

Magician Third Level Spells

Blink (Transmutation)

Level: 3
Range: 0
Components: V, S
Duration: 1 rd./level
Casting Time: 1 Action
Area of Effect: Caster
Saving Throw: None
Spell Resistance: No

You "blink" quickly back and forth between the Material Plane and the Ethereal Plane and look as though you're winking in and out of reality at random. Blink has several effects, as follows.

Physical attacks against you have a 50% miss chance, and the Blind-Fighting skill doesn't help opponents, since you're ethereal and not merely invisible. If the attack is capable of striking ethereal creatures, the miss chance is only 20% (for concealment). If the attacker can see invisible creatures, the miss chance is also only 20%. (For an attacker who can both see and strike ethereal creatures, there is no miss chance.) Likewise, your own attacks have a 20% miss chance, since you sometimes go ethereal just as you are about to strike.

Any individually targeted spell has a 50% chance to fail against you while you're blinking unless your attacker can target invisible, ethereal creatures. Your own spells have a 20% chance to activate just as you go ethereal, in which case they typically do not affect the Material Plane (but they might affect targets on the Ethereal Plane).

While blinking, you take only half damage from area attacks (but full damage from those that extend onto the Ethereal Plane). Although you are only partially visible, you are not considered invisible and targets retain their Dexterity bonus to AC against your attacks. You do receive a +2 bonus on attack rolls made against enemies that cannot see invisible creatures.

You take only half damage from falling, since you fall only while you are material.

Since you spend about half your time on the Ethereal Plane, you can see and even attack ethereal creatures. You interact with ethereal creatures roughly the same way you interact with material ones.

Force effects and abjurations affect you normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. Treat other ethereal creatures and objects as material.



Breath of Death (Evocation)

Level: 3
Researched By: Var the Forgotten
Range: 0
Components: V, M
Duration: instantaneous
Casting Time: 1 action
Area of Effect: cone 30' x 12'
Saving Throw: ½
Spell Resistance: Yrs

This spell generates a cone-shaped cloud of chlorine gas that the caster must exhale toward their enemies. The cone originates from the caster's mouth extending 30' and widening to 10' at the base. After the spell is cast the caster may breathe normally for up to 3 rounds, at which time they must exhale the gas or fall victim to the fumes themselves. The gas causes 1d8 points of damage per the casters level, up to 8d8 maximum to any creature in the area of effect. Creatures making their saving throws take 1/2 the indicated damage. The material component is a small mint lozenge that must be eaten while casting the spell.

Clairaudience (Divination)

Level: 3
Range: Unlimited
Components: V, S
Duration: 1 minute/level
Casting Time: 1 Action
Area of Effect: 60-ft. radius
Saving Throw: None
Spell Resistance: No

The *clairaudience* spell enables the wizard to concentrate upon some locale and hear in his mind any noise within a 60 foot radius of that point. Distance is not a factor, but the locale must be known, a place familiar to the spellcaster or an obvious one (such as behind a door, around a corner, in a copse of trees, etc.). Only sounds that are normally detectable by the wizard can be heard by use of this spell. Lead sheeting or magical protections prevent the operation of the spell, and the wizard has some indication that the spell is so blocked. The spell creates an invisible sensor, similar to that created by a **crystal ball** that can be dispelled. The spell functions only on the wizard's current plane of existence.

Clairvoyance (Divination)

Level: 3
Range: Unlimited
Components: V, S
Duration: 1 minute/level
Casting Time: 1 Action
Area of Effect: Line of sight
Saving Throw: None
Spell Resistance: No

Similar to the *clairaudience* spell, the *clairvoyance* spell empowers the wizard to see in his mind whatever is within sight range from the spell locale chosen. Distance from the wizard is not a factor, but the locale must be known, familiar or obvious. Furthermore, light is a factor, as the spell does not enable the use of infravision or magical enhancements. If the area is magically dark, only darkness is seen; if naturally pitch dark, only a 10 foot

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radius from the center of the spell's area of effect can be seen. Otherwise, the seeing extends to the normal vision range according to the prevailing light. Lead sheeting or magical protection foils a *clairvoyance* spell, and the wizard has some indication that it is so blocked. The spell creates an invisible sensor, similar to that created by a **crystal ball** that can be dispelled. The spell functions only on the wizard's current plane of existence.

Cloudburst (Alteration)

Level 3

Range: 30"/level

Components: V, S

Duration: 1 minute per level

Casting Time: 1 action

Area of Effect: 60 foot diameter cylinder up to 180 feet high

Saving Throw: None (special)

Spell Resistance: No

By means of this spell the caster causes the atmosphere to instantly precipitate all of its water vapor in the form of huge drops of rain. The resulting condensation not only causing a true downpour of rain but also sucking more vapor into the area to likewise be precipitated. The *cloudburst* will effectively drench everything in the area of effect within one round. The rain will fall at the rate of an inch a minute.

All normal fires within the area of effect will be extinguished by a *cloudburst*, small ones instantly, medium to large fires within 3-10 rounds. Magical fire will likewise be extinguished in the following manner; Permanent magical fire will relight in 1-2 rounds, small re-kindible fires such as a **flame tongue** will be affected only during the actual *cloudburst*. Spells such as *produce fire* and *burning hands* will be negated. Large area spells such as *fireball*, *flame strike*, or *wall of fire* will convert the *cloudburst* into a cloud of steam with four times the size of the *cloudburst* and be extinguished. Creatures in the steam will take 1-3 points damage every round. The cloud of steam will persist for 2-5 round in calm conditions. Light winds will halve the duration, strong winds will cut it to a single round. Elemental fire such as a Phoenix's immolation will cause the rain to vaporize within one foot of the immolation effect. adding steam to the rain.

In arid regions rate of rainfall will be halved, humid regions like rain forest will double the duration of the spell. Freezing temperatures will cause the *cloudburst* to fall as sleet or snow.

Copy Tome II (Evocation)

Level: 3

Researched By: Damien School

Range: 30'

Components: V, S, M

Duration: Permanent

Casting Time: 1 minute

Area of Effect: 30'

Saving Throw: Special

Spell Resistance: Yes

This spell allows the caster to copy the contents of a book into a blank of appropriate size. Average book length is 300 pages, and only non-magical writings may be reproduced. 1 copy + 1 copy per level may be produced, blank books of the right size must be present. For volumes of under 30 pages the amount of copies producible multiplies by five, for single sheets, by ten.

Books of over 500 pages to 2000 pages cuts the number of copies by half, over 2000 pages by a quarter.

There is a chance of error or failure. The chance that an error or utter failure will occur is A DC 10 against the caster's Dexterity. failure of 20% or less over the save needed indicates that a flaw has entered the new volumes, unknown to the caster. Failure of greater than 4 means that no copying was done. If another person is holding the book to be copied it is entitled to a Will save on the spell DC to avoid being copied. If the caster is in possession of the book no save is needed.

Dark Vision (Alteration)

Level: 3

Range: Touch

Components: V, S

Duration: 2 hours + 1 hour/level

Casting Time: 1 round

Area of Effect: Creature touched

Saving Throw: None

Spell Resistance: Yes

By means of this spell, the wizard enables the recipient to see in normal darkness up to 60 feet without any light. Creatures under the effect of the spell are not blinded by light. Dark vision does not function in lighted circumstances, and is unnecessary in any case. Invisible creatures are not detectable by dark vision.

Delude (Alteration)

Level 3

Range: 0

nents: V, S

Duration: 1 turn/level

Casting Time: 1 Action

Area of Effect: 30-ft. radius

Saving Throw: Will Negate

Spell Resistance: Yes

By means of a *delude* spell, the wizard conceals his own aura with that of any creature within a 30-foot radius at the time the spell is cast. The creature must be of higher than animal intelligence for the spell to work; its own aura remains unchanged. The creature receives a saving throw vs. Will and, if successful, the *delude* spell fails. If the spell is successful, any spell that detects or interprets auras used against the caster discovers only the assumed aura. Note that a *detect good* or *detect evil* also detects the assumed aura, if the aura is strong enough. The creature whose aura has been assumed radiates magic, but the wizard radiates magic only to the creature whose aura has been assumed. If a *delude* spell is used in conjunction with a *change self* or *alter self* spell, the class of the wizard can be totally hidden, if he is clever enough to carry off the disguise.



Dictation II (Evocation)

Level 3
 Range: Touch
 Components: V, S, M
 Duration: Special
 Casting Time 1 action
 Area of Effect: 10' radius
 Saving Throw: Unwilling will hegates
 Spell Resistance: Yes

This spell allows the caster to touch another person, endowing them with the same effect as a Dictation Spell. The chosen person can speak and have the words recorded on the appropriate material. The spell requires some form of paper or bound book to accept the writing, a pen of fine quality, and ink to write with. The spell can print 3 pages per level of the caster. The dictator cannot be interrupted for more than 2 rounds or the rest of the spell is lost. The rate of printing depends on the speaking rate of the dictator. A being unwilling to have their words recorded is entitled to a will save that will negate the spell if successful.



Dispel Magic (Abjuration)

Level: 3
 Range: 120 yds.
 Components: V, S
 Duration: Instantaneous
 Casting Time: 1 Action
 Area of Effect: 30-ft. cube
 Saving Throw: None
 Spell Resistance: Yes

When a wizard casts this spell, it has a chance to neutralize or negate magic it comes in contact with, as follows:

First, it removes spells and spell-like effects (including device effects and innate abilities) from creatures or objects. Second, it disrupts the casting or use of these in the area of effect at the instant the dispel is cast. Third, it destroys magical potions (which are treated as 12th level for purposes of this spell).

Each effect or potion in the spell's area is checked to determine if it is dispelled. The caster can always dispel his own magic; otherwise, each magic effect or potion in an area has a base DC of 11 plus the casting level of the effect.

A *dispel magic* spell does not affect a specially enchanted item, such as a magical scroll, ring, wand, rod, staff, miscellaneous item, weapon, shield, or armor, unless it is cast directly upon the item. This renders the item nonoperational for 1d4 rounds. An item possessed and carried by a creature gains the creature's saving throw against this effect; otherwise, it is automatically rendered nonoperational. An interdimensional interface (such as a **bag of holding**) rendered nonoperational would be temporarily closed. Note that an item's physical properties are unchanged: A nonoperational magical sword is still a sword.

Artifacts and relics are not subject to this spell; however, some of their spell-like effects may be, at the DM's option.

Note that this spell can be very effective when used upon charmed and similarly beguiled creatures. Certain spells or effects cannot be dispelled; these are listed in the spell descriptions.

A Summary of Dispel Magic Effects

Source of Effect	Resists As	Result of Dispel
Caster	None	Dispel automatic
Other caster or spell-like ability	Level/HD of other caster	Effect negated
Wand	6th level	Effect negated
Staff	8th level	Effect negated
Potion	12th level	Potion destroyed
Other magic	12th, unless special	*
Artifact	DM discretion	DM discretion

*Effect negated; if cast directly on item, item becomes nonoperational for 1d4 rounds.

Energy Ball (Evocation)

Level: 3
 Range: 30' + 30'/level to a maximum. of 600'
 Components: V, S
 Duration: Instantaneous
 Casting Time: 1 Action
 Area of Effect: 20-ft. radius
 Saving Throw: Reflex ½
 Spell Resistance: Yes (mostly)

An *energy ball* is an explosive burst of one of several form of energy, which delivers damage proportional to the level of the wizard who cast it; 1d6 points of damage for each level of experience of the spellcaster. The burst of the energy creates little pressure and generally conforms to the shape of the area in which it occurs, to the limit of its 20' radius. Besides causing damage to creatures, the *energy ball* affects those materials within its burst radius susceptible to that energy type. Exposed items require saving throws vs. the energy used to determine if they are affected, but items in the possession of a creature that rolls a successful saving throw are unaffected by the *energy ball*.

The wizard points his finger and speaks the range (distance and height) at which the *energy ball* is to burst. A streak flashes from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the *energy ball* (an early impact results in an early detonation). Creatures failing their saving throws each suffer full damage from the blast. Those who roll successful saving throws manage to dodge, fall flat, or roll aside, each receiving half damage (the casting player rolls the damage and each affected creature suffers either full damage or half damage [round fractions down], depending on whether the creature saved or not).

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

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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.

Energy Bolt (Evocation)

Level: 3

Range: 30'. + 30'/level to a maximum. Of 600'

Components: V, S, M

Duration: Instantaneous

Casting Time: 1 Action

Area of Effect: Special

Saving Throw: Reflex ½

Spell Resistance: Yes (mostly)

Upon casting this spell, the wizard releases a powerful stroke of energy that inflicts 1d6 points of damage per level of the spellcaster to each creature within its area of effect. A successful saving throw vs. spell reduces this damage to half (round fractions down). The bolt begins at a range and height decided by the caster and streaks outward in a direct line from the casting wizard (for example, if a 40 foot bolt was started at 180 feet from the wizard, the far end of the bolt would reach 220 feet (180 + 40)). The energy bolt may destroy items (depending on energy type), splinter wooden doors, splinter up to a half-foot thickness of stone, and melt metals with a low melting point (lead, tin, copper, bronze). Saving throws must be rolled for objects that withstand the full force of a stroke (see the *energyball* spell). If the damage caused to an interposing barrier shatters or breaks through it (i.e., the saving throw fails), the bolt continues. A bolt can breach 1 inch of wood or half an inch of stone per caster level, up to a maximum of 1 foot of wood or half a foot of stone.

The energy bolt's area of effect is chosen by the spellcaster: either a forked bolt 10 feet wide and 40 feet long or a single bolt 5 feet wide and 80 feet long. If a bolt cannot reach its full length, because of an unyielding barrier (such as a stone wall), the energy bolt ends dealing the above damage to the structure.

There are five kinds of *energy bolt*. 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 firebolt detonates with a low roar in a long jet of fire. Highly flammable objects may catch fire. Those creatures affected badly by fire are so affected.

Cold: A coldbolt 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 coldbolt. Creature sensitive to cold are of course most affected.

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

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

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

Energy Cone (Evocation)

Level: 3

Range: 0

Components: V, S, M

Duration: Instantaneous

Casting Time: 1 Action

Area of Effect: Cone 90 feet long 30 foot across.

Saving Throw: ½ Reflex

Spell Resistance: Yes (mostly)

Upon casting this spell, the wizard releases a cone of energy that inflicts 1d6 points of damage per level of the spellcaster to each creature within its area of effect. A successful saving throw vs. spell reduces this damage to half (round fractions down).

The cone is 5 foot wide at the base widening to 30 foot at a range of 90 feet.

There are five kinds of *energy cone*. 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 fire cone detonates with a low roar in a swirl of fire. Highly flammable objects may catch fire. Those creatures affected badly by fire are so affected.

Cold: A *cold cone* 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 Cold cone. Creatures sensitive to cold are of course most affected.

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

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

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

Explosive Runes (Alteration)

Level: 3

Range: Touch

Components: V, S

Duration: Special

Casting Time: 1 Action

Area of Effect: 10-ft. radius

Saving Throw: None or reflex for ½

Spell Resistance: No

By tracing these mystic runes upon a book, map, scroll, or similar object bearing written information, the wizard prevents unauthorized persons from reading his material. The explosive runes are difficult to detect Spot DC 20 +1 per level of the caster; thieves using trap detection must roll a natural 20. But trap detection by spell or magical device always finds these runes.

When read the explosive runes detonate delivering 6d4+6 points of damage to the reader, who gets no saving throw. A like amount, or half that if saving throws are made, is suffered by each creature within the blast radius. The wizard who cast the spell, as well as any he instructs, can read the protected writing without triggering the runes. Likewise, the wizard can remove the runes whenever desired. Others can remove them only with a successful



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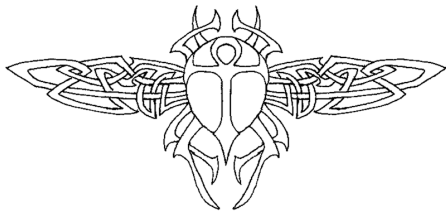
dispel magic or *erase* spell. Explosive runes otherwise last until the spell is triggered. The item upon which the runes are placed is destroyed when the explosion takes place, unless it is not normally subject to destruction by magical fire.

Feign Death (Necromancy)

Level: 3
Range: Touch
Components: V, S
Duration: 1 hr. + 1 turn/level
Casting Time: 1 Action
Area of Effect: Creature touched
Saving Throw: None
Spell Resistance: Yes

By means of this spell, the caster, or any other creature can be put into a cataleptic state that is impossible to distinguish from death. Although the person or creature affected by the *feign death* spell can smell, hear, and know what is going on, no feeling or sight of any sort is possible. Thus, any wounding or mistreatment of the body is not felt and no reaction occurs; damage is only half normal. In addition, paralysis, poison, and energy drain cannot affect an individual under the influence of this spell. Poison injected or otherwise introduced into the body takes effect when the spell recipient is no longer under the influence of this spell, although a saving throw is permitted.

Note that only a willing individual can be affected by a *feign death* spell. The spellcaster can end the spell effects at any time desired, as will a successful *dispel*, but a full round is required for bodily functions to begin again.



Flame Arrow (Conjuration/Summoning)

Level: 3
Range: 90' + 30'/level
Components: V, S
Duration: 1 round
Casting Time: 1 Action
Area of Effect: Special
Saving Throw: None (reflex half)
Spell Resistance: Yes

This spell has two effects. First, the wizard can cause normal arrows or crossbow bolts to become magical flaming missiles for one round. The missiles must be nocked and drawn (or cocked) at the completion of the spell. If they are not loosed within one round, they are consumed by the magic. For every five levels the caster has achieved, up to 10 arrows or bolts can be affected. The arrows inflict normal damage, plus 1 point of fire damage to any target struck. They may also cause incendiary damage. This version of the spell is used most often in large battles.

The second version of this spell enables the caster to hurl fiery bolts at opponents within range. Each bolt inflicts 1d6 points of piercing damage, plus 4d6 points of fire damage. Only half the fire damage is inflicted if the creature struck successfully saves vs.

reflex The caster receives one bolt for every five experience levels (two bolts at 10th level, three at 15th level, etc.). Bolts must be used on creatures within 20 yards of each other and in front of the wizard.

Fly (Alteration)

Level: 3
Range: Touch
Components: V, S
Duration: 30 minutes +10 minutes/level
Casting Time: 1 Action
Area of Effect: Creature touched
Saving Throw: None
Spell Resistance: Yes

This spell enables the wizard to bestow the power of magical flight. The creature affected is able to move with a maneuverability class of "Good" at their one land movement speed. Using the *fly* spell requires as much concentration as walking, so most spells can be cast while hovering or moving slowly (movement of 3). Possible combat penalties while flying are known to the DM .

Maneuverability	Good
Minimum forward speed	None
Hover	Yes
Move backward	Yes
Reverse	-5 ft.
Turn ¹	90°/base size
Turn in place	+90°/-5 ft.
Maximum turn	Any
Up angle	Any
Up speed	Half
Down angle	Any
Down speed	Double
Between down and up	0

Gust of Wind (Alteration)

Level: 3
Range: 0
Components: V, S
Duration: 1 rd
Casting Time: 1 Action
Area of Effect: 10'. x 30'./level
Saving Throw: None
Spell Resistance: No

When this spell is cast, a strong puff of air originates from the wizard and moves in the direction he is facing. The force of this gust of wind (about 30 m.p.h.) is sufficient to extinguish candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly and has a 5% chance per level of experience of the spellcaster to extinguish even such lights. It also fans large fires outward 1d6 feet in the direction of the wind's movement. It forces back small flying creatures 1d6 x 30 feet and causes man-sized beings to be held motionless if attempting to move against its force. It slows larger than man-sized flying creatures by 50% for one round. It blows over light objects, disperses most vapors, and forces away gaseous or unsecured levitating creatures. Its path is a constant 10 feet wide, by 30 feet long per level of experience of the caster (for example, an 8th-level wizard causes a gust of wind that travels 80 yards).

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Haste (Alteration)

Level: 3

Range: 60 yds.

Components: V, S

Duration: 3 rds. + 1 rd./level

Casting Time: 1 Action

Area of Effect: 40-ft. Cube, 1 creature/level

Saving Throw: None

Spell Resistance: Yes

When this spell is cast, each affected may move and act more quickly than normal. This extra speed has several effects.

When making a full attack action, a hasted creature may make one extra attack with any weapon he is holding. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. (This effect is not cumulative with similar effects, such as that provided by a weapon of speed, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.)

A *hasted* creature gains a +1 bonus on attack rolls and a +2 bonus to initiative, AC, and Reflex saves. Any condition that makes you lose your Dexterity bonus also makes you lose *haste* bonuses.

All of the *hasted* creature's modes of movement (including land movement, burrow, climb, fly, and swim) increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement.

This spell is not cumulative with itself or with other similar magic. *Haste* cannot be cast on an unwilling subject and will fail in that case.



Hold Person (Enchantment/Charm)

Level: 3

Range: 120 yds.

Components: V, S, M

Duration: 5 rounds +1 rd/level

Casting Time: 1 Action

Area of Effect: 1-3 persons, 20-ft. cube

Saving Throw: Will Negate

Spell Resistance: Yes

This spell holds 1d4 persons rigidly immobile and in place for a minimum of five rounds

The *hold person* spell affects any sentient creature that could be considered a character race. Of humanoids only true Giants and Giant Kin are excepted. Likewise all monsters of Intelligence such as Dragons, Gorgons, and the like cannot be held with this spell.

The effect is centered on a point selected by the caster, and it affects persons selected by the caster within the area of effect. If the spell is cast at three persons, each gets a normal saving throw, if only two persons are being enspelled, each rolls his saving throw with a +1 to the DC, if the spell is cast at only one person the saving throw at +2 to the spell DC. Those who succeed on their saving throws are totally unaffected by the spell. Undead creatures cannot be held.

Held creatures cannot move or speak, but they remain aware of events around them and can use abilities not requiring motion or speech. Being held does not prevent the worsening of the subjects' condition due to wounds, disease, or poison. The magician casting the *hold person* spell can end the spell with a single utterance at any time; otherwise, the duration is 5 rounds plus 1 round per level.

Hold Undead (Necromancy)

Level: 3

Range: 60 ft.

Components: V, S

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

Casting Time: 1 Action

Area of Effect: 1d3 undead

Saving Throw: Fortitude Negates

Spell Resistance: Yes

When cast, this spell renders immobile 1d3 corporeal undead creatures whose total Hit Dice are equal to or less than the caster's level. No more than three undead can be affected by a single spell. To cast, the wizard aims the spell at a point within range and the three undead closest to this are considered to be in the area of effect, provided all are within the field of vision and spell range of the caster. Corporeal undead of a mindless nature (skeletons, zombies, or like undead) are automatically affected. Other forms of corporeal undead are allowed a saving throw to negate the effect. Vampires are not affected by the *hold undead* spell, nor is any form of dis-corporeal undead such as ghosts, wraiths, etc. If the spell is successful, it renders the undead immobile for the duration of the spell.

Illusionary Script (Illusion/Phantasm)

Range: Touch

Components: V, S, M

Duration: 1 day/level

Casting Time: Special

Area of Effect: Script reader

Saving Throw: Will Special

Spell Resistance: No

This spell enables the wizard to write instructions or other information on parchment, paper, etc. The illusionary script appears to be some form of foreign or magical writing. Only the person (or people) who the wizard desires to read the writing can do so.

Unauthorized creatures glancing at the script must roll saving throws vs. Will. A successful save means the creature can look away with only a mild sense of disorientation. Failure means the creature is subject to a suggestion implanted in the script by the caster at the time the *illusionary script* spell was cast. The suggestion cannot require more than thirty minutes to carry out. The suggestion could be to close the book and leave, or to forget the existence of the book, for example. A successful *dispel magic* spell will remove the illusionary script, but an unsuccessful attempt erases all of the writing. The hidden writings can be read by a combination of the *true seeing* spell and either the *read magic* or *comprehend languages* spell, as applicable.

The material component is a lead-based ink that requires special manufacture by an alchemist, at a cost of not less than 300 gp per usage.

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Improved Magic Missile (Evocation)

Researched By: Fantina ElSORia

Level 3

Range: 600'

Components: V, S

Duration: 1 minute + 1 round per level

Casting Time: 1 Action

Area of Effect: any target

Saving Throw: none

Spell Resistance: Yes

This spell is an improvement on the first level spell, *magic missile*. When cast, the spell endows the caster with a number of missiles equal to their level. The missiles may be released at any target within range until the missiles are exhausted or the spell duration runs out. Up to 8 missiles can be fired in one round. A roll to hit against the target's touch AC at +6 must be made per missile. Each target aimed at per round reduces the plus by -3. The first target at +6, the second at +3, the third at +0 and the fourth at -3. No more than four targets can be aimed at in one round. Each missile does 1d8 points of damage.

During the duration of the *improved magic missile* spell the caster may cast other spells of instantaneous duration. They cannot use the *magic missiles* in that round. Any spell that requires concentration will end the *improved magic missile* and unused missiles will be wasted.

Invisibility 10' Radius (Illusion/Phantasm)

Level: 3

Range: Touch

Components: V, S, M

Duration: Special

Casting Time: 1 round

Area of Effect: 10-ft. radius

Saving Throw: None

Spell Resistance: Yes

This spell confers invisibility upon all creatures within 10 feet of the recipient. Gear carried and light sources are included, but any light emitted is still visible. The effect is mobile with the recipients. Once cast the recipients can move out of the area without losing invisibility. Those affected by this spell cannot see each other. Affected creatures that attack negate the invisibility only for themselves.

Item (Alteration)

Level: 3

Range: Touch

Components: V, S, M

Duration: 4 hrs./level

Casting Time: 1 Action

Area of Effect: 2 cu. ft./level

Saving Throw: Special

Spell Resistance: No

By means of this spell, the wizard is able to shrink one item (if it is within the size limit) to 1/12 of its normal size. Optionally, the caster can also change its now shrunken composition to a clothlike one. An object in the possession of another creature is allowed a saving throw vs. fortitude. Objects changed by an *item* spell can be returned to normal composition and size merely by

tossing them onto any solid surface or by a word of command from the original spellcaster. Even a burning fire and its fuel can be shrunk by this spell.

Second casting of the spell on the same object will render it into a flat cloth image of the Itemed object. This second casting also extends the duration of the spell by a factor of ten. The spell cannot be cast on living creatures, or undead.

This spell in conjunction with the *enchant an item* spell can be used to create or add to a **cloak of useful items**. When used in this fashion the spell is permanent until it is removed from the cloak.

Leomund's Tiny Hut (Alteration)

Level: 3

Range: 0

Components: V, S, M

Duration: 4 hrs. + 1 hr./level

Casting Time: 1 Action

Area of Effect: 15-ft. diameter sphere

Saving Throw: None

Spell Resistance: No

When this spell is cast, the wizard creates an unmoving, opaque sphere of force of any desired color around his person. Half of the sphere projects above the ground, and the lower hemisphere passes through the ground. Up to seven other man-sized creatures can fit into the field with its creator; they can freely pass into and out of the hut without harming it. However, if the spellcaster removes himself from the hut, the spell dissipates.

The temperature inside the hut is 70°F, if the exterior temperature is between 0° and 100°F. An exterior temperature below 0° or above 100° lowers or raises, respectively, the interior temperature on a 1° for 1° basis. The tiny hut also provides protection against the elements, such as rain, dust, sandstorms, and the like. The hut can withstand any wind of less than hurricane force (80 mph) without being harmed, but wind force greater than that destroys it.

The interior of the hut is a hemisphere. The spellcaster can illuminate it dimly upon command, or extinguish the light as desired. Note that although the force field is opaque from the outside, it is transparent from within. Missiles, weapons, and most spell effects can pass through the hut without affecting it, although the occupants cannot be seen from outside the hut. The hut can be dispelled.

The material component for this spell is a small crystal bead that shatters when the spell duration expires or the hut is dispelled.

Melf's Minute Meteors (Evocation, Alteration)

Level: 3

Range: 210' + 10'/level

Components: V, S

Duration: Special

Casting Time: 1 Action

Area of Effect: 1 target/meteor

Saving Throw: None

Spell Resistance: Yes

This spell enables the wizard to cast small globes of fire (one for each experience level he has attained), each of which bursts into a one foot diameter sphere upon impact, inflicting 1d4 points of damage to the creature struck. It can also ignite combustible

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materials (even solid planks). The meteors are treated as missiles hurled by the wizard with a +2 bonus to the attack rolls and with no penalty for range. Misses are treated as grenadelike missiles that inflict 1 point of damage to creatures within 3 feet.

The spell can be cast in either of two ways:

A) The wizard discharges five meteors every round (see the "Multiple Attacks and Initiative" section in Chapter 7: Combat). Note that this carries over into at least the following round.

B) The wizard discharges only one meteor per round. In addition to releasing the missile, the caster can perform other actions in the round, including spellcasting, melee, or device use. Spells requiring concentration force the wizard to forgo the rest of the missiles to maintain concentration. Also, if the wizard fails to maintain an exact mental count of the number of missiles he has remaining, he has involuntarily lost the remaining portion of the spell.

The spell ends when the caster has fired off as many meteors as he has experience levels, when he forgoes casting any still remaining, or when a successful *dispel magic* spell is thrown upon the caster.

Nondetection (Abjuration)

Level 3

Range: Touch

Components: V, S, M

Duration: 1 hr./level

Casting Time: 1 Action

Area of Effect: 1 creature or item

Saving Throw: None

Spell Resistance: Yes

By casting this spell, the wizard makes the creature or object touched undetectable by divination spells such as *clairaudience*, *clairvoyance*, *locate object*, *ESP*, and various detect spells. It also prevents location by such magical items as *crystal balls* and *ESP medallions*. It does not affect the ability of intelligent or high-level beings to detect invisible creatures. If a divination is attempted, the *nondetection* caster must roll a saving throw vs. Will DC 30. If this is successful, the divination fails.

The material component of the spell is a pinch of diamond dust worth 300 gp.

Phantom Armor (Alteration/Illusion)

Level: 3

Range: Touch

Components: V, S

Duration: Special

Casting time: 1 Action

Area of Effect: One Person

Saving Throw: None

When this spell is cast the magician creates a quasi-real suit of plate mail armor. This semi-illusionary material covers the subject and actually gives some real protection unless the opponent activity disbelieves in the armor (saves vs. will). A dispel illusion or dispel magic negates the spell. Until gone or disbelieved the armor protects the wearer as if they were in plate mail (AC +7). For each level of the spell caster, the *phantom armor* will absorb 1 point of damage delivered by a blow that would hit AC +7. When the *phantom armor* has absorbed as many points of damage as the caster has levels of experience it is

dispelled. *Phantom armor* also allow a +1 on all saving throws that magical armor would affect.

The *Phantom armor* in no way effects movement or spell casting. It is not affected by any physical damage such as acid or rust monster attack. It will not work with any other form of magic protection.

Phantom Steed (Conjuration, Phantasm)

Level 3

Range: Touch

Components: V, S

Duration: 1 hr./level

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

Spell Resistance: No

When this spell is cast, the wizard creates a quasi-real, horselike creature. The steed can be ridden only by the wizard who created it, or by any person for whom the wizard specifically creates such a mount. A phantom steed has a black head and body, gray mane and tail, and smoke-colored, insubstantial hooves that make no sound. Its eyes are milky-colored. It does not fight, but all normal animals shun it and only monstrous ones will attack. The mount has an Armor Class of 18 and 7 hit points, plus 1 per level of the caster. If it loses all of its hit points, the phantom steed disappears. A phantom steed moves at a movement rate of 20' round per level of the spellcaster, to a maximum movement rate of 240' round. It has what seems to be a saddle and a bit and bridle. It can bear its rider's weight, plus up to 10 pounds per caster level.

These mounts gain certain powers according to the level of the wizard who created them:

- *8th Level*: The ability to pass over sandy, muddy, or even swampy ground without difficulty.
- *10th Level*: The ability to pass over water as if it were firm, dry ground.
- *12th Level*: The ability to travel in the air as if it were firm land, so chasms and the like can be crossed without benefit of a bridge. Note, however, that the mount cannot casually take off and fly; the movement must be between points of similar altitude.
- *14th Level*: The ability to perform as if it were a pegasus; it flies at a rate of 240' round upon command.

Note that a mount's abilities include those of lower levels; thus, a 12th-level mount has the 8th-, 10th-, and 12th-level abilities.

Protection From Evil 10' Radius (Abjuration)

Level: 3

Range: Touch

Components: V, S

Duration: 6 rds./level

Casting Time: 3

Area of Effect: 10-ft. radius around creature touched

Saving Throw: None

Spell Resistance: No

The globe of protection of this spell is identical in all respects to that of a *protection from evil* spell, except that it encompasses a much larger area and its duration is greater. The effect is centered on and moves with the creature touched. Any protected creature within the circle will break the warding against enchanted/summoned monsters if he melees those monsters. A

creature unable to fit completely into the area of effect (for example, a 21-foot-tall titan) remains partially exposed and subject to whatever penalties the DM decides. If such a creature is the recipient of the spell, the spell acts as a normal *protection from evil* spell for that creature only.

Protection From Good 10' Radius (Abjuration)

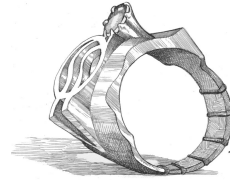
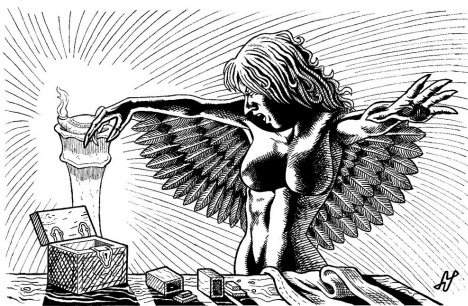
Level: 3
 Range: Touch
 Components: V, S
 Duration: 6 rds./level
 Casting Time: 3
 Area of Effect: 10-ft. radius around creature touched
 Saving Throw: None
 Spell Resistance: No

The globe of protection of this spell is identical in all respects to that of a *protection from good* spell, except that it encompasses a much larger area and its duration is greater. The effect is centered on and moves with the creature touched. Any protected creature within the circle will break the warding against enchanted/summoned monsters if he melees those monsters. A creature unable to fit completely into the area of effect (for example, a 21-foot-tall titan) remains partially exposed and subject to whatever penalties the DM decides. If such a creature is the recipient of the spell, the spell acts as a normal *protection from good* spell for that creature only.

Protection From Normal Missiles (Abjuration)

Level: 3
 Range: Touch
 Components: V, S
 Duration: 1 turn/level
 Casting Time: 1 Action
 Area of Effect: Creature touched
 Saving Throw: None
 Spell Resistance: No

By means of this spell, the caster bestows total invulnerability to hurled and projected missiles such as arrows, axes, bolts, javelins, small stones, and spears. Furthermore, it causes a reduction of 1 from each die of damage (but no die does less than 1 point damage) inflicted by large or magical missiles such as ballista missiles, catapult stones, hurled boulders, cannonballs, and magical arrows, bolts, javelins, etc. The spell allows the recipient to automatically make their fortitude save against cannon or other "instant kill" missiles. Note however that this spell does not convey any protection from such magical attacks as fireballs, lightning bolts, or magic missiles.



Secret Page (Alteration)

Level: 3
 Range: Touch
 Components: V, S, M
 Duration: Until dispelled
 Casting Time: 1 turn
 Area of Effect: 1 page, up to 2 ft. square
 Saving Throw: None
 Spell Resistance: No

When cast, a *secret page* spell alters the actual contents of a page so that they appear to be something entirely different. Thus, a map can be changed to become a treatise on burnishing ebony walking sticks. The text of a spell can be altered to show a ledger page or even another form of spell. *Confuse languages* and *explosive runes* spells may be cast upon the secret page, but a *comprehend languages* spell cannot reveal the secret page's contents. The caster is able to reveal the original contents by speaking a command word, perusing the actual page, and then returning it to its secret page form. The caster can also remove the spell by double repetition of the command word. Others noting the dim magic of a page within this spell cloaking its true contents can attempt to dispel magic, but if it fails, the page is destroyed. A *true seeing* spell does not reveal the contents unless cast in combination with a *comprehend languages* spell. An *erase* spell can destroy the writing.

The material component is powdered herring scales.

Seeming (Illusion/Phantasm)

Level: 3
 Range: 10-ft. radius
 Components: V, S
 Duration: 12 hrs.
 Casting Time: 5
 Area of Effect: 1 person/2 levels
 Saving Throw: None
 Spell Resistance: Yes

This spell enables the caster to alter the appearance of one person for every two levels of experience he has attained. The change includes clothing and equipment. The caster can make the recipients appear as any generally man-shaped bipedal creature, each up to 1 foot shorter or taller than his normal height, and thin, fat or in between. All those affected must resemble the same general type of creature: human, orc, ogre, etc. Each remains a recognizable individual. The effect fails for an individual if the illusion chosen by the caster cannot be accomplished within the spell parameters (for example, a halfling could not be made to look like a centaur, but he might be made to look like a short, young ogre). Unwilling persons receive saving throws vs. will to avoid the effect. Affected persons resume their normal appearances if slain. The spell is not precise enough to duplicate the appearance of a specific individual.

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Sepia Snake Sigil (Conjuration/Summoning)

Level: 3
Range: 5 yds.
Components: V, S, M
Duration: Special
Casting Time: 1 Action
Area of Effect: 1 sigil
Saving Throw: None
Spell Resistance: No

When this spell is cast, a small written symbol appears in the text of any written work. When read, the so-called sepia snake springs into being and strikes at the nearest living creature (but does not attack the wizard who cast the spell). Its attack is made as if it were a monster with Hit Dice equal to the level of the wizard who cast the spell. If it strikes successfully, the victim is engulfed in a shimmering amber field of force, frozen and immobilized until released, either at the caster's command, by a successful *dispel magic* spell, or until a time equal to 1d4 days + 1 day per caster level has elapsed. Until then, nothing can get at the victim, move the shimmering force surrounding him, or otherwise affect him. The victim does not age, grow hungry, sleep, or regain spells while in this state. He is not aware of his surroundings. If the sepia snake misses its target, it dissipates in a flash of brown light, with a loud noise and a puff of dun-colored smoke that is 10 feet in diameter and lasts for one minute.

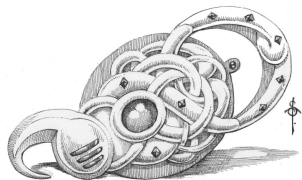
The spell cannot be detected by normal observation, and *detect magic* reveals only that the entire text is magical. A *dispel magic* can remove it; an *erase* spell destroys the entire page of text. It can be cast in combination with other spells that hide or garble text.

The components for the spell are 10 gp worth of powdered amber, a scale from any snake, and a pinch of mushroom spores.

Slow (Alteration)

Level: 3
Range: 90 yds. + 10 yds./level
Components: V, S
Duration: 3 rds. + 1 rd./level
Casting Time: 1 Action
Area of Effect: 40-ft. Cube, 1 creature/level
Saving Throw: Fortitude Negates
Spell Resistance: Yes

A *slow* spell causes affected creatures to move and attack at half their normal rates. It negates a *haste* spell or equivalent, but does not otherwise affect magically speeded or slowed creatures. Slowed creatures have an Armor Class penalty of -4 AC, an attack penalty of -4, and all Dexterity bonuses are negated. The magic affects a number of creatures equal to the spellcaster's level, if they are within the area of effect chosen by the wizard (i.e., a 40-foot cubic volume centered as called for by the caster). The creatures are affected from the center of the spell outward. Saving throws against the spell are +4 on the spell DC.



Spectral Force (Illusion/Phantasm)

Range: 60 yds. + 1 yd./level
Components: V, S
Duration: Special
Casting Time: 1 Action
Area of Effect: 40-ft. cube +10-ft. cube/level
Saving Throw: Will Special
Spell Resistance: No

The *spectral force* spell creates an illusion in which sound, smell, and thermal illusions are included. It is otherwise similar to the *improved phantasmal force* spell. The spell lasts for three minutes after concentration ceases.

Summon Monster 3 conjuration (summoning)

Level: 3
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 from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-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).

Suggestion (Enchantment/Charm)

Level: 3
Range: 90'
Components: V
Duration: 1 hr. + 1 hr./level
Casting Time: 1 Action
Area of Effect: 1 creature
Saving Throw: Will Negate
Spell Resistance: Yes

When this spell is cast by the wizard he influences the actions of the chosen recipient by the utterance of a few words, phrases or a sentence or two, suggesting a course of action desirable to the spellcaster. The creature to be influenced must, of course, be able to understand the wizard's suggestion. It must be spoken in a language that the spell recipient understands.

The suggestion must be worded in such a manner as to make the action sound reasonable; asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other

obviously harmful act automatically negates the effect of the spell. However, a suggestion that a pool of acid was actually pure water and that a quick dip would be refreshing is another matter. Urging a red dragon to stop attacking the wizard's party so that the dragon and party could jointly loot a rich treasure elsewhere is likewise a reasonable use of the spell's power.

The course of action of a suggestion can continue in effect for a considerable duration, such as in the case of the red dragon mentioned above. Conditions that will trigger a special action can also be specified; if the condition is not met before the spell expires, the action will not be performed. If the target successfully rolls its saving throw, the spell has no effect. Note that a very reasonable suggestion causes the saving throw to be made with a penalty (such as -1, -2, etc.) at the discretion of the DM. Undead are not subject to suggestion.

Vampiric Touch (Necromancy)

Level: 3
Range: 0
Components: V, S
Duration: One touch
Casting Time: 1 Action
Area of Effect: The caster
Saving Throw: None
Spell Resistance: Yes

When the caster touches an opponent in melee with a successful attack roll against their touch AC, the opponent loses 1d6 hit points for every two caster levels, to a maximum drain of 6d6 points for a 12th-level caster. The spell is expended when a successful touch is made or one turn passes. The hit points are added to the caster's total, with any hit points over the caster's normal total treated as temporary additional hit points. Any damage to the caster is subtracted from the temporary hit points first. After one hour, any extra hit points above the caster's normal total are lost. The creature touched can regain HPs by magical or normal healing.

An undead hit with this spell will cause a reverse reaction, the hit points coming *from* the caster and going *to* the undead.

Water Breathing (Alteration)

Level: 3
Range: Touch
Components: V, S, M
Duration: 1 hr./level + 1d4 hrs.
Casting Time: 1 Action
Area of Effect: Creature touched
Saving Throw: None
Spell Resistance: Yes

The recipient of a *water breathing* spell is able to breathe water freely for the duration of the spell. The caster can touch more than one creature with a single casting; in this case the duration is divided by the number of creatures touched. It can also be used to allow water-breathing creatures to comfortably survive in the atmosphere for an equal duration.

Under no circumstances will this spell prevent a creature from breathing in its proper environment.

Wind Wall (Alteration)

Level: 3
Range: 10 yds./level
Components: V, S, M
Duration: 1 rd./level
Casting Time: 1 Action
Area of Effect: wall, 10 x 5 ft./level, 2 ft. wide
Saving Throw: Special
Spell Resistance: No

This spell brings forth an invisible vertical curtain of wind 2 feet thick and of considerable strength, a strong breeze sufficient to blow away any bird smaller than an eagle or tear papers and like materials from unsuspecting hands. (If in doubt, a saving throw vs. reflex determines whether the subject maintains its grasp.)

Normal insects cannot pass such a barrier. Loose materials, even cloth garments, fly upward when caught in a wind wall. Arrows and bolts are deflected upward and miss, while sling stones and other missiles under two pounds in weight receive a -4 penalty to a first shot and -2 penalties thereafter. Gases, most breath weapons, and creatures in gaseous form cannot pass this wall, although it is no barrier to noncorporeal creatures.

Wraithform (Alteration, Illusion)

Range: 0
Components: S, M
Duration: 2 rds./level
Casting Time: 1 Action
Area of Effect: The caster
Saving Throw: None
Spell Resistance: No

When this spell is cast, the wizard and all of his gear become insubstantial. The caster is subject only to magical or special attacks, including those by weapons of +1 or better, or by creatures otherwise able to affect those struck only by magical weapons. Undead of most sorts will ignore an individual in wraithform, believing him to be a wraith or spectre, though a lich or special undead may save vs. Will with a -4 penalty to recognize the spell.

The wizard can pass through small holes or narrow openings, even mere cracks, with all he wears or holds in his hands, as long as the spell persists. Note, however, that the caster cannot fly without additional magic. No form of attack is possible when in wraithform, except against creatures that exist on the Ethereal Plane, where all attacks (both ways) are normal. A successful *dispel magic* spell forces the wizard in wraithform back to normal form. The spellcaster can end the spell with a single word.

The material components for the spell are a bit of gauze and a wisp of smoke.



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