

Magician Fifth Level Spells

Advanced Illusion (Illusion/Phantasm)

Level 5
Range: 180' + 30'/level max 600'
Components: V, S, M
Duration: 1 rd./level
Casting Time: 1 round
Area of Effect: One 40-ft. cube +one 10-ft. cube/level
Saving Throw: Special
Spell Resistance: No

This spell is essentially a *spectral forces* spell that operates through a program determined by the caster. It is thus unnecessary for the wizard to concentrate on the spell for longer than the round of casting it, as the program has then started and will continue without supervision. The illusion has visual, audio, olfactory, and thermal components. If any viewer actively attempts to disbelieve the spell, he gains a Will saving throw. If any viewer successfully disbelieves and communicates this fact to other viewers, each such viewer gains a Will saving throw with a +4 bonus.

The material components are a bit of fleece and several grains of sand.

Airy Water (Alteration)

Level: 5
Range: 0
Components: V
Duration: 1 turn/level
Casting Time: Free action
Area of Effect: 10-ft. Radius sphere or 15-ft. radius hemisphere
Saving Throw: None
Spell Resistance: Yes

The *airy water* spell turns normal liquid, such as water or water-based solutions, into a less dense, breathable substance. Thus, if the wizard wanted to enter an underwater place, he would step into the water, cast the spell, and sink downward in a globe of bubbling water. He and any companions in the spell's area of effect can move freely and breathe just as if the bubbling water were air. The globe is centered on and moves with the caster. Water breathing creatures avoid a sphere (or hemisphere) of airy water, although intelligent ones can enter it if they are able to move by means other than swimming. No water-breathers can breathe in an area affected by this spell. There is only one word that needs to be spoken to activate the magic; thus, it can be cast under water. The spell does not filter or remove solid particles of matter.

Animate Dead (Necromancy)

Level: 5
Range: 30'
Components: V, S, M
Duration: Permanent
Casting Time: 5 rounds
Area of Effect: Special
Saving Throw: None
Spell Resistance: No

This spell creates the lowest of the undead monsters, skeletons or zombies, from the bones or bodies of dead humanoids. The spell causes existing remains to become animated and obey the simple verbal commands of the caster. The skeletons or zombies can follow the caster, remain in an area and attack any creature (or just

a specific type of creature) entering the place, etc. The undead remain animated until they are destroyed in combat or are turned; the magic cannot be dispelled. The following types of dead creatures can be animated:

A) *Creatures with 1 Hit Die*. The wizard can animate one skeleton for each experience level he has attained, or one zombie for every two levels. The experience levels, if any, of the slain are ignored; the body of a newly dead 9th-level fighter is animated as a zombie with 2 Hit Dice, without special class or racial abilities.

B) *Creatures with more than 1 Hit Die*. The number of undead animated is determined by the monster Hit Dice (the total Hit Dice cannot exceed the wizard's level). Skeletal forms have the Hit Dice of the original creature, while zombie forms have one more Hit Die. Thus, a 12th-level wizard could animate four zombie gnolls (4 x [2+1 Hit Dice] = 12), or a single fire giant skeleton. Such undead have none of the special abilities they had in life.

C) *Creatures with less than 1 Hit Die*. The caster can animate two skeletons per level or one zombie per level. The creatures have their normal Hit Dice as skeletons and an additional Hit Die as zombies. Clerics receive a +1 bonus when trying to turn these.

This spell assumes that the bodies or bones are available and are reasonably intact (those of skeletons or zombies destroyed in combat may not be).

It requires a drop of blood and a pinch of bone powder or a bone shard to complete the spell.

Attraction (Abjuration, Alteration)

Level: 5
Range: 30'
Components: V, S
Duration: Permanent until dispelled
Casting Time: 1 Action
Area of Effect: Up to 3-ft. cube
Saving Throw: Special

The caster sets up a natural attraction between the affected object and all other living things except himself. A creature is drawn to the object if the creature is smaller, or the object slides toward the creature if the creature is larger. It takes a successful strength check DC 20 to remove the enchanted object once it has adhered to an object or creature.

The spell cannot be cast upon living things; any attempt to cast *attraction* upon the apparel or possessions of a living creature entitles the subject creature to a Will saving throw.

Avoidance (Abjuration, Alteration)

Level: 5
Range: 30'
Components: V, S
Duration: Permanent until dispelled
Casting Time: 1 Action
Area of Effect: Up to 3-ft. cube
Saving Throw: Special

The caster sets up a natural repulsion between the affected object and all other living things except himself. Thus, any living creature attempting to touch the affected object is repulsed (unable to come closer than 1 foot), or repulses the affected object, depending on the relative mass of the two (a Hobbit attempting to touch an iron chest with an *avoidance* spell upon it will be thrown back, while the chest will skitter away from a giant-sized creature

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as the creature approaches).

The spell cannot be cast upon living things; any attempt to cast *avoidance* upon the apparel or possessions of a living creature entitles the subject creature to a Will saving throw.

Bigby's Interposing Hand (Evocation)

Level: 5
Range: 30'/level
Components: V, S, M
Duration: 1 rd./level
Casting Time: 1 Action
Area of Effect: Special
Saving Throw: None
Spell Resistance: No

The *Bigby's Interposing Hand* spell creates a man-sized to gargantuan-sized magical hand that appears between the spellcaster and his chosen opponent. This disembodied hand then moves to remain between the two, regardless of what the spellcaster does or how the opponent tries to get around it. Neither invisibility nor polymorph fools the hand once a creature has been chosen. The hand does not pursue an opponent.

The size of the hand is determined by the wizard, and it can be from human size (5 feet) all the way up to titan size (25 feet). It provides cover for the caster against the selected opponent, with all the attendant combat adjustments. It has as many hit points as the caster in full health and has an Armor Class of 20.

Any creature weighing less than 2,000 pounds trying to push past the hand is slowed to half its normal movement. If the original opponent is slain, the caster can designate a new opponent for the hand. The caster can command the hand out of existence at any time.

The material component of the spell is a soft glove.

Cloudkill (Evocation)

Level: 5
Range: 30'
Components: V, S
Duration: 1 rd./level
Casting Time: 1 Action
Area of Effect: 40 x 20 x 20 ft. cloud
Saving Throw: Special
Spell Resistance: Yes

This spell generates a bank of fog, similar to a fog cloud, except that its vapors are yellowish green and poisonous. These vapors automatically kill any living creature with 3 or fewer HD (no save). A living creature with 4 to 6 HD is slain unless it succeeds on a Fortitude save (in which case it takes 1d4 points of Constitution damage on your turn each round while in the cloud).

A living creature with 6 or more HD takes 1d4 points of Constitution damage on your turn each round while in the cloud (a successful Fortitude save halves this damage). Holding one's breath doesn't help, but creatures immune to poison are unaffected by the spell.

Unlike a fog cloud, the cloudkill moves away from the caster at 10 feet per round, rolling along the surface of the ground.

Figure out the cloud's new spread each round based on its new point of origin, which is 10 feet farther away from the point of origin where the spell was cast.

Because the vapors are heavier than air, they sink to the lowest

level of the land, even pouring down den or sinkhole openings. It cannot penetrate liquids, nor can it be cast underwater.

Conjure Elemental (Conjuration/Summoning)

Level: 5
Range: 180'
Components: V, S, M
Duration: 1 turn/level
Casting Time: 1 Round
Area of Effect: Special
Saving Throw: None
Spell Resistance: No

There are actually four spells in the *conjure elemental* spell. The wizard is able to conjure an air, earth, fire, or water elemental with this spell, assuming he has the material component for the particular elemental. (A considerable fire source must be in range to conjure a fire elemental, a large amount of water must be available to conjure a water elemental.) Conjured elementals have 8 Hit Dice.

It is possible to conjure successive elementals of different types if the spellcaster has sufficient spell casting abilities. The type of elemental to be conjured is decided by the materials at hand and at the time of casting the spell.

The conjured elemental must be controlled by the wizard. The spellcaster must concentrate on the elemental doing his commands or it turns on the wizard and attacks. The elemental will not break off a combat to do so, but it will avoid creatures while seeking its conjurer. If the wizard is wounded or grappled, his concentration is broken. An elemental that breaks free of its control can be dispelled by the caster, but the chance of success is only 50%. The elemental can be controlled up to 90 feet away per level of the spellcaster. The elemental remains until its form on this plane is destroyed due to damage or until the spell's duration expires.

The material component of the spell (besides the quantity of the element at hand) is a small amount of one of the following:

Air Elemental--burning incense
Earth Elemental--soft clay
Fire Elemental--sulphur and phosphorus
Water Elemental--water and sand

Special protection from uncontrolled elementals is available by means of a *protection from evil* spell.

Contact Other Plane (Divination)

Level: 5
Range: 0
Components: V
Duration: Special
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None
Spell Resistance: No

The caster sends their mind to another plane of existence (an Elemental Plane or some plane farther removed) in order to receive advice and information from powers there. (See the accompanying table for possible consequences and results of the attempt.) The powers reply in a language you understand, but they resent such contact and give only brief answers to your questions. All questions are answered with "yes," "no," "maybe," "never," "irrelevant," or

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some other one-word answer.

You must concentrate on maintaining the spell (a standard action) in order to ask questions at the rate of one per round. A question is answered by the power during the same round. You may ask one question for every two caster levels.

Contact with minds far removed from your home plane increases the probability that you will incur a decrease in Intelligence and Charisma due to your brain being overwhelmed, but also increases the chance of the power knowing the answer and answering correctly. Once the Outer Planes are reached, the power of the deity contacted determines the effects. (Random results obtained from the table are subject to the personalities of individual deities.) On rare occasions, this divination may be blocked by an act of certain deities or forces.

Plane Contacted	Avoid Int/Cha Decrease	True Answer	Don't Know	Lie	Random Answer
Elemental Plane	DC 7/1 week	01-34	35-62	63-83	84-100
Positive/ Negative Energy Plane	DC 8/1 week	01-39	40-65	66-86	87-100
Astral Plane	DC 9/1 week	01-44	45-67	68-88	89-100
Outer Plane, demigod	DC 10/2 weeks	01-49	50-70	71-91	92-100
Outer Plane, lesser deity	DC 12/3 weeks	01-60	61-75	76-95	96-100
Outer Plane, major deity	DC 14/4 weeks	01-73	74-81	82-98	99-100
Outer Plane, greater deity	DC 16/5 weeks	01-88	89-90	91-99	100

Avoid Int/Cha Decrease: You must succeed on an Intelligence check against this DC to avoid a decrease in Intelligence and Charisma. You cannot take 10 on this check. If the check fails, your Intelligence and Charisma scores each fall to 8 for the stated duration, and you become unable to cast arcane spells. If you lose Intelligence and Charisma, the effect strikes as soon as the first question is asked, and no answer is received. If a successful contact is made, roll d% to determine the type of answer you gain.

True Answer: You get a true, one-word answer. Questions that cannot be answered in this way are answered randomly.

Don't Know: The entity tells you that it doesn't know.

Lie: The entity intentionally lies to you.

Random Answer: The entity tries to lie but doesn't know the answer, so it makes one up.

Deceiver's Cup (Alteration)

Level: 5

Researched By: Alishia

Range: touch

Components: V, S, M

Duration: 8 hours or until activated

Casting Time: 2 rounds

Area of Effect: up to 8 cups

Saving Throw: Special

Spell Resistance: No

When cast this spell will place a delayed poisoning on the cup or cups touched by the caster. The spell must be keyed to a single person, named when the spell is cast, so that when that person touches an enspelled cup any contents within the cup, or poured into the cup within a turn will become poisonous. Once the spell

has been activated on one cup it is canceled on any others in that set. They will not become poisonous no matter who touches them. Until the time that touch activates the spell no poison is present to be detected. Alteration magic can be detected however. Once the spell is activated magic is no longer detectable. The poison will however linger. Anyone drinking the poisoned cup must make a Fortitude Save DC 18 +int bonus of caster be poisoned by the toxin in the cup. The poison will do 2d20 Con damage if the save is failed. 2d8 Con damage if it is made, followed and hour later by a second save to avoid 2d8 Con damage. Normal efforts to neutralize the poison will be successful.

Demishadow Monsters (Illusion/Phantasm)

Level 5

Range: 90'

Components: V, S

Duration: 1 rd./level

Casting Time: 1 Action

Area of Effect: 20-ft. cube

Saving Throw: Special

Spell Resistance: No

This spell is similar to the 4th-level spell shadow monsters, except that the monsters created are effectively 40% of normal hit points. If the saving throw is made, their damage potential is only 40% of normal and their Armor Class is 12. The monsters have none of the special abilities of the real creatures, although victims may be deluded into believing this to be so.

Dismissal (Abjuration)

Level: 5

Range: 30'

Components: V, S

Duration: Permanent

Casting Time: 1 Action

Area of Effect: 1 creature

Saving Throw: Will Neg.

Spell Resistance: Yes

A wizard on the Prime Material Plane seeks to force or enable a creature from another plane of existence to return to its proper plane. Spell resistance, if any, is checked if this spell is used to force a being home. If the resistance fails, the caster's level is compared to the creature's level or Hit Dice. If the wizard's level is higher, the difference is subtracted from the creature's die roll for its Will saving throw. If the creature's level or Hit Dice is higher, the difference is added to the saving throw roll.

If the creature desires to be returned to its home plane, no saving throw is necessary (it chooses to fail the roll).

If the spell is successful, the creature is instantly whisked away.



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Dolor (Enchantment/Charm)

Level: 5
Range: 30'
Components: V, S, M
Duration: 2 rounds
Casting Time: 1 round
Area of Effect: One creature
Saving Throw: Special
Spell Resistance: Yes

By means of this spell the caster attempts to force cooperation from an unwilling or hostile extra-planar creature. The spell causes unease during the actual casting. On the round there after the subject become nervous and filled with doubt. On the last round of the spell the subject creature is filled with an all-encompassing dolor. The initial effect causes the subject creature to suffer a -2 to saving throws vs suggestion and charm spells. The secondary effect cause a -4 and the final effect causes a -6. All adjustment favoring compliance with the magician's requests or demands.

The spell requires that the creature be held in some manner. Any creature subject of the spell will attempt to leave the area. Unless they are held in some fashion the spell can never reach its conclusion.

The material component is a scroll with the spell written on it. It costs 100gp per hit die of the creature to be the subject of the spell to prepare the scroll. If a creature with a specific name is to be affected, the creatures true name must be on the scroll.

Domination (Enchantment/Charm)

Level: 5
Range: 30'/level
Components: V, S
Duration: Special
Casting Time: 1 Action
Area of Effect: 1 person
Saving Throw: Will Neg.
Spell Resistance: Yes

The *domination* spell enables the caster to control the actions of any person until the spell is ended by the subject's Intelligence (see the *charm person* spell). When the spell is cast, the subject must roll a Will saving throw at a penalty of -2. Failure means the wizard has established a telepathic link with the subject's mind. The wizard can generally force the subject to perform as the wizard desires, within the limits of the subject's body structure and Strength. Note that the caster does not receive direct sensory input from the subject.

Subjects resist this control, and those forced to take actions against their natures receive a new saving throw with a bonus of +1 to +4, depending on the type of action required. Obviously self-destructive orders are not carried out. Once control is established, there is no limit to the range at which it can be exercised, as long as the caster and subject are on the same plane.

A *protection from evil/good* spell can prevent the caster from exercising control or using the telepathic link while the subject is so warded, but it cannot prevent the establishment of domination.



Dream (Invocation, Illusion/Phantasm)

Level 5
Range: Touch
Components: V, S
Duration: Special
Casting Time: 1 turn
Area of Effect: 1 creature
Saving Throw: Special
Spell Resistance: Yes

The *dream* spell enables the caster, or a messenger touched by the caster, to send messages to others in the form of dreams. At the beginning of the spell, the caster must name the recipient or identify him by some title that leaves no doubt as to his identity.

As the caster completes the spell, the person sending the spell falls into a deep trance-like sleep, and instantaneously projects his mind to the recipient. The sender then enters the recipient's dream and delivers the message unless the recipient is magically protected. If the recipient is awake, the message sender can choose to remain in the trance-like sleep. If the sender is disturbed during this time, the spell is immediately canceled and the sender comes out of the trance. The whereabouts and current activities of the recipient cannot be learned through this spell.

The sender is unaware of his own surroundings or the activities around him while he is in his trance. He is totally defenseless, both physically and mentally (i.e., he always fails any saving throw) while in the trance.

Once the recipient's dreams are entered, the sender can deliver a message of any length, which the recipient remembers perfectly upon waking. The communication is one-way; the recipient cannot ask questions or offer information, nor can the sender gain any information by observing the dreams of the recipient. Once the message is delivered, the sender's mind returns instantly to his body. The duration of the spell is the time required for the sender to enter the recipient's dream and deliver the message.

Enlarge Animal (Alteration)

Level: 5
Range: 180'
Components: V, S
Duration: 1 minute/level
Casting Time: 1 Action
Area of Effect: One animal
Saving Throw: Fort negates
Spell Resistance: Yes

The target animal grows to twice its normal size and eight times its normal weight. This alteration changes the animal's size category to the next largest, grants it a +8 size bonus to Strength and a +4 size bonus to Constitution (and thus an extra 2 hit points per HD), and imposes a -2 size penalty to Dexterity. The creature's existing natural armor bonus increases by 2. The size change also affects the animal's modifier to AC, attack rolls, and its base damage. The animal's space and reach change as appropriate to the new size, but its speed does not change. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it--the spell cannot be used to crush a creature by increasing its size.

All equipment worn or carried by the animal is similarly

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enlarged by the spell, though this change has no effect on the magical properties of any such equipment.

Any enlarged item that leaves the enlarged creature's possession instantly returns to its normal size.

The spell gives no means of command over an enlarged animal.

Multiple magical effects that increase size do not stack.

Fabricate (Enchantment, Alteration)

Level: 5

Range: 15'/level

Components: V, S, M

Duration: Permanent

Casting Time: Special

Area of Effect: 1 cu. yd./level

Saving Throw: None

Spell Resistance: No

The wizard is able to convert material of one sort into a product that is of the same material. Thus, the spellcaster can fabricate a wooden bridge from a clump of trees, a rope from a patch of hemp, clothes from flax or wool, and so forth. Magical or living things cannot be created or altered by a *fabricate* spell. The quality of items made by this spell is commensurate with the quality of material used as the basis for the new fabrication. If the caster works with a mineral, the area of effect is reduced by a factor of 27 (1 cubic foot per level instead of 1 cubic yard).

Articles requiring a high degree of craftsmanship (jewelry, swords, glass, crystal, etc.) cannot be fabricated unless the wizard otherwise has great skill in the appropriate craft. (Roll a craft check)

Casting requires one full minute per cubic yard (or foot) of material to be affected by the spell.

False Vision (Divination)

Level: 5

Range: 0

Components: V, S

Duration: 1d4 minutes. + 1 minute./level

Casting Time: 1 Action

Area of Effect: 30-ft. radius

Saving Throw: None

Spell Resistance: No

When this spell is cast, the wizard is able to confound any attempt to scry (by means of either a spell or a magical device) any point within the area of effect of the spell. To use the spell, he must be aware of the scrying attempt, although knowledge of the scryer or the scryer's location is not necessary. Upon casting the spell, the caster and all he desires within the radius of the spell become undetectable to the scrying. Furthermore, the caster is able to send whatever message he desires, including vision and sound, according to the medium of the scrying method. To do this, the caster must concentrate on the message he is sending. Once concentration is broken, no further images can be sent, although the caster remains undetectable for the duration of the spell.



Feeblemind (Enchantment/Charm)

Level: 5

Range: 30'/level

Components: V, S

Duration: Permanent

Casting Time: 1 Action

Area of Effect: 1 creature

Saving Throw: Will Neg.

Spell Resistance: Yes

The target creature's Intelligence and Charisma scores each drop to 1. The affected creature is unable to use Intelligence- or Charisma-based skills, cast spells, understand language, or communicate coherently. Still, it knows who its friends are and can follow them and even protect them. The subject remains in this state until a heal, limited wish, miracle, or wish spell is used to cancel the effect of the feeblemind. A creature that can cast arcane spells, such as a sorcerer or a wizard, takes a -4 penalty on its saving throw.

Hold Monster (Enchantment/Charm)

Level: 5

Range: 15'/level

Components: V, S

Duration: 1 rd./level

Casting Time: 1 Action

Area of Effect: 1-4 creatures in a 40-ft. cube

Saving Throw: Will Neg.

Spell Resistance: Yes

This spell immobilizes from one to four creatures of any type within spell range and in sight of the spellcaster. He can opt to hold one, two, three, or four creatures. If three or four are attacked, each saving throw is normal, if two are attacked, each saving throw suffers a -1 penalty, if only one is attacked, the saving throw suffers a -3 penalty.

Item Flesh (Alteration)

Level: 5

Researched By: Fea

Range: 30'

Components: V, S, M

Casting Time: 1 Action

Duration: Permanent

Area of Effect: One creature

Saving Throw: Will Neg.

Spell Resistance: Yes

A version of the "item" spell that works on living creatures. This spell transforms average, live, people and monsters into small dolls one twelfth the size of the living creature. Each such doll resembles the former being in most respects and gives off no magical aura whatsoever. Unwilling victims are entitled to a Will save to negate the effects of the spell.

A second casting will render the doll into a flat cloth that can be added to a **robe of useful items**.

The spell can be ended by forcefully dropping the item on the ground or by a *dispel magic*. This restores the hapless victim to whatever state the doll was left in (no system-shock roll required).

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Leomund's Lamentable Belaborment

(Enchantment, Evocation)

Level: 5

Range: 10 yds.

Components: V

Duration: Special

Casting Time: 1 action

Area of Effect: 1 or more creatures in a 10-ft. radius

Saving Throw: Special

Spell Resistance: Yes

This devious spell distracts the subject creatures by drawing them into an absorbing discussion on topics of interest to them. A chain of responses occurs during the next 11 rounds, with additional saving throws as described later. These responses are conversation (rounds 1-3), possible confusion (rounds 4-6), and then either rage or lamentation (rounds 7-11). All saving throws are affected by the creatures' Intelligences, as noted later. The subject creatures must be able to understand the language in which the spellcaster speaks.

Upon casting the spell, the wizard begins discussion of some topic germane to the creature or creatures to be affected. Those making a successful saving will throw are unaffected. Affected creatures immediately begin to converse with the spellcaster, agreeing or disagreeing, all most politely. As long as the spellcaster chooses, he can maintain the spell by conversing with the subject(s). If the caster is attacked or otherwise distracted, the subject creatures do not notice.

Intelligence	Saving Throw Modifier
2 or less	Spell has no effect
3-7	-1
8-10	0
11-14	+1
15+	+2

The wizard can leave at any time after the casting and the subject(s) continue on as if the caster were still present. As long as they are not attacked, the creatures ignore all else going on around them, spending their time talking and arguing to the exclusion of other activities. However, when the caster leaves, each subject completes only the stage of the spell that it is currently in, and then the spell is broken.

If the caster maintains the spell for more than three rounds, each affected creature can roll another Will saving throw. Those failing to save wander off in confusion for 1d10+2 rounds, staying away from the spellcaster. Those who make this saving throw continue to talk and roll saving throws for each round that the caster continues the spell, up through the sixth round, to avoid the confusion effect.

If the spell is maintained for more than six rounds, each subject must roll a successful will saving throw to avoid going into a rage, attacking all other subjects of the spell with intent to kill. This rage lasts for 1d4+1 rounds. Those who successfully save against the rage effect realize that they have been deceived and collapse to the ground, lamenting their foolishness, for 1d4 rounds unless attacked or otherwise disturbed.



Leomund's Secret Chest (Alteration, Conjunction/Summoning)

Level: 5

Range: Special

Components: V, S, M

Duration: 60 days/ level

Casting Time: 1 turn

Area of Effect: One chest, about 2 x 2 x 3 ft.

Saving Throw: None

Spell Resistance: No

This spell enables a specially constructed chest to be hidden within the Pocket Plane, to be summoned using a small model of the chest. The large chest must be exceptionally well-crafted and expensive, constructed for the caster by master craftsmen. If made principally of wood, it must be ebony, rosewood, sandalwood, teak, or the like, and all of its corner fittings, nails, and hardware must be platinum. If constructed of ivory, the metal fittings of the chest must be gold. If the chest is fashioned from bronze, copper, or silver, its fittings must be electrum or silver. The cost of such a chest is never less than 5,000 gp. Once it is constructed, the wizard must have a tiny replica (of the same materials and perfect in every detail) made, so that the miniature of the chest appears to be a perfect copy. One wizard can have but one pair of these chests at any given time, even *wish* spells do not allow exceptions. The possession of a **curtain wall** will also preclude the use of this spell, as they occupy the same plane. The chests themselves are non-magical, and can be fitted with locks, wards, and so on, just as any normal chest.

While touching the chest and holding the tiny replica, the caster chants the spell. This causes the large chest to vanish into the Pocket Plane. The chest can contain 1 cubic foot of material per level of the wizard no matter what its apparent size. Living matter makes it 75% likely that the spell fails, so the chest is typically used for securing valuable spell books, magical items, gems, etc. As long as the spellcaster has the small duplicate of the magical chest, he can recall the large one from the Pocket Plane whenever the chest is desired. If the miniature of the chest is lost or destroyed, there is no way, short of a *wish* spell, that the large chest can return.

If the large chest is not retrieved before the spell duration lapses, there is a cumulative chance of 5% per day that the chest is lost.

Magic Jar (Necromancy)

Level: 5

Range: 30'/level

Components: V, S, M

Duration: Special

Casting Time: 1 minute

Area of Effect: 1 creature

Saving Throw: Special

Spell Resistance: Yes

The *magic jar* spell enables the caster to shift his life force into a special receptacle (a gem or large crystal). From there the caster can force an exchange of life forces between the receptacle and another creature, thus enabling the wizard to take over and control the body of another creature, while the life force of the host is confined in the receptacle. The special life force receptacle must be within spell range of the wizard's body at the time of spellcasting. The wizard's life force shifts into the receptacle in the

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round in which the casting is completed, allowing no other actions.

While in the magic jar, the caster can sense and attack any life force within a 10-foot-per-level radius (on the same plane); however, the exact creature types and relative physical positions cannot be determined. In a group of life forces, the caster can sense a difference of four or more levels/Hit Dice and can determine whether a life force is positive or negative energy.

For example, if two 10th-level fighters are attacking a hill giant and four ogres, the caster could determine that there are three stronger and four weaker life forces within range, all with positive life energy. The caster could try to take over either a stronger or a weaker creature, but he has no control over exactly which creature is attacked.

An attempt to take over a host body requires a full round. It is blocked by a *protection from evil* spell or similar ward. It is successful only if the subject fails a Will save with a special modifier (see following). The saving throw is modified by subtracting the combined Intelligence and Wisdom scores of the target from those of the wizard. This modifier is added to (or subtracted from) the die roll.

Difference	Die Adjustment
-9 or less	+4
-8 to -6	+3
-5 to -3	+2
-2 to 0	+1
+1 to +4	0
+5 to +8	-1
+9 to +12	-2
+13 or more	-3

A negative score indicates that the wizard has a lower total than the target; thus, the host has a saving throw bonus. Failure to take over the host leaves the wizard's life force in the magic jar.

If successful, the caster's life force occupies the host body and the host's life force is confined in the magic jar receptacle. The caster can call upon rudimentary or instinctive knowledge of the subject creature, but not upon its real or acquired knowledge (i.e., the wizard does not automatically know the language or spells of the creature). The caster retains his own attack rolls, class knowledge and training, and any adjustments due to his Intelligence or Wisdom. If the host body is human or humanoid, and the necessary spell components are available, the wizard can even use his memorized spells. The host body retains its own hit points and physical abilities and properties. The DM decides if any additional modifications are necessary; for example, perhaps clumsiness or inefficiency occurs if the caster must become used to the new form.

The caster can shift freely from the host to the receptacle if within the 10-foot-per-level range. Each attempt to shift requires one round. The spell ends when the wizard shifts from the jar to his own body.

A successful *dispel magic* spell cast on the host can drive the caster of the *Magic Jar* spell back into the receptacle and prevent him from making any attacks for 1d4 rounds plus 1 round per level of the caster of the dispel. The base success chance is 50%, plus or minus 5% per level difference between the casters. A successful *dispel magic* cast against the receptacle forces the occupant back into his own body. If the wizard who cast the *magic jar* is forced back into his own body, the spell ends.

If the host body is slain, the caster returns to the receptacle, if within range, and the life force of the host departs (i.e., it is dead).

If the host body is slain beyond the range of the spell, both the host and the caster die.

Any life force with nowhere to go is treated as slain unless recalled by a *raise dead*, *resurrection*, or similar spell.

If the body of the caster is slain, his life force survives if it is in either the receptacle or the host. If the receptacle is destroyed while the caster's life force occupies it, the caster is irrevocably slain.

Major Creation (Illusion/Phantasm)

Level 5

Range: 10 yds.

Components: V, S, M

Duration: Special

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

Spell Resistance: No

Like the *minor creation* spell, the *major creation* spell enables the wizard to pull wisps of material from the Demiplane of Shadow to create an item of nonliving, vegetable or animal nature--soft goods, rope, wood, wool etc. The wizard can also create mineral objects--stone, crystal, metal, etc. The item created cannot exceed 1 cubic foot per level of the spellcaster in volume. The duration of the created item varies with its relative hardness and rarity:

Material	Duration
Vegetable & animal matter	2 hours/level
Stone or crystal	1 hour/level
Precious metals	2 turns/level
Gems	1 turn/level
Mithril*	2 rounds/level
Adamantine	1 round/level

* Includes similar rare metals.

Attempting to use any of these as material components in a spell will cause the spell to fail. The spellcaster must have at least a tiny piece of matter of the same type as the item he plans to create--a bit of twisted hemp to create rope, a chip of stone to create a boulder, and so on.

Mordenkainen's Faithful Hound (Conjuration/Summoning)

Level: 5

Range: 30'.

Components: V, S, M

Duration: Special

Casting Time: 1 Action

Area of Effect: Special

Saving Throw: None

Spell Resistance: No

The wizard summons up a phantom watchdog that only he can see. He may then command it to perform as guardian of a passage, room, door, or similar space or portal. The phantom watchdog immediately commences a loud barking if any creature larger than a cat approaches the place it guards. As the faithful hound is able to detect invisible creatures and ward against the approach of ethereal creatures, it is an excellent guardian. It does not react to illusions that are not at least quasi-real.

If the intruding creature exposes its back to the watchdog, the dog delivers a vicious attack as if it were a 10-Hit Dice monster,

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striking for 3d6 points of damage. It is able to hit opponents of all types. It penetrates damage resistance magic. Creatures without backs (for example, ochre jellies) are not attacked. The faithful hound cannot be attacked, but it can be dispelled. The spell lasts for a maximum of one hour plus half an hour per caster level. If the spellcaster is ever more than 900 feet distant from the area that the watchdog guards, the spell ends.

Nightname (Invocation, Illusion/Phantasm)

Level 5
Range: Touch
Components: V, S
Duration: Special
Casting Time: 1 turn
Area of Effect: 1 creature
Saving Throw: Special
Spell Resistance: Yes

The *nightmare* spell enables the caster to send a hideous and unsettling vision to the recipient, through a third party. The recipient is allowed a will saving throw to avoid the effect.

As the caster completes the spell, the person sending the spell falls into a deep trance-like sleep, and instantaneously projects the nightmare to the recipient unless the recipient is magically protected. If the recipient is awake, the nightmare sender can choose to remain in the trance-like sleep. If the sender is disturbed during this time, the spell is immediately canceled and the sender comes out of the trance. The whereabouts and current activities of the recipient cannot be learned through this spell.

The sender is unaware of his own surroundings or the activities around him while he is in his trance. He is totally defenseless, both physically and mentally (i.e., he always fails any saving throw) while in the trance.

The nightmare prevents restful sleep and causes 1d10 points of damage. The nightmare leaves the recipient fatigued and unable to regain spells for the next day. A dispel evil spell cast upon the recipient stuns the caster of the nightmare for one turn per level of the cleric countering this evil sending.

Passwall (Alteration)

Level: 5
Range: 30 yds.
Components: V, S, M
Duration: 1 hr. + 1 turn/level
Casting Time: 1 Action
Area of Effect: 5 x 8 x 10 ft.
Saving Throw: None
Spell Resistance: No

A *Passwall* spell enables the spellcaster to open a passage through wooden, plaster, or stone walls, but not other materials. The spellcaster and any associates can simply walk through. The spell causes a 5-foot wide x 8-foot high x 10-foot deep opening. Several of these spells can form a continuing passage so that very thick walls can be pierced. If dispelled, the *passwall* closes away from the dispelling caster, ejecting those in the passage.



Reduce Animal (Alteration)

Level: 5
Range: 180'
Components: V, S
Duration: 1 minute/level
Casting Time: 1 Action
Area of Effect: One animal
Saving Throw: Fort negates
Spell Resistance: Yes

This spell causes instant diminution of a single animal, halving its height, length, and width and dividing its weight by 8. This decrease changes the creature's size category to the next smaller one. The target gains a +2 size bonus to Dexterity, a -2 size penalty to Strength (to a minimum of 1), and a +1 bonus on attack rolls and AC due to its reduced size.

A Small creature whose size decreases to Tiny has a space of 2-1/2 feet and a natural reach of 0 feet (meaning that it must enter an opponent's square to attack). A Large creature whose size decreases to Medium has a space of 5 feet and a natural reach of 5 feet. This spell doesn't change the target's speed.

All equipment worn or carried by a creature is similarly reduced by the spell.

Melee and projectile weapons deal less damage. Other magical properties are not affected by this spell. Any reduced item that leaves the reduced creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them).

Multiple magical effects that reduce size do not stack. *Reduce animal* counters and dispels *enlarge animal*.

Reduce animal can be made permanent with a permanency spell.

Shadow Door (Illusion/Phantasm)

Level 5
Range: 10 yds.
Components: S
Duration: 1 rd./level
Casting Time: Free Action
Area of Effect: Special
Saving Throw: None
Spell Resistance: No

By means of this spell, the wizard creates the illusion of a door. The illusion also permits the wizard to appear to step through this "door" and disappear. In reality, he has darted aside and can flee, totally invisible, for the spell duration. Creatures viewing this are deluded into seeing or entering an empty 10-foot x 10-foot room if they open the "door." A *true seeing* spell, a *gem of seeing*, or similar magical means can discover the wizard. Certain high Hit Dice monsters might also notice the wizard (see the *invisibility* spell), but only if making an active attempt to do so.

Spin (Alteration)
Researched by: Myatan
Level: 5
Range: Touch
Components: V, S
Duration: 1rd/level
Casting Time: 1 Action
Area of Effect: 25 pounds/level
Saving Throw: Fortitude Special
Spell Resistance: Yes

This spell causes the object or creature touched to spin in place for the duration of the spell. The object or creature will rise a few feet into the air and begin spinning. Those objects with a natural axis will spin along that axis. Objects and creatures that have no natural axis will tumble about seeking an equilibrium that does not exist.

The speed of spin depends greatly on the size and shape of the object. Small well balanced objects will spin faster than large or badly balanced objects.

Any creature or object affected will begin to take damage on the third round of the spell. The damage is 1d4, with an additional 1d4 per round thereafter. I.e. 1d4 in the first round, 2d4 in the second round, etc. If an object or creature reaches its point of destruction before the spell ends it will fly apart. The DM will have to take each object on a case by case basis. Creatures will fly apart when they have taken 300% of their hit points. Objects that break up may cause damage to anyone within 20 feet when it happens. From 2d12 to 1 hit point, depending on the material it is made of. An iron disk, such as a manhole cover will do the maximum damage, bits of Gelatinous Cube would do none at all. The break up of the affected object or creature negates the spell.

Objects heavier than the magician's size limit are unaffected. Magical items gain a saving throw equal to their hardness and enhancement bonus. Objects held by creatures gain a saving throw equal to the creature's. All creatures have a saving throw that negates the spell if successful.

Stone Shape (Alteration)
Level: 5
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 minute
Area of Effect: 1 cu. ft./level
Saving Throw: None
Spell Resistance: No

By means of this spell, the wizard can form an existing piece of stone into a shape that suits his purposes. For example, the wizard can make a stone weapon, a special trapdoor, an idol, etc. This spell can also enable the spellcaster to reshape a stone door so as to escape imprisonment, providing the volume of stone involved is within the limits of the area of effect. While the caster can thus create stone doors and coffers, the fineness of detail is not great. If the construction involves small moving parts, there is a 30% chance they do not function.

The material component of this spell is soft clay that must be worked into roughly the desired shape of the stone object and then touched to the stone when the spell is uttered.

Summon Monster 5 conjuration (summoning)
Level: 5
Range: 25' + 5/2 levels
Components: V, S, F
Duration: 1 round/level
Casting time: 1 round
Area of Effect: One summoned creature
Saving Throw: None
Spell Resistance: No

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 5th-level list, 1d3 creatures of the same kind from the 4th-level list, or 1d4+1 creatures of the same kind from a lower-level list. on Table: Summon Monster. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (such as wish).

Summon Shadow (Conjuration/Summoning, Necromancy)
Level 5
Range: 30'
Components: V, S, M
Duration: 1 rd. + 1 rd./level
Casting Time: 1 action
Area of Effect: 10-ft. cube
Saving Throw: None
Spell Resistance: No

When this spell is cast, the wizard conjures up one shadow (see the Monster Manual) for every three levels of experience he has attained. These monsters are under the control of the spellcaster and attack his enemies on command. The shadows remain until slain, turned, or the spell duration expires.

The material component for this spell is a bit of smoky quartz.

Telekinesis (Alteration)
Level: 5
Range: 30'/level
Components: V, S
Duration: Special
Casting Time: 1 Action
Area of Effect: 30'/level
Saving Throw: Reflex Neg.
Spell Resistance: Yes

By means of this spell, the wizard is able to move objects by concentrating on moving them mentally. The spell can provide either a gentle, sustained force or a single short, violent thrust.

A sustained force enables the wizard to move a weight of up to 25 pounds a distance up to 20 feet per round. The spell lasts two rounds, plus one round per caster level. The weight can be moved

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vertically, horizontally, or both. An object moved beyond the caster's range falls or stops. If the caster ceases concentration for any reason, the object falls or stops. The object can be telekinetically manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated and so on, if the force required is within the weight limitation.

Alternatively, the spell energy can be expended in a single round. The caster can hurl one or more objects within range, and within a 10-foot cube, directly away from himself at high speed, to a distance of up to 10 feet per caster level. This is subject to a maximum weight of 25 pounds per caster level. Damage caused by hurled objects is decided by the DM, but cannot exceed 1 point of damage per caster level. Opponents who fall within the weight capacity of the spell can be hurled, but they are allowed a Reflex save to avoid the effect. Furthermore, those able to employ as simple a counter-measure as an *Enlarge* spell, for example (thus making the body weight go over the maximum spell limit), can easily counter the spell. The various *Bigby's Hand* spells also counter this spell.

Teleport (Alteration)

Level: 5
Range: Touch
Components: V
Duration: Instantaneous
Casting Time: 1 Action
Area of Effect: Special
Saving Throw: None
Spell Resistance: No

When this spell is used, the wizard instantly transports himself, along with a certain amount of additional weight that is on or being touched by the spellcaster, to a well-known destination. Distance is not a factor, but interplanar travel is not possible by means of a *teleport* spell. The spellcaster is able to teleport a maximum weight of 250 pounds, plus an additional 150 pounds for each level of experience above the 10th (a 13th-level wizard can teleport up to 700 pounds). If the destination area is very familiar to the wizard (he has a clear mental picture due to previous proximity to and study of the area), it is unlikely that there is any error in arriving, although the caster has no control over his facing upon arrival. Lesser known areas (those seen only magically or from a distance) increase the probability of error. Unfamiliar areas present considerable peril (see table).

Probability of Teleporting:

Destination Is:	High	On Target	Low
Very familiar	01-02	03-99	00
Studied carefully	01-04	05-98	99-00
Seen casually	01-08	09-96	97-00
Viewed once	01-16	17-92	93-00
Never seen	01-32	33-84	85-00

Teleporting high means the wizard arrives 10 feet above the ground for every 1% he is below the lowest "On Target" probability; this could be as high as 320 feet if the destination area was never seen. Any low result means the instant death of the wizard if the area into which he teleports is solid. A wizard cannot teleport to an area of empty space--a substantial surface must be there, whether a wooden floor, a stone floor, natural ground, etc. Areas of strong physical or magical energies may make teleportation more hazardous or even impossible.

Transmute Mud to Rock (Alteration)

Level: 5
Range: 10 yds./level
Components: V, S
Duration: Special
Casting Time: 1 Action
Area of Effect: 20-ft. cube/level
Saving Throw: None
Spell Resistance: No

This spell harden normal mud into soft stone (sandstone or a similar mineral) permanently unless magically changed. The depth of the mud can never exceed half its length or breadth. If the mud is contained in forms blocks of stone will result. Creatures trapped in the mud are locked into the resulting stone, except for lightweight creatures that could normally pass across such ground. The rock remains until a *Dispel Magic* spell or a reverse of this spell, *rock to mud* turns it back to mud.

Transmute Rock to Mud (Alteration)

Level: 5
Range: 10 yds./level
Components: V, S
Duration: Special
Casting Time: 1 Action
Area of Effect: 20-ft. cube/level
Saving Throw: None
Spell Resistance: No

This spell turns natural rock of any sort into an equal volume of mud. The depth of the mud can never exceed half its length or breadth. If it is cast upon a rock, for example, the rock affected collapses into mud. Creatures unable to levitate, fly, or otherwise free themselves from the mud sink at the rate of 10 feet per round and suffocate, except for lightweight creatures that could normally pass across such ground. Brush thrown atop the mud can support creatures able to climb on top of it, with the amount of brush required subject to the DM's discretion. The mud remains until a *Dispel Magic* spell or a reverse of this spell, *Mud to Rock*, restores its substance--but not necessarily its form. Evaporation turns the mud to normal dirt, at the rate of 1d6 days per 10 cubic feet. The *Mud to Rock* reverse can harden normal mud into soft stone (sandstone or a similar mineral) permanently unless magically changed.

Traitor's Toast (Alteration)

Level: 5
Researched By: Alishia
Range: touch
Components: V, S, M
Duration: 8 hours or until activated
Casting Time: 1 round
Area of Effect: 2 cups
Saving Throw: Special
Spell Resistance: Np

This spell is cast on two cups. The effect is to render poisonous the cup that the caster does not drink from. No matter how much poison is detected for, no matter how many times the cups are switched. Both will seem perfectly normal until the moment of the toast. At the moment the non-caster's cup is raised

to their lips it contains a deadly poison. The cups will detect alteration magic if checked before the spell is activated, and the one cup will show poison after the spell is set off. Neither cup will show magic after the spell is activated. Anyone drinking the poisoned cup must make a Fortitude Save DC 18 +int bonus of caster be poisoned by the toxin in the cup. The poison will do 2d20 Con damage if the save is failed. 2d8 Con damage if it is made, followed and hour later by a second save to avoid 2d8 Con damage. Normal efforts to neutralize the poison will be successful.



Variable Energy Ball

(Evocation)

Level 5

Range: 30' + 130'/level up to 600'

Components: V, S

Duration: Instantaneous

Casting Time: 1 Action

Area of Effect: Special

Saving Throw: 1/2 Reflex

Spell Resistance: Yes (mostly)

The *Variable energy ball* has effects similar to the 3rd level spell *energy ball*, an explosive burst of energy which delivers up to 1d6 points of damage per level of the caster. Unlike the 3rd level spell the caster can adjust the size and d6 of the *variable energy ball*. Size can be adjusted from a 2 foot radius to a 30 foot radius. D6 can be changed from 1d6 to a maximum of the caster's level. In every other case the *variable energy ball* will behave exactly like the 3rd level spell. A low pressure explosion that conforms to the shape of the area it is in, expanding to the full volume it has, it will behave as the stated energy type Fire, Lightning, Acid, Cold, or Sonic, and burst against any solid object that interrupts its path to the stated target point. Creatures that save against the *Variable energy ball* will take half damage rounded down.

There are five kinds of *energy ball*. The type of damage is set when the magician memorizes the spell. To have more than one energy type the spell must be memorized once for each energy type desired.

Fire: A fireball detonates with a low roar filling the volume with fire. Highly flammable objects may catch fire. Those creatures affected badly by fire are so affected.

Cold: A coldball goes off with a quiet "whump" dealing cold damage to all within the area of effect. Fragile item sensitive to cold may shatter when struck by the coldball. Creatures sensitive to cold are of course most affected.

Lightning: The *Lightningball* detonates with a crackling boom that is audible for hundred of yards. It does electrical damage.

Acid: The *Acidball* pops with a wicked hiss dousing everyone in the area effect with a quick acting acid. The *acidball* bypasses spell resistance. The *acidball* will ruin cloth and written objects that fall their saving throw.

Sonic: The *Sonicball* detonate with a shattering boom that deals sonic damage. Fragile objects in the area of effect must save or be broken.

Wall of Force (Evocation)

Level: 5

Range: 90'

Components: V, S

Duration: 1 turn + 1 minute./level

Casting Time: 1 action

Area of Effect: 10-ft. square/level

Saving Throw: None

Spell Resistance: No

A *Wall of Force* spell creates an invisible barrier in the locale desired by the caster, up to the spell's range. The wall of force cannot move and is totally unaffected by most spells, including *Dispel Magic*. However, a *Disintegrate* spell will immediately destroy it, as will a **rod of cancellation** or a **sphere of annihilation**. Likewise, the wall of force is not affected by blows, missiles, cold, heat, electricity, etc. Spells and breath weapons cannot pass through it in either direction, although *dimension door*, *teleport*, and similar effects can bypass the barrier.

The wizard can, if desired, form the wall into a spherical shape with a radius of up to 1 foot per level or an open hemispherical shape with a radius of 1.5 feet per caster level. The wall of force must be continuous and unbroken when formed; if its surface is broken by any object or creature, the spell fails. The caster can end the spell on command.

Wall of Iron (Evocation)

Level: 5

Range: 15'/level

Components: V, S

Duration: Permanent

Casting Time: 1 Action

Area of Effect: 15 sq. Ft./level or special

Saving Throw: None

Spell Resistance: No

The wizard causes a vertical iron wall to spring into being. This wall can be used to seal off a passage or close a breach, for the wall inserts itself into any surrounding nonliving material if its area is sufficient to do so. The wall of iron is 1/2-inch thick per level of experience of the spellcaster. The wizard is able to create an iron wall of up to 15 square feet per experience level; thus, a 12th-level wizard can create a wall of iron with an area of 180 square feet. The wizard can double the wall's area by halving its thickness.

If the caster desires, the wall can be created vertically resting on a flat surface, so that it can be tipped over to fall on and crush any creature beneath it. The wall is 50% likely to tip in either direction. This chance can be modified by a force of not less than 30 Strength and 400 pounds mass--each pound over 400 or Strength point over 30 alters the chance by 1% in favor of the stronger side. Creatures with room to flee the falling wall may do so by making successful Reflex saving throws. Those who fail are killed. Huge and gargantuan creatures cannot be crushed by the wall.

The wall is permanent, unless successfully dispelled, but it is subject to all forces a normal iron wall is subject to, rust, perforation, etc.



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Wall of Stone (Evocation)

Level: 5

Range: 15'/level

Components: V, S

Duration: Permanent

Casting Time: 1 Action

Area of Effect: Special

Saving Throw: None

Spell Resistance: No

This spell creates a wall of granite rock that merges into adjoining rock surfaces. It is typically employed to close passages, portals, and breaches against opponents. The wall of stone is 0.25 inch thick and up to 20 square feet per level of experience of the wizard casting the spell. Thus, a 12th-level wizard can create a wall

of stone 3 inches thick and up to 240 square feet in surface area (a 12-foot-wide and 20-foot-high wall, for example, to completely close a 10-foot x 16-foot passage). The wall created need not be vertical, nor rest upon any firm foundation (see the *Wall of Iron* spell); however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the area of effect by half. Thus, a 20th-level caster can create a span with a surface area of 200 square feet. The wall can be crudely shaped to allow crenelations, battlements, and so forth by likewise reducing the area. The stone is permanent unless destroyed by a *dispel magic* or *disintegrate* spell, or by normal means such as breaking or chipping.

