



MAGIC

The exact nature of the Weave is elusive because it is many things simultaneously. The Weave is the body of Mystra, the goddess of magic. Mystra has dominion over magic worked throughout Toril, but she cannot shut off the flow of magic altogether without ceasing to exist herself. The Weave is the conduit spellcasters use to channel magical energy for their spells, both arcane and divine. Finally, the Weave is the fabric of esoteric rules and formulas that comprises the Art (arcane spellcasting) and the Power (divine spellcasting). Everything from the texts of arcane spellbooks to the individual components of spells is part of the Weave. Magic not only flows from source to spellcaster through the Weave, the Weave gives spellcasters the tools they need to shape magic to their purposes.

Whenever a spell, spell-like ability, supernatural ability, or magic item functions, the threads of the Weave intertwine, knit, warp, twist, and fold to make the effect possible. When characters use divination spells such as *detect magic*, *identify*, or *analyze dweomer*, they glimpse the Weave. A spell such as *dispel magic* smooths the Weave, attempting to return it to its natural state. Spells such as *antimagic field* rearrange the Weave so that magic flows around, rather than through, the area affected by the spell.

Areas where magic goes awry, such as wild magic zones and dead magic zones, represent damage to the Weave.

wild magic

In some areas of Toril, the Weave is so warped or frayed that magic does not function reliably. This damage may be due to some magical disaster, such as those that were common during the Time of Troubles in 1358 DR, or due to some powerful effect that distorts the Weave, such as a *mythal* (see *Elven High Magic*, below). Most zones of wild magic created during the Time of Troubles have since disappeared, but small pockets of wild magic remain, especially underground and in wilderness areas.

DETECTING WILD MAGIC ZONES

Wild magic zones are generally unnoticed until they make some spell or effect go awry. A character who views a wild magic zone with a *detect magic* spell detects the presence of magic on the first round and the existence of a wild magic zone on the second. If the character studies the area for 3 rounds, he can attempt a Spellcraft check (DC 25) to determine the exact borders of the affected area.

Some clever wizards use existing wild magic zones to defend their towers or strongholds. With careful study, they chart the boundaries of the wild magic effect and then use this information to best advantage when fighting on their home ground against enemy spellcasters.

The world of Toril is literally a magical place. All existence is infused with magical power, and potential energy lies untapped in every rock, every stream, every living creature, even the air itself. Raw magic is the frozen stuff of creation, the mute and mindless will of *being*, suffusing every bit of matter and present in every manifestation of energy throughout the world.

Magic permeates the peoples of Faerûn as well as the lands. Every town is home to mighty temples venerating the deities and housing clerics who call upon divine power to heal injury, ward against evil, and defend the lives and property of the faithful. Subtle and astute wizards stand by (and sometimes behind) the throne of every land, turning their formidable powers to the service of their lords. Aberrations made by ancient magic seethe and hunger in the dark spaces beneath the world's surface, awaiting the chance to feed. Even the most unimaginative fighter or most brazen rogue quickly learns to respect the power of magic, or sees her career as an adventurer come to a spectacular and ghastly end.

The weave

Mortals cannot directly shape raw magic. Instead, most who wield magic make use of the Weave. The Weave is the manifestation of raw magic, a kind of interface between the will of a spellcaster and the stuff of raw magic. Without the Weave, raw magic is locked away and inaccessible—an archmage can't light a candle in a dead magic zone. But, surrounded by the Weave, a spellcaster can shape lightning to blast her foes, transport herself hundreds of miles in the blink of an eye, even reverse death itself. All spells, magic items, spell-like abilities, and even supernatural abilities such as a ghost's ability to walk through walls, depend on the Weave and call upon it in different ways.

EFFECTS OF WILD MAGIC ZONES

Any spell or spell-like ability whose caster is within a wild magic zone is vulnerable to the effects of wild magic. (Wild magic does not affect supernatural, extraordinary, or natural abilities.) The caster must roll a caster level check (DC 15 + spell level). For a magic item, use its caster level for the caster level check.

If the caster level check fails, roll on Table 2-1: Wild Magic Effects to determine if the spell actually goes awry, and if so, how. Spells or spell-like abilities cast from outside a wild magic zone at targets inside the zone are not affected by the zone, nor are mobile effects brought into a wild magic zone. Only magic originating inside the zone is affected.

TABLE 2-1: WILD MAGIC EFFECTS

d% Effect*	
01-10	The spell rebounds on the caster with normal effect. If the spell cannot affect the caster, it fails.
11-25	The spell affects a random target or area. The DM should randomly choose a different target from among those in range of the spell or relocate the point of origin of the spell to a random place within range of the spell. To generate the direction in which the point of origin is moved randomly, roll 1d8 on the Grenadelike Weapons diagram on page 138 of the <i>Player's Handbook</i> . To generate how far the point of origin is moved from its intended position randomly, roll 3d6. Multiply the result by 5 feet for close-range spells, 20 feet for medium-range spells, or by 80 feet for long-range spells. It is possible for the spell effect to extend outside the wild magic zone; however, its point of origin cannot exceed its range. If the result generated would do that, adjust the point of origin to the limit of the range in the randomly generated direction. Spells whose range is personal or touch simply fail.

26-40	Nothing happens. The spell does not function. Any material components are used up. The spell or spell slot is used up, and charges or uses from an item or spell-like ability are used up.
41-50	Nothing happens. The spell does not function. Any material components are not consumed. The spell is not expended from the caster's mind. (Thus, a spell slot or prepared spell can be used again.) An item does not lose charges, and the use does not count against an item's or spell-like ability's use limits.
51-55	The spell functions, but shimmering colors swirl around the caster in a 30-foot radius for 1d4 rounds. Consider this a <i>glitterdust</i> effect with a save DC of 10 + spell level of the spell that generated this result.
56-85	The spell functions normally.
86-95	The spell functions normally, but any material components are not consumed. The spell is not expended from the caster's mind. (Thus, a spell slot or prepared spell can be used again.) An item does not lose any charges that would have been expended, and the use does not count against an item's or spell-like ability's use limits.
96-100	The spell functions at increased strength. Saving throws against the spell suffer a -2 penalty. The spell is maximized as if with the Maximize Spell feat. If the spell is already maximized, this result has no further effect.

SUPPRESSING WILD MAGIC

Through hard-earned experience, Faerûn's spellcasters have stumbled across a couple of methods for dealing with a wild magic zone. An area dispel use of *dispel magic* cast into a wild magic zone causes magic in the area covered by the spell to function normally for 1d4 minutes. An area dispel use of *greater dispelling* causes magic to work normally for 1d4×10 minutes. A *wish* or *miracle* spell permanently repairs all wild magic zones in a 30-foot-radius area (or a 30-foot-

mystra and the weave

Open any three books describing the magic and mage lore of Faerûn, and you're apt to find three conflicting accounts of the origins and true nature of magic. Some of this apparent contradiction is deliberate falsehood designed to restrict the mastery of magic to those beings properly trained. Much of the rest of it arises from strange views or outright mistakes often unwittingly reproduced by later scholars.

Hear now the truth of things, as best it is understood. To speak simply, all known worlds and planes swarm with ever-present energies. Large and small, free-flowing or bound by physical barriers or magical effects (themselves merely energies shaped and designed to restrict or hold other energies); these surges and dissipations of energy give light and life and movement to everything. They are the stuff of life itself, and they would be present even if all living and once-living things on Toril were stripped away to bare rocks.

What some folk refer to as magic and wizards speak of as the Art is the means by which some beings can call on the ever-present energies and wield them to create effects. Sorcerers do this instinctively through an innate gift and the incredible force of their personalities. Bard songs waken echoes of the songs of beginning, the music of creation itself: Wizards construct processes—spells—enabling them to bend the Weave to their will in order to do what they desire. The divine power infusing any cleric holding the spells of her god or goddess can do the same, shaping the

Weave through the holy (or unholy) power granted her.

Many types of magic—rune magic, shadow magic (not to be confused with the Shadow Weave), gem magic, elemental magic, even the elven high magic of old—have been spoken of down the years, but these are all merely different processes or paths to the same mastery of natural energies. This endless, ever-shifting web of forces is known as the Weave. Humans refer to the entity or awareness that is bound to the Weave of Toril as Mystra, and worship her as their goddess of magic.

The present Mystra is a recently ascended mortal woman, who took over from her exhausted predecessor during the Time of Troubles. Mystra exists to give magic to all creatures and to control its use. In ancient times, the archmages of Netheril ignored the dictates of Mystryl, goddess of magic at the time. One, the wizard Karsus the Mad, tried to seize divinity by the casting of mighty spells that would have wrecked Toril's Weave. Mystryl sacrificed herself to save the Weave. Her successor Mystra decreed that no mortals would be allowed to wield such terrible magic again—and that decree holds to this day.

Mystra wards the Weave against those powerful or reckless enough to damage it further. Until the world changes or the divine powers themselves lay down their guardianship over human affairs, the high and perilous magic of the past remains locked away under Mystra's eye.

radius portion of a larger wild magic zone). None of these spells, however, are effective against wild magic effects caused by a *mythal*.

Dead magic

In some areas of Toril, the Weave is absent altogether. The Weave has a tear or hole, and the area effectively has no magic at all. Like the rare wild magic zones, many regions of dead magic were created during the Time of Troubles and have since faded or retreated. Dead magic zones often persist in places where extreme concentrations of magical power were abruptly scattered or destroyed—in the vicinity of a shattered *mythal*, at the spot where an artifact was broken, or at the scene of a god's death.

DETECTING DEAD MAGIC

Spellcasters and creatures with spell-like or supernatural abilities immediately notice when they enter a zone of dead magic. Spellcasters are attuned to the Weave, and they feel uneasy and uncomfortable in dead magic zones. A Weave user can take a move-equivalent action to note the exact boundary of a dead magic zone. Shadow Weave users are not attuned to the Weave and experience no such unusual sensations in regions of dead magic.

Any spellcaster, Weave or Shadow Weave, can use a *detect magic* spell to delineate the extent of any dead magic within the spell's range. Naturally, a Weave user must be outside the affected area in order to employ this tactic.

EFFECTS OF DEAD MAGIC

A dead magic zone functions in most respects as an *antimagic field* spell, except that it does not impede the spells or spell-like abilities of Shadow Weave users, nor does it interfere with the operation of Shadow Weave magic items. Divination spells cannot detect subjects that are within dead magic zones. Finally, it isn't possible to use a teleportation effect to move into or out of a dead magic zone.

A dead magic area cannot temporarily be returned to normal function. A *wish* or *miracle* spell permanently repairs all dead magic zones in a 30-foot-radius area (or a 30-foot-radius portion of a larger dead magic zone).

spellfire

Spellfire is the raw energy of the Weave. It can be manipulated in two ways. Mystra gives the silver fire ability to her Chosen and certain other favored servants. The spellfire ability—the wielding of true spellfire—is

by far the more powerful of these rare and precious talents. It is a random gift bestowed upon only a handful of women and men in a generation.

Spellfire in any form is refined, controlled raw magic. In beneficial manifestations, it is a font of silver light and healing energy. In battle, it is a searing blue-white jet of all-consuming radiance.

SILVER FIRE

This powerful supernatural ability is unique to the Chosen of Mystra. Manifesting as a beautiful silver-white flame that surrounds the wielder and fills the area into which it is projected, silver fire can be used for different effects. It can act as a *ring of warmth* or a *ring of mind shielding*, allow the user to breathe water, or banish all external magical compulsions upon the user as if a *greater dispelling* spell were cast upon her. Only one of the above effects can be used at any time.

The user can call upon silver fire to revitalize her, allowing her to function without food or drink for up to seven days. (This function can only be used once a tenday.) Once every 70 minutes she may unleash silver fire as a blast of flame. This blast may be in an area 5 feet wide and up to 70 feet long, breaking through barriers as a *lightning bolt* would and overcoming magical barriers and spell resistance automatically. This blast deals 4d12 points of fire damage (Reflex half DC 23). Alternately, the silver fire can be unleashed in a 70-foot cone, dealing no damage but permanently restoring dead magic zones within the cone to normal and dispelling (as a *greater dispelling* spell) any *antimagic field* effects that contact the cone. This cone effect is draining on the Weave, and Mystra discourages its use except for emergencies.

All effects function as if cast by a 20th-level sorcerer.

SPELLFIRE

Persons gifted with the spellfire ability can do amazing things, dependent upon their skill, talent, and the amount of magical energy they have within them at the time. In general, spellfire can be used to heal, create blasts of destructive fire, or absorb magical effects it contacts, although the exact effects vary by circumstance and user. Talented wielders can release multiple blasts at once or even fly using the ability.

A spellfire wielder can ready an action to absorb spells targeted at her as if she were a *rod of absorption*. She gets one level of spellfire energy for every spell level absorbed and can store a number of spellfire energy levels equal to her Constitution score.

The story of spellfire

Right or wrong, legends hold that only one person in all Faerûn is gifted with true spellfire at a time. Gossip identifies that one person today as the lass Shandril Shessair, an orphaned kitchen-maid from a tavern in Highmoon of Deepingdale.

Shandril has spellfire, yes, and a hundred mages hound her for it, Zhentarim and Thayans and Cult of the Dragon and independents, slaughtering each other in their ruthless pursuit of her power. Learn this, if you heed nothing else in this book: Legends lie.

Mystra's Chosen wield lesser spellfire, if they care to call on it, and some among them command true spellfire.

A mage hiding in the Border Kingdoms possesses true spellfire, and a cruel and arrogant noble of Chessenta, and the wizard R—but I'm sure you grasp my point.

In the early Sword Coast North, the ranger Haelam Sunder-

stone undoubtedly possessed spellfire. He stood alone against an orc horde pouring south past the Coldwood—and turned them into smokes and scorch scars.

I could go on. So can anyone who cares to spend the years in study at Candlekeep that I did before I chose to flee to this nameless backwater keep and cloak myself in squalor and obscurity.

Why did I spend my fortune and my eyesight, and then steal away to here, to grow wizened and ugly and bent?

Why? Well, because I have true spellfire too, of course. Come looking for me, and I will blast you to dust, and then lay waste to all your descendants, ancestors, and the realm you came from, every last tree and stone of it. Why? Well, it's what I usually do.

—Baerendra Riverband, Sage of Spandelion

As a standard action, she may expend these spellfire energy levels as a ranged touch attack (maximum range 400 feet), dealing 1d6 points of spellfire damage per level expended (Reflex half DC 20). Spellfire damage is half fire damage and half raw magical power, just like the damage of a *flame strike* spell is half fire and half divine energy. Creatures with immunity, resistance, or protection against fire apply these effects to half the damage.

A spellfire wielder can also heal a target by touch, restoring 2 hit points per spellfire energy level expended for this purpose.

Unlike most supernatural abilities, spellfire is affected by spells and magic items that affect spell-like abilities, such as a *rod of absorption* or a *rod of negation* (if pointed at the manifestation rather than the wielder). It can be thwarted or counterspelled by *dispel magic*, and theoretically a spellfire wielder could counterspell another's spellfire. However, spellfire is a supernatural ability and does not provoke an attack of opportunity when used, nor is it subject to spell resistance.

secret Lore

Since the days when elves, dwarves, giants, and dragons ruled a Faerûn of trackless forest and unspoiled wilderness, those who could manipulate the Weave have sought deeper understanding, greater power, and hidden knowledge in the hope of gaining an advantage over their enemies. The early human empires were no different. The Imaskari mastered the lore of *gates* and *portals*, transporting thousands of hapless slaves from other worlds to serve their arcane might. The Netherese studied the art of devising magic devices, creating marvels and terrors that still slumber under the sands of Anauroch. The Raumathari blighted Faerûn forever by summoning hordes of orc warriors to serve in their war against old Narfell and then losing control of their own warriors.

Wizards dream of secret schools of magic, paths of spells made possible by a new understanding of the Art, and forbidden studies leading to awesome new powers. Dozens of paths to power and understanding have been tried and abandoned, and new research—some founded in meticulous study, some inspired by fevered flights of horror—routinely unveils some new methodology of arcane spell-casting or results in spells never before seen in Faerûn.

Stories abound of the legendary spells of old Netheril and the vanished elven realms, spells whose power dwarfed that of the mightiest *wish* possible today. Wizards have unlocked the secrets of a dark Weave unfettered by Mystra's power, clerics and adepts draw potent spells

with runes, and the wreckage of ancient dweomers lie scattered across the land in the form of a *portal* network riddling the fabric of space.

The shadow weave

During the course of her eternal war with the goddess Selûne, the goddess Shar created the Shadow Weave in response to Selûne's creation of Mystra and the birth of the Weave. If the Weave is a loose mesh permeating reality, the Shadow Weave is the pattern formed by the negative space between the Weave's strands. It provides an alternative conduit and methodology for casting spells.

Shar, being the goddess of secrets, has mostly kept the secret of the Shadow Weave to herself. Over the millennia some mortals, mainly her servants, have been allowed to discover the Shadow Weave or have stumbled across it in their researches.

Shadow Weave users enjoy several advantages. First, they ignore disruptions in the Weave. A Shadow Weave effect works normally in a dead magic or wild magic zone. (An *antimagic field*, which blocks the flow of magic, remains effective against Shadow Weave magic, as does spell resistance.) Skilled Shadow Weave users are able to cast spells that are extraordinarily difficult for Weave users to perceive, counter, or dispel.

Shadow Weave users also suffer some disadvantages. First, Shar has full control over the Shadow Weave and can isolate any creature from it or silence it entirely without any harm to herself. Second, the secrets of the Shadow Weave are disquieting and injurious to the mortal mind. Without assistance from Shar, a Shadow Weave user loses a bit of his or her mind. Third, while the Weave serves equally well for any kind of spell, the Shadow Weave is best for spells that sap life or muddle the mind and senses, and is unsuited to spells that manipulate energy or matter—and cannot support any spell that produces light. (See the Shadow Weave Magic feat in Chapter 1: Characters for details.)

Finally, the more familiar a mortal becomes with the secrets of the Shadow Weave, the more divorced she becomes from the Weave. An accomplished Shadow Weave user can work spells that Weave users find difficult to detect, dispel, or counter, but the Shadow Weave user also becomes similarly unable to affect spells worked through the Weave.

SHADOW WEAVE MAGIC ITEMS

Magic items created by those who use the Shadow Weave are rare and dangerous. Only the clergy of Shar and Shar's few arcane devotees create any number of Shadow Weave items. Shadow adepts unal-

lied to Shar's church are rare and reclusive enough that only a handful of magic items are manufactured as Shadow Weave items.

Shadow Weave items are nearly identical to items created by Weave users, but the differences are profound.

Spell-like effects generated from Shadow Weave items have the same benefits and limitations that a Shadow Weave spellcaster has: Effects from the schools of Enchantment, Illusion, and Necromancy gain a +1 bonus on their save DCs and a +1 bonus on caster level checks to overcome spell resistance. The same benefits apply to effects with the darkness designator. Effects from the schools of Evocation and Transmutation have their caster levels reduced by one (though their costs are based on the original caster level). The reduced caster level affects the spell's range, duration, damage, and any other level-dependent variables the effect might have. The effect's save DC is reduced by -1 and caster level checks to overcome spell resistance suffer a -1 penalty. The DC to dispel Evocation or Transmutation effects from a Shadow Weave item is 11 + the reduced caster level. In general, Shadow Weave users do not bother to create items that include Evocation or Transmutation effects.

Shadow Weave items cannot generate effects with the light designator.

Shadow Weave items can pose a serious danger to users who are not familiar with the mysteries of the Shadow Weave. Activating a Shadow Weave item through spell completion, spell trigger, or command word deals 1d4 points of temporary Wisdom damage to the user unless the user has the Shadow Weave Magic feat. A use-activated Shadow Weave item deals 1 point of temporary Wisdom damage the first time it is used each day unless the user has the Shadow Weave Magic feat. If the item functions continuously, the temporary Wisdom damage occurs at dusk each day or when the user takes off or puts aside the item, whichever comes first.

elven high magic

In ancient times, before the Weave took on its present form, the rules of magic were different. Many beings experimented with powerful dweomers that produced larger and much more potent effects than are possible today. Many minor and major artifacts date back to these times.

Just as one can find ancient artifacts scattered across Faerûn, one also can find ancient and powerful magical effects still lingering (and usually functioning erratically) today. The most famous of these is the *mythal* of Myth Drannor (see the section on the forest of Cormanthor in Chapter 4: Geography). A *mythal* is an ancient form of elven magic created by a group of spellcasters working together to create a lasting magical effect over a large area. *Mythals* that remain today usually are beginning to fail but resist attempts to dispel them. They can produce any number of bizarre effects, including wild magic (see the Wild Magic section above). The exact nature of such effects varies with each *mythal*.

Rune Magic

In the snowbound mountains of the North, dwarves and giants have dwelled for uncounted years as rivals and enemies, and their deeds are only rumored in human lands. In the lore of the shield dwarves, runes—carefully inscribed symbols from the secret characters of the dwarven alphabet—can be carved to hold spells of great potency.

LEARNING THE RUNES

In order to use rune magic, a character must learn the Inscribe Rune feat (see Chapter 1: Characters). Rune magic is strongly tied to the dwarven and giant deities and is thus the province of divine spellcasters. Some students of rune magic choose to virtually abandon the normal practice of magic in order to concentrate on their chosen medium, becoming runecasters of great power.

CREATING RUNES

If you know Inscribe Rune, any divine spell you currently have prepared can instead be cast as a rune. A rune is a temporary magical writing similar to a scroll. It can be triggered once before it loses its magical power, but it lasts indefinitely until triggered. A rune written or painted on a surface fades away when expended, erased, or dispelled. A rune carved into a surface remains behind as a bit of nonmagical writing even after its magic is expended.

Inscribing a rune takes 10 minutes plus the casting time of the spell to be included. When you create a rune, you can set the caster level at anywhere from the minimum caster level necessary to cast the spell in question and no higher than your own level. When you create a rune, you make any choices that you would normally make when casting the spell.

You must provide any material components or focuses the spell requires. If casting the spell would reduce your XP total, you pay this cost upon beginning the rune in addition to the XP cost for making the rune itself.

Inscribing a rune requires a Craft check against a DC of 20 + the level of the spell used. The Craft skill you use is anything appropriate to the task of creating a written symbol on a surface (metalworking, calligraphy, gemcutting, stonemasonry, woodcarving, and so on). You paint, draw, or engrave the rune onto a surface and make the check. (Dwarves usually engrave their runes in stone or metal in order to take advantage of their racial affinity for these items.)

If the check fails, the rune is imperfect and cannot hold the spell. The act of writing triggers the prepared spell, whether or not the Craft check is successful, making the spell unavailable for casting until you rest and regain spells. That is, the spell is expended from your currently prepared spells, just as if it had been cast.

A single Medium-size or smaller object can hold only one rune. Larger objects can hold one rune per 25 square feet (an area 5 feet square) of surface area. Runes cannot be placed on creatures. The rune has a base price of the spell level × caster level × 100 gp (a 0-level spell counts as 1/2 level). You must spend 1/25 of its base price in XP and use up raw materials costing half this base price. A rune's market value equals its base price.

TRIGGERING RUNES

Whoever touches the rune triggers the rune and becomes the target of the spell placed in it. The rune's creator may touch the rune safely without triggering it, or deliberately trigger it if he so desires. (Runemakers often carry healing or restorative runes for just this purpose.) The rune itself must be touched in order to trigger it, so an object with a rune may be handled safely as long as care is taken to avoid contacting the rune. If the spell only affects objects, then an object must trigger the rune.

As with a *symbol* spell, a rune cannot be placed upon a weapon with the intent of having the rune triggered when the weapon strikes a foe.

Unlike the spell *glyph of warding*, the rune spell is not concealed in any way and is obvious to anyone inspecting the object holding the rune. A *read magic* spell allows the caster to identify the spell held in a rune with a successful Spellcraft check (DC 15 + the spell's level).

DISARMING RUNES

Runes can be disarmed or deactivated in several ways. A successful *erase* spell deactivates a rune (DC 15 + your caster level). Touching the rune to erase it does not trigger the rune unless the *erase* spell fails to deactivate the rune.

A *dispel magic* spell targeted on an untriggered rune can dispel its magic if successful (DC 11 + your caster level). Untriggered runes are not subject to area dispels. Finally, a rogue can use her Disable Device skill to disable runes (DC 25 + the spell's level), like any magic trap.

circle magic

Some of the most powerful and spectacular spells worked across Faerûn are cast in the form of circle magic. Circle magic is a type of cooperative spellcasting that allows the spellcaster leading the circle to increase her caster level significantly and achieve results otherwise unavailable to the spellcasters composing the circle. The Red Wizards of Thay and the Witches of Rashemen make frequent use of circle magic. Stories of other forms of circle magic abound in Faerûn.

PARTICIPATION

The ability to participate in circle magic requires the selection of a character feat—Tattoo Focus for a Red Wizard or Ethran for a Witch of Rashemen.

One spellcaster, usually the most powerful or experienced character present, stands at the center of the circle. This character is the circle leader. A hathran must be at least 4th level in the hathran prestige class to be a circle leader. A Red Wizard cannot be a circle leader unless he is at least a 5th-level Red Wizard.

A circle requires a minimum of two participants plus the circle leader. Up to five participants can aid a circle leader in a standard circle, but a Red Wizard of 10th level can lead a great circle containing up to nine participants.

All participants in a circle must stand within 10 feet of the circle leader, who stands in the center.

CIRCLE POWERS

The first use of circle magic is to empower the circle leader with the strength of all the participants. This requires 1 full hour of uninterrupted concentration on the part of all participants and the circle leader. Each participant casts any single prepared spell, which is consumed by the circle and has no effect other than expending the prepared spell. The spell levels expended by the circle participants are totaled as circle bonus levels. Each bonus level may be used to accomplish the following effects:

- Increase the circle leader's caster level by one for every bonus level expended (maximum caster level 40th).
- Add Empower Spell, Maximize Spell, or Heighten Spell metamagic feats to spells currently prepared by the circle leader. Each bonus level counts as one additional spell level required by the application of a metamagic feat to a spell. The circle leader may add the feats listed to a spell even if he does not know the feat or if the addition of the feat would raise the spell level past the circle leader's normal maximum spell level (maximum spell level 20th).
- Increase the circle leader's level by one for level checks (dispel checks, caster level checks, and so on) for every bonus level expended (maximum level 40th).

These effects last for 24 hours or until expended. Circle bonus levels may be divided up as the circle leader sees fit. For example, the Red Wizard Hauth Var leads a circle in which four participants each cast 2nd-level spells. Hauth Var chooses to use three circle bonus levels to maximize his *cone of cold* spell, three to increase his caster level from 10th to 13th level for all level-based variables in his spells, and two to add a +2 bonus to any level checks he needs to make. The maximized spell is used up whenever he casts his *cone of cold*, and the other two effects remain for the next 24 hours. Many high-level Red Wizards lead circles on a daily basis to exact magical power from their apprentices.

portals

Magic *portals* link many places across Toril. A *portal* is simply a permanent teleportation effect that safely whisks its user to a predetermined place. Most *portals* lead from one place on Toril to another, but a few lead to other planes or other celestial bodies in the skies of Toril.

qualities of portals

Hundreds of archmages, high priests, secret circles, monstrous races, and dark cabals had a hand in creating the multitude of hidden doorways riddling Faerûn. Magic of this sort is unusually durable, and often survives for centuries—or millennia—after its creators have vanished into history or lost any use for their handiwork. Accordingly, the workings of *portals* are mysterious and unpredictable. Each one is built for a reason, but all too often these reasons are lost when the creator passes into history or obscurity.

Portals share some common features and qualities. All *portals* are two-dimensional areas, usually a circle with a radius of up to 15 feet, but sometimes square, rectangular, or another shape. The *portal* itself is intangible and invisible.

Portals often come in pairs or networks. A single *portal* is a one-way trip. There must be a matching *portal* at the destination to return. Some *portals* are attuned to several potential destinations, each equipped with a matching *portal*, but most are simply two-way doors between one point and another far distant. Once created, a *portal* cannot be moved.

DETECTING PORTALS

An archway or frame of some kind usually marks a *portal's* location so it can be found when needed and so that creatures don't blunder into it accidentally. *Detect magic* can reveal a *portal's* magical aura. If the *portal* is currently functioning (ready to transport creatures), it has a strong aura. If the *portal* is not currently able to transport creatures (usually because it has a limited number of uses, and they are currently exhausted), it has a weak aura. Strong or weak, a *portal* radiates transmutation magic.

The *analyze portal* spell can reveal even more about a *portal*.

PORTAL OPERATION

Creatures who touch or pass through the area of the *portal* are instantly teleported to the locale the *portal's* builder has specified. (The teleportation effect is similar to *teleport without error* cast by a 17th-level caster, except that interplanar travel is possible.) It is not possible to poke one's head through a *portal* to see what's on the other side. A *portal* can only transport creatures that can fit through the *portal's* physical dimensions.

If a solid object blocks the destination, the *portal* does not function. Creatures, however, do not block *portals*. If a creature already occupies the area where a *portal* leads, the user is instead transported to a suitable location as close as possible to the original destination. A suitable location has a surface strong enough to support the user and enough space to hold the user.

Unattended objects cannot pass through a *portal*. For example, a character can carry any number of arrows through a *portal*, but he cannot fire an arrow through a *portal*. An unattended object that hits a *portal* simply bounces off.

Unless the builder has preset some limit, any number of creatures can pass through a *portal* each round. A creature using a *portal* can take along up to 850 pounds of gear. In this case, gear is anything a creature carries or touches. If two or more creatures touch the same piece of equipment, it counts against both creatures' weight limits.



This active portal gives a glimpse of what awaits on the other side.

KEYED PORTALS

Portal builders often restrict access to their creations by setting conditions for their use. Special conditions for triggering a *portal* can be based on the possession of a *portal key*, the creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, Hit Dice, or hit points don't qualify.

A keyed *portal* remains active for 1 full round. Any creature who touches the activated *portal* in the same round also can use the *portal*, even if such creatures don't have a key themselves.

Many *portal keys* are rare and unusual objects that the creature using the *portal* must carry. Some *portals* are keyed to work only at a particular time, such as sunrise, sunset, the full moon, or midnight. Spells can serve as *portal keys*, as can the channeling of positive or negative energy. When the *portal* is the target of the specified spell or within the spell's area or touched by its effect, the spell is absorbed and the *portal* is activated. Any form of the spell works to activate the *portal*, including spell-like effects of creatures or magic items and spells from scrolls.

SEALING PORTALS

A *portal* cannot be destroyed by physical means or by spell effects that destroy objects (such as *disintegrate*). A successful targeted *dispel magic* (DC 27) causes a *portal* to become nonfunctional for 1d4 rounds. *Mordenkainen's disjunction* destroys a *portal* unless it makes a Will save (a *portal's* Will save bonus is +10). The spell *gate seal* (described later in this chapter) locks a *portal* and prevents its operation.

unusual portals

Things are never certain in the many lands of Faerûn, and *portals* are not always entirely reliable. *Portal*-makers have created through design or mischance *portals* with many insidious and dangerous characteristics.

RANDOM PORTALS

These *portals* can only be activated at random times. They may or may not require a key for activation when they are working. A fairly common random pattern is a *portal* that works until 1d6+6 creatures use it, then shuts down for 1d6 days. Other patterns are possible.

VARIABLE PORTALS

These *portals* are hazardous in the extreme for those who are unfamiliar with their quirks. Creatures using these *portals* are transported to any one of several preset locations. The destination sequence may follow a set pattern or may be random.

Some variable *portals* have keys that allow users to choose a specific destination served by the *portal*. Others function by transporting users to a default location—an inescapable dungeon, the innards of a volcano, or some particularly hostile outer plane—unless the user presents the proper key.

CREATURE-ONLY PORTALS

These *portals* transport only the creatures that use them, not the creatures' clothing and equipment. Such *portals* are often used defensively to render intruders vulnerable after they use the *portals*. A rare and more difficult variation on this type of *portal* transports creatures to one area and their equipment to another.

MALFUNCTIONING PORTALS

The other types of unusual *portals* are generally created through careful effort by their makers. Malfunctioning *portals*, on the other hand, are almost always unintended.

Over the centuries, prodigious forces have swept over Toril, profoundly affecting magic. Because of decades (or centuries or millen-

nia) of magical wear and tear or the strength of the cataclysmic forces to which they have been exposed, many ancient dweomers have gone slowly awry. *Portals* are no exception.

A malfunctioning *portal* is usually at least one hundred years old, but many are far older. Using one can have many different results. Roll once on Table 2-2: Portal Malfunction each time a malfunctioning *portal* is activated. If such a *portal* functions continuously, the effect indicated lasts 1d10 rounds, and anyone using the *portal* during that time is subject to that effect.

TABLE 2-2: PORTAL MALFUNCTION

d%	Effect
01-05	The <i>portal</i> does not function, but draws magical power from the user in an attempt to power itself. The user is affected as though struck by a targeted dispel effect of a <i>greater dispelling</i> spell cast at 17th level.
06-10	The <i>portal</i> does not function, but draws magical power from the user's items in an attempt to power itself. A random number of items (1d10) are struck by an effect similar to a targeted <i>greater dispelling</i> cast at 17th level. Use Table 10-1: Items Affected by Magical Attacks, page 150 of the <i>Player's Handbook</i> , to determine which items are affected. Successful dispelling suppresses permanent magic items for 1d4 rounds. Charged or limited-use items lose 1d4 charges or uses as if they had been used to no effect and are suppressed for the same number of rounds (if still magical).
11-20	The <i>portal</i> does not function. The user is hurled away as though struck by the violent thrust of a <i>telekinesis</i> spell cast at 17th level. The user is entitled to a Will save (DC 17) to negate the effect and takes 1d6 points of damage if hurled against a solid surface.
21-25	The <i>portal</i> does not function. Instead, a wave of negative (50%) or positive energy (50%) emanates from the <i>portal</i> in a 30-foot radius. Negative energy acts just like an <i>inflict serious wounds</i> spell cast at 17th level (3d8+15 points of damage, Will half DC 14). Positive energy acts just like a <i>cure serious wounds</i> spell cast at 17th level.
26-40	The <i>portal</i> functions, but it sends the user to the wrong destination. To determine where the user ends up, use the table in the <i>teleport</i> spell description (page 264 of the <i>Player's Handbook</i>) and roll 1d20+80 as on the "false destination" line.
41-50	Nothing happens. The <i>portal</i> does not function.
51-100	The <i>portal</i> functions normally.

Building a portal

Any character of at least 17th level can build a *portal* if she knows the Create Portal feat and either the *teleportation circle* or *gate* spell. The *portal* can lead to any locale the builder has personally visited at least once. The *portal* fails if the builder chooses a destination that cannot safely hold her (such as inside a solid object or into thin air). The *portal* also fails if the destination is a locale where astral travel is blocked (see the *teleport* spell description).

Base Cost: The builder must spend 50,000 gp on raw materials to create a single, continuously active one-way *portal* covering an area up to 10 feet in radius (about 300 square feet). The market value of a *portal* is twice its cost in raw materials. Crafting a *portal* requires one day for each 1,000 gp in its market price, and 1/25 of the market price in XP (one hundred days and 4,000 XP for the base *portal*).

The builder can create a second *portal* at the destination point, making a two-way *portal*, for half price (25,000 gp, fifty days, 2,000 XP).

Larger and Smaller Portals: A *portal* can be crafted as small as 1 square foot (about a 6-inch radius), but this does not reduce the cost. The smallest *portal* usable by a Medium-size creature is 12 square feet

(roughly a 2-foot radius). Small creatures can use *portals* as small as 7 square feet (an 18-inch radius), and Tiny creatures can pass through *portals* of 2 square feet (a 10-inch radius). Diminutive and Fine creatures are the only beings who can pass through *portals* of 1 square foot.

Larger *portals* add 100% to the base cost for each extra 300 square feet of area or fraction of 300 square feet. Large and Huge creatures can pass through a standard *portal*, but Gargantuan and Colossal creatures generally need double- or triple-sized *portals*.

Special Properties: Some special properties add significantly to the cost of creating a *portal*.

Keyed Portals: Keyed *portals* may be created at no extra cost. The key must be designated during the creation of the device and cannot be changed after that.

Random Portals: Random *portals* may be created at no extra cost. The conditions must be designated during the creation of the *portal* and cannot be later changed.

Variable Portals: Variable *portals* add 25% to the base price per extra destination after the first included in the device. For example, a continuously active *portal* with two variable destinations costs 62,500 gp to make. A continuously active *portal* with three variable destinations costs 75,000 gp to make.

Creature-Only Portals: Creature-only *portals* cost twice as much to make as standard *portals*. If the *portal* sends intruders' belongings to some place different from the users' destination, it is considered a variable *portal* with one extra destination.

Limited Use: The prices and construction times noted above are for *portals* that operate constantly, transporting anyone who passes through them at any time. If the *portal* can be used only four times per day or less, the base costs are reduced.

The materials and XP cost of a limited-use *portal* are based on the number of uses available. The materials cost is 10,000 gp $\times$ a *portal's* uses per day, and the experience point cost is 800 XP $\times$ a *portal's* uses per day. (The second *portal* in a two-way pair costs half this amount.) The market value is twice the materials cost. The construction time is one day per 1,000 gp of market value.

A *portal* usable five times per day or more is just as expensive as a continuously active *portal*. *Portals* usable less than once per day can be created by using the appropriate fraction. For example, a *portal* usable once per four days effectively has 1/4 a use per day, costs 2,500 gp in materials, and 200 XP. The minimum cost of a limited-use *portal* is 1,000 gp and 80 XP for a *portal* usable once per ten days. (The *portal's* builder can choose to have a *portal* operate even less often—once a year, for instance—but this does not reduce the cost or XP expenditure any further.)

Each activation of a limited-use *portal* lasts 1 round. Once activated, a limited-use *portal* can transport as many creatures as can touch it that round.

spells of faerûn

Almost every faith of Faerûn harbors secret divine spells, prayers and invocations known only to the initiated clergy. Hundreds of reclusive wizards and sinister circles devise new arcane spells, seeking a purer understanding of the Art or a simple weapon other spellcasters lack. The temples of fallen deities and the ruins of ancient cities hold scrolls of powerful and dangerous spells, forgotten by the lesser clerics and wizards who populate Faerûn today.

The spells and domains described in the *Player's Handbook* form the common knowledge of Faerûn's bards, clerics, druids, paladins, rangers, sorcerers, and wizards. Any character may acquire these spells in the usual fashion. The domains and spells described here represent the secrets and special knowledge available to certain groups and individuals, plus a few Faerûnian spells that have become common parlance among the land's spellcasters.

cleric domains

In addition to the domains described in the *Player's Handbook*, various deities of Faerûn permit clerics to choose from the additional domains presented here. These new domains follow all the rules presented for domains in the description of the cleric class in the *Player's Handbook*. A cleric chooses any two domains listed for his deity (see Chapter 5: Deities).

In the descriptions that follow, granted powers and spell lists are given for domains that are presented in this book. If a domain description here lacks an entry for granted powers and spells, refer to the *Player's Handbook* for that information. In the listings of domain spells, a dagger (+) preceding a spell name signifies a spell described in this book.

AIR DOMAIN

Deities: Aerdrie Faenya, Akadi, Auril, Set, Shaundakul, Sheela Peryroyl, Valkur.

ANIMAL DOMAIN

Deities: Aerdrie Faenya, Baervan Wildwanderer, Chauntea, Fenmarel Mestarine, Gwaeron Windstrom, Lurue, Malar, Mielikki, Nobanion, Sebek, Shiallia, Silvanus, Thard Harr, Ulutiu, Uthgar.

CAVERN DOMAIN

Deities: Callarduran Smoothhands, Dumathoin, Geb, Ghaunadaur, Grumbar, Gruumsh, Luthic, Segojan Earthcaller, Shar.

Granted Power: You gain the dwarven ability of stonemasonry. If you already have stonemasonry, your racial bonus for stonemasonry increases from +2 to +4 on checks to notice unusual stonework.

Cavern Domain Spells

- | | |
|----------------------------|-----------------|
| 1 Detect secret doors | 6 Find the path |
| 2 Darkness | 7 Maw of stone |
| 3 Meld into stone | 8 Earthquake |
| 4 Leomund's secure shelter | 9 Imprisonment |
| 5 Passwall | |

CHAOS DOMAIN

Deities: Aerdrie Faenya, Angharradh, Anhur, Bahgtru, Beshaba, Corellon Larethian, Cyric, Deep Sashelas, Dugmaren Brightmantle, Eilistraee, Erevan Ilesere, Fenmarel Mestarine, Finder Wyvernspur, Garagos, Ghaunadaur, Gruumsh, Haela Brightaxe, Hanali Celanil, Kiaransalee, Labelas Enoreth, Lliira, Lolth, Lurue, Malar, Nephthys, Rillifane Rallathil, Sehanine Moonbow, Selûne, Selvetarm, Sharess, Shargaas, Sharindlar, Shaundakul, Shevarash, Solonor Thelandira, Sune, Talona, Talos, Tempus, Thard Harr, Tymora, Umberlee, Urdlen, Uthgar, Valkur, Vhaeraun.

CHARM DOMAIN

Deities: Eilistraee, Finder Wyvernspur, Gargauth, Hanali Celanil, Lliira, Milil, Oghma, Sharess, Sharindlar, Sheela Peryroyl, Sune.

Granted Power: You can boost your Charisma by 4 points once per day. Activating this power is a free action. The Charisma increase lasts 1 minute.

Charm Domain Spells

- | | |
|-----------------|--------------------|
| 1 Charm person | 6 Geas/quest |
| 2 Calm emotions | 7 Insanity |
| 3 Suggestion | 8 Demand |
| 4 Emotion | 9 Dominate monster |
| 5 Charm monster | |

CRAFT DOMAIN

Deities: Callarduran Smoothhands, Dugmaren Brightmantle, Dumathoin, Flandal Steelskin, Garl Glittergold, Geb, Gond, Laduguer, Moradin, Thoth.

Granted Power: You cast creation spells at +1 caster level and gain Skill Focus (a +2 bonus) in the Craft skill of your choice.

Craft Domain Spells

- | | |
|------------------|------------------------------|
| 1 Animate rope | 6 +Fantastic machine |
| 2 Wood shape | 7 Major creation |
| 3 Stone shape | 8 Forcecage |
| 4 Minor creation | 9 +Greater fantastic machine |
| 5 Wall of stone | |

DARKNESS DOMAIN

Deities: Lolth, Mask, Set, Shar, Shargaas.

Granted Power: Free Blind-Fight feat.

Darkness Domain Spells

- | | |
|----------------------|---------------------|
| 1 Obscuring mist | 6 Prying eyes |
| 2 Blindness/deafness | 7 Nightmare |
| 3 +Blacklight | 8 Power word, blind |
| 4 +Armor of darkness | 9 Power word, kill |
| 5 +Darkbolt | |

DEATH DOMAIN

Deities: Jergal, Kelemvor, Osiris, Urogalan, Velsharoon, Yurtrus.

DESTRUCTION DOMAIN

Deities: Bane, Cyric, Garagos, Ilneval, Istishia, Kossuth, Lolth, Talona, Talos, Umberlee, Yurtrus.

DROW DOMAIN

Deities: Eilistraee, Ghaunadaur, Kiaransalee, Lolth, Selvetarm, Vhaeraun.

Granted Power: Free Lightning Reflexes feat.

Drow Domain Spells

- | | |
|------------------------------|-----------------------|
| 1 +Cloak of dark power | 6 Greater dispelling |
| 2 Clairaudience/clairvoyance | 7 Word of chaos |
| 3 Suggestion | 8 Greater planar ally |
| 4 Discern lies | 9 Gate |
| 5 +Spiderform | |

DWARF DOMAIN

Deities: Abbathor, Berronar Truesilver, Clangeddin, Deep Duerra, Dugmaren Brightmantle, Dumathoin, Gorm Gulthyn, Haela Brightaxe, Laduguer, Marthammor Duin, Moradin, Sharindlar, Thard Harr, Vergadain.

Granted Power: Free Great Fortitude feat.

Dwarf Domain Spells

- | | |
|------------------------|--------------------------|
| 1 Magic weapon | 6 Stone tell |
| 2 Endurance | 7 Dictum |
| 3 Glyph of warding | 8 Protection from spells |
| 4 Greater magic weapon | 9 Elemental swarm |
| 5 Fabricate | (earth spell only) |

EARTH DOMAIN

Deities: Callarduran Smoothhands, Chauntea, Dumathoin, Geb, Gond, Grumbar, Luthic, Moradin, Segojan Earthcaller, Urdlen, Urogalan.

ELF DOMAIN

Deities: Aerdrie Faenya, Angharradh, Corellon Larethian, Deep Sashelas, Eilistraee, Erevan Ilesere, Fenmarel Mestarine, Hanali Celanil, Labelas Enoreth, Rillifane Rallathil, Sehanine Moonbow, Shevarash, Solonor Thelandira.

Granted Power: Free Point Blank Shot feat.

Elf Domain Spells

- | | |
|-----------------------|-----------------|
| 1 True strike | 6 Find the path |
| 2 Cat's grace | 7 Liveoak |
| 3 Snare | 8 Sunburst |
| 4 Tree stride | 9 Antipathy |
| 5 Commune with nature | |

EVIL DOMAIN

Deities: Abbathor, Auril, Bahgtru, Bane, Beshaba, Cyric, Deep Duerra, Gargauth, Ghaunadaur, Gruumsh, Ilneval, Kiaransalee, Laduguer, Lolth, Loviatar, Luthic, Malar, Mask, Sebek, Selvetarm, Set, Shar, Shargaas, Talona, Talos, Tiamat, Umberlee, Urdlen, Velsharoon, Vhaeraun, Yurtrus.

FAMILY DOMAIN

Deities: Berronar Truesilver, Cyrrollalee, Eldath, Hathor, Isis, Lliira, Luthic, Yondalla.

Granted Power: As a free action, you may protect a number of creatures equal to your Charisma modifier (minimum one creature) with a +4 dodge bonus to AC. This supernatural ability lasts 1 round per level. An affected creature loses this protection if it moves more than 10 feet from you. You may affect yourself with this ability.

Family Domain Spells

- | | |
|----------------------------|--------------------------|
| 1 Bless | 6 Heroes' feast |
| 2 Shield other | 7 Refuge |
| 3 Helping hand | 8 Protection from spells |
| 4 Imbue with spell ability | 9 Prismatic sphere |
| 5 Rary's telepathic bond | |

FATE DOMAIN

Deities: Beshaba, Hathor, Hoar, Jergal, Kelemvor, Savras.

Granted Power: You gain the uncanny dodge ability of a 3rd-level rogue. If you have another class that grants the uncanny dodge ability, treat your level in that class as three higher for determining your uncanny dodge ability.

Fate Domain Spells

- | | |
|-------------------|--------------|
| 1 True strike | 6 Geas/quest |
| 2 Augury | 7 Vision |
| 3 Bestow curse | 8 Mind blank |
| 4 Status | 9 Foresight |
| 5 Mark of justice | |

FIRE DOMAIN

Deities: Gond, Kossuth, Talos.

GNOME DOMAIN

Deities: Baervan Wildwanderer, Baravar Cloakshadow, Callarduran Smoothhands, Flandal Steelskin, Gaerdal Ironhand, Garl Glittergold, Segojan Earthcaller, Urdlen.

Granted Power: You cast all illusion spells at +1 caster level.

Gnome Domain Spells

- | | |
|-------------------------|---|
| 1 Silent image | 6 +Fantastic machine |
| 2 +Gembomb | 7 Screen |
| 3 Minor image | 8 Otto's irresistible dance |
| 4 Minor creation | 9 Summon nature's ally (earth elementals or animals only) |
| 5 Hallucinatory terrain | |

GOOD DOMAIN

Deities: Aerdrie Faenya, Angharradh, Anhur, Arvoreen, Baervan Wildwanderer, Baravar Cloakshadow, Berronar Truesilver, Chauntea, Clangeddin, Corellon Larethian, Cyrrollalee, Deep Sashelas,

Deneir, Dugmaren Brightmantle, Eilistraee, Eldath, Flandal Steelskin, Gaerdal Ironhand, Garl Glittergold, Gorm Gulthyn, Gwaeron Windstrom, Haela Brightaxe, Hanali Celanil, Hathor, Horus-Re, Ilmater, Isis, Labelas Enoreth, Lathander, Lliira, Lurue, Marthammor Duin, Mielikki, Milil, Moradin, Mystra, Nephthys, Nobanion, Osiris, Rillifane Rallathil, Segojan Earthcaller, Sehanine Moonbow, Selune, Sharess, Sharindlar, Shiallia, Solonor Thelandira, Sune, Thard Harr, Torm, Tymora, Tyr, Valkur, Yondalla.

HALFLING DOMAIN

Deities: Arvoreen, Brandobaris, Cyrrollalee, Sheela Peryroyl, Urogalan, Yondalla.

Granted Power: You gain the ability to add your Charisma modifier to your Climb, Jump, Move Silently, and Hide checks. This extraordinary ability is a free action that lasts 10 minutes. It can be used once a day.

Halfling Domain Spells

- | | |
|---------------------------------|------------------|
| 1 Magic stone | 6 Move earth |
| 2 Cat's grace | 7 Shadow walk |
| 3 Magic vestment | 8 Word of recall |
| 4 Freedom of movement | 9 Foresight |
| 5 Mordenkainen's faithful hound | |

HATRED DOMAIN

Deities: Bane, Ghaunadaur, Gruumsh, Set, Urdlen.

Granted Power: Once per day, as a free action, choose one opponent. Against that opponent you gain a +2 profane bonus on attack rolls, saving throws, and Armor Class. This supernatural ability lasts 1 minute.

Hatred Domain Spells

- | | |
|------------------------------|-----------------------|
| 1 Doom | 6 Forbiddance |
| 2 Scare | 7 Blasphemy |
| 3 Bestow curse | 8 Antipathy |
| 4 Emotion (hate effect only) | 9 Wail of the banshee |
| 5 Righteous might | |

HEALING DOMAIN

Deities: Berronar Truesilver, Ilmater, Lurue, Luthic, Sharindlar, Torm.

ILLUSION DOMAIN

Deities: Akadi, Azuth, Baravar Cloakshadow, Cyric, Mystra, Sehanine Moonbow.

Granted Power: You cast all illusion spells at +1 caster level.

Illusion Domain Spells

- | | |
|---------------------|-----------------|
| 1 Silent image | 6 Mislead |
| 2 Minor image | 7 Project image |
| 3 Displacement | 8 Screen |
| 4 Phantasmal killer | 9 Weird |
| 5 Persistent image | |

KNOWLEDGE DOMAIN

Deities: Angharradh, Azuth, Deep Sashelas, Deneir, Dugmaren Brightmantle, Dumathoin, Gond, Gwaeron Windstrom, Labelas Enoreth, Milil, Mystra, Oghma, Savras, Sehanine Moonbow, Shar, Siamorphe, Thoth, Tyr, Waukeen.

LAW DOMAIN

Deities: Arvoreen, Azuth, Bane, Berronar Truesilver, Clangeddin, Cyrrollalee, Deep Duerra, Gaerdal Ironhand, Gargauth, Garl Glittergold, Gorm Gulthyn, Helm, Hoar, Horus-Re, Ilmater, Jergal, Kelemvor, Laduguer, Loviatar, Moradin, Nobanion, Osiris, Red Knight, Savras, Set, Siamorphe, Tiamat, Torm, Tyr, Ulutiu, Urogalan, Yondalla.

MAGIC

LUCK DOMAIN

Deities: Abbathor, Beshaba, Brandobaris, Erevan Ilesere, Haela Brightaxe, Mask, Oghma, Tymora, Vergadain.

MAGIC DOMAIN

Deities: Azuth, Corellon Larethian, Hanali Celanil, Isis, Laduguer, Mystra, Savras, Set, Thoth, Velsharoon.

MENTALISM DOMAIN

Deity: Deep Duerra.

Granted Power: You can generate a mental ward, a spell-like ability to grant someone you touch a resistance bonus on her next Will saving throw equal to your level +2. Activating this power is a standard action. The mental ward is an abjuration effect with a duration of 1 hour that is usable once per day.

Mentalism Domain Spells

- | | |
|------------------------------|--------------------------|
| 1 Random action | 6 Rary's telepathic bond |
| 2 Detect thoughts | 7 Antipathy |
| 3 Clairaudience/clairvoyance | 8 Mind blank |
| 4 Modify memory | 9 Astral projection |
| 5 Mind fog | |

METAL DOMAIN

Deities: Dumathoin, Flandal Steelskin, Gond, Grumbar, Laduguer.

Granted Power: Free Martial or Exotic Weapon Proficiency and Weapon Focus with your choice of hammer.

Metal Domain Spells

- | | |
|-----------------|---------------------------|
| 1 Magic weapon | 6 Blade barrier |
| 2 Heat metal | 7 Transmute metal to wood |
| 3 Keen edge | 8 Iron body |
| 4 Rusting grasp | 9 Repel metal or stone |
| 5 Wall of iron | |

MOON DOMAIN

Deities: Eilistraee, Hathor, Malar, Sehanine Moonbow, Selune, Sharindlar.

Granted Power: Turn or destroy lycanthropes as a good cleric turns or destroys undead. You can use this ability a total number of times per day equal to three + your Charisma modifier.

Moon Domain Spells

- | | |
|---------------|-------------------|
| 1 Faerie fire | 6 Permanent image |
| 2 +Moonbeam | 7 Insanity |
| 3 +Moon blade | 8 Animal shapes |
| 4 Emotion | 9 +Moonfire |
| 5 +Moon path | |

NOBILITY DOMAIN

Deities: Horus-Re, Lathander, Milil, Nobanion, Red Knight, Siamorphe.

Granted Power: You have the spell-like ability to inspire allies, 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 standard action. It lasts a number of rounds equal to your Charisma bonus and can be used once per day.

Nobility Domain Spells

- | | |
|-------------------|----------------------|
| 1 Divine favor | 6 Geas/quest |
| 2 Enthrall | 7 Repulsion |
| 3 Magic vestment | 8 Demand |
| 4 Discern lies | 9 Storm of vengeance |
| 5 Greater command | |

OCEAN DOMAIN

Deities: Deep Sashelas, Istishia, Ulutiun, Umberlee, Valkur.

Granted Power: You have the supernatural ability to breathe water as if under the effect of a *water breathing* spell, for up to 10 rounds per level. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds).

Ocean Domain Spells

- | | |
|-----------------------|------------------------------|
| 1 Endure elements | 6 Otiluke's freezing sphere |
| 2 Sound burst | 7 +Waterspout |
| 3 Water breathing | 8 +Maelstrom |
| 4 Freedom of movement | 9 Elemental swarm |
| 5 Wall of ice | (cast as a water spell only) |

ORC DOMAIN

Deities: Bahgtru, Gruumsh, Ilneval, Luthic, Shargaas, Yurtrus.

Granted Power: You gain the smite power, the supernatural ability to make a single melee attack with a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day. If used against a dwarf or an elf, you get a +4 bonus on the smite attack roll.

Orc Domain Spells

- | | |
|-----------------|--------------------|
| 1 Cause fear | 6 Eyebite |
| 2 Produce flame | 7 Blasphemy |
| 3 Prayer | 8 Cloak of chaos |
| 4 Divine power | 9 Power word, kill |
| 5 Prying eyes | |

PLANNING DOMAIN

Deities: Gond, Helm, Ilneval, Red Knight, Siamorphe, Ubtao.

Granted Power: Free Extend Spell feat.

Planning Domain Spells

- | | |
|------------------------------|--------------------|
| 1 Deathwatch | 6 Heroes' feast |
| 2 Augury | 7 Greater scrying |
| 3 Clairaudience/clairvoyance | 8 Discern location |
| 4 Status | 9 Time stop |
| 5 Detect scrying | |

PLANT DOMAIN

Deities: Angharradh, Baervan, Wildwanderer, Chauntea, Eldath, Fenmarel Mestarine, Gwaeron Windstrom, Mielikki, Osiris, Rillifane Rallathil, Sheela Peryroyl, Shiallia, Silvanus, Solonor Thelandira, Thard Harr, Ubtao.

PORTAL DOMAIN

Deities: Eilistraee, Shaundakul.

Granted Power: You can detect an active or inactive *portal* as if it were a normal secret door (DC 20).

Portal Domain Spells

- | | |
|----------------------|----------------|
| 1 Summon monster I | 6 Banishment |
| 2 +Analyze portal | 7 Etherealness |
| 3 Dimensional anchor | 8 Maze |
| 4 Dimension door | 9 Gate |
| 5 Teleport | |

PROTECTION DOMAIN

Deities: Angharradh, Arvoreen, Baravar Cloakshadow, Berronar Truesilver, Chauntea, Corellon Larethian, Deneir, Dumathoin, Eldath, Gaerdal Ironhand, Garl Glittergold, Geb, Gorm Gulthyn, Hanali Celanil, Helm, Kelemvor, Laduguer, Lathander, Martham-

SUN DOMAIN

Deities: Horus-Re, Lathander.

TIME DOMAIN

Deities: Grumbar, Labelas Enoreth.

Granted Power: Free Improved Initiative feat.

Time Domain Spells

- | | |
|-----------------------|---------------|
| 1 True strike | 6 Contingency |
| 2 Gentle repose | 7 Mass haste |
| 3 Haste | 8 Foresight |
| 4 Freedom of movement | 9 Time stop |
| 5 Permanency | |

TRADE DOMAIN

Deities: Abbathor, Nephthys, Shaundakul, Vergadain, Waukeen.

Granted Power: You may use *detect thoughts* once per day as a spell-like ability, affecting one target and lasting a number of minutes equal to your Charisma bonus. Activating this power is a free action.

Trade Domain Spells

- | | |
|---------------------|--------------------------------------|
| 1 Message | 6 True seeing |
| 2 +Gembomb | 7 Mordenkainen's magnificent mansion |
| 3 +Eagle's splendor | 8 Mind blank |
| 4 Sending | 9 Discern location |
| 5 Fabricate | |

TRAVEL DOMAIN

Deities: Akadi, Baervan Wildwanderer, Brandobaris, Fenmarel Mestarine, Gwacron Windstrom, Hoar, Istishia, Kelemvor, Lliira, Marthammor Duin, Mielikki, Oghma, Sehanine Moonbow, Selune, Sharess, Shaundakul, Tymora, Vhaeraun, Waukeen.

TRICKERY DOMAIN

Deities: Abbathor, Akadi, Baravar Cloakshadow, Beshaba, Brandobaris, Cyric, Erevan Ilesere, Gargauth, Garl Glittergold, Lolth, Mask, Oghma, Sharess, Shargaas, Vergadain, Vhaeraun.

TYRANNY DOMAIN

Deities: Bane, Tiamat.

Granted Power: Add +2 to the saving throw DC of any compulsion spell you cast.

Tyranny Domain Spells

- | | |
|-------------------|-------------------------|
| 1 Command | 6 Geas/quest |
| 2 Enthrall | 7 Bigby's grasping hand |
| 3 Discern lies | 8 Mass charm |
| 4 Fear | 9 Dominate monster |
| 5 Greater command | |

UNDEATH DOMAIN

Deities: Kiaransalee, Velsharoon.

Granted Power: Free Extra Turning feat.

Undeath Domain Spells

- | | |
|------------------|-------------------------|
| 1 Detect undead | 6 Create undead |
| 2 Desecrate | 7 Control undead |
| 3 Animate dead | 8 Create greater undead |
| 4 Death ward | 9 Energy drain |
| 5 Circle of doom | |

WAR DOMAIN

Deities: Anhur, Arvoreen, Clangeddin, Corellon Larethian, Deep Duerra, Gaerdal Ironhand, Garagos, Gorm Gulthyn, Gruumsh, Haela

Brightaxe, Ilneval, Red Knight, Selvetarm, Shevarash, Solonor Thelandira, Tempus, Tyr, Uthgar.

WATER DOMAIN

Deities: Auril, Deep Sashelas, Eldath, Isis, Istishia, Sebek, Silvanus, Umberlee.

spell descriptions

The spells presented here follow all the rules presented in Chapter 10: Magic and Chapter 11: Spells in the *Player's Handbook*.

AGANAZZAR'S SCORCHER

Evocation [Fire]

Level: Sor/Wiz 2

Components: V, S, F

Casting Time: 1 action

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

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

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A jet of roaring flame bursts from your outstretched hand, scorching any creature in a 5-foot-wide path to the edge of the spell's range. *Aganazzar's scorcher* deals 1d8 points of damage per two caster levels, to a maximum of 5d8 points of damage.

Focus: A red dragon's scale.

ANALYZE PORTAL

Divination

Level: Brd 3, Portal 2, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 minute

Range: 60 ft.

Area: A quarter circle emanating from you to the extreme of the range

Duration: Concentration, up to 1 round/level (D)

Saving Throw: See text

Spell Resistance: No

You can tell if an area contains a magic *portal*. If you study an area for 1 round, you know the sizes and locations of any *portals* in the area. Once you find a *portal*, you can study it. (If you find more than one *portal*, you can only study one at a time.)

Each round you study a *portal*, you can discover one property of the *portal*, in this order: any key or command word needed to activate the *portal*, any special circumstances governing the *portal*'s use (such as specific times when the *portal* can be activated), whether the *portal* is one-way or two-way, any of the usual properties listed in the Building a Portal section earlier in this chapter, and finally, a glimpse of the area where the *portal* leads. You can look at the area where the *portal* leads for 1 round. *Analyze portal* does not allow other divination spells to extend through the *portal*. For example, you cannot also use *detect magic* or *detect evil* to study the area where the *portal* leads while viewing the area with *Analyze portal*.

For each property, you make a caster level check (1d20 + caster level) against DC 17. If fail, you can try again the next round. *Analyze portal* has only a limited ability to reveal unusual properties of *portals*, as follows:

- **Random Portals:** The spell reveals only that the *portal* is random, and whether it can be activated now. It does not reveal when the *portal* starts or stops functioning.

- **Variable Portals:** The spell reveals only that the *portal* is variable. If the caster studies the *portal's* destination, the spell reveals only the destination to which the *portal* is currently set.
- **Creature Only Portals:** The spell reveals this property. If the caster studies the *portal's* destination, the spell reveals where the *portal* sends creatures. If it is the type of *portal* that sends creatures one place and their equipment another place, the spell does not reveal where the equipment goes.
- **Malfunctioning Portals:** The spell reveals only that the *portal* is malfunctioning, not what sort of malfunction the *portal* produces.

Arcane Material Components:

A crystal lens and a small mirror.

ANYSPELL

Transmutation

Level: Spell 3

Components: V, S, DF (and possibly M, F, and XP)

Casting Time: 15 minutes

Range: Personal

Target: You

Duration: Instantaneous

Anyspell allows you to read and prepare any arcane spell of up to 2nd level. You must have an arcane magical writing (a scroll or spellbook) on hand to cast *anyspell*. During the spell's 15-minute casting time, you can scan the spells available and choose one to read and prepare.

Once you choose and prepare an arcane spell, you retain it in your mind. The prepared spell occupies your 3rd-level domain spell slot. If you read the spell from a spellbook, the book is unharmed, but reading a spell from a scroll erases the spell from the scroll.

When you cast the arcane spell, it works just as though cast by a wizard of your cleric level except that your Wisdom score sets the save DC (if applicable). You must have a Wisdom score of at least 10 + the arcane spell's level to prepare and cast it. Your holy symbol substitutes for any noncostly material component. If the spell has a costly material component (one to which a gold piece value is assigned), you must provide it. If the spell has another focus, you must provide the focus. If the spell has an XP component, you must pay the experience point cost.

ARMOR OF DARKNESS

Abjuration [Darkness]

Level: Darkness 4

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The spell envelops the warded creature in a shroud of flickering shadows. The shroud can, if the caster desires, conceal the wearer's features. In any case, it grants the subject a +3 deflection bonus to Armor Class plus an additional +1 for every four caster levels (maximum bonus +8). The subject can see through the armor as if it did not exist and is also afforded darkvision with a range of 60 feet. Finally, the subject gains a +2 saving throw bonus against any holy, good, or light spells or effects.

Undead creatures that are subjects of *armor of darkness* also gain +4 turn resistance.



Claws of darkness

spell *daylight* counters or dispels *blacklight*.

Material Component: A piece of coal and the dried eyeball of any creature.

CLAWS OF DARKNESS

Illusion (Shadow)

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level (D)

Saving Throw: Fortitude partial

Spell Resistance: Yes (see text)

You draw material from the Plane of Shadow to cause your hands and forearms to elongate and change shape into featureless claws of inky blackness. Starting on your next action, you may use the claws to make unarmed attacks as if they were natural weapons. (You attack

BLACKLIGHT

Evocation [Darkness]

Level: Darkness 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

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

Area: A 20-ft.-radius emanation centered on a creature, object, or point in space

Duration: 1 round/level (D)

Saving Throw: Will negates or none (object)

Spell Resistance: Yes or no (object)

You create an area of total darkness. The darkness is impenetrable to normal vision and darkvision, but you can see normally within the blacklit area. Creatures outside the spell's area, even you, cannot see through it.

You can cast the spell on a point in space, but the effect is stationary unless you cast it on a mobile object. You can cast the spell on a creature, and the effect then radiates from the creature and moves as it moves. Unattended objects and points in space do not get saving throws or benefit from spell resistance.

Blacklight counters or dispels any light spell of equal or lower level, such as *daylight*. The 3rd-level cleric

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with one claw and can use the other claw for an off-hand attack. If you have multiple attacks you use them normally when attacking with the claws.) Attacks with the claws are melee touch attacks. Each claw deals 1d4 points of cold damage. If you grapple an opponent, you deal claw damage with each successful grapple check, and the grappled target is under the effect of a *slow* spell for as long as you maintain the grapple unless the opponent makes a Fortitude save.

You can extend the claws up to 6 feet, which gives you natural reach of 10 feet, or retract them as a free action.

When the spell is in effect, you may not cast spells with anything other than verbal components, nor may you carry items with your hands. Any magic items worn on your hands are temporarily absorbed and cease functioning while the spell is active.

CLOAK OF DARK POWER

Abjuration

Level: Drow 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Cloak of dark power creates a dusky haze around the subject. The haze does not interfere with vision, but the subject and anything she wears or carries is protected from the effects of full sunlight, even under the open, daytime sky of the surface world. A drow subject suffers no blindness or bright light combat penalties while under the effects of a *cloak of dark power*.

The subject also gains a +4 resistance bonus on saves against light or darkness spells or effects.

CREATE MAGIC TATTOO

Conjuration (Creation)

Level: Sor/Wiz 2

Components: V, S, M, F

Casting Time: 10 minutes

Range: Touch

Target or Area: Creature touched

Duration: 1 day

Saving Throw: None

Spell Resistance: Yes (harmless)

Create magic tattoo creates a single magic tattoo. The caster determines the exact type of tattoo, though the selection of possible tattoos is limited by caster level. The caster of *create magic tattoo* must have a modicum of artistic talent to sketch the desired tattoo—at least one rank of Craft (drawing), Craft (painting), Craft (calligraphy), or a similar Craft skill. Inscribing a magic tattoo requires a Craft check. The DC varies with the kind of tattoo, as noted below.

A caster of 3rd to 6th level can inscribe the following tattoos (DC 10):

- +2 resistance bonus on one type of saving throw (Fortitude, Reflex, or Will).
- +1 luck bonus on attack rolls.
- +1 deflection bonus to AC.

A caster of 7th to 12th levels can inscribe the lower-level tattoos

- +2 resistance bonus on all saving throws.
- +2 competence bonus on attack rolls.
- The ability to recall one cast 0-level, 1st-level, or 2nd-level spell (just as though the subject were using a *pearl of power*). The caster chooses the spell level.

A wizard of 13th level or higher can inscribe all of the above tattoos plus the following (DC 20):

- Spell resistance of 10 + 1 per six caster levels.
- +2 enhancement bonus to any one ability score.
- +1 level of casting ability. This increases the subject's effective level, but not the total number of spells. An 11th-level wizard raised in casting ability in this manner casts spells as a 12th-level wizard in terms of range, area, effect, and so on, but this tattoo does not provide any extra spells.

A single creature can have only three magic tattoos at a time. Once a creature has three magic tattoos operating, any additional magic tattoos fail.

A successful *erase* spell removes a single magic tattoo. A successful *dispel magic* spell can remove multiple magic tattoos if targeted on the creature bearing the tattoos (see the *dispel magic* spell in the *Player's Handbook*).

Material Components: Tattoo inks in appropriate colors.

Focus: Tattoo needles.

DARKBOLT

Evocation [Darkness]

Level: Darkness 5

Components: V, S

Casting Time: 1 action

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

Effect: One ray/2 caster levels (maximum seven)

Duration: Instantaneous (see text)

Saving Throw: Will partial

Spell Resistance: Yes

You unleash beams of darkness from your open palm. You must succeed at a ranged touch attack to strike your target. You can hurl one *darkbolt* for every two caster levels you have (maximum seven bolts). You can hurl all the bolts at once, or you can hurl one bolt per round as a free action, starting on the round when you cast the spell. You do not have to hurl a bolt every round, but if you don't hurl the bolt you were entitled to that round, it is lost. If you hurl all the bolts at once, all your targets must be within 60 feet of each other.

A *darkbolt* deals 2d8 points of damage to a living creature, and the creature is dazed for 1 round unless it makes a Will save (a creature struck by multiple bolts during the same round is dazed for a maximum of 1 round, no matter how many times it fails its save). Undead take no damage, but are dazed if they fail their saves.

EAGLE'S SPLENDOR

Transmutation

Level: Brd 2, Hrp 2, Sor/Wiz 2, Trade 3

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance:

The transmuted creature becomes more poised, articulate, and personally forceful. The spell grants an enhancement bonus to Charisma of 1d4+1 points, adding the usual benefits to Charisma-based skills. Sorcerers and bards who receive *eagle's splendor* do not gain extra spells, but the save DCs for their spells increase.

Arcane Material Component: A few feathers or a pinch of dung from an eagle.

ELMINSTER'S EVASION

Evocation

Level: Sor/Wiz 9

Components: V, S, M, F, XP

Casting Time: At least 10 minutes (see text)

Range: Personal

Target: You

Duration: Until discharged

This powerful variant of the *contingency* spell automatically transfers you and everything you carry or touch (except for other creatures or objects that weigh more than 50 pounds) to a locale you name.

When casting *Elminster's evasion*, you must specify the locale and detail up to six specific conditions that trigger the spell. When any of these situations occurs, your body, mind, and soul are whisked away to the location. The location can be any place you have visited, even on another plane. Also when casting the spell, you cast *teleport without error* and one or two other spells that are to take effect when you arrive at your destination. The 10-minute casting time is the minimum total for all castings. If the companion spells have combined casting times longer than 10 minutes, use the combined casting times instead. The *teleport without error* spell whisks you through the Astral Plane to your destination, so anything that prevents astral travel also foils *Elminster's evasion*.

The spells to be brought into effect by the *evasion* must be ones that affect your person (*feather fall*, *levitate*, *fly*, *teleport*, and so on) and be of a spell level no higher than one-third of your caster level (maximum 6th level).

The conditions you specify to bring the spell into effect must be clear, although they can be general (see the *contingency* spell, page 187 of the *Player's Handbook*).

The spell pulls together your mind, body, and soul if they have been separated. For example, if your soul is trapped in a *magic jar* when the *evasion* is triggered, your soul returns to your body. (This breaks the *magic jar* spell.) If your body or soul has been magically trapped (for example with a *binding*, *imprisonment*, or *trap the soul* spell), you must succeed at a caster level check (DC 11 + the caster level of the person who cast the trapping spell). If you succeed, the trapping spell is broken and the *evasion* works. If you fail, the *evasion* fails. If you're dead when you arrive at your destination, your soul immediately departs just as though you died at your destination.

Material Components: Those of the companion spells, plus quicksilver; an eyelash of an ogre mage, ki-rin, or similar spell-using creature; and some of your own blood, freshly drawn. Drawing the blood deals 1d4 points of temporary Constitution damage.

Focus: A statuette of you carved from ivory and decorated with gems (worth at least 1,500 gp). You must carry the focus for the *evasion* to function.

XP Cost: 5,000 XP.

FANTASTIC MACHINE

Illusion (Shadow)

Level: Craft 6, Gnome 6

Components: V, S, DF

Casting Time: 1 action

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

Effect: A 10-ft. machine

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

Fantastic machine creates an illusory, many-armed, noisy mechanical construct of impressively massive appearance. You can command the machine to perform any simple, physical task that you can describe in 25 words or less. You can order the machine to perform the same task over and over, but you can't change the task. You must specify the task when you cast the spell. The machine always acts on your turn in the initiative order. (It can act during the turn you cast the spell.)

The machine functions as a Large (tall) animated object (see page 17 of the *Monster Manual*). It trundles over the ground at a speed of 40 feet. It can swim or fly at a speed of 10 feet (clumsy maneuverability). It has 22 hit points, an Armor Class of 14 (-1 size, +5 natural), and a hardness of 10. Its saving throw bonuses are Fortitude +1, Reflex +1, Will -4.

A light load for the machine is up to 230 pounds, a heavy load is 231-460 pounds, and a heavy load is 461-700 pounds. The machine can fly or swim only when lightly loaded.

The machine can lift a weight of up to 1,400 pounds to a height of 15 feet. It can push or drag 3,500 pounds. It can excavate 7,000 pounds of loose rock each minute (which is sufficient to clear a 5-by-5-by-5-foot space in 3 rounds). It can excavate sand or loose soil at twice that rate.

The machine has an attack bonus of +5 and can make one slam attack each round that deals 1d8+4 points of damage. It deals triple slam damage (3d8+12) against stone or metal. The machine can hurl small rocks (if any are at hand) with an attack bonus of +3. Its range increment is 150 feet, and it can throw a rock up to 10 range increments. A thrown rock deals 2d6+4 points of damage.

FIRE STRIDE

Transmutation [Teleportation]

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level or until expended (see text)

You gain the ability to step into fires and move from fire to fire. The fires you enter and move between must be at least as big around as you are. Fire elementals and other fire creatures are not "fires" for purposes of *fire stride*, nor are sources of great heat such as pools of lava.

Once in a fire, you can transport yourself to any other sufficiently large fire within long range (400 ft. + 40 ft./level), and you instantly know the locations of all suitable fires within range. Each transport counts as a full move action. With each casting of the spell, you can transport yourself one time per caster level. If a fire's location doesn't offer enough space for you (for example, a fire contained inside a furnace too small to hold you or a fire already occupied by a big cauldron), it is not a viable destination and you don't sense its location. If a fire rests on a surface that can't support you, it is still a viable destination and you suffer the appropriate consequences if you transport yourself to it. For example, if you transport yourself into a fire burning in a pit full of oil, you fall into the oil when you arrive there.

The spell provides no protection against fire, so it is advisable to obtain such protection before using the spell.

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FLASHBURST

Evocation [Fire]
Level: Hth 3, Sor/Wiz 3
Components: V, S, M/DF
Casting Time: 1 action
Range: Long (400 ft. + 40 ft./level)
Area: A 20-ft.-radius burst
Duration: Instantaneous (see text)
Saving Throw: Will partial
Spell Resistance: Yes

Flashburst creates a blinding, dazzling flash of light. Sighted creatures within the area are automatically dazzled for 1 round (-1 penalty on attack rolls), and possibly blinded for 2d8 rounds (Will negates). Creatures outside the area, but within 120 feet of the burst, can be blinded if they have line of sight to the burst (Will negates). The spell does not dazzle creatures outside the burst area.

In addition to the obvious effects, a blinded character suffers a 50% miss chance in combat (all opponents have full concealment), loses any Dexterity bonus to AC, grants a +2 bonus on attackers' attack rolls (they are effectively invisible), moves at half speed, and suffers a -4 penalty on most Strength- and Dexterity-based skill checks.

Arcane Material Component: A pinch of sulfur or phosphorus.

FLENSING

Evocation
Level: Sor/Wiz 8
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One corporeal creature
Duration: Up to 4 rounds (see text)
Saving Throw: Fortitude partial
Spell Resistance: Yes

You literally strip the flesh from a corporeal creature's body.

Each round, the target suffers pain and psychological trauma that literally undermines the spirit. The assault deals 2d6 points of damage, and 1d6 points of temporary Charisma and Constitution damage. A Fortitude save negates the temporary Charisma and Constitution damage and reduces the normal damage by half. The target can make a saving throw each round to reduce the damage in that round.

Fleensing has no effect on creatures in gaseous form or on incorporeal creatures.

Material Component: An onion.

GATE SEAL

Abjuration
Level: Brd 6, Clr 6, Drd 6, Sor/Wiz 6
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One gate or portal
Duration: Permanent
Saving Throw: None
Spell Resistance: No

You permanently seal a gate or portal. *Gate seal* prevents any activation of the gate or portal, though the seal may be negated by a successful *dispel magic* cast upon the spell. A *knock* spell does not function on the gate seal, but a *chime of opening* dispels the spell.

Material Component: A silver bar worth 50 gp.

GEMBOMB

Conjuration (Creation) [Force]
Level: Gnome 2, Trade 2
Components: V, S, M
Casting Time: 1 action/bomb
Range: Touch
Targets: Up to 5 touched gems worth at least 1 gp each
Duration: 10 minutes/level or until used
Saving Throw: Reflex half (see text)
Spell Resistance: Yes

Gembomb converts up to five gems into bombs you (and only you) can lob at enemies. You must hold the gems in your hand when casting the spell.

Together, the bombs are capable of dealing 1d8 points of force damage per two caster levels (maximum of 5d8), divided up among the gems as you wish. A 10th-level cleric could create one 5d8 bomb, a 3d8 and 2d8 bomb, five 1d8 bombs, or any combination of five dice of damage and up to five gems.

You can toss the bombs up to 100 feet with a range increment of 20 feet. A ranged touch attack roll is required to strike the intended target.

A *gembomb* blasts its target with a rainbow-colored shower of magical force. A creature struck by a *gembomb* can attempt a Reflex save for half damage.

Tossing a single *gembomb* counts as an attack for you, so you usually cannot toss a bomb during the turn that you cast the spell. You can only toss one *gembomb* at a time, but you can toss more than one each round if you have multiple attacks.

Material Components: Up to five gems worth at least 1 gp each.

GREAT SHOUT

Evocation [Sonic]
Level: Sor/Wiz 8
Components: V
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Area: Cone
Duration: Instantaneous
Saving Throw: Fortitude partial (see text) (object)
Spell Resistance: Yes (object)

You emit a blaring yell that stuns, deafens, and damages creatures in its path. All within the area take 2d6 points of sonic damage, are deafened for 4 rounds, and are stunned for 2 rounds. A successful Fortitude saving throw negates the damage, reduces deafening to 2 rounds, and reduces stunning to 1 round.

A deafened character, in addition to the obvious effects, suffers a -4 penalty on initiative and a 20% chance to miscast and lose any spell with a verbal component that he tries to cast.

The *great shout* spell cannot penetrate the spell *silence*.

Creatures with sensitive ears (such as grimlocks) take double damage from the spell. Objects take normal damage, but the attack ignores hardness.

GREATER ANYSPELL

Transmutation
Level: Spell 6
Components: V, S, DF (and possibly M, F, and XP)
Casting Time: 15 minutes
Range: Personal
Target: You
Duration: Instantaneous

As *any* spell, except you can read and prepare any arcane spell of up to 5th level, and the prepared spell occupies your 6th-level domain spell slot.

GREATER FANTASTIC MACHINE

Illusion (Shadow)

Level: Craft 9

Components: V, S, DF

Casting Time: 1 action

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

Effect: A 10-ft. machine

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: Yes

Greater fantastic machine creates an illusory, many-armed, noisy mechanical construct of impressively massive appearance.

You can concentrate on controlling the machine's every action or specify a simple program, such as collect all the logs in an area and stack them in a neat pile, plow a field, drive piles, or the like. The machine can perform only fairly simple physical tasks. Directing the machine's actions or changing its programmed movement is a standard action for you. The machine always acts on your turn in the initiative order. (It can act during the turn you cast the spell.)

Except where noted below, the machine functions as a Large (tall) animated object (see the *Monster Manual*) constructed from adamantite. It trundles over the ground at a speed of 60 feet. It can swim or fly at a speed of 20 feet (poor maneuverability). It has 16 HD, 88 hit points, an Armor Class of 20 (-1 size, +11 natural), and a hardness of 20. Its saving throw bonuses are Fortitude +5, Reflex +5, and Will +0.

The machine has a Strength score of 22. A medium load for the machine is up to 520 pounds, a medium load is 521 to 1,040 pounds, and a heavy load is 1,041 to 1,560 pounds. The machine can fly or swim only when lightly loaded.

The machine can lift a weight of up to 3,120 pounds to a height of 15 feet. It can push or drag 7,800 pounds. It can excavate 20,000 pounds of loose rock each minute (which is sufficient to clear a 5-by-5-foot space in 1 round). It can excavate sand or loose soil at twice that rate.

The machine makes slam attacks with an attack bonus of +17/+12 for 1d8+9 points of damage. It deals triple slam damage (3d8+27) against stone or metal. The machine can hurl small rocks (if any are at hand) with an attack bonus of +12/+7. Its range increment is 150 feet, and it can throw a rock up to 10 range increments. A thrown rock deals 2d6+9 points of damage.

GRIMWALD'S GRAYMANTLE

Necromancy

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

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

Targets: One creature

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

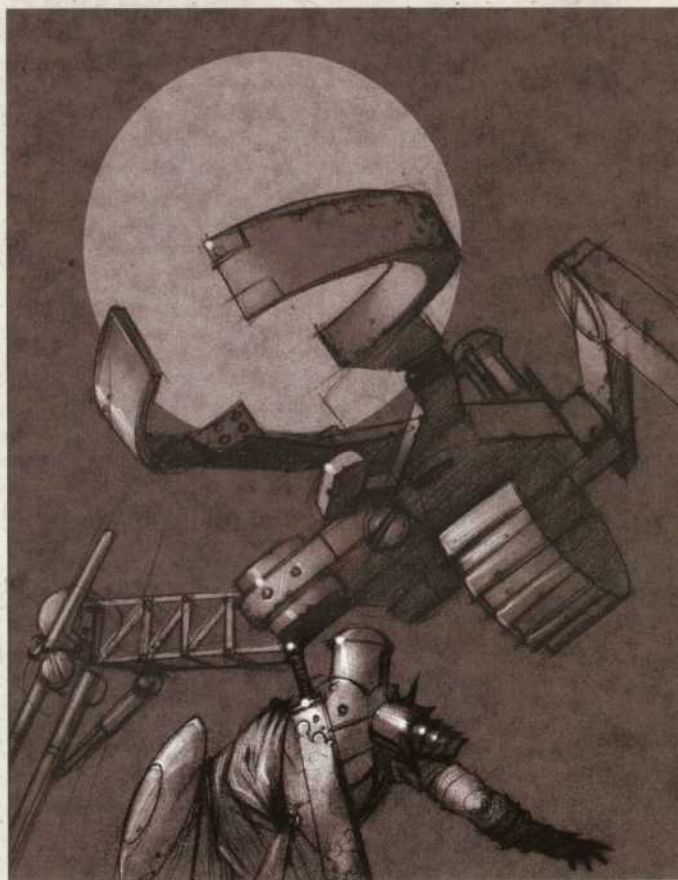
You imbue a skull or bone with a pale gray radiance and then hurl (or touch) the skull or bone to hit a target creature. You can attack

with the skull on the round you cast the spell, but otherwise it is a standard action.

If the skull or bone hits the target, the gray radiance is transferred from the skull to the creature, covering it entirely. For the duration of the spell, the creature cannot regain hit points or ability score points by any means. Nor can the creature remove negative levels. Natural regeneration (such as that of trolls) is stopped, as are the effects of a *ring of regeneration*, *potion of healing*, or *staff of curing*. Spells that return lost hit points (*cure light wounds*, *heal*) do not work on that individual. Other necromantic spells function normally, including those that cure other afflictions (*disease*, *blindness*). Those that remove hit points (*cause light wounds*) are unaffected by the spell. The subject can improve his current hit points by boosting his Constitution score and can receive temporary hit points (from an *aid* spell, for example).

Upon the expiration of the spell, automatic healing abilities and items such as a *ring of regeneration* or a troll's regeneration ability begin to function again.

Material Component: The skull or bone used.



Greater fantastic machine.

LESSER IRONGUARD

Abjuration

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

MAGIC

You or a creature you touch becomes immune to nonmagical metal. Metal items (including metal weapons) simply pass through you, and you can walk through metal barriers such as iron bars. Magic metal affects you normally, as do spells, spell-like abilities, and supernatural effects. Attacks delivered by metal items (such as poison on a dagger) affect you normally. If the spell expires while metal is inside you, the metal object is shunted out of your body (or you away from the metal, if it is an immovable object such as a set of iron bars). You and the object each take 1d6 points of damage as a result (ignoring the object's hardness for determining damage to it).

Because you pass through metal, you may ignore armor bonuses from metal armor on opponents you attack with unarmed attacks.

Material Component: A tiny shield of wood, glass, or crystal.

MAELSTROM

Conjuration (Creation)

Level: Ocean 8

Components: V, S, DF

Casting Time: 1 full round

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

Effect: A whirlpool 120 ft. wide and 60 ft. deep

Duration: 1 round/level

Saving Throw: Reflex negates (and see text)

Spell Resistance: No

Maelstrom causes a deadly vortex to form in water. A body of water at least 120 feet wide and 60 feet deep must be present, or the spell is wasted.

Waterborne creatures or objects within 50 feet of the vortex (below and on all sides) must make successful Reflex saves or be sucked in. Trained swimmers can attempt Swim checks instead if their skill modifier is higher than their Reflex save bonus. Waterborne vessels avoid being sucked in if their operators make Profession (sailor) checks against the same DC as the spell's saving throw. These creatures take 3d8 points of damage upon being sucked in.

Once inside, creatures and objects take 3d8 points of battering damage each round. They remain trapped for 2d4 rounds. Subjects of Large or smaller size are ejected from the bottom of the vortex. Larger subjects are ejected from the top.

MAW OF STONE

Transmutation

Level: Cavern 7

Components: V, S, DF

Casting Time: 1 action

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

Effect: One cave mouth or natural chamber up to 15 ft. high and wide

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

You cause a single natural opening or natural chamber to become animated. The opening or chamber cannot move, but it can attack. You can order it to attack any creature, or a specific type of creature. You also can order it to attack under a specific circumstance, such as when creatures try to leave or when they touch something.

An animated opening can only attack creatures that try to move through it. An animated chamber can attack every creature inside. Only one *maw of stone* can be in effect on a particular opening or chamber at a time.

The animated opening or chamber has a Strength score of 30 and an attack bonus equal to your level + your Wisdom modifier + 7 for its Strength. If it has any single dimension (height, length, or

width) of 8 feet or more, it has a -1 size penalty on attack rolls for being Large.

An animated opening can make one grapple attack each round against a creature passing through. If it succeeds with its grab attempt, it makes a grapple check and deals 2d6+10 points of normal damage with a successful hold. A Large opening gains a ++ special size modifier and deals 2d8+10 points of damage.

An animated chamber works the same way, except that it can make a separate attack against every creature inside.

The animated stone has an Armor Class of 15, or 14 if Large (-1 size), and a hardness of 8. An opening has 40 hit points (60 if Large). A chamber has 60 hit points (90 if Large).

MOON BLADE

Evocation

Level: Hth 3, Moon 3

Components: V, S, M/DF

Casting Time: 1 action

Range: 0 ft.

Effect: A swordlike beam

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: Yes

A 3-foot-long, blazing beam of moonlight springs forth from your hand. Anyone who can cast *moon blade* can wield the beam with proficiency. However, if you are proficient with any type of sword, you can wield the beam as if it were any type of sword and thus gain the benefits of any special sword skill you might have, such as Weapon Focus.

Attacks with the *moon blade* are melee touch attacks. Its strike saps vitality or life force, causing no visible wounds but dealing 1d8 points of damage plus 1 point per two caster levels (to a maximum of +15) to any type of creature except undead. Undead are visibly wounded by a *moon blade*. Their substance boils away from its touch, and they take 2d8 points of damage plus 1 point per caster level (to a maximum of +30) per blow. The blade is immaterial, and your Strength modifier does not apply to the damage.

A successful *moon blade* strike temporarily scrambles magic. On the target's next turn after a hit from a *moon blade*, the creature must make a Concentration check to use any spell or spell-like ability. The DC is 10 + points of damage dealt + spell level. (An opponent hit by a *moon blade* while casting a spell must make the usual Concentration check to avoid ruining the spell in addition to the check on its next turn.)

The *moon blade* spell has no connection with the magic items known as *moonblades* borne and made by some elves.

Arcane Material Component: A small candy made with winter-green oil.

MOON PATH

Evocation [Force]

Level: Hth 5, Moon 5

Components: V, S, M/DF

Casting Time: 1 action

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

Effect: A variable-width, glowing white stair or bridge of translucent force up to 15 ft./level long (see text)

Duration: 1 minute/level (D)

Saving Throw: None (see text)

Spell Resistance: No

Moon path allows you to create a stair or bridge from one spot to another. The effect is a railless ribbon of glowing white translucent force like

a glass strip. The strip can be from 3 to 20 feet wide as you decide. (You can vary the width over the ribbon's length if you want.) It sticks to its endpoints unshakably, even if these endpoints are in midair.

At the time of casting, you designate up to one creature per caster level to receive extra protection while standing on or moving along the *moon path*. Protected creatures gain the benefits of a *sanctuary*. This works exactly like the 1st-level spell *sanctuary* except that the save DC is 15 + your Wisdom modifier, and any subject of the spell who attacks breaks the *sanctuary* effect for all subjects. Protected creatures also stick to the top of the *moon path* as though they have received *spider climb* spells. A creature loses both benefits immediately when it leaves the path.

Unlike a *wall of force*, a *moon path* can be dispelled. It is otherwise similar to a *wall of force* in that it needs no supports and it is immune to damage of all kinds. A *disintegrate* blasts a hole 10 feet square, leaving the rest of the path intact. (If the moon path is 10 feet wide or less, this merely creates a 10-foot gap.) A hit from a *rod of cancellation*, a *sphere of annihilation*, or *Mordenkainen's disjunction* destroys a *moon path*. Spells and breath weapons cannot pass through a *moon path*, although *dimension door*, *teleport*, and similar effects can bypass the barrier. It blocks ethereal creatures as well as material creatures. Gaze attacks cannot operate through the *moon path*.

A *moon path* must be straight, continuous, and unbroken when formed. If its surface is broken by any object or creature, the spell fails. The bridge version of the spell must be created flat. The stair version cannot rise or descend any more sharply than 45 degrees.

Arcane Material Component: A white handkerchief.

MOONBEAM

Evocation [Light]

Level: Hth 2, Moon 2

Components: V, S, M/DF

Casting Time: 1 action

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

Area: Cone

Duration: 1 minute/level (D)

Saving Throw: None or Will negates (see text)

Spell Resistance: No

A cone of pale moonlight springs from your hand. On your turn each round, you can change the direction the cone points.

Light from a moonbeam does not adversely affect creatures that are sensitive to light, but lycanthropes in humanoid form caught in the cone must make Will saves to avoid involuntarily assuming their animal forms. Lycanthropes in animal form can change out of it on their next turn (spending a round in animal form). However, if they are still in the area of the spell, they must succeed at a Will save to do so. Once a lycanthrope successfully saves against *moonbeam*, it is not affected by any more of your *moonbeam* spells for 24 hours.

Moonbeam penetrates any darkness spell of equal or lower level, but does not counter or dispel it. Darkness spells of higher level block a *moonbeam*.

Arcane Material Component: A pinch of white powder.

MOONFIRE

Evocation [Light]

Level: Moon 9

Components: V, S, DF

Casting Time: 1 action

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

Area: Cone

Duration: Instantaneous (see text)

Saving Throw: Reflex half (see text)

Spell Resistance: Yes

A cone of fiery, white moonlight springs from your hand. Living creatures in the area feel an unnatural chill and take 1d8 points of damage per two caster levels, to a maximum of 10d8. Undead and shapechangers take double damage. This application of the spell allows a Reflex save for half damage.

All magical auras within the cone glow with a faint blue light for 1 round per caster level. Disguised, shapechanged, or polymorphed creatures and objects in the spell's area at the time the spell is cast must make Will saves or immediately return to their normal forms. Even if the save succeeds, they remain covered in ghostly white outlines that show their true forms for 1 round per caster level.

The entire area covered by the cone glows silver white for 1 round per caster level. This radiance is as bright as the light of a full moon and negates electricity for 1 round per caster level unless the creature generating it makes a caster level check against a DC equal to the caster's level. If an electricity effect is generated outside the glowing cone, the cone blocks the electricity effect if the caster level check fails. If an electricity effect is generated inside the glowing cone, the cone completely negates the electricity effect if the caster level check fails.

SCATTERSPRAY

Transmutation

Level: Hrp 1, Hth 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 action

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

Target: Six or more Diminutive or Fine objects, all within 1 ft. of each other, whose total weight does not exceed 25 lb.

Duration: Instantaneous

Saving Throw: None (see text)

Spell Resistance: No

You can point to a collection of little, unsecured items and cause them to fly off in all directions simultaneously. The spray of items makes a burst with a 10-foot radius. If the items are fairly hard or sharp (such as stones, sling bullets, coins, or the like), creatures in the burst take 1d8 points of damage. A successful Reflex save negates this damage. Eggs, fruit, and other soft objects can be used, but the damage then dealt is subdual damage.

SHADOW MASK

Illusion (Shadow)

Level: Hrp 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

You cause a mask of shadows to form around your face. It does not impede your vision, cannot be physically removed, completely hides your features, and protects you against certain attacks. You receive a +4 bonus on saving throws against light or darkness spells and any spells that rely on bright light for damaging effects, such as the *flare* spell or the fireworks effect of *pyrotechnics*. You also gain a 50% chance each round to avoid having to make a saving throw against gaze attacks, just as if you averted your eyes. If you avert your eyes while using *shadow mask*, you get to check twice to see if you avoid having to make the saving throw.

When the spell's duration ends, the *shadow mask* fades over the course of 1d4 rounds (rather than immediately), giving you time to keep your face hidden via other means. A successful *dispel magic*

cast against a *shadow mask* effectively ends the spell and causes the same slow fading.

Material Component: A mask of black cloth.

SHADOW SPRAY

Illusion (Shadow)

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

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

Area: 5-foot radius burst

Duration: 1 round/level

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

You cause a multitude of ribbonlike shadows to instantaneously explode outward from the target point. Creatures in the area take 2 points of temporary Strength damage, are dazed for 1 round, and suffer a -2 morale penalty on saving throws against *fear* spells and effects. The *fear* penalty ends when the *shadow spray* spell does, but the temporary Strength damage is instantaneous.

Material Component: A handful of black ribbons.

SNILLOC'S SNOWBALL SWARM

Evocation [Cold]

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

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

Effect: 10-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A flurry of magic snowballs erupts from a point you select. The swarm of snowballs deals 2d6 points of cold damage to creatures and objects within the burst. For every two caster levels beyond 3rd, the snowballs deal an extra die of damage, to a maximum of 5d6 at 9th level or higher.

Material Component: A piece of ice or a small white rock chip.

SPIDER CURSE

Transmutation [Mind-Affecting]

Level: Spider 6

Components: V, S, DF

Casting Time: 1 action

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

Target: 1 humanoid of Medium-size or smaller

Duration: 1 day/level

Saving Throw: Will negates

Spell Resistance: Yes

You turn a humanoid into a driderlike creature that obeys your mental commands.

The transmuted subject gains a spider's body with a humanoid head, arms, and torso, just like a drider.

The subject has a drider's speed, natural armor, bite attack, and poison (but see below). The subject gains a ++ bonus to its Strength, Dexterity, and Constitution scores.

The subject retains its Intelligence, Wisdom, and Charisma scores, level and class, hit points (despite any change in Constitution score), alignment, base attack bonus, and base saves. (New Strength, Dexter-

ity, and Constitution scores may affect final Armor Class, attack, and save bonuses.) The subject's equipment remains and continues to function as long as it fits a drider's body shape. Otherwise it is subsumed into the new form and ceases to function for the duration of the spell. Retained items include anything worn on the upper body (head, neck, shoulders, hands, arms, and waist). Nonfunctioning items include anything worn on the legs, feet, or the whole body (armor, robes, vestments, and boots).

The subject's bite delivers a poison with a Fortitude save DC of 16 + your Wisdom bonus. Initial and secondary damage is 1d6 points of temporary Strength damage.

Your control over the subject is like that provided by a *dominate person* spell. (You telepathically control the creature so long as it remains within range.)

Although *spider curse* is similar to *polymorph other*, it does not heal damage or cause disorientation.

SPIDER SHAPES

Transmutation

Level: Spider 9

Components: V, S, DF

Casting Time: 1 action

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

Targets: One willing creature/level, all within 30 ft. of each other

Duration: 1 hour/level (D)

Saving Throw: None (see text)

Spell Resistance: Yes (harmless)

As *polymorph other*, except you polymorph up to one willing creature per level into a monstrous spider of any size from Tiny to Huge as you decide (see page 208 of the *Monster Manual*). All the creatures you transmute must become spiders of the same size. The spell has no effect on unwilling creatures.

Subjects remain in the spider form until the spell expires or you dismiss the spell for all subjects. In addition, an individual subject may choose to resume her normal form as a full-round action. Doing so ends the spell for her and her alone.

Parts separated from the resulting spiders do not revert to their original forms, so the resulting spiders have poisonous bites.

Creatures polymorphed by *spider shapes* don't suffer the disorientation penalty that those transformed by *polymorph other* often do. Subjects of *spider shapes* regain hit points as though they had rested for a day.

SPIDERFORM

Transmutation

Level: Drow 5

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Targets: You

Duration: 1 hour/level (D)

You can polymorph into a drider or Tiny, Small, Medium-size, or Large monstrous spider (see the *Monster Manual*). You regain lost hit points as if you rested for a day on the initial transformation. The spell lasts until you decide to resume your normal shape.

You acquire the physical and natural abilities of the creature you polymorph into, including natural size, Strength, Dexterity, and Constitution scores, armor, attack routines, and movement capabilities.

Unlike *polymorph self*, you acquire the poisonous bite and web-spinning ability of whichever spider form you choose. You do not suffer any disorientation.

You retain your Intelligence, Wisdom, and Charisma scores, level and class, hit points (despite any change in Constitution score), alignment, base attack bonus, and base saves. (New Strength, Dexterity, and Constitution scores may affect final attack and save bonuses.) You can cast spells and use magic items if you choose drider form, but no other spider form is capable of spellcasting or manipulating devices.

If you choose drider form, your equipment remains and continues to function as long as it fits a drider's body shape. Retained items include anything worn on the upper body (head, neck, shoulders, hands, arms, and waist). Otherwise your equipment is subsumed into the new form and ceases to function for the duration of the spell.

STONE SPIDERS

Transmutation

Level: Spider 7

Components: V, S, DF

Casting Time: 1 full round

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

Targets: 1d3 pebbles or 1d3 vermin, no two of which can be more than 30 ft. apart

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

You transform 1d3 pebbles into stone constructs that resemble monstrous spiders. The constructs can be any size from Tiny to Huge as you decide, but all the constructs you create must be the same size. The constructs have the same statistics as monstrous spiders (see page 208 of the *Monster Manual*) of the appropriate size, except as follows:

Their natural armor increases by +6.

They have damage reduction 30/+2.

Their poison has a Fortitude save DC of 17 + your Wisdom modifier. Initial and secondary damage is 1d3 points of temporary Strength damage.

If the constructs can hear your commands, you can direct them not to attack, to attack particular enemies, or to perform other actions. Otherwise, they simply attack your enemies to the best of their abilities.

Alternatively, you can cast *stone spiders* on 1d3 vermin of any type or size. The affected vermin gain the benefits of a *stoneskin* spell (damage reduction 10/+5) for 1 round per caster level.

THUNDERLANCE

Evocation [Force]

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: 0 ft.

Effect: A spearlike beam

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

A faint, gray, shimmering force in the general shape of a staff or spear springs from your hand. You can freely make the force retract or grow to any size from 1 foot to 20 feet, but it always remains a straight lance of force. This gives you natural reach of 20 feet. You can use the *thunderlance* to make powerful melee attacks.

The *thunderlance* strikes as a Huge longsword, dealing a base 2d6 points of damage (crit $\times 3$). You only need one hand to wield the *thunderlance*, and you suffer no nonproficiency penalties if you do not have Martial Weapon Proficiency (longsword). The *thunderlance* strikes with a Strength score equal to 12 + your caster level (maximum +15) which replaces your own Strength score when you make attack and damage rolls with the spell.

If you successfully strike a target protected by any force effect of 3rd level or lower, such as a *shield* or *mage armor* spell, the *thunderlance* may dispel the force effect in addition to damaging the target. Make a dispel check against the caster who created the effect. If you succeed, the effect is dispelled. The *thunderlance* remains whether you succeed or fail at this check.

You can choose to attack objects or to use the Strength score of the *thunderlance* for Strength scores involving breaking or damaging items.

Material Component: A small metal spear.

WATERSPOUT

Conjuration (Creation)

Level: Ocean 7

Components: V, S, DF

Casting Time: 1 full round

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

Effect: A cylinder 10 ft. wide and 80 ft. tall

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: No

Waterspout causes water to rise up into a whirling, cylindrical column. A body of water at least 10 feet wide and 20 feet deep must be present, or the spell is wasted. If the waterspout encounters insufficient depth after it has formed, it collapses.

The waterspout moves at a speed of 30 feet and must remain over water. You can concentrate on controlling the waterspout's every movement or specify a simple program, such as move straight ahead, zigzag, circle, or the like. Directing the waterspout's movement or changing its programmed movement is a standard action for you. The waterspout always moves during your turn in the initiative order. If the waterspout exceeds the spell's range, it collapses and the spell ends.

The waterspout batters creatures and objects it touches, and it often sucks them up. Any creature or object that comes in contact with the waterspout must succeed at a Reflex save or take 3d8 points of damage. Medium-size or smaller creatures who fail their save are sucked into the spout and held suspended in its powerful currents, taking 2d6 points of damage each round with no save allowed. Trapped creatures remain inside for 1d3 rounds before the waterspout ejects them out the top of the spout, and they fall back to the surface (taking falling damage) 1d8 $\times$ 5 feet from the base of the waterspout.

Waterborne creatures or objects within 10 feet of the spout (below and on all sides) also must make successful Reflex saves or be sucked into the spout if they are Medium-size or smaller. Anything sucked into the spout takes 3d8 points of damage and is then trapped for 1d3 rounds as explained above.

Only the smallest canoes, kayaks, or coracles can be sucked into the spout. The occupant of any such craft may make a Profession (sailor) check instead of a Reflex save (his choice) to avoid being sucked up.