



2nd Edition Greyhawk Adventures Hardcover Book Spells conversion to 3.5 Edition
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Bigby's Spells:

Bigby's Feeling Fingers

Evocation

Level: Sor/Wiz 1

Component: V, S, M, F

Casting Time: 1 standard action

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

Effect: Human-sized hand

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: No

This spell calls into being a disembodied hand under your control. The hand cannot hold, grasp, or carry anything, but it does have an amazing sense of touch. The hand's sense of touch is so fine that it can note miniscule cracks, separations, or openings in a surface. The hand is imbued with the Search skill at a number of ranks equal to your caster level (maximum of 15), and uses your Intelligence score. The hand obeys your spoken command, and will convey with crude sign language whenever it has located something which you have ordered it to seek. The hand reacts to spells and physical attacks in the same manner as the hand created by Bigby's interposing hand, except this hand has an AC of 21 (+2 size, +9 natural) and only 4 hit points. The hand can set off traps if the location is known. The hand only weighs one pound, however, and this may limit what traps it can trigger.

Material Component: A swan's feather.

Focus Component: A child-sized silk glove.

Bigby's Pugnacious Pugilist

Evocation

Level: Sor/Wiz 3

Component: V, S, F

Casting Time: 1 standard action

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

Effect: Human-sized pair of hands

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

This spell creates a pair of human-sized hands, appearing as clenched and padded fists. The hands can be ordered to attack your enemies, and the pair makes one attack. The spell uses your base attack bonus, modified by a +2 bonus for size, and a +4 bonus from Strength (which is 19). The hands deal 1d3+4 (from Strength) nonlethal damage, and do not provoke attacks of opportunity. The hands react to spells and physical attacks in the same manner as the hand created by Bigby's interposing hand, except this pair of hands count as a single entity, and have an AC of 21 (+2 size, +9 natural) with hit points equal to your own at full health (with a maximum of 3 hit points/caster level). The hands can benefit from and provide a flanking bonus when assisted by another attacker. The hands can pummel only, and cannot hold a weapon or grapple. The hands cannot be grappled, tripped, or bull rushed, since they can easily flit away.

By using the Direct A Spell action (a move-equivalent action), you can designate a new opponent for the hands.

Focus Components: A mitten stuffed with cotton and a brass bell.

Bigby's Battering Gauntlet

Evocation

Level: Sor/Wiz 4

Component: V, S, F

Casting Time: 1 standard action

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

Effect: 12-ft. long battering ram

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

This spell brings into existence a shimmering, violet force shaped like a battering ram (with a clenched fist as the ram's head). The force assumes a cylindrical shape 12 feet long, and

about 2 and a half feet wide. The ram can be directed to attack a door or other piece of construction upon being created, and can be assigned to a new target by taking a Direct A Spell action (a move-equivalent action). The battering ram makes one attack per round, using your base attack with a -1 size penalty (Large size). There is no penalty for lack of proficiency. The ram deals 3d6 damage, just as a normal ram, but without requiring any crew. Instead, assume the crew has a total Strength modifier equal to your caster level (maximum of +20). See the DMG pg. 100 for more information.

If the wall strikes a door that is magically shut, such as by an arcane lock, you make a dispel check (maximum of +15) against a DC of the spell's caster level +11. Success dispels the spell and allows the ram to continue attacking, but a failure on the dispel check results in the Bigby's battering gauntlet being destroyed instead.

The ram cannot target anything but construction (such as walls or doors). The ram is effected by spells and physical attacks as a Bigby's interposing hand, including identical AC and hit points.

Focus Component: A metal rod with a chain mail gauntlet slipped over one end.

Bigby's Construction Crew

Evocation

Level: Sor/Wiz 4

Component: V, S, F

Casting Time: 1 standard action

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

Effect: One human-sized hand/caster level

Duration: 12 hours (D)

Saving Throw: None

Spell Resistance: No

This spell creates as many pairs of hands as your caster level. All of the hands come equipped with a carpentry tool. Each hand has a different carpentry tool, and they are very adept at working together. You direct the hands to build whatever you desire, and they will work on it throughout the duration of the spell. The hands can even be ordered to continue building a partially-completed structure. Each hand is the equivalent to one rank in Craft (carpentry), and the hands' ranks stack (to a maximum of 25 ranks or hands). The hands react to spells and physical attacks in the same manner as the hand created by Bigby's interposing hand, except these hands each have an AC of 21 (+2 size, +9 natural) with hit points equal to your caster level.

Focus Component: A box with an assortment of miniature tools worth 500 gold pieces.

Bigby's Force Sculpture

Evocation [Force]

Level: Sor/Wiz 4

Component: V, S, M

Casting Time: 1 round

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

Effect: Visible, shapeable plane of force

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: Yes

This very flexible spell enables you to create a visible (though translucent) plane of force that can be shaped into any form you desire. You could create a table, ladder, club, bucket, stilts, or cane, for example. Once an object is formed, it retains its form for the duration of the spell. The object imitated must be fairly rigid, can have no moving parts, cannot have a sharp point or edge, and cannot possess finely detailed features. A rope, bow, sword, chariot, or accurate statue cannot be created with the spell. Objects formed of force in this matter are invulnerable to physical attacks, and react to magic as a wall of force. The object simulated cannot have any single dimension larger than one foot per caster level. That is, a 10th level caster could create a 10 ft. x 10 ft. x 10 ft. object, or anything smaller. If the object's dimension would be measured as a radius, halve the maximum size of the simulated object.

Material Component: A lump of soft clay with diamond dust (worth 50 gold pieces) mixed into it.

Bigby's Fantastic Fencers

Evocation

Level: Sor/Wiz 5

Component: V, S, F

Casting Time: 1 standard action

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

Effect: One sword-wielding hand/3 caster levels

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

This spell creates one hand for every three levels of the caster, each of which holds a rapier. Each hand is an expert at the disarm maneuver, and will attempt to disarm the caster's enemies. The hands may be directed verbally, but may only make disarm attempts (they may not actually attack an opponent). Each hand uses your base attack bonus, modified by your Intelligence or Charisma

(for wizards and sorcerers, respectively), and a +2 bonus from size. The hands do not provoke an attack of opportunity for the disarm attempt, but if the disarm is failed the opponent does get to make his own disarm attempt as normal for that combat maneuver. Should a hand be disarmed, it is immediately dispelled (although other hands created by this spell continue to function normally). The hands react to spells and physical attacks in the same manner as the hand created by Bigby's interposing hand, except these hands each have an AC of 21 (+2 size, +9 natural) with hit points equal to your caster level (maximum of 15 hit points each). The hands can benefit from and provide a flanking bonus when assisted by another attacker.

Focus Component: A silver amulet shaped like a mailed gauntlet holding a gem-encrusted sword (total value of the amulet is at least 1,000 gold pieces).

Bigby's Strangling Grip

Evocation

Level: Sor/Wiz 5

Component: V, S, F

Casting Time: 1 standard action

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

Effect: Human-sized pair of hands

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

This spell creates a pair of disembodied hands that will seek out a creature's throat and strangle the creature with the same effect as an attack with a garrote (see S&S pp. 86-87). The pair of hands attack once per round, with a base attack bonus equal to your caster level (maximum of 20th level), +7 for Strength modifier (Strength 25), and a +2 size bonus. The hands may only make strangling attacks, but do not provoke attacks of opportunity for doing so. To begin the garrote attack, the hands make a melee touch attack against any target designated by you whose head and throat are within the range of this spell. See the garrote rules in S&S for special modifiers to the target's touch AC. If you miss with the melee touch attack, the hands may try again next round.

Once the hands have a hold of the target's throat, they use their next attack to make a grapple check. The hands count as Tiny size for this check (receiving a -8 size modifier). The hands deal 1d8 +10 (one and one-half times Strength modifier) if the grapple check is successful. The hands are automatically considered to move into the target's

space, and the target is now considered grappled. Each round the hands use their one attack to continue making grapple checks to deal damage. The victim may escape the grapple as per the rules in the Player's Handbook, or the hands can be attacked directly. The hands react to spells and physical attacks in the same manner as the hand created by Bigby's interposing hand, except these hands have an AC of 21 (+2 size, +9 natural) with hit points equal to your own fully healthy total. The hands can benefit from and provide a flanking bonus when assisted by another attacker (if they are not already grappling their target).

Focus Component: A pair of leather gloves sewn into a clutching grip around the neck of a bottle.

Bigby's Besieging Bolt

Evocation [Force]

Level: Sor/Wiz 6

Component: V, S, M

Casting Time: 1 round

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

Effect: One siege bolt/2 caster levels

Duration: Concentration

Saving Throw: None

Spell Resistance: Yes

With this spell you are able to fire one magic siege bolt for every two caster levels. The bolts appear next to you and fling outward to attack as directed by you. You may launch one bolt each round for as long as you maintain concentration (although the spell ends once you have launched one bolt for every two caster levels). The bolts strike their target unerringly, and all damage inflicted is considered force damage. The type of siege missile the bolt mimics depends on your caster level.

Level	Siege Bolt	Damage
11th	Light catapult	4d6
13th	Heavy catapult	6d6
15th	Trebuchet	8d6

Material Component: A small stone sprinkled with diamond dust (worth 100 gold pieces).

Bigby's Superior Force Sculpture

Evocation [Force]

Level: Sor/Wiz 6

As Bigby's force sculpture, except as noted above, and objects formed from force can be more complex, composed of large, moving parts, or have an edge or points, but still must be fairly rigid. A wagon, quiver of quarrels, shovel, sword,

or water wheel could all be simulated, but not a mechanical timepiece, crossbow, or spring. Fine details can be worked into an object, although the caster must make appropriate Craft checks to do so. Working fine details into an object cause it to slowly take shape over a period of 2d4 rounds. The object simulated cannot have any single dimension larger than five feet per caster level.

Material Component: A lump of soft clay with diamond dust (worth 200 gold pieces) mixed into it.

Bigby's Most Excellent Force Sculpture

Evocation [Force]

Level: Sor/Wiz 8

Casting Time: 10 minutes

Duration: 1 hour/level (D)

As Bigby's force sculpture, except as noted above, and the object formed can be highly complex, containing many moving parts, such as a siege machine or a sailing ship. Parts of an object simulated could be as flexible as a rope or the wood of a bow, also a large net, ballista, or even a rope bridge (although some of these would assume multiple castings to piece together the item). Fine details can be worked into an object, although the caster must make appropriate Craft checks to do so. Working fine details into an object cause it to slowly take shape over a period of 2d4 rounds. The object simulated cannot have any single dimension larger than ten feet per caster level.

Material Component: A lump of soft clay with diamond dust (worth 1,000 gold pieces) mixed into it.

Drawmij's Spells:

Drawmij's Beast of Burden

Transmutation

Level: Sor/Wiz 1

Component: V, S, M

Casting Time: 1 round

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

Target: One animal

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell partially lightens goods placed upon a single mount or beast of burden. The effective weight of everything loaded on the target animal, including riders and their gear, when this spell is

cast is reduced by half. The mount must be able to at least lift the unaltered weight of the items placed on it before the spell is cast (overloading the mount by more than this causes the spell to fail).

New items placed onto the animal do not have their weights reduced without further castings of this spell. An item's weight is only effectively reduced for the animal, and has no other effects (such as lighter arrows being harder to fire from the animal's back). See the Encumbrance rules in the Player's Handbook for more information on overloading a creature and the effects on speed, Dexterity, and other rules.

Material Components: A small lodestone and a pinch of metal filings.

Drawmij's Light Step

Transmutation

Level: Sor/Wiz 1

Component: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell gives a creature a very limited form of levitate. The target creature walks normally over almost any surface, but walks so lightly that no tracks are left behind. If the creature breaks into a charge or run, the spell ends immediately.

The creature can also move across a fluid as well as a solid surface, but the target's speed is reduced to one-half normal speed, as the creature must step very carefully to avoid sinking through the liquid. This spell will not enable a creature to walk across turbulent water or ocean waves, however, since the chaotic motion of the fluid disturbs the levitation field. The target creature is assumed to weigh 1/8 normal weight for purposes of setting off pit traps and other such devices. This spell does not allow the creature to leap higher or jump safely from a cliff, only to walk with a lighter step. The target of this spell is also rendered immune to the Tremorsense special quality for the duration.

Material Components: A bit of fur taken from a cat's paw and a duck's feather.

Drawmij's Adventurer's Luck

Transmutation

Level: Sor/Wiz 2

Component: V, S, M
Casting Time: 1 round
Range: Touch
Target: Creature touched
Duration: 30 minutes
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell bestows upon the touched creature incredible luck. For the duration of the spell, the recipient of this magic gains a +1 luck bonus/4 caster levels (maximum of +5 bonus) on saving throws, ability checks, and skill checks.

Material Components: Ruby dust to be sprinkled over the target's head (worth 50 gold pieces).

Drawmij's Breath of Life

Transmutation
Level: Sor/Wiz 2
Component: S
Casting Time: 1 free action
Range: Medium (100 ft. + 10 ft./level)
Targets: One creature/level
Duration: 1 hour (D)
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

With the power of this spell, you can endow one or more creatures with sufficient endurance to hold their breath for one full hour. Affected creatures cannot drown or be subjected to the effects of inhaled gases or poisons while holding their breath.

You can cast this spell instantly, quickly enough to get one last breath should you become unexpectedly immersed. Casting this spell is a free action, like casting a quickened spell, and it counts towards the normal limit of one quickened spell per round. You may even cast this spell when it isn't your turn.

Drawmij's Scent Mask

Illusion (Glamer)
Level: Sor/Wiz 2
Component: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Touched creature weighing no more than 100 lbs./level
Duration: 10 min./level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell will conceal all odors emanating from a creature for the duration of the spell. The target cannot be detected by the Scent special quality. If cast upon a creature with an extraordinary ability

that requires targets to detect its odor (such as the ghost's Stench ability) then the special ability is negated for the duration of this spell with a failed saving throw.

Material Component: A scentless flower.

Drawmij's Swift Mount

Transmutation
Level: Sor/Wiz 2
Component: V, S, M
Casting Time: 1 round
Range: Touch
Target: Animal or magical beast touched
Duration: 1 hour/level (D)
Saving Throw: None
Spell Resistance: Yes (harmless)

This spell will double all speeds (including flying, swimming, climbing, burrowing, and so on) of any animal or magical beast. The increase to speed counts as an enhancement bonus. After the spell expires, the target is fatigued. If the target creature is carrying more than a light load this spell automatically fails.

Material Components: A hare's foot and a bit of fur from a cheetah.

Drawmij's Iron Sack

Transmutation
Level: Sor/Wiz 3
Component: V, S, M
Casting Time: 1 round
Range: Touch
Target: Touched cloth storage device
Duration: 1 hour/level (D)
Saving Throw: None
Spell Resistance: Yes (harmless, object)

This spell will provide greater protection for the contents of one non-magical bag, sack, backpack, or other mostly-cloth storage device. The affected item is protected as if it were lined with inch-thick iron, although the item becomes no heavier or less flexible. The storage device gains a hardness of 10 and 30 hit points. The device also gains base saves as if it were a magic item (2 + one-half your caster level). Anything stored inside the cloth storage device only needs to make saves against area effects if the bag itself fails.

Material Component: A strip of leather with chain mail sewn onto one side.

Drawmij's Marvelous Shield

Abjuration [Force]
Level: Sor/Wiz 3
As shield, except for above, and the tower

shield-like force disk becomes more of a globe that completely envelopes and surrounds you. The force globe does not interfere with your own attacks, but does provide a +1 enhancement bonus per four caster levels (maximum of +5 at 20th level) to the shield bonus normally granted by the shield spell.

Drawmij's Tool Box

Conjuration (Creation)

Level: Sor/Wiz 3

Component: V, S, M

Casting Time: 1 round

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

Effect: One tool box

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: No

This useful spell permits you to temporarily acquire a number of tools when needed. The spell creates a toolbox anywhere you designate within range. The box is immovable, and appears to be empty to anyone but the caster. You may remove up to ten pounds worth of the following tools from the box at a time: canvas sheet (1 lb./sq. yard), chain (2 lbs./10 ft.), chisel (1 lb.), crowbar (5 lbs.), hacksaw (2 lbs.), hammer (2 lbs.), metal stakes (1/2 lb.), net (5 lbs./25 sq. ft.), rope (10 lbs./50 ft.), shovel (3 lbs.), or sledge hammer (10 lbs.). Other tools appropriate to carpentry could be inside the box with DM's permission.

You may place tools back into the box and remove other tools at any time during the duration of the spell, so long as no more than 10 lbs. worth of tools are outside the box at any given time. Any tool you are no longer holding melts away into nothingness (and counts as having been returned to the box). You may pull out any number of the same tool as long as it is under the weight limit. For instance, you could have 5 hammers out of the box at one time, or 20 metal stakes. All items in the box constitute masterwork tools, and so grant a +2 circumstance bonus on any Craft checks made while using them.

Once the toolbox is created the caster is not required to stay within range of the box. Tools can be removed and taken outside of the original range of the spell with no adverse effects. No matter how far away a tool is, nothing taken from the box will last after the duration of the spell. Successfully targeting the toolbox or any item taken from it with a dispel magic or similar spell destroys the toolbox and all tools.

Material Component: A carving of a miniature

wooden tool box.

Drawmij's Handy Timepiece

Evocation

Level: Sor/Wiz 4

Component: V, S, M, F

Casting Time: At least 1 round (see text)

Range: Personal

Target: You

Duration: 48 hours or until discharged

You can cast another spell that is timed and warns you shortly before the duration expires. The full-round casting time is the minimum casting time of this spell and the spell to be timed (assuming the timed spell has a casting time of 1 standard action or less). If the casting time of the timed spell is longer, use that casting time instead. A small golden gong appears in front of you and softly chimes a warning exactly one minute before the timed spell ends. This spell only works with spells that have a duration of more than five minutes but less than 48 hours.

Material Components: A feather from a migratory bird, a fruit fly, a few grains of sand, and a silver pendulum worth 10 gold pieces.

Focus Component: A solid gold orb of excellent craftsmanship, worth 500 gold pieces.

Drawmij's Instant Exit

Conjuration [Teleportation]

Level: Sor/Wiz 4

Component: V, S, F

Casting Time: 1 standard action

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

Effect: Extradimensional door

Duration: 1 round

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell enables you and a few others to use a limited and risky form of teleportation. When this spell is cast a silver door decorated with tiny rubies suddenly appears on a wall or other flat surface within range of this spell. The caster and as many others as can pass through the door in one round are transported to an extradimensional space by passing through the doorway. Any number of people may fit inside the extradimensional space, although creatures too large to pass through the doorway will not be able to enter. The doorway is a "normal" size for the caster. A human-sized caster creates a standard doorway, while a giant-sized caster would create a very large doorway.

When the door is closed behind you, all those

within the extradimensional space are teleported to a random location. The door can be closed before the spell expires, but if left open the door automatically closes when the spell duration expires. Dispelling the spell also causes the door to slam shut (and thereby activating the teleportation effect). The door disappears after those inside have been teleported.

The group inside the extradimensional space have no control over where they will be teleported to. The DM secretly rolls 2d% and adds your caster level. The result is the number of feet everyone inside the extradimensional space is teleported. Then roll deviation (using a d8) from the Throw Splash Weapons in the PH to determine a random direction. This spell will not allow the group to appear inside a solid object. Any teleported within such a location will appear in the next closest open space. The group appears in the same locations each was occupying inside the extradimensional space just before the door closed.

Note: Creating an extradimensional space within or taking an extradimensional space into an existing extradimensional space is hazardous.

Focus Component: A miniature silver door decorated with ruby chips worth 500 gold pieces.

Drawmij's Flying Carpet

Transmutation

Level: Sor/Wiz 5

Component: V, S, M

Casting Time: 1 round

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

Target: One object of up to 50 lbs./level

Duration: 10 min./level

Saving Throw: Reflex negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This special flying spell is not cast upon a creature but an object. The targeted object gains the power to fly at the rate of 180 ft. with perfect maneuverability, under your control. You must remain within range of the targeted object at all times, and directing its movement is a move-equivalent action for you. The target object may not make double moves, run, charge, or dive. The object may carry aloft up to 100 lbs./level, not including its own weight. The target object must be able to normally support any weight placed upon it. During any round in which you do not spend a move-equivalent action directing the motions of the target object, the object does not move but merely hovers in place.

Material Component: A wing feather of a roc.

Mordenkainen's Spells:

Mordenkainen's Protection from Avians

Abjuration

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A creature protected by this spell receives a +2 insight bonus to his AC, but only against avians. For purposes of this spell, an "avian" is defined as any animal or magical beast with a fly speed and feathers. Hawks (even familiars), ravens, griffons, giant owls, and many other creatures will trigger this effect. Note that spell resistance and saving throws against this spell do not apply to the avian, but to the target being protected. The spell actually grants the target magical understanding of the attack patterns of such creatures, and helps him learn to avoid being struck.

Material Component: A feather from any bird wrapped with a strip of tough leather.

Mordenkainen's Defense Against

Lycanthropes

Abjuration

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A creature protected by this spell receives a +2 insight bonus to his AC, but only against creatures with the Shapechanger subtype (not just lycanthropes). Also, no matter how many times the protected target is struck during the duration of this spell by a were-creature, he will not contract lycanthropy. Lastly, the target receives a +2 insight bonus per four caster levels (maximum of +10) to all Survival checks made to track a shapechanger. Note that spell resistance and saving throws against this spell do not apply to the Shapechanger, but to the target being protected. The spell actually grants the target magical understanding of the attack patterns of such creatures, and helps him learn to avoid being

struck.

Material Component: A handful of crushed moonstone.

Mordenkainen's Defense Against Reptiles

Abjuration

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A creature protected by this spell receives a +2 insight bonus to his AC, but only against reptiles or amphibians of the animal or magical beast type. This includes (but is not limited to): snakes, frogs, dinosaurs, toads (including familiars), turtles, and many others. Also, the target gains a +1 insight bonus per 4 caster levels (maximum of +5) to all saves against poisons from creatures on the above list. Lastly, the target receives a +2 insight bonus per four caster levels (maximum of +10) to all Survival checks made to track any of the above creatures. Note that spell resistance and saving throws against this spell do not apply to the reptile, but to the target being protected. The spell actually grants the target magical understanding of the attack patterns of such creatures, and helps him learn to avoid being struck.

Material Components: A bit of snake skin, and a dried frog's leg, placed in a pouch of hardened leather.

Mordenkainen's Encompassing Vision

Transmutation

Level: Sor/Wiz 3

Components: V, S, F

Casting Time: 1 round

Range: Touch

Target: Creature touched

Duration: 10 min./level (D)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This spell grants a creature a full 360-degree field of vision, so the creature can see sides and rear as well as it sees front. Flanking opponents gain no bonus on their attack rolls instead of +2, and rogues are denied their sneak attack because you do not lose your Dexterity bonus (but they may still sneak attack you if you are caught flat-footed). Your Spot checks gain a +3 enhancement bonus, and your Search checks gain a +1

enhancement bonus. Concurrently, you suffer a -4 enhancement penalty on saves against all gaze attacks during the spell's duration. This spell will work in combination with any sort of enhanced or magical vision, including darkvision, lowlight vision, and spells like see invisibility.

Focus Component: A crystal disc with eight eyes inscribed upon it, spaced at 45 degree intervals around the edge of the disc (valued at 150 gold pieces). The disc must remain on the target's person, or the spell's duration immediately ends.

Mordenkainen's Protection from Insects

Abjuration

Level: Sor/Wiz 3

Component: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A creature protected by this spell receives a +2 insight bonus to his AC, but only against vermin. Also, the target gains a +1 insight bonus per 4 caster levels (maximum of +5) to all saves against special attacks (including poison) from any type of vermin. Note that spell resistance and saving throws against this spell do not apply to the vermin, but to the target being protected. The spell actually grants the target magical understanding of the attack patterns of such creatures, and helps him learn to avoid being struck.

Material Component: An insect trapped in amber.

Mordenkainen's Electric Arc

Evocation [Electricity]

Level: Sor/Wiz 4

Component: V, S, M

Casting Time: 1 standard action

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

Targets: One primary target, plus one secondary target/3 levels (each must be within 30 ft. of the primary)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

This spell causes a bright flash of lightning to erupt from your fingertips and strike one or more opponents. One arc of lightning strikes the primary target, and one more arc is evoked for every three caster levels. The primary target is dealt 1d6 points of electricity damage per caster

level (maximum of 15d6). After the primary bolt strikes, lightning arcs to one secondary target for every three caster levels (maximum of 10 secondary targets). The secondary arcs each deal half as much damage as the primary (round down). All subjects can attempt Reflex saving throws for half damage. Each arc must be aimed at a different target, and all secondary targets must be within 30 ft. of the primary target. You can choose to affect fewer secondary targets than the maximum (to avoid allies in the area, for example).

Material Component: A bit of fur and a glass rod.

Mordenkainen's Faithful Phantom Shield-Bearers

Abjuration [Force]

Level: Sor/Wiz 4

Components: V, S, F

Casting Time: 1 standard action

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

Effect: Two shield-bearers

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

This spell causes a pair of shimmering, phantom beings made of force to stay by your side and protect you from attackers. Each of the two phantom shield bearers can provide protection from up to three attackers, granting you a +2 shield bonus against them. If the two phantoms each protect you from the same beings, the shield bonuses stack with themselves (but not with other shield bonuses) for a +4 shield bonus to AC. Each of the phantoms' shields gain an enhancement bonus of +1 per five caster levels, to a maximum of +3 enhancement bonus at 15th caster level.

The shield bonus is not lost even if flat-footed, as the phantoms are never caught unaware or surprised. As a force bonus, the AC boost is not lost against incorporeal attacks, and since the shields are not in physical contact with you, the shield bonus is not lost against touch attacks, either.

The phantoms cannot leave the range of the spell, but can be ordered to move about within the range of the spell as a Direct A Spell action. You only gain the AC benefit if they are occupying your space (being mostly insubstantial this does not interfere with you) or an immediately adjacent space. The phantoms can provide their shield bonus to another creature chosen by you (the person they are defending can also be changed as

a Direct A Spell action once each round).

Each round after the first, you can use a Direct A Spell action (a move-equivalent action) to switch those being blocked by the two phantoms (a single action changes both phantoms). The force beings cannot be damaged by physical attacks, but dispel magic, disintegrate, a Sphere of Annihilation, or a Rod of Cancellation affects it. The phantoms' AC against touch attacks is 13.

If a creature being blocked by the phantoms has SR, the resistance is checked the first time the creature attempts to strike you. If the SR resists the spell, that creature is immune to this casting of the spell. If not, the spell does not need to check against that creature's SR for its remaining duration.

Focus Component: A pair of tiny crystal shields tied with silk string to a miniature wooden figure of the caster (valued at 300 gold pieces total).

Mordenkainen's Protection from Slime

Abjuration

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A creature protected by this spell receives a +2 insight bonus to his AC, but only against ooze. Also, the target gains a +1 insight bonus per 4 caster levels (maximum of +5) to all saves against special attacks from any type of ooze. Lastly, the protected creature gains acid resistance 20 for the duration of the spell, as does his equipment. Note that spell resistance and saving throws against this spell do not apply to the vermin, but to the target being protected. The spell actually grants the target magical understanding of the attack patterns of such creatures, and helps him learn to avoid being struck.

Material Components: A bit of food mold pressed between two flat stones, and a pinch of diamond dust (usually worth less than 1 gold piece).

Mordenkainen's Penultimate Cogitation

Transmutation

Level: Wiz 7

Component: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: Instantaneous

This spell permits you to call to mind one spell from any of your spellbooks, as long as that spellbook is within one mile per caster level. The spell cannot be called from a scroll, or another wizard's spellbook. The called spell can be of any level, up to 6th. The called spell is then treated in all ways as if memorized normally.

Nystul's Spells:

Nystul's Dancing Werelight

Evocation [Light]

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

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

Effect: A single mote of light

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

This spell creates a mote of light completely under your control. The light shed by the mote can be increased or decreased at your whim (as a free action), ranging from the dim glow of a candle (a 5-ft. radius) to the bright flame of a torch (a 20-ft. radius). The mote of light can flit about from place to place as you direct, and can be instantly moved to any location within range of the spell (a free action for you to direct its movement). If the mote of light is moved outside the range of the spell, it flares briefly for a second (shedding light in a 30 ft. radius) and then vanishes, ending the spell. The mote of light can be called upon to hang over your head, and thereby be used as a convenient reading light. The mote of light cannot be attached to an object or creature. It only exists as a mote hanging in the air.

Material Component: A live firefly.

Nystul's Flash

Evocation [Light]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

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

Area: 10-ft. radius spread

Duration: Instantaneous

Saving Throw: Reflex partial (see text)

Spell Resistance: Yes

This spell creates a sudden flash of bright light

within a 10-ft. radius globe. All creatures within the area who fail their Reflex save are blinded for 1d4 rounds. Those who make their saving throw managed to look away in time, and are merely dazzled for the same length of time. This spell is considered a "Reflex half" type of save for those with Evasion or Improved Evasion. Creatures outside the area see the flash of light, but are far enough away to not be blinded or dazzled by the flash. Sightless creatures are not affected by this spell. Note that this spell will not function within the area of a Darkness spell of higher level.

Nystul's Blackmote

Necromancy

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 round

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

Effect: One mote of negative energy

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

This spell summons a microscopic mote of energy from the Negative Energy Plane to your hand. At the end of the casting time the mote has built up enough power to be used, but you must make an immediate Will saving throw (against this spell's DC) to control it. If you fail the saving throw, the mote immediately explodes in your hands, causing damage to you as if you had been struck by your own spell, but as if you had made a successful Fortitude saving throw.

If you succeed at the Will save to control the negative energy, you may throw the mote at any creature within range of the spell. The mote automatically strikes, and inflicts 1d6 points of negative energy damage per 2 caster levels (maximum of 10d6). The target is entitled to a Fortitude saving throw for half damage. A creature who is killed by this spell is reduced to a fine trace of dust, as if by a disintegrate spell.

Since undead are powered by negative energy, this spell cures them of a like amount of damage, rather than harming them.

Nystul's blackmote counters Nystul's blazing beam.

Material Component: A sliver of bone taken from an undead skeleton.

Nystul's Blazing Beam

Conjuration

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 round

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

Effect: Ray

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

This spell draws a parcel of energy from the Positive Energy Plane to your hand. At the end of the casting time the spell has built up enough power to be used, but you must make an immediate Will saving throw (against this spell's DC) to control it. If you fail the saving throw, the beam bursts in front of you, causing you to be dazed for one entire round.

If you succeed at the Will save to control the positive energy, you may fire a ray at any target within range. A creature is allowed a Fortitude saving throw, and a successful save results in the target only being dazed for one round. A failed save causes the target to be stunned for one round, and blinded for 2d4 rounds.

Undead creatures not only do not receive saves, but also take damage rather than suffer from the above effects. An undead creature struck by the beam takes 1d6 positive energy damage for every caster level, to a maximum of 5d6 damage.

Nystul's blazing beam counters Nystul's blackmote.

Nystul's Crystal Dagger

Conjuration (Summoning)

Level: Sor/Wiz 2

Component: V, S, F

Casting Time: 1 standard action

Range: 0 ft.

Effect: one crystal dagger

Duration: 1 round/level or until discharged

Saving Throw: None

Spell Resistance: Yes

This spell summons into your hand a dagger composed of material from the quasi-elemental Plane of Mineral, strongly infused with the essence of the Positive Energy Plane. The dagger is of masterwork quality, and functions as a Bane weapon against undead (although it has no other enhancement bonus). Lastly, the weapon can score a critical hit against undead, and if it does so the undead creature acts as if dazed for one round in addition to any damage dealt. Scoring a critical hit with the dagger against an undead opponent

causes the spell to discharge as the dagger releases its positive energy into the undead creature's body. The dagger slowly melts away if you release your grip on it, although it does retain its form long enough for a single throwing attack. A creature's spell resistance must only be overcome once. When the creature is first struck by the dagger, make a check against the spell resistance. Should this check fail the creature is immune to this casting of Nystul's crystal dagger.

Focus Component: A tiny dagger made from fine lead crystal (worth 250 gold pieces).

Nystul's Crystal Dirk

Conjuration (Summoning)

Level: Sor/Wiz 3

Duration: 1 min./level

As Nystul's crystal dagger, except as above, and the dagger has a +1 enhancement bonus to hit and damage as well as its Bane special quality. Lastly, the spell is not discharged when scoring a critical hit against undead.

Focus Component: A tiny dirk made from fine lead crystal (worth 350 gold pieces).

Nystul's Golden Revelation

Divination

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: 60 ft.

Area: Quarter circle emanating from you to the extreme of the range

Duration: Concentration, up to 1 min./level

Saving Throw: Will negates (see text)

Spell Resistance: Yes

With this spell, you can reveal hidden, concealed, or invisible creatures within the area. The concealed creature will be surrounded with an easily-visible aura of golden light, shining out in a 5-ft. radius around the concealed being. The spell could reveal someone using the hide skill, a creature blocked by full cover (if the spell can penetrate the barrier providing cover – see below), an invisible creature, or even an ethereal creature. Any concealed creature within the area of this spell may make a Will saving throw to prevent being discovered, and if the save is failed the creature may make a new save each round until successful. Once a concealed being has made a successful saving throw against Nystul's golden revelation, the golden aura fades and they are immune to that particular casting of the spell. Spell resistance is only checked once, but failing

to overcome spell resistance also makes the creature immune to this casting of the spell.

Note: Each round you can turn to detect things in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Material Component: A box wrapped with wax parchment, containing a glowworm.

Nystul's Radiant Baton

Conjuration (Creation)

Level: Sor/Wiz 3

Components: V, S, M, F

Casting Time: 1 standard action

Range: 0 ft.

Effect: One baton

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: Yes

When you cast this spell, it forms a slender baton made of energy from the quasi-elemental Plane of Radiance. The baton can be any one of the seven colors of the rainbow, as you choose. The colors and their effects coincide with those from the various prismatic spells.

Color	Effect
Red	1 fire damage/level (maximum of 10 damage)
Orange	1 acid damage/level (maximum of 10 damage)
Yellow	1 electricity damage/level (maximum of 10 damage)
Green	1 point of temporary Constitution damage with a failed Fortitude save.
Blue	1 point of temporary Dexterity damage with a failed Fortitude save.
Indigo	1 point of temporary Wisdom damage with a failed Will save.
Violet	Randomly teleported on a critical hit.

The baton counts as a club, including dealing out a base of 1d6 damage per strike, plus any additional effects listed on the chart above.

Formed mostly from energy, however, the baton requires only a melee touch attack roll to strike its target. Spell resistance is checked only the first time a creature is struck by the baton. If you are not in physical contact with the baton at any point in time the spell fades instantly.

The violet baton's special damage only comes into effect on a successful critical hit. As a teleportation effect, the victim is teleported in a random direction (use the random deviation charts on pg. 158 of the PH to help determine direction).

The creature travels a number of feet equal to the damage dealt. If this places the victim inside a solid object he appears in the nearest open location. The teleport scrambles the creature in transit, and deals an additional 1d6 points of damage for every five feet traveled (minimum of 1d6), including additional distance moved to avoid solid objects.

Material Component: A crystal prism that shatters when the spell is cast.

Focus Component: A set of seven small, silver rods (they can be obtained for as little as 50 gold each).

Nystul's Blacklight Burst

Necromancy [Darkness]

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

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

Area: 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

This powerful spell brings forth a blast of energy from the Negative Energy Plane for an instant. You must make a Will save against this spell to successfully control the incredible energies. Failure indicates that the spell fails, but does stun you for one round as the painful backlash rages through your body.

If the Will save succeeds, you may target the spell normally. All those in the area suffer 1d4 points of negative energy damage per 2 caster levels (to a maximum of 10d4 damage). Affected creatures are also stunned for one round by the extreme pain of negative energy running rampant through their bodies. A successful Fortitude save does not reduce the spell's damage, but does negate the stunning effect.

Since undead are powered by negative energy, this spell cures them of a like amount of damage, rather than harming them. Also, undead are not stunned, but instead act as if hasted for one round. Note that this spell will not function within the area of a Light spell of higher level.

Nystul's blacklight burst counters Nystul's lightburst.

Material Component: A bit of earth taken from the grave of a ghoul or ghastr.

Nystul's Lightburst

Conjuration [Light]

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

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

Area: 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: Fortitude partial (see text)

Spell Resistance: Yes

This potent spell summons a burst of energy from the Positive Energy Plane for an instant. You must make a Will save against this spell to successfully control the incredible energies. Failure indicates that the spell fails, but does daze you for one round as the painful backlash rages through your body.

All those within the area are automatically blinded for one round. Those who make a successful Fortitude save are only dazzled for ten minutes in addition to the one round of blindness. Those failing the Fortitude save are blinded for 4d6 rounds, and are dazed for one round. Furthermore, anyone facing the area of the spell (but not actually within it) must make a successful Reflex save or be blinded for 1d6 rounds (the caster is not subject to this as he can automatically look away just as he completes the spell).

Undead within the area take damage rather than suffer from the above effects. Undead take 1d6 points of positive energy damage for every level of the caster (to a maximum of 15d6 damage), but do receive a Fortitude save for half damage. Note that this spell will not function within the area of a Darkness spell of higher level.

Nystul's lightburst counters Nystul's blacklight burst.

Material Component: A small solid gold orb (worth 25 gold pieces).

Nystul's Radiant Arch

Conjuration

Level: Sor/Wiz 5

Component: V, S, M

Casting Time: 1 round

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

Target: One creature

Duration: Concentration, up to 1 round/level

Saving Throw: See text

Spell Resistance: Yes

This spell draws energy from the quasi-elemental Plane of Radiance to create a glimmering rainbow of light that arches between your open hands. The rainbow of light may be used to fire off one

ranged touch attack each round at any creature within range. Choose one color from the list below each round. The same color may be used multiple times.

Color	Effect
Red	1d6 fire damage/level (maximum of 15d6 damage), Fortitude half.
Orange	1d6 acid damage/level (maximum of 15d6 damage), Fortitude half.
Yellow	1d6 electricity damage/level (maximum of 15d6 damage), Fortitude half.
Green	1d4 points of temporary Constitution damage, Fortitude negates.
Blue	1d4 points of temporary Dexterity damage, Fortitude negates.
Indigo	1d4 points of temporary Wisdom damage, Will negates.
Violet	Randomly teleported 5 ft./level (maximum of 75 ft.), Will negates.

The violet color is a teleportation effect, and the victim is teleported in a random direction (use the random deviation charts on pg. 158 of the PH to help determine direction). The creature travels 5 feet per caster level (maximum of 75 feet). If this places the victim inside a solid object he appears in the nearest open location. The teleport scrambles the creature in transit, and deals 1d6 points of damage for every five feet traveled, including additional distance moved to avoid solid objects.

Material Components: A crystal prism and a small blackboard with a pinhole through the center.

Otiluke's Spells:

Otiluke's Bubbling Buoyancy

Transmutation

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

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

Target: One object of up to 100 lbs./level

Duration: 10 min./level

Saving Throw: None

Spell Resistance: No

By use of this spell, you can allow normally non-buoyant objects to float upon a layer of small crystal bubbles filled with air. Up to 100 lbs. per caster level can be made to float, including gold, lead, stone, or any other object. An object that has sunk will rise to the surface as long as it remains

within range of this spell throughout the duration. Objects rise at the rate of 90 feet per round.

Material Components: A small cork and a pinch of bromine salt.

Otiluke's Smoky Sphere

Conjuration (Creation)

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

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

Effect: One smoke sphere

Duration: 3 rounds (see text)

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell creates a small crystalline sphere filled with a gray, hazy mass. The sphere appears in your hand, and can be thrown as a grenade-like weapon at any target within range of the spell (see PH pg. 158 for rules on random directions). The sphere shatters against whatever it strikes, filling a 10-ft. radius area with harsh, irritating smoke. All those who fail a Fortitude save suffer from a fit of coughing, gasping, and choking for 1d4+1 rounds. The fit of coughing results in a -2 morale penalty on all attacks, skill checks, and saving throws for the duration of the coughing. Any spell with a verbal component requires a Concentration check to cast successfully (for casting while under the effects of a distracting spell). The smoke cloud disperses in one round, although any strong wind will disperse the cloud instantaneously (although it still affects those initially within its area).

The smoke sphere itself does not have to be thrown immediately. The sphere will last for up to 3 full rounds, and you may perform other actions (even spellcasting) in the interim. The sphere must be thrown within those 3 rounds, however, or the smoke becomes inert and the sphere melts away into nothingness. If an attacker manages to sunder the smoke sphere, by dealing it 1 or more points of damage, the sphere shatters immediately and the smoke cloud is centered upon you.

Material Components: A charred stick or piece of charcoal, and a small, hollow glass ball.

Otiluke's Boiling Oil Bath

Conjuration (Creation) [Fire]

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Reflex negates

Spell Resistance: Yes

This spell creates a cauldron-shaped container of force filled with boiling oil, which appears over the target's head. A successful Reflex save allows the victim to jump clear before the oil is poured. A failed save results in the full dose of boiling oil striking the victim, which deals 1d4 points of fire damage per caster level (to a maximum of 10d4 fire damage). Furthermore, the oil slowly evaporates into nothingness over the next full round, but should the victim receive any amount of fire damage before the oil disperses he bursts into flame (see Catching on Fire - DMG pg. 303). The new flames are nonmagical, and must be put out in the normal fashion.

Material Components: A few drops of oil and a pinch of sulfur.

Otiluke's Acid Cloud

Conjuration (Creation) [Acid]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

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

Effect: One acid sphere

Duration: 3 rounds (see text)

Saving Throw: Fortitude partial (see text)

Spell Resistance: Yes

This spell creates a small crystalline sphere filled with a yellowish-brown mist. The contents become useless and the sphere itself dissolves into nothingness after three full rounds. During that time, the sphere can be thrown as a grenade-like missile (see PH pg. 158 for rules on random directions) at any target within range of the spell. The sphere shatters when it contacts anything, and the mist releases to fill the air with a 30-ft.-radius cloud of yellowish acid fumes. The cloud persists for one full minute, but any strong winds or rain will disperse the cloud within a single round.

The cloud deals out 1d6 points of acid damage per 2 caster levels (maximum of 5d6 acid damage) each round to creatures within the area. Those inside the cloud not only suffer from acid burns, but also inhale caustic fumes that deal 1 point of temporary Constitution damage (an acid immunity allows the creature to ignore the Constitution damage as well). A successful Fortitude saving throw halves the acid damage and removes the Constitution damage entirely, but the saving throw must be rolled anew each round that damage is suffered.

Any exposed objects (generally only worn

clothing, items carried in hands, and other items as determined by the DM) are also subject to the acid damage. Any such items may use the saving throw result of the person holding or wearing them.

If an attacker manages to sunder the acid sphere, by dealing it 1 or more points of damage, the sphere shatters immediately and the acid cloud is centered upon you.

Material Components: A small vial of pure water mixed with a drop of sulfur.

Otiluke's Force Umbrella

Abjuration [Force]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

This spell, originally created simply to keep the caster dry during rainstorms, creates a shimmering violet, bowl-shaped dome of force above you. The dome will follow you wherever you travel, and always remains above you. The dome shields you from all rain, sleet, and snow, but also against attacks from above (such as siege missiles, giant-hurled boulders, or a breath weapon from a flying dragon). Otiluke's force umbrella provides a +10 cover bonus to AC and a +4 cover bonus to Reflex saves. Lastly, this spell negates all attempts to use Otiluke's boiling oil bath upon you.

The dome of force always remains above you, but "above" is a relative term for this spell. The spell interprets "above" to mean the opposite side of the ground you are standing upon. In most situations this will cause the dome of force to appear above your head. In some circumstances, such as when on an extreme slope, the dome might be more angled behind your back. In such unusual situations, the DM will determine exactly where the dome is facing. In general, this dome should never provide its cover bonus against a creature in melee combat with the caster.

Material Components: A miniature umbrella made of wood and leather sprinkled with the tiniest coating of diamond dust (about 5 gold pieces worth).

Otiluke's Steaming Sphere

Conjuration (Creation) [Fire]

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

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

Effect: One steam sphere

Duration: 3 rounds (see text)

Saving Throw: Fortitude partial

Spell Resistance: Yes

This spell causes a small crystalline sphere filled with hot steam to appear in your hand. The steam within the sphere will remain active for 3 rounds, but after that time the sphere fades away. The sphere can be hurled at any target within range as a grenade-like weapon (see PH pg. 158 for rules on grenade-like weapons). When the sphere strikes anything it instantly shatters, releasing a cloud of steam that will persist for one full minute, but any strong winds or rain will disperse the cloud within a single round.

The steam cloud fills a 30-ft.-radius area with steaming mist. The steam cloud obscures vision of any kind beyond 5 feet, and creatures within 5 feet have one-half concealment. The steam cloud deals out 1d4 points of fire damage per 2 caster levels (maximum of 5d4 fire damage) each round to creatures within the area. A successful Fortitude save halves the fire damage. A creature who fails its save not only takes full damage from the steam cloud, but is incapacitated with the pain of his boiling insides, and is considered dazed for one round. All creatures within the area must remake their Fortitude save each round they remain within the steam cloud. A creature with fire immunity is also not dazed by this spell.

If an attacker manages to sunder the steam sphere, by dealing it 1 or more points of damage, the sphere shatters immediately and the steam cloud is centered upon you.

Material Components: A few drops of pure water, a pinch of dust, and a bit of sulfur.

Otiluke's Electrical Screen

Evocation [Electricity]

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Wall whose area is up to one 10-ft. square/level or a sphere or hemisphere with a radius of up to 1 ft./level

Duration: 1 min./level (D)

Saving Throw: Fortitude partial (see text)

Spell Resistance: Yes

This spell creates a shimmering, immobile screen of electrical energy. Any creature or unattended object passing through the screen suffers a strong shock. The shock deals 1d8 points

of electricity damage per caster level (maximum of 15d8), and causes the victim a -2 penalty on all attack rolls for 1 minute due to numbness. A successful Fortitude save halves the damage and negates the numbness. Any character in metal armor receives a -4 circumstance penalty to the saving throw. A creature immune to electricity is also unaffected by the numbness. A disintegrate or successful dispel magic spell removes Otiluke's electrical screen.

Material Components: A bit of fur, a glass rod, and a thin sheet of fine crystal.

Otiluke's Polar Screen

Evocation [Cold]

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Wall whose area is up to one 10-ft. square/level or a sphere or hemisphere with a radius of up to 1 ft./level

Duration: 1 min./level (D)

Saving Throw: Fortitude partial (see text)

Spell Resistance: Yes

This spell creates a misty, bluish-white, immobile screen of energy. Any creature passing through the screen will be affected as if just passing through an intense blizzard. The extreme ice and snow deals 1d8 points of cold damage per caster level (maximum of 15d8), and causes the victim to be fatigued from exposure until they spend 1 full minute in a warm environment (at least 50 degrees Fahrenheit). A successful Fortitude save halves the damage and negates the fatigue. A creature immune to cold is also unaffected by the fatigue effect. A disintegrate or successful dispel magic spell removes Otiluke's polar screen.

Material Components: A thin sheet of fine lead crystal, and a few bluish-white quartz crystals.

Otiluke's Radiant Screen

Evocation

Level: Sor/Wiz 5

Components: V, S, M, F

Casting Time: 1 standard action

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

Effect: Wall whose area is up to one 10-ft. square/level or a sphere or hemisphere with a radius of up to 1 ft./level

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: Yes

This spell creates a fluctuating screen of energy drawn from the quasi-elemental Plane of Radiance. The screen is immobile, and has a color as chosen from the table below. The effect of the screen on anyone passing through it is also determined by the color chosen.

Color	Effect
Red	1d6 fire damage/level (maximum of 15d6 damage), Fortitude half.
Orange	1d6 acid damage/level (maximum of 15d6 damage), Fortitude half.
Yellow	1d6 electricity damage/level (maximum of 15d6 damage), Fortitude half.
Green	1d4 points of temporary Constitution damage, Fortitude negates.
Blue	1d4 points of temporary Dexterity damage, Fortitude negates.
Indigo	1d4 points of temporary Wisdom damage, Will negates.
Violet	Randomly teleported 5 ft./level (maximum of 75 ft.), Will negates.

The violet color is a teleportation effect, and the victim is teleported in a random direction (use the random deviation charts on pg. 158 of the PH to help determine direction). The creature travels 5 feet per caster level (maximum of 75 feet). If this places the victim inside a solid object he appears in the nearest open location. The teleport scrambles the creature in transit, and deals 1d6 points of damage for every five feet traveled, including additional distance moved to avoid solid objects. The distance teleported is always measured from the edge of the screen, and never allows the victim to appear inside a spherical or hemispherical screen. The victim is instead teleported to the nearest available location outside the screen, just as if the inside of the screen were one large, solid object.

The screen will effect anything passing through it. The caster can change the color of the screen as a free action once each round. A disintegrate or successful dispel magic spell removes Otiluke's radiant screen.

Material Components: A crystal prism, and a thin sheet of fine crystal with all colors of the rainbow displayed prominently.

Focus Component: A beryl gemstone (valued at 500 gold pieces or more).

Otiluke's Diamond Screen

Evocation

Level: Sor/Wiz 6

Components: V, S, F

Casting Time: 1 standard action

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

Effect: Wall whose area is up to one 10-ft. square/level or a sphere or hemisphere with a radius of up to 1 ft./level

Duration: 1 round/level (D)

Saving Throw: Fortitude partial

Spell Resistance: Yes

This spell creates an immobile, glittering screen of energy. All creatures and unattended objects passing through the screen will be attacked by a multitude of razor-sharp blades made of diamonds. Those appearing on the other side of the screen are usually covered with hundreds of razor-thin cuts. The screen deals 1d8 points of slashing damage per caster level (maximum of 20d8 slashing damage). A successful Fortitude save results in half damage. A disintegrate or successful dispel magic spell removes Otiluke's diamond screen.

Focus Component: A leather bag filled with a collection of sharp diamond chips valued at a minimum of 500 gold pieces.

Otiluke's Excruciating Screen

Evocation

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Wall whose area is up to one 10-ft. square/level or a sphere or hemisphere with a radius of up to 1 ft./level

Duration: 1 round/level (D)

Saving Throw: Fortitude partial

Spell Resistance: Yes

This spell creates an immobile, misty gray screen. Any creature passing through this screen is affected as if the creature just stepped onto one of the four negative quasi-elemental planes. The plane which will effect creatures passing through the screen must be chosen when the spell is cast, and cannot be changed throughout the duration of the spell. Anyone passing through the screen must make an immediate Fortitude saving throw or suffer 1d6 points of damage per caster level (maximum of 15d6 damage) and become stunned for 1d4 rounds due to the shock and pain. Those who succeed at the save take only half damage, and are not stunned. The four variations of this

spell are described below:

Vacuum: The pain caused is due to asphyxiation. Creatures who do not need to breath are unaffected by this screen. Air creatures suffer one extra damage per die of damage.

Salt: The pain is the result of body moisture drawn away from the creature. Creatures without body fluids will not be affected (such as constructs, undead, and some outsiders). Water creatures suffer one extra damage per die of damage.

Ash: The pain is caused by the sudden loss of the creature's body heat. Undead, constructs, and cold-based creatures remain unharmed by the screen. Fire creatures suffer one extra damage per die of damage.

Dust: The pain is produced by having part of the creature's solid body mass dispersed. Any creatures of a gaseous or liquid nature are the only creatures not harmed by this screen. No creatures receive additional damage from the screen, however.

A disintegrate or successful dispel magic spell removes Otiluke's excruciating screen.

Material Components: A crystal sheet and a hollow sphere, lump of salt, pinch of ash, or bit of dust, depending on the type of screen used.

Otiluke's Orb of Containment

Evocation [Force]

Level: Sor/Wiz 6

Components: V, S, F

Casting Time: 1 standard action

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

Effect: 1-ft. diameter sphere, centered around an object or substance

Duration: 24 hours

Saving Throw: Reflex negates (object)

Spell Resistance: Yes (object)

This spell is used to create a useful container for very dangerous substances. You create a transparent crystalline orb one foot in diameter that can appear anywhere within range of the spell. The orb will surround the object or a part of a liquid substance, holding it securely, and return the object or substance to you. The orb cannot be formed around a living creature, and attempting to grab an object currently in another creature's grasp will allow that creature a Reflex saving throw.

The orb is practically indestructible, so even the most volatile or corrosive of substances will be held safely. The inside of the orb does not register inertia, so shaking the orb will not disturb the

contents. Time within the orb is suspended, so the contained substance will not age. Only a rod of cancellation, wand of negation, disintegrate, or a targeted dispel magic has any chance of damaging the orb. The above items and spells will destroy the orb without damaging the substance contained within.

The orb will exist for exactly one day, after which it begins to fade out. The orb slowly fades from existence over a period of one minute once the duration expires. If this spell is cast again while the orb is fading, the duration is renewed without the contained substance being disturbed in the least.

Focus Component: A diamond worth 1,000 gold pieces encased in a glass sphere.

Otiluke's Death Screen

Necromancy [Death]

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Wall whose area is up to one 10-ft. square/level or a sphere or hemisphere with a radius of up to 1 ft./level

Duration: 1 round/level (D)

Saving Throw: Fortitude partial

Spell Resistance: Yes

This spell calls into existence a gray, misty screen which cannot be moved once formed. Any creature passing through the screen comes into direct contact with the Negative Energy Plane for a brief moment. This contact is enough to slay any creature that fails a Fortitude saving throw. Success indicates the creature survives the harrowing experience, but is forever changed. The creature gains 1 negative level, and 24 hours later must make a second Fortitude saving throw (again against the DC of this spell) or have the level permanently drained. Undead are immune to the effects of this spell. A disintegrate or successful dispel magic spell removes Otiluke's death screen.

Material Components: A bit of earth from a vampire's coffin and a hollow sphere.

Otiluke's Fire and Ice

Evocation [Cold, Fire]

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 standard action

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

Area: 30-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

When this spell is cast, a red crystal sphere immediately appears before the caster, then flies away at great speed towards the targeted area (in a manner identical to that of the fireball spell). A brief moment later, a blue crystal sphere appears and quickly mimics the actions of the red sphere. When the red sphere reaches the area you designated, it explodes in a blast of flame 30 feet in radius. All creatures in this area take 1d6 points of fire damage for each odd-numbered caster level you possess (maximum of 10d6 at 19th level). A successful Reflex save reduces this damage by half. Then, the blue sphere arrives and explodes into the same area. The blue sphere deals 1d6 points of cold damage for each even-numbered caster level you possess (maximum of 10d6 at 20th level). The second set of damage is also halved by the original saving throw.

Material Components: A pinch of phosphorous and a small quartz crystal.

Otiluke's Siege Sphere

Conjuration (Creation) [Force]

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 round

Range: Touch

Effect: One boulder/5 levels

Duration: 10 minutes or until discharged

Saving Throw: None

Spell Resistance: Yes

This spell creates one large, boulder-sized sphere of force for every five caster levels. The boulders must be fired from a catapult, or other similar siege weapon (such as a trebuchet) to be activated. The spheres will remain in existence for ten minutes, but after that will fade into nothingness. The spheres can only be harmed by effects which would destroy a wall of force. Once the spheres are fired, they will take on a different form chosen at the time of casting. Regardless of the form chosen for the spheres, the spell is discharged once the spheres have been fired. All spheres created from one casting must have the same form. Choose one of the following forms when the spell is cast:

Liquid Fire: When this sphere strikes its target it instantly shatters, spraying a mass of liquid fire over an area 30 feet in radius. All combustibles in the area of effect will be ignited. All creatures in the area of effect will take 2d6 points of fire

damage for 1 round/caster level, and then continue to burn as normal for mundane fire (see DMG pg. 303 for rules for Catching on Fire).

Crystal Shards: This sphere splinters apart 30 feet above the ground, raining down crystal shards in a 20-ft.-radius circle. Each creature in the area effected will take 1d6 points of slashing damage per caster level (maximum of 10d6 slashing damage).

Wrecking Ball: Upon nearing its target, this sphere's density dramatically increases so it strikes with three times the impact of even the mightiest catapult. The sphere deals 1d6 points of force damage per caster level (maximum of 15d6 force damage) to the target.

Material Components: A pinch of diamond dust, and either a bit of phosphorous, an assorted sample of crystal flakes, or a lodestone (depending on the form chosen).

Otto's Spells:

Otto's Chime of Release

Transmutation [Sonic]

Level: Brd 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

When this spell is cast, a delicate chime rings out, the vibrations of which release any one form of nonmagical bonds holding a single creature. A rope could be untied, shackles loosened, a leather strap unbound, a gag undone, or a wooden stock opened by the chime. The spell could even be used to release a bit and bridle from a horse, freeing the mount from the rider's direct control. This spell can only undo one form of binding per casting. For instance, if the target is both tied and gagged, you may choose to release either the gag, or the ropes.

Material Component: A small brass tubular chime.

Otto's Sure-Footed Shuffle

Transmutation

Level: Brd 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

After you cast this spell, the target hears brief fiddle music, but then gains the ability to climb at speed 30 feet, although he must still make a Climb check to climb any surface with a DC greater than zero. The target gains a +8 racial bonus on all Climb checks. The creature may always choose to take 10 on Climb checks, even if rushed or threatened while climbing. If the creature chooses an accelerated climbing rate, it moves at a speed of 60 feet, and makes a single Climb check at a -5 penalty. Creatures cannot use the run action while climbing.

Material Components: A fiddle string and a sliver from the hoof of a mountain goat.

Otto's Soothing Vibrations

Enchantment [Mind-Affecting, Sonic]

Level: Brd 1, Sor/Wiz 2

Component: V

Casting Time: 1 standard action

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

Area: 20-ft.-radius sphere

Duration: 1 round/level (D)

Saving Throw: Will negates (see text)

Spell Resistance: Yes

As you cast this spell your soothing, calming voice seems to float through the air to those in the radius of the spell's effect. As the lilting music continues, the creatures feel you broadcasting peaceful, kindly thoughts to them. All creatures in the area of the animal type receive no saving throw. All other creatures in the area may make a Will save to resist the effects of the spell. Any creature effected by the spell receives a -2 morale penalty to all saving throws against charm spells you cast during the duration of this spell.

Otto's Tones of Forgetfulness

Enchantment [Mind-Affecting]

Level: Brd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature

Duration: 10 min./level (D)

Saving Throw: Will partial

Spell Resistance: Yes

When you cast this spell the ears of the target creature are filled with exotic tones that only he

can hear. If the target's Will save is successful he receives a -2 morale penalty to all skill checks for the duration of this spell. On a failed save, the target receives a morale penalty of 1d6 plus 1 per 2 caster levels (maximum morale penalty of 1d6+5). The morale penalty to any one skill cannot be greater than the target's ranks in that skill.

Material Components: A string from a sitar and a wooden mallet.

Otto's Crystal Rhythms

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 2, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Unless the target of this spell can succeed at a Will save, the creature's ears will be filled with the sounds of energetic crystal chimes that no one else can hear. The creature will immediately drop anything in its hands, and begin clapping in rhythm with the music. The victim cannot use his hands for anything else. Spells requiring a somatic component cannot be cast, many skills cannot be performed, nothing can be held in either hand, and unarmed attacks may not be made with either hand. This spell only has an effect on creatures with hands, but any creature with more than one pair of hands will clap along with as many hands as the creature has. This spell does not prevent the target from defending himself normally from attacks, and the target may perform any action that does not require hands.

Material Component: A pair of quartz crystals.

Otto's Warding Tones

Enchantment [Mind-Affecting]

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

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

Area: 30-ft.-radius burst

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

All creatures affected by this spell will have their ears filled with loud tones only they can hear. The notes will drown out all other sounds, effectively making the creatures deaf for the duration of the

spell. The creatures are also rendered immune to all sonic effects (but not sonic damage, in most cases).

A deafened character, in addition to the obvious effects, suffers a -4 penalty on initiative and a 20% chance to miscast and lose any spell with a verbal (V) component that he tries to cast. The Dungeon Master's Guide has more details on the effects of deafness.

Material Components: Two lumps of bee's wax and a string from any orchestral string instrument.

Otto's Drums of Despair

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Brd 3, Sor/Wiz 4

Components: V, S, F

Casting Time: 1 standard action

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

Area: Up to two 10-ft. cubes/level (S)

Duration: 1 round/level

Saving Throw: Will negates (see text)

Spell Resistance: Yes

This spell will create the sound of oppressively loud war drums in a large area, filling all creatures within that area with dread and despair. All effected creatures receive a -2 morale penalty on attack rolls, skill checks, ability checks, saving throws, and weapon damage rolls. Creatures with 2 HD or less are not entitled to a save against this powerful spell.

Otto's drums of despair dispels and counters Otto's rousing anthem.

Focus Component: A pair of miniature bronze drums with onyx decorations (worth 250 gold pieces).

Otto's Rousing Anthem

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Brd 3, Sor/Wiz 4

Components: V, S, F

Casting Time: 1 standard action

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

Area: Up to two 10-ft. cubes/level (S)

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell produces a clarion trumpet call that raises the spirits of all your allies within the area. All effected creatures receive a +2 morale bonus on attack rolls, skill checks, ability checks, saving throws, and weapon damage rolls.

Otto's rousing anthem dispels and counters

Otto's drums of despair.

Focus Component: Four miniature silver trumpets trimmed with lapis lazuli (worth 250 gold pieces).

Otto's Silver Tongue

Transmutation

Level: Sor/Wiz 4

Components: S,

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

Your speech becomes fluent and more believable. You gain a +30 bonus on Bluff checks made to convince another of the truth of your words. (This bonus doesn't apply to other uses of the Bluff skill, such as feinting in combat, creating a diversion to hid, or communicating a hidden message via innuendo.)

If a divination is attempted against you that would detect your lies or force you to speak the truth (such as *discern lies* or *zone of truth*), the caster of the divination must succeed on a caster level check (1d20 +caster level) against a DC of 15 + your caster level to succeed. Failure means the divination does not detect your lies or force you to speak only the truth.

Note: This spell is identical to the bard spell glibness, except as above.

Otto's Tonal Attack

Enchantment (Compulsion) [Sonic]

Level: Brd 4, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Will partial (see text)

Spell Resistance: Yes

This spell causes a blaring noise of horrendous tones to overtake the target creature. When first struck by this spell, the target takes 3d6 sonic damage with no saving throw. The primary function of this spell is to disrupt the target's ability to use magic. The victim of this spell continues to hear the tooth-jarring melodies for the duration of this spell. Any spell cast by the target requires a successful Concentration check as normal for a non-damaging, distracting spell. However, this spell's initial damage is added to the DC of the Concentration check for each round if the target fails his Will save.

Material Component: A sitar string and a crystal mallet (worth 50 gold pieces).

Otto's Gong of Isolation

Enchantment [Mind-Affecting]

Level: Brd 6, Sor/Wiz 7

Components: V, S, F

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will partial

Spell Resistance: Yes

When this spell is cast upon a creature, the mind-numbing sound of an extremely loud gong fills its mind. If the creature makes its Will save, it is only stunned for one round. If the save fails, the creature loses all normal, sensory input into the mind. The creature cannot see, hear, feel, taste, or smell, effectively making the creature practically helpless. Telepathic communication with such a creature is still possible, and the creature might receive information about the world through such a link. A remove blindness/deafness spell will cure a portion of the malady. A break enchantment, heal, limited wish, miracle, wish, or other such spell will completely cure the condition.

In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have full concealment), loses any Dexterity bonus to AC, suffers a -2 penalty to AC, moves at half speed, and suffers a -4 penalty on all Search checks and most Strength- and Dexterity-based skills. A deafened creature, in addition to the obvious effects, suffers a -4 penalty on initiative and a 20% chance to miscast and lose any spell with a verbal (V) component that he tries to cast. A numbed creature loses access to the Tremorsense quality, moves at half speed (stacking with blind to reduce to one-third speed), receives a -4 penalty on all attack rolls, receives a -6 penalty to all Dexterity checks and Dexterity-based skill checks (stacking with the blindness penalty), and has a 20% chance to miscast and lose any spell with a somatic (S) component that he tries to cast. A creature without a sense of smell is unable to make use of the Scent quality. A creature without access to any of its senses cannot use the Blind-Fighting feat, or any Blindsight special quality. The Dungeon Master's Guide has more details on the effects of blindness and deafness.

Focus Components: A miniature gold gong and

tiny gold striker with a jade stone at its head. Together, the items are valued at 3,000 gold pieces.

Rary's Spells:

Rary's Empathic Perception

Divination [Mind-Affecting]

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

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

Target: One living creature

Duration: Concentration, up to 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

This spell enables you to sense the basic surface emotions of any creature you can see that is within range. You can sense basic needs, drives, and emotions. Thirst, hunger, fear, fatigue, pain, rage, hatred, uncertainty, curiosity, friendliness, and so on, can all be sensed.

Material Component: A copper piece.

Rary's Aptitude Appropriator

Divination [Mind-Affecting]

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 round

Range: Touch

Target: Creature touched

Duration: 10 min./level

Saving Throw: Will negates

Spell Resistance: Yes

By using this spell, you can temporarily acquire the ability to use a skill known to another creature. You must succeed at a melee touch attack against the creature already possessing the desired skill. If the creature is willing to transfer his skill he may forfeit his save as normal. You gain a number of ranks in the skill chosen at casting as the touched creature possesses, up to 1 rank per caster level (maximum of 15 ranks). The touched creature does not lose the skill, but merely enables you to use the skill as well. Only skills can be transferred by this spell.

Rary's Memory Alteration

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 4

Components: V, S

Casting Time: 10 minutes (see text)

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

This spell allows you to actively alter a part of a creature's memory. The portion of memory you can affect is limited to one specific event in the creature's life. The memory of a real event can be altered in any way you wish. You could replace real facts about the event with false ones, or even place a completely new memory into the creature's mind, causing the creature to remember an event that never happened. You cannot, however, remove a memory of an event in its entirety - only replace the memory. There is no time limit on how far into the past an event can be altered. Dispel magic does not remove this spell, but a break enchantment, heal, limited wish, miracle, or wish can remove the spell. This spell cannot be used to alter or negate charm, suggestion, geas, or other similar spells by altering memories of the spells.

Casting this spell requires at least 10 minutes. If the amount of time the memory occupies is longer than 10 minutes, the casting time will increase to match. For instance, altering memories of an event that took 30 minutes will require a 30-minute casting time. You must be in physical contact with the target throughout the casting time, and all normal rules for disrupting your casting still apply.

An altered memory does not necessarily affect the subject's actions, particularly if it contradicts the subject's natural inclinations. An illogical memory, such as the subject remembering how much he enjoyed swimming in lava, is dismissed by the subject as a bad dream or a memory brought on by too much ale. The DM has the right to determine if an altered memory is too nonsensical to significantly affect the subject.

Rary's Mind Scan

Divination [Mind-Affecting]

Level: Brd 5, Sor/Wiz 4

Components: V, S

As detect thoughts, except for above, and this spell allows you to scan deeper than surface thoughts. You receive the presence or absence of thoughts and the number of thinking minds with their mental strength in the first round of study, you receive surface thoughts on the second round of study, and you may read deep thoughts from any one target in the area on the third round. On fourth and subsequent rounds you may continue to

probe for memories from the same target, or begin again with probing deep thoughts from a new target who is within the area. A deep thought is a memory the subject retains. You may ask a single question about a memory the subject possesses from any event within one day per caster level.

Rary's Spell Enhancer

Transmutation

Level: Sor/Wiz 4

Components: V,

Casting Time: See text

Range: Personal

Effect: One of your spells

Duration: 1 round

This spell enhances the next spell you cast, making it more difficult for targets to resist.

Casting *Rary's Spell Enhancer* is a free action, allowing you to cast the spell to be enhanced in the same round as this spell. The saving throw DC of the enhanced spell is increased by +2

Note: This spell has been high-jacked as a forgotten realms spell and is on page 121 of Magic of Faerun.

Rary's Mind Shield

Abjuration

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 round

Range: Touch

Target: One touched creature

Duration: 1 hour/level or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell is used to protect a creature from intrusions into the mind. Divination spells that are mind-affecting do not work on the target of this spell. Against all other mind-affecting spells the target receives a +5 insight bonus to his save. If a mind-affecting spell does not allow a save, this spell grants a Will save against the standard DC for the spell (and without the +5 insight bonus), but Rary's mind shield is discharged.

Rary's Replay of the Past

Divination

Level: Sor/Wiz 5

Components: V, S

Casting Time: 10 minutes

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

Area: Sphere, centered on you, that extends outward to the maximum range of the spell

Duration: Concentration, up to 10 min./level

Saving Throw: None

Spell Resistance: No

This spell enables you to read the residual psychic impressions in a room or area, converting the emotional energy into a clearly visible illusion for all those present to witness. Rooms, streets, tunnels, and other locations accumulate psychic impressions left by powerful emotions experienced in a given area. These emotions still carry enough energy to power the illusionary capabilities of this divination spell.

The type of events most likely to leave psychic impressions are those that elicited strong emotions: battles and betrayals, marriages and murders, births and great pain, or any other event where one emotion dominates. Everyday occurrences do not leave enough emotional residue for this spell to detect.

When you cast this spell, the strongest emotional event enters your mind and is simultaneously replayed as an insubstantial illusion. The event is replayed in real time, so the replay takes as long to complete as the original event. Truly long events may get cut off before the final climax due to the limited duration of the spell. The replay in your mind is crystal clear, so you can readily identify persons, creatures, or objects. The illusionary side-effect is indistinct, but still visible. Spot checks may be required to recognize specific people within the illusion.

If you cast this spell again in the same area, the event that created the second strongest emotional impression will be replayed. You can continue replaying past events, reading weaker and weaker emotional impressions, until all emotional residue in the area has been reviewed. You may also choose to review a stronger emotional impression once more with a subsequent casting.

Rary's Superior Spell Enhancer

Transmutation

Level: Sor/Wiz 5

Components: V

Casting Time: 1 free action

Range: Personal

Effect: One of your spells

Duration: 1 round

This spell enhances the next spell you cast, making it cause more damage. Casting Rary's superior spell enhancer is a free action, allowing you to cast the spell to be enhanced in the same round as this spell. The saving throw DC of the enhanced spell is increased by +1. The enhanced spell also inflicts one more point of damage per

die of damage. For example, a magic missile would inflict 1d4+2 points of damage per missile, while a 10th-level caster would inflict 10d6+10 points of damage with a fireball spell. All damage inflicted by the spell is increased, even if the enhanced spell's duration is longer than Rary's superior spell enhancer.

Rary's Urgent Utterance

Transmutation

Level: Wiz 6

Components: V, S, F

Casting Time: 10 minutes (see text)

Range: Personal

Target: You

Duration: 24 hours or until discharged

This spell enables you to specially prepare a companion spell for quick casting in an emergency. The companion spell must be of a spell level no higher than one-third your caster level (rounded down, maximum 6th level before accounting for metamagic feats). At the end of your spell preparation, you cast Rary's urgent utterance, followed by the other spell. The 10-minute casting time is the minimum total for both castings; if the companion spell has a casting time longer than 10 minutes, use that casting time instead.

When you complete the casting of this spell and the companion spell, you may prepare the companion spell with a casting time of "1 standard action" irregardless of the original casting time. You may only prepare the companion spell once with this alteration (although you may prepare additional versions of the spell with the original casting time). You may even prepare the companion spell with metamagic feats, including Quicken Spell, due to the new casting time of the companion spell. Casting the companion spell discharges this spell, as does the act of spell preparation.

Note that you may not replace the spell slot occupied by Rary's urgent utterance without discharging the spell. You may also not replace the spell slot occupied by the companion spell. For instance, a wizard wishes to memorize a Quickened scrying. To do so, he memorizes and casts Rary's urgent utterance (a 6th level spell slot), and also casts scrying (a 4th level spell slot). The total casting time of the two spells will be one hour, and this hour must take place during spell preparation. The wizard then uses an available 8th level spell slot to memorize his Quickened scrying spell. The 6th level and 4th level spell slots cannot

be replaced until the wizard prepares spells once again, and this will discharge the Rary's urgent utterance (removing the Quickened scrying from his mind if it is not already cast). Maybe this particular wizard should invest some time into learning greater scrying.

You may have up to two Rary's urgent utterance spells in effect at any one time. If a third is cast, the first one (if still active) is dispelled.

Focus Component: A crushed sapphire worth 1,000 gold pieces. You must carry the focus on you at all times throughout the duration for this spell to work.

Rary's Protection from Scrying

Abjuration

Level: Sor/Wiz 6

Components: V, S, F

As nondetection, except as above, and this spell cannot target an object. The spell still wards the gear of the target, however. This spell protects the target from all divination spells, even spells that do not normally allow for SR. Any divination spell that includes the target of this spell in its area must penetrate his spell resistance, or the target simply does not register within the area of the spell. Any divination spell specifically targeting the subject of Rary's protection from scrying will be negated if spell resistance is not overcome. The subject gains spell resistance of 15 + your caster level, or 20 + caster level if you target yourself with this spell.

Focus Component: A star sapphire worth 1,000 gold pieces which must be kept on the target for the duration of the spell.

Rary's Plane Truth

Divination

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 round

Range: 120 ft.

Area: Quarter circle emanating from you to the extreme of the range

Duration: Concentration, up to 1 round/level

Saving Throw: None

Spell Resistance: No

This spell is the pinnacle of Rary's divination magic. This spell reveals the locations of all creatures within its area, and allows you to study any one creature within the area per round. A single round of study reveals the creature's alignment. A second round of study reveals the creature's type and subtype, if applicable. A third

round of study will reveal the native plane of the creature. A fourth round of study reveals if the creature is capable of using divine and/or arcane magic (assume spell-like abilities are arcane, in most cases). A fifth round of study reveals the patron deity of the creature. Any number of creatures can be studied, and information revealed can be broken up over a number of rounds. For instance, you could determine the alignment of three creatures within the area over the first three rounds, and then go back and reveal the first creature's type (and possibly subtype) with a fourth round of study.

Note: Each round, you can turn to detect things in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Tenser's Spells:

Tenser's Eye of the Tiger

Transmutation

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

By using this spell you can endow the target with the ability to better make out details under conditions of poor or no illumination. In melee, every time you miss because of concealment, you can reroll your miss chance percentile roll one time to see if you actually hit (see Concealment, Player's Handbook pg. 152). This ability stacks with the reroll granted by the Blind-Fight feat, allowing a character under the effects of this spell who has the feat to reroll his percentile dice for concealment twice per attack. This spell does not stack with itself.

Material Components: A tiger's whisker and ground carrot.

Tenser's Steady Aim

Transmutation

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell will aid a moving archer with a steady shooting hand. Any ranged attack penalties incurred from being mounted are lessened by 2 while under the effects of this spell. A mounted archer would receive a -2 instead of a -4 if his mount is taking a double move, or a -6 instead of a -8 if his mount is running. This stacks with the Mounted Archery feat, allowing ranged attacks at no penalty when the mount is taking a double move, or at a -2 when the mount is running. For more information see Mounted Combat in the Player's Handbook, page 157.

Material Component: A small, coiled spring.

Tenser's Brawl

Transmutation

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell grants the recipient greater prowess in weaponless combat. The target gains a +2 competence bonus to all attack rolls when fighting unarmed, and on all grapple checks and unarmed trip attempts. Lastly, the target gains the unarmed damage of a monk of your caster level (maximum of 12th level or 2d6 damage). The target is considered to be armed even when fighting unarmed.

Material Component: A bit of chest fur from a bear or gorilla.

Tenser's Hunting Hawk

Transmutation

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One arrow touched

Duration: 1 round/level or until discharged

Saving Throw: Reflex negates (harmless, object)

Spell Resistance: Yes (harmless, object)

When this spell is cast upon an arrow, the ammunition gains a special dweomer that changes the arrow into a hunting hawk as the arrow leaves the bow. The arrow seems to warp and grow,

bursting in seconds into a wooden hawk with steel talons. The hunting hawk is only effected by spells which effect objects. The construct bird attacks the target it was fired at for the remaining duration of the spell. Use the following statistics for the hunting hawk:

Hunting Hawk: Tiny construct; HD 1d10; hp 5; Init +0;

Spd 10 ft., fly 60 ft. (good); AC 15 (touch 12, flat-footed 15);

Atk +6 melee (1d8+4 damage); Space/Reach 2-1/2 ft./0 ft.; SA —;

SQ Construct traits, DR 10/adamantine; AL N; SV Fort +0, Ref +0, Will +0;

Str 19, Dex 10, Con —, Int —, Wis 11, Cha 1.

The hawk's initial attack is considered a charge attack (+2 attack bonus, -2 AC penalty) because of the force with which the hunting hawk leaves the bow, and it deals double damage on a successful strike. In following rounds, the hunting hawk appears to almost defy gravity as it wheels about to make a single attack each round. Should the target or the hunting hawk die, the spell is discharged.

If Tenser's hunting hawk is cast upon a magic arrow, the hunting hawk gains the magical properties of the arrow. A hawk formed from an arrow+2 would gain a +2 enhancement bonus on its attack and damage rolls. A shock arrow would cause the hunting hawk to deal an additional 1d6 electricity damage on each successful strike. A hunting hawk formed from an arrow of speed is considered hasted for the duration of its existence. Note that some ammunition properties, such as Distance and Returning, will have no effect upon the hunting hawk. A hunting hawk fired from a magic bow does not gain the bow's magical properties.

When the duration of this spell ends, or the spell is discharged, the arrow targeted by the spell crumbles away, leaving only a fine trace of dust.

Material Component: A wing feather from any hawk, falcon, or eagle.

Tenser's Deadly Strike

Transmutation

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

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

This spell improves your martial prowess. The critical multiplier of any weapon you wield is

increased by one for the duration of the spell. For instance, a dagger has a threat range of 19-20/x2, but in your hands would use a threat range of 19-20/x3. This will stack with any other effect which increases critical multipliers. Secondly, you may choose to have any single attack you make deal maximum damage. Make this decision after rolling to hit (even after confirming a critical), but before rolling for damage. Choosing to inflict maximum damage with this spell discharges it. Only melee or thrown weapons are affected by this spell, device-propelled weapons (such as bows and crossbows) and spells (even those requiring melee or ranged touch attacks) are not enhanced in any way.

Material Component: A full set of tiger claws.

Tenser's Eye of the Eagle

Transmutation

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: Creature touched

Duration: 10 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell endows the target with incredible eyesight by actually transforming his eyes to become more like those of an eagle. The recipient gains a +8 racial bonus to all Spot checks. The range of the target's vision is doubled, even those of low-light vision or darkvision. For instance, a character with Darkvision 60 ft. would be able to use his darkvision out to a range of 120 ft. Low-light vision would allow the character to see three times as far as a human in conditions of poor illumination. Penalties for Spot checks accumulate for every 20 feet of distance, rather than every 10 feet.

This incredible visual acuity greatly benefits archers and other ranged combatants. All projectile weapons wielded by the target of this spell have their range increment increased by half. This stacks with the Far Shot feat (providing a total of double normal range increments on projectile weapons). All ranged attacks made by the target within 30 feet gain a +2 competence bonus.

Material Components: A few feathers from the head of an eagle, and ground carrot.

Tenser's Flaming Blade

Transmutation

Level: Sor/Wiz 4
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One dagger
Duration: 1 round/level (D)
Saving Throw: Reflex negates (harmless, object)
Spell Resistance: Yes (harmless, object)

This spell will endow a dagger with the Flaming Burst or Icy Burst weapon quality. The Flaming Burst option also causes the dagger to shed light as a torch. The Icy Burst option allows the dagger to freeze solid up to one cubic foot of water per round it is in contact with it. The limited quantities of water frozen with this option is usually not enough to trap a living target.

Material Components: A piece of phosphorous or quartz (for flame or frost versions, respectively).

Tenser's Giant Strength

Transmutation
Level: Sor/Wiz 4
Components: V, S, M
Casting Time: 1 round
Range: Touch
Target: Creature touched
Duration: 10 min./level (D)
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

This spell empowers the target with superhuman physical strength. The recipient gains a +6 enhancement bonus to Strength for the duration of the spell. Any weapon wielded by the target counts as a weapon of one size category larger for determining the weapon's base damage. For example, a character targeted by this spell who is wielding a longsword would deal 2d6 damage with the sword. The actual size of the weapon does not change due to this spell, only the damage inflicted by weapons wielded by this spell's target.

Material Component: A bit of hair from any giant or a titan.

Tenser's Master of Arms

Transmutation
Level: Sor/Wiz 4
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: One creature touched and one melee weapon touched
Duration: 1 min./level (D)

Saving Throw: Reflex negates (harmless)
Spell Resistance: Yes (harmless)

This unusual spell improves the touched creature's prowess with the touched melee weapon. Tenser's master of arms literally expands upon the target's current knowledge of combat. The more skillful the target already is with the weapon, the more benefit he will gain from this spell. If the target character is not proficient with the touched weapon, he gains the appropriate Weapon Proficiency feat to wield the targeted melee weapon. A character who is already proficient with the target weapon instead gains a +1 competence bonus to attack and damage rolls with that weapon for every feat he possesses that specifies the target weapon.

For example, you cast this spell and touch your fighter companion and his longsword. As a fighter he is already proficient with all martial weapons, which is the same as having the Martial Weapon Proficiency feat in every martial weapon. The fighter also has the feats Weapon Focus (longsword), Weapon Specialization (longsword), and Improved Critical (longsword). He would therefore gain a +4 competence bonus on all attack and damage rolls with the touched longsword for the duration of this spell.

In essence, you gain the +1 bonus for every feat you possess which states "You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon." Although the feat must specify the touched weapon's type.

Material Component: A feather from a crane.

Tenser's Running Warrior

Transmutation
Level: Sor/Wiz 4
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 round/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

This spell increases the target's base land speed by 60 feet. (This adjustment is treated as an enhancement bonus.) There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases speed, this spell affects jumping distance as well (see the Jump skill in the Player's Handbook, page 77).

The spell also imparts upon the target a special attack. As a full-round action the target may move

up to its land speed in a straight line and attack a number of opponents equal to his Dexterity bonus. All those attacked must be within the target's reach along his line of movement. He makes one attack roll, adding all appropriate modifiers, and compares the result to the AC of each person he attacked. If any hits are successful, make one damage roll and add all the appropriate modifiers. Each successful hit deals the full damage to that creature; do not divide the result of the damage roll amongst those attacked. Those attacked in this fashion do not get attacks of opportunity against the target, but others who would be entitled to attacks of opportunity due to the target's movement may take them.

Material Component: A bit of fur taken from a live wolf.

Tenser's Staff of Smiting

Transmutation

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level or until discharged

This spell increases the power of your staff when wielded in melee combat. Any staff you are wielding for the duration of the spell gains a +1 enhancement bonus for every four caster levels (maximum of +5). The staff may also be used to make a Smite attack. A Smite attack allows you to add your Intelligence or Charisma bonus (for wizards or sorcerers, respectively) to the attack roll, and your caster level to the damage roll (maximum of +20 to damage). You may make one Smite attack for every five caster levels (maximum of 4 Smite attacks). Once all of your Smite attacks have been used this spell is discharged.

Material Component: A small iron bar.

Tenser's Primal Fury

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

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

Target: One willing living creature

Duration: 1 round/level

Saving Throw: See text

Spell Resistance: Yes

This spell is thought to be a first attempt at the creation of Tenser's transformation. It temporarily

endows a willing target with a surge of rage and energy rivaling that of a berserker. Spells of 5th level and lower with the Fear descriptor will not work on the target of this spell. The target gains a +4 morale bonus to Strength and Constitution, a single extra attack each round at his highest base attack bonus (not stacking with haste or the Speed weapon quality), and a -4 penalty to AC.

While under the effects of this spell the target cannot use any Charisma-, Intelligence-, or Dexterity-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration. Nor can the target cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. The target can use any feat he has except Combat Expertise, item creation feats, and metamagic feats.

This spell does carry a risk. The target of this spell must attack those he perceives as foes to the best of his ability. Should he run out of enemies before the spell expires, his rampage continues. He must then attack the nearest creature (determine randomly if several potential foes are equidistant), and fight that opponent without regard to friendship, innocence, or health (the victim's or his own). While there is no initial save against this spell, since the target must be willing for the spell to be cast upon him, the target may make Will saves against this spell's DC in later rounds to end the spell. The target may attempt a Will save against this spell once each round throughout the duration (except for the first round). A single successful Will saves ends the spell's duration immediately. A dispel magic or similar spell will also return the target to his natural state.

Material Component: A bit of fur from a wolverine or a grizzly bear.

Tenser's Fortunes of War

Abjuration

Level: Sor/Wiz 6

Components: V, S, F

Casting Time: 10 minutes

Range: Touch

Target: Creature touched

Duration: 1 day/level or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell grants the target a bonus of special luck in battle. The character is given one chance

to avoid any one attack that would reduce him to zero or fewer hit points, or against any other effect that would remove him from the combat. Effects that constitute being removed from combat include (but are not limited to) charms, death-effects, disintegration, fear-effects, paralysis, petrification, sleep or related spells, and other effects at the DM's discretion. The target is entitled to a saving throw to avoid defeat, even if a previous save against the effect failed.

If the target succeeds at a Will save against the DC of this spell immediately after being subjected to an effect described above, the target's determination to remain in the fight shifts luck into his favor. At the last possible instant the spell or effect fails, and the target is able to remain in the fight. The target is affected by the spell or other effect as if his initial save had been a success. If the spell or effect did not allow a saving throw, the target avoids the effect completely. If hit point damage triggered Tenser's fortunes of war, the damage dealt is halved with a successful Will save. The target cannot be reduced to less than 1 hit point from the damage dealt by that attack.

Triggering this spell and gaining the Will save causes the spell to become discharged, whether or not the target succeeds at his Will save. No person may be under the effects of this spell more than once at any given moment. Second or subsequent castings simply replace earlier castings of this spell.

Focus Component: An object suitable as a symbol of devotion to an applicable war deity. A gold-inlaid holy symbol inscribed onto an ornate breastplate worn by the target would be one acceptable example. The object must be worth at least 1,000 gold pieces to qualify. The focus must be kept on the target's person throughout the duration for this spell to function.