Mark of Justice, Lesser</i> [†] : Designate action that will trigger curse on subject.
3rd	<i>Bless, Greater</i> [†] : Allies gain +1 per 4 levels on attack rolls and saves against fear.
4th	<i>Righteousness of Heironeous</i> [†] : You deal extra damage against evil targets.

INITIATE OF HEXTOR [INITIATE]

Your strong faith in Hextor grants you special powers.

Prerequisites: Ability to cast 3rd-level divine spells, patron deity Hextor.

Benefits: When fighting with a flail, you deal an extra 1d4 points of damage against good targets: if the target possesses an aura of good or is a good-aligned outsider you instead deal 1d6 extra points of damage.

In addition, you may add the following spells to one of your divine spell lists.

Level Spells

2nd	<i>Scare</i> : Panics creatures of less than 6 HD.
4th	<i>Bane, Greater</i> [†] : Enemies gain -1 per 4 levels on attack rolls and saves against fear.
4th	<i>Wrath of Hextor</i> [†] : You deal extra damage against good targets.

INITIATE OF KORD [INITIATE]

Your strong faith in Kord grants you special powers.

Prerequisites: Ability to cast 2nd-level divine spells, patron deity Kord.

Benefits: You get a +4 size modifier on bull rush, disarm, grapple, overrun, sunder, and trip attempts.

In addition, you may add the following spells to one of your divine spell lists.

Level Spells

1st	<i>Kord's Power Surge</i> [†] : Receive a bonus on Strength-based ability checks and skills.
2nd	<i>Kord's Greeting</i> [†] : Bonuses for charging double and penalties reduce to half.
4th	<i>Champion of Kord</i> [†] : Receive bonuses on acts of strength

INITIATE OF NERULL [INITIATE]

Your strong faith in Nerull grants you special powers.

Prerequisites: Ability to cast 4th-level divine spells, patron deity Nerull.

Benefits: When using your Death domain granted power, you may roll d8s instead of d6s to determine the damage.

In addition, you may add the following spells to one of your divine spell lists.

Level Spells

2nd	<i>Cause Fear, Greater</i> [†] : As <i>cause fear</i> , but affects creatures up to 15 HD
3rd	<i>Nerull's Scythe</i> [†] : You bring a magical scythe into existence
9th	<i>Wail of the Banshee</i> : Kills one creature/level.

Special: *Wail of the banshee* also appears on the Death domain spell list. With this feat, you can cast it as a regular cleric spell, not just a domain spell.

INITIATE OF OBAD-HAI [INITIATE]

Your strong faith in Obad-Hai grants you special powers.

Prerequisites: Ability to cast 3rd-level divine spells, patron deity Obad-Hai.

Benefits: You can "lose" a prepared spell to spontaneously cast any *summon nature's ally* spell of the same level or lower, just as a druid, in addition to cure spells.

In addition, you may add the following spells to one of your divine spell lists.

Level Spells

1st	<i>Summer Breezes</i> [†] : Cools you in uncomfortable environments
2nd	<i>Spontaneous Combustion</i> [†] : Target touched catches fire
3rd	<i>Quicksand</i> [†] : Creates an area of quicksand
5th	<i>Waves of Destruction</i> [†] : Seawater crashes down upon your targets.

Complete Dragon Magazine 3.5 Spells – Information

INITIATE OF OLIDAMMARA [INITIATE]

Your strong faith in Olidammara grants you special powers.

Prerequisites: Ability to cast 2nd-level divine spells, patron deity Olidammara.

Benefits: Add Gather Information, Sleight of Hand, and Tumble to the skill list of one of your divine spellcasting classes.

In addition, you may add the following spells to one of your divine spell lists. These spells appear in “Core Beliefs: Olidammara” on page 82 of Dragon Magazine #342.

Level Spells

1st *Festival Feast*: Creates delicious food for 3 humans/level.

2nd *Olidammara's Bard Spell*[†]: You can prepare spells from the bard spell list

3rd *Olidammara's Carapace*[†]: Creates a protective shell around you.

INITIATE OF PELOR [INITIATE]

Your strong faith in Pelor grants you special powers.

Prerequisites: Ability to cast 3rd-level divine spells, patron deity Pelor.

Benefits: You receive a +2 sacred bonus on turning checks and turning damage rolls.

In addition, you may add the following spells to one of your divine spell lists.

Level Spells

1st *True Turning*[†]: You gain bonuses on your next turn undead attempt.

3rd *Bless, Greater*[†]: Allies gain +1 per 4 levels on attack rolls and saves against fear.

4th *Immolate the Wicked*[†]: Undead you have turned burst into flames.

INITIATE OF ST. CUTHBERT [INITIATE]

Your strong faith in St. Cuthbert grants you special powers.

Prerequisites: Ability to cast 3rd-level divine spells, patron deity St. Cuthbert.

Benefits: You can generate the protective ward granted by the Protection domain ability once per day per four cleric levels.

In addition, you may add the following spells to one of your divine spell lists.

Level Spells

2nd *Mark of Justice, Lesser*[†]: Designates action that will trigger a curse on the subject.

3rd *Retributive Strike*[†]: You gain an attack of opportunity when attacked.

7th *Spell Turning*: Reflects 1d4+6 spell levels back at caster.

INITIATE OF VECNA [INITIATE]

Your strong faith in Vecna grants you special powers.

Prerequisites: Ability to cast 3rd-level divine spells, patron deity Vecna.

Benefits: You can use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of your cleric level. For the purpose of using a scroll or other

magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack.

In addition, you may add the following spells to one of your divine spell lists.

Level Spells

3rd *Vecna's Courier*[†]: Deliver secrets without fear of having them revealed.

4th *Arcane Eye*: Invisible floating eye moves 30 ft./level

6th *Eyebite*: Target becomes panicked, sickened, and comatose.

INITIATE OF WEE JAS [INITIATE]

Your strong faith in Wee Jas grants you special powers.

Prerequisites: Ability to cast 3rd-level divine spells, patron deity Wee Jas.

Benefits: You can, as a standard action, spend one of your turning attempts to release a wave of energy in a 20-foot radius. If you channel positive energy, this wave deals 1d6 points of damage per two cleric levels you possess to undead creatures. A successful Will save halves this damage (DC = 10 + 1/2 your cleric level + Cha modifier). If you channel negative energy, this wave cures 1d6 points of damage per cleric levels you possess to undead creatures. Hit points cured in excess a creature's normal hit point total are lost.

In addition, you may add the following spells to one of your divine spell lists.

Level Spells

2nd *Disguise Undead*: Changes the appearance of one corporeal undead.

5th *Magic Jar*: Enables possession of another creature.

6th *Circle of Death*: Kills 1d4/level HD of creatures.

DUAL SCHOOL SPELLS

Dual school spells is a concept first introduced in the PLAYER'S HANDBOOK II. Dungeon Masters without that book can either simply restrict the spells to spellcasters with access to both schools (preventing a specialist wizard with no enchantment spells from casting *burning hate*, for example), or treat them all as belonging to only one of the two listed schools.

SERPENTINE FOCI

All of the *Volume Veneficus's* spells use at least one live snake as a focus. In most cases, the spell's magic alters the snake or somehow combines it with the caster. The snake used as a focus must be the caster's familiar, magically coerced (using a spell such as *charm animal* or *hypnotism*), or trained using the Handle Animal skill (this training is the equivalent of a single trick that teaches the snake how to help complete a spell). Dead serpents or material representations do not meet the requirements of these spells.

A snake used as a focus retains its normal statistics unless otherwise noted. Should a snake used as a focus of one of these spells die, the spell immediately ends. When the spell ends the snake returns to normal. You can only use snakes with the animal type to cast these spells. Most commonly this

means using the snakes listed on pages 279-281 of the MONSTER MANUAL, although those presented on pages 83-87 on the FORGOTTEN REALMS accessory SERPENT KINGDOMS might be welcome additions. A snake used in casting one of these spells cannot be more than one size larger than you, and it cannot have more hit dice than your caster level.

WAR MAGIC STUDY [GENERAL]

You have studied war magic and can perform the complex rituals necessary to utilize it.

Prerequisites: Great Fortitude, Iron Will, spellcaster level 3rd.

Benefit: You may acquire and cast spells with the war descriptor.

Normal: War magic spells do not appear on any class spell list for a character without this feat. Such a character cannot acquire or cast spells with the war descriptor but still can aid another person who is casting such a spell.

WORMBOUND [GENERAL]

You have taken a vile green Kyuss worm into your own body and bound yourself to its power.

Prerequisites: Living creature, host a living Kyuss worm.

Benefits: Successfully hosting a Kyuss worm requires a special binding ritual. The ritual requires 4 hours of

uninterrupted meditation, 500 gp in special materials, and a living Kyuss worm. At the end of the ceremony, you must succeed at a DC 15 Fortitude saving throw or die. If you fail the saving throw, you rise as a spawn of Kyuss within 1d6+4 rounds. If you succeed at the saving throw, you can add the following spells to your class spell list:

2nd-*path of worms*

3rd-*consume the parasite, the worm within*

4th-*mindworms*

5th-*servant of the green corruption*

7th-*extrude wormswarm*

You must still learn and prepare these spells according to the normal spellcasting rules for your class.

The worm can be removed only by casting one of the following spells: *dispel evil*, *heal*, *remove curse*, or *remove disease* in a hallowed area, or by casting *consume the parasite*. If the worm is removed, you cannot cast these spells and lose any of these spells that you may have prepared. You must repeat the binding ritual to regain this feat's benefits.

Special: If you die with a living Kyuss worm inside you, you rise as a spawn of Kyuss within 1d6+4 rounds. As a spawn of Kyuss, you exist only to spread the corrupting power of Kyuss and have no free will of your own (meaning that the spawn of Kyuss becomes a monster under the DM's control).



A rogue makes use of the spells found in the *Myth of Shadows*

APPENDIX 3: SPELLS BY SOURCE

Below is a complete list of items in this compilation and their **originating source**. Entries are listed under the *articles* from which they appear. Entries in gray have not been entered here and are given a short explanation as to why. Generally, if an item appears in print other than DRAGON or DUNGEON MAGAZINE, it is not included here.

Dragon Magazine #309

War Spells – Unleash Arcane Armageddon
Animate Undead Legion
Battle Fright
Battle Fury
Burned to Bare Rock
Cavalry Call
Dispel War Spell
Enhance Armors
Enhance Weapons
Feed the Many
Field of Blurs
Force Missile Storm
Friendsight
Great Electric Bolt
Mire
Morning Mists
Plague Cloud
Rolling Fire
Small Stronghold
Summon Monstrous Horde
Summon the Pack and Herd
Teleport Legion

Dragon Magazine #310

None to record

Dragon Magazine #311

None to record

Dragon Magazine #312

Among the Dead – Necromancer Archetypes and Abilities
Spirit Domain
Undead Domain
Blackguards – Reavers of the Divine, Despots, Corrupters, and Anti-paladins
Fallen Soul
Profane Weapon
Unholy Sword
Faiths of Faerûn – Prayers of the Frostmaiden – The Spells of Auril
Auril’s Flowers (Ice Flowers), Cold Fire, Cold Snap, Corona of Cold, Freeze, Frost Breath, Heat Leech (Heat Drain), Ice Axe, Ice Gauntlet, Snowshoes, and Mass Snowshoes appear in the SPELL COMPENDIUM.

Frostbite
The Ebon Maw – Beware the Waking Hunger
Cannibalize
Caustic Bile
Hunger Domain
Insatiable Hunger
Jaws of Adamantine
Thieves of Will – Evil Enchanters
Beguilement Domain
Charm Person, Mass appears in RACES OF DESTINY
Dominate Person, Mass
Geas, Mass Lesser
Seduction Domain

Dragon Magazine #313

Faiths of Faerûn - Elder Serpents of Set – Servants of the Lord of Evil
Dispel Ward and Sarcophagus of Stone appears in the SPELL COMPENDIUM.
Incarnation of Set
Strange Bedfellows – New Half-Monster Templates
Empathy

Dragon Magazine #314

Brotherhood of the Burning Heart – The Magic and Mettle of Fire
Distract, Heartfire, Raging Flame, and Slow Burn appear in the Spell Compendium.
Dust to Dust – Magic of the Earthborn
Earthen Grace, Mountain Stance, and Tremor appear in the SPELL COMPENDIUM.
Stonemantle
Masters of the Four Winds – The Mysteries of Air Magic
Cyclonic Blast, Eye of the Hurricane, Capricious Zephyr, Updraft, Downdraft, and Stolen Breath appear in the SPELL COMPENDIUM.

Guardians of the Deepest Seas – Water Spells and Feats From the Underdark
Blood to Water, Body Harmonic, Air Bubble (Deep Breath), Extract Water Elemental, Nixie’s Grace, Raise from the Deep, Rogue Wave (Tidal Surge), Submerge Ship, Tsunami, and Wall of Water appear in the SPELL COMPENDIUM.
D&D Miniatures – Under Command – Using the New D&D Miniatures in Your RPG

Sacred Circle

Dragon Magazine #315

Dark Sun – Defilers of Athas
Detect Defiler
Revenge of the Land
Forgotten Realms – Sin Eaters of Eilistraee
Awaken Sin, Eilistraee’s Grace (Grace), Moon Bolt, and Moon Lust appear in the SPELL COMPENDIUM.
Ghostwalk - The Bloody Swords
Rejuvenative Corpse appears in the SPELL COMPENDIUM.

Dragon Magazine #316

Spies Like Us – Stealth for Stumblers
Greater Knock
Phantom Objects

Dragon Magazine #317

Dungeons & Dragons Heroes – Magic, Monsters, and Mayhem
Circle of Cold
Icy Sphere
Sticks to Snakes
Vampiric Drain
Faiths of Faerûn – Battleguard of Tempus – Soldier-Saints of the Lord of Battle
Army Domain
Easy March
Lighten Load
Faiths of Faerûn – Holy Strategists of the Red Knight
Analyze Opponent (Know Opponent), and Knights Move appears in the SPELL COMPENDIUM.

Urban Druids – Secret Voice of the City

Repair Critical Damage, Repair Light Damage, Repair Minor Damage, Repair Moderate Damage, Repair Serious Damage, and Scatterspray appear in the SPELL COMPENDIUM.

Citygate

Repair Critical Damage, Mass Repair Light Damage, Mass Repair Moderate Damage, Mass Repair Serious Damage, Mass Susurrus of the City

Dragon Magazine #318

Oriental Adventures – Eastern Flavor
Honorable Weapon
Campaign Classics: Hollow World – Children of Ka – The Dagger of the Dinosaur Sage
Charge of the Triceratops, Mass Contagion, Enrage Animal, Sink, Swamp Lung, Swamp Stride, Swim, and Mass Swim appear in the SPELL COMPENDIUM.

Dragon Magazine #319

Countdown to Eberon – A World Tempered by Magic
Energy Alteration, Hero’s Blade, Magecraft, Nature’s Wrath, Power Surge, Deathless Domain, and Life Domain appear in the EBERRON CAMPAIGN SETTING book.

Dragon Magazine #320

Under Command – Forms of Legend
Aspect of the Earth Hunter, Aspect of the Wolf, Body or War, Displacer Form, Holy Transformation, Lesser Holy Transformation, Infernal Transformation, Lesser Infernal Transformation, Primal Form, and Wild Runner appear in the SPELL COMPENDIUM.

Dragon Magazine #321

The Limitless Light – A Tour of the Plane of Radiance
Rainbow
Radiance Domain

Dragon Magazine #322

Lord of Darkness – Erebus, the Void Between the Stars

Complete Dragon Magazine 3.5 Spells – Spells by Dragon Magazine

Shadow Curse
Shadow Shield
Patterns of Shadow and Light – Same Coin, Different Sides
Cone of Dimness, Ebon Eyes, Lucent Lance, Luminous Gaze, Radiant Assault, Rainbow Beam, Rainbow Blast, and Shadow Phase appear in the SPELL COMPENDIUM.

Dragon Magazine #323

See No Evil – Alternatives to the Detect Evil Spell
Detect Attitude
Detect Guilt
Detect Heresy
Detect Violence
Seven Deadly Domains – Spells for Sinners
Avarice Domain
Envy Domain, Gluttony Domain, Lust Domain, Pride Domain, Sloth Domain, Wrath Domain, Sticky Fingers, Rhino's Rush, and Treasure Scent appear in the SPELL COMPENDIUM.
Swallow
Spellcraft – Force Spells
Chain Missile, Force Chest, Force Ram (Battering Ram), Mass Mage Armor, Shard Storm, and Greater Tenser's Floating Disk (Greater Floating Disk) appear in the SPELL COMPENDIUM.
Emerald Planes

Dragon Magazine #324

Spellcraft – The Hidden Book
Chalkboard
Delusions of Grandeur, Phantom Foe, Sensory Deprivation, Shadowy Grappler, and Solipsism appear in the SPELL COMPENDIUM.

Dragon Magazine #325

Spellcraft – Myths of the Shadow
Appraising Touch, Dead End, Serene Visage, Shock and Awe, and Spontaneous Search appear in the SPELL COMPENDIUM.
Marked Man

Dragon Magazine #326

Spellcraft – Cantrips and Orisons of the Academy of Apprentices
Fleeting Fame
Groundsmoke
Necrosurgery
Nosy Neighbor
Seeker's Chant
Shadowplay
Vengeful Mount

Dragon Magazine #327

None to record

Dragon Magazine #328

Gaining Prestige – The Force Missile Mage
Blast of Force and Orb of Force appear in the SPELL COMPENDIUM.
Spellcraft - Tvash-Prull's Symphony
Fugue of Tvash-Prull (Fugue), Love's Lament, Symphonic Nightmare, Tvash-Prull's Bonafiddle (Bonafiddle), and Undersong appear in the SPELL COMPENDIUM.

Dragon Magazine #329

None to record

Dragon Magazine #330

Enter the Far Realm – Unspeakable Madness, Corruption, and Terror From Beyond Reality

The spells listed in this article require a feat, which also requires a ritual detailed in the article. Most of the spells summon new creatures in the article. All of this is too much to reprint here.

Spellcraft – Volume Veneficus

Crushing Coils
Fang Blade
Merrshaulk's Kiss
Serpent Storm
Snake Shield
Spitting Cobra
Venomous Volley

Dragon Magazine #331

Spellcraft – Spell Strips of the Black Pyramid

Camel's Tenacity
Desert Burial
Dust Storm
Crown of Despair
Sand Spiral
Screen of Heat
Touch of the Pharaoh

Dragon Magazine #332

None to record

Dragon Magazine #333

Spellcraft – Visions of Fear

Glimpse of Fear
Inescapable Swarm
Phade's Fearsome Aspect
Sphere of Terror
Vision of Fear
The Relics of Faerûn – Gifts From The Gods
Hand of Torm appears in the MAGIC OF FAERÛN as well as in the SPELL COMPENDIUM as *Hand of the Faithful*.

Dragon Magazine #334

Spellcraft – Livre d'Aquatha

Curse of Spilt Water
Float
Geyser
Lash of the Kraken
Scyllan Scream
Shark Bolt

Dragon Magazine #335

Spellcraft – Songsabers of Waterdeep

Animate Instrument
Ever Armed
Harmonic Void
Loresong
Tune of the Dancing Weapon

Dragon Magazine #336

Spellcraft - The Demonicon of Iggwilv

Dolor
Ensnarement
Exaction
Imbrue
Implore
Minimus Containment
Torment

Dragon Magazine #337

Ecology – The Ecology of the Shadar-kai

Shadowslip
Eternal Evil – The Lords of Dust
Cloak of Khyber

Dragon Magazine #338

Core Beliefs: Boccob

Disk of Concordant Opposition
Boccob's Rolling Cloud
Spellcraft – The Silver Hexameric Folio
Anamensis
Cynosure
Modulate
Siphon
Spell Star

Dragon Magazine #339

Spellcraft – Heinfroth's Manual of Methods

Depression
Lobotomize
Shock Treatment
Submersion Treatment
Transfusion

Dragon Magazine #340

Eye of the Night – The Moon and It's Role In D&D

Emotion Domain
Moon's Change
Silvered Weapon appears in the BOOK OF EXALTED DEEDS

Spellcraft – The Twilight Codex

Guiding Star
Lunacy
Moonbridge
Motes of Moonlight
Sever Ties of the Moon
Shooting Star
The Eternal Light – The Sun and its Role in D&D
Hope Domain

Dragon Magazine #341

None to record

Dragon Magazine #342

Beyond the Pale – Six Ways To Raise The Dead

Revivify appears in the SPELL COMPENDIUM.

Class Acts – The Wild Hunt

Hunt Domain
Night Domain
Core Beliefs: Olidammara
Festival Feast
Olidammara's Bard Spell
Olidammara's Carapace
Spellcraft – Alien Blessings – Spells of Monstrous Deities
Black Stench of Laogzed
Brain Slave of Ilsensine
Nails of Luthic
Throwing Arm of Iallanis
Touch of Bliibdoolpoolp
The Power of Faith – Initiate Feats of the Core Deities
Bane, Greater
Bless, Greater
Cause Fear, Greater
Champion of Kord
Disguise Undead appears in the SPELL COMPENDIUM.

Complete Dragon Magazine 3.5 Spells – Spells by Dragon Magazine

Erythnul's Slaughter
Immolate the Wicked
Kord's Greeting
Kord's Power Surge
Mark of Justice, Lesser
Memory Jar
Nerull's Scythe
Quicksand
Rage, Mass
Research Aid
Retributive Strike
Righteousness of Heironeous
Spontaneous Combustion
Summer Breezes
True Turning
Vecna's Courier
Waves of Destruction
Wrath of Hextor

Dragon Magazine #343

Ecology – The Ecology of the Ettercap
Spider Hand appears in the BOOK OF VILE DARKNESS.

Spellcraft – Wormbound: The Secrets of Kyuss

Consume the Parasite
Extrude Wormswarm
Mindworms
Path of Worms
Servant of the Green Corruption
The Worm Within

Dragon Magazine #344

A Dark and Stormy Knight – Another Evening With the Wizards Three

Battle Tentacles
Mailed Might
Wyrmcone

Class Acts – Devotees of the Dragon

Chromatic Dragon Domain
Gem Dragon Domain
Lung Dragon Domain
Metallic Dragon Domain

Eberron – Dreadhold – Eberron's Inescapable Island Prison

Arcane Seal
Shockwave

Dragon Magazine #345

Spellcraft – Artifact Spells – Magic of the Giants

Disjoin Possession
Eskella's Soul Cyclone
Hibyrntic's Curse
Life Spring
Telepathic Strike

Dragon Magazine #346

Core Beliefs: Pelor
Sun Father's Face
Sunmace

Dragon Magazine #347

Ecology - Ecology of the Elemental Weird
Elemental Guardian

Paraelemental Paragons – Ice, Magma, Ooze, and Smoke

Summon Elemental Monolith was not recorded since its function is to summon one of the new elemental Monolith's described in the article. There are four in total which is too much to reprint here.

Spellcraft - Scripture of Elemental Evil
Blaze Bones

Burning Hate
Caustic Disdain
Cold of the Grave
Liferot
Storm Slave
Summon Avatar of Elemental Evil

Dragon Magazine #348

Bestowed Curses – Variants for the Vile

Bestow Curse, Greater appears in COMPLETE DIVINE and RACES OF DESTINY. It is this version that is reprinted in this compilation. See the Introduction section for more information.

Core Beliefs – Vecna

Skeletal Hand
Torture

Spellcraft – The Tome of Strahd

Bloodstone's Frightful Joining
Curse of the Gypsies
Rain of Terror
Strahd's Baneful Attractor
Wraithform

Dragon Magazine #349

None to record

Dragon Magazine #350

Core Beliefs – Wee Jas

Glamour Costume
Globe of Radiant Invulnerability, Lesser
Globe of Radiant Invulnerability, Greater

Spellcraft – Chronomancy

Aging Touch
Skillful Moment
Temporal Jolt
Temporal Repair
Time Shield

Dragon Magazine #351

Al-Qadim – Magic and Intrigue in the High Desert Tribes

Pillar of Sand

Dragon Magazine #352

None to record

Dragon Magazine #353

None to record

Dragon Magazine #354

Ancient PCs – Playing Elders in D&D

Kissed by the Ages

Core Beliefs – Heironeous

Bolts of Glory
Meersalm Skin
Shield of Heironeous

Dragon Magazine #355

Seven Sainly Domains

Charity Domain
Chastity Domain
Generosity Domain
Humility Domain
Patience Domain
Temperance Domain
Zeal Domain

Dragon Magazine #356

Core Beliefs – Hextor

Battlearms
Hextor's Fiery Eyes

Dragon Magazine #357

None to record

Dragon Magazine #358

Core Beliefs – St. Cuthbert

Banner of the Saint
Persuasive Oration
Saint Cuthbert's Cudgel
Unearth Heresy

Dragon Magazine #359

1d20 Villains – D&D's Most Wanted;

Preferably Dead

Wall of Tentacles

Dragon Magazine #360

None to record

Dragon Magazine #361

None to record

Dragon Magazine #362

None to record

Dungeon Magazine #100

Old Embers Never Die

The Domination Prestige Domain was not recorded since it is only accessible to Dracolite prestige classes.

The Lich-Queens Beloved (Web Enhancement)

Dire Reincarnation

Woe to Mistledeale

Snilloc's Snowball Swarm appears in the FORGOTTEN REALMS CAMPAIGN SETTING.

Dungeon Magazine #101

None to record

Dungeon Magazine #102

None to record

Dungeon Magazine #103

None to record

Dungeon Magazine #104

None to record

Dungeon Magazine #105

None to record

Dungeon Magazine #106

None to record

Dungeon Magazine #107

Critical Threats – Evard, Debased

Information Broker

Evard's All-Seeing Worm

Melloran Hospitality

Seal Portal appears in the MANUAL OF THE PLANES.

Dungeon Magazine #108

None to record

Dungeon Magazine #109

Secrets of the Soul Pillars

Icefane Corpse

Necrotic Mist

Rime

Dungeon Magazine #110

None to record

Dungeon Magazine #111

None to record

Dungeon Magazine #112

None to record

Dungeon Magazine #113

None to record

Dungeon Magazine #114

None to record

Dungeon Magazine #115

Strike on Shatterhorn

Shadow Dagger

Shadow Puppeteer

Complete Dragon Magazine 3.5 Spells – Spells by Dragon Magazine

Dungeon Magazine #116

None to record

Dungeon Magazine #117

None to record

Dungeon Magazine #118

None to record

Dungeon Magazine #119

None to record

Dungeon Magazine #120

The Obsidian Eye

Sunstroke appears in SANDSTORM.

Dungeon Magazine #121

None to record

Dungeon Magazine #122

None to record

Dungeon Magazine #123

Quicksilver Hourglass

Vourzoun's Multiplicity of Visage

Dungeon Magazine #124

None to record

Dungeon Magazine #125

Seekers of the Silver Forge

Airy Water and *Transformation of the Deeps* appear in STORMWRACK.

Dungeon Magazine #126

None to record

Dungeon Magazine #127

The Hive

Scent of the Monarch

Dungeon Magazine #128

The Fireplace Level

Gate Seal appears in the FORGOTTEN REALMS CAMPAIGN SETTING.

Dungeon Magazine #129

None to record

Dungeon Magazine #130

Palace of Plenty

Animate Water, *Ice Knife*, and *Swim* appear in both COMPLETE ARCANE and the SPELL COMPENDIUM. *Cobra's Breath*, *Ice Blast*, *Steam Breath*, and *Water to Poison* appear in COMPLETE ARCANE.

The Spire of Long Shadows

Slashing Darkness appears in the MINIATURES HANDBOOK.

Dungeon Magazine #131

None to record

Dungeon Magazine #132

None to record

Dungeon Magazine #133

None to record

Dungeon Magazine #134

None to record

Dungeon Magazine #135

None to record

Dungeon Magazine #136

None to record

Dungeon Magazine #137

None to record

Dungeon Magazine #138

None to record

Dungeon Magazine #139

Requiem of the Shadows Serpent

Verraketh's Shadow Crown appears in RACES OF FAERÛN.

Dungeon Magazine #140

The Heart of Hellfire Mountain

Hellfire and *Hellfire Storm* appear in the BOOK OF VILE DARKNESS.

Dungeon Magazine #141

None to record

Dungeon Magazine #142

None to record

Dungeon Magazine #143

None to record

Dungeon Magazine #144

None to record

Dungeon Magazine #145

None to record

Dungeon Magazine #146

None to record

Dungeon Magazine #147

None to record

Dungeon Magazine #148

None to record

Dungeon Magazine #149

Savage Tide – Enemies of my Enemy
Lover's Call

Dungeon Magazine #150

None to record

Dungeon Magazine #151

None to record

Dungeon Magazine #152

None to record

Dungeon Magazine #153

None to record

Dungeon Magazine #154

None to record



A page from the *Hidden Book*