





## Fabricate

Transmutation  
Level: Sor/Wiz 5  
Components: V, S, M  
Casting Time: See text  
Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to 10 cu. ft./level; see text  
Duration: Instantaneous  
Saving Throw: None  
Spell Resistance: No

You convert material of one sort into a product that is of the same material. Creatures or magic items cannot be created or transmuted by the fabricate spell. The quality of items made by this spell is commensurate with the quality of material used as the basis for the new fabrication. If you work with a mineral, the target is reduced to 1 cubic foot per level instead of 10 cubic feet. You must make an appropriate Craft check to fabricate articles requiring a high degree of craftsmanship. Casting requires 1 round per 10 cubic feet (or 1 cubic foot) of material to be affected by the spell. Material Components: The original material, which costs the same amount as the raw materials required to craft the item to be created.

## Feeblemind DC:

Enchantment (Compulsion) [Mind-Affecting]  
Level: Sor/Wiz 5  
Components: V, S, M  
Casting Time: 1 standard action  
Range: Medium (100 ft. + 10 ft./level)

Target: One creature  
Duration: Instantaneous  
Saving Throw: Will negates; see text  
Spell Resistance: Yes

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

## Interposing Hand

Evocation [Force]  
Level: Sor/Wiz 5  
Components: V, S, F  
Casting Time: 1 standard action  
Range: Medium (100 ft. + 10 ft./level)

Effect: 10-ft. hand  
Duration: 1 round/level (D)  
Saving Throw: None  
Spell Resistance: Yes

Interposing hand creates a Large magic hand that appears between you and one opponent. This floating, disembodied hand then moves to remain between the two of you, regardless of where you move or how the opponent tries to get around it, providing cover (+4 AC) for you against that opponent. Nothing can fool the hand-it sticks with the selected opponent in spite of darkness, invisibility, polymorphing, or any other attempt at hiding or disguise. The hand does not pursue an opponent, however. An interposing hand is 10 feet long and about that wide with its fingers outstretched. It has as many hit points as you do when you're undamaged, and its AC is 20 (-1 size, +11 natural). It takes damage as a normal creature, but most magical effects that don't cause damage do not affect it. The hand never provokes attacks of opportunity from opponents. It cannot push through a wall of force or enter an antimagic field, but it suffers the full effect of a prismatic wall or prismatic sphere. The hand makes saving throws as its caster. Disintegrate or a successful dispel magic destroys it. Any creature weighing 2,000 pounds or less that tries to push past the hand is slowed to half its normal speed. The hand cannot reduce the speed of a creature weighing more than 2,000 pounds, but it still affects the creature's attacks. Directing the spell to a new target is a move action. Focus: A soft glove.

## False Vision

Illusion (Glamer)  
Level: Brd 5, Sor/Wiz 5, Trickery 5  
Components: V, S, M  
Casting Time: 1 standard action  
Range: Touch  
Area: 40-ft.-radius emanation

Duration: 1 hour/level (D)  
Saving Throw: None  
Spell Resistance: No

Any divination (scrying) spell used to view anything within the area of this spell instead receives a false image (as the major image spell), as defined by you at the time of casting. As long as the duration lasts, you can concentrate to change the image as desired. While you aren't concentrating, the image remains static. Arcane Material Components: The ground dust of a piece of jade worth at least 250 gp, which is sprinkled into the air when the spell is cast.

## Hold Monster DC: 4

Enchantment (Compulsion) [Mind-Affecting]  
Level: Brd 4, Law 6, Sor/Wiz 5  
Components: V, S, M/DF  
Casting Time: 1 standard action  
Range: Medium (100 ft. + 10 ft./level)

Target: One living creature  
Duration: 1 round/level (D); see text  
Saving Throw: Will negates; see text  
Spell Resistance: Yes

This spell functions like hold person, except that it affects any living creature that fails its Will save. Arcane Material Components: One hard metal bar or rod, which can be as small as a three-penny nail.

## Mage's Faithful Hound

Conjuration (Creation)  
Level: Sor/Wiz 5  
Components: V, S, M  
Casting Time: 1 standard action  
Range: Close (25 ft. + 5 ft./2 levels)

Effect: Phantom watchdog  
Duration: 1 hour/caster level or until discharged, then 1 round/caster level; see text  
Saving Throw: None  
Spell Resistance: No

You conjure up a phantom watchdog that is invisible to everyone but yourself. It then guards the area where it was conjured (it does not move). The hound immediately starts barking loudly if any Small or larger creature approaches within 30 feet of it. (Those within 30 feet of the hound when it is conjured may move about in the area, but if they leave and return, they activate the barking.) The hound sees invisible and ethereal creatures. It does not react to figments, but it does react to shadow illusions. If an intruder approaches to within 5 feet of the hound, the dog stops barking and delivers a vicious bite (+10 attack bonus, 2d6+3 points of piercing damage) once per round. The dog also gets the bonuses appropriate to an invisible creature. The dog is considered ready to bite intruders, so it delivers its first bite on the intruder's turn. Its bite is the equivalent of a magic weapon for the purpose of damage reduction. The hound cannot be attacked, but it can be dispelled. The spell lasts for 1 hour per caster level, but once the hound begins barking, it lasts only 1 round per caster level. If you are ever more than 100 feet distant from the hound, the spell ends. Material Components: A tiny silver whistle, a piece of bone, and a thread.

## Mage's Private Sanctum

Abjuration  
 Level: Sor/Wiz 5  
 Components: V, S, M  
 Casting Time: 10 minutes  
 Range: Close (25 ft. + 5 ft./2 levels)  
 Area: 30-ft. cube/level (S)

Duration: 24 hours (D)  
 Saving Throw: None  
 Spell Resistance: No



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This spell ensures privacy. Anyone looking into the area from outside sees only a dark, foggy mass. Darkvision cannot penetrate it. No sounds, no matter how loud, can escape the area, so nobody can eavesdrop from outside. Those inside can see out normally. Divination (scrying) spells cannot perceive anything within the area, and those within are immune to detect thoughts. The ward prevents speech between those inside and those outside (because it blocks sound), but it does not prevent other communication, such as a sending or message spell, or telepathic communication, such as that between a wizard and her familiar. The spell does not prevent creatures or objects from moving into and out of the area. Mage's private sanctum can be made permanent with a permanency spell.

Material Components: A thin sheet of lead, a piece of opaque glass, a wad of cotton or cloth, and powdered chrysolite.

Magic Jar (continued)

Attempting to possess a body is a full-round action. It is blocked by protection from evil or a similar ward. You possess the body and force the creature's soul into the magic jar unless the subject succeeds on a Will save. Failure to take over the host leaves your life force in the magic jar, and the target automatically succeeds on further saving throws if you attempt to possess its body again. If you are successful, your life force occupies the host body, and the host's life force is imprisoned in the magic jar. You keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You can't choose to activate the body's extraordinary or supernatural abilities. The creature's spells and spell-like abilities do not stay with the body. As a standard action, you can shift freely from a host to the magic jar if within range, sending the trapped soul back to its body. The spell ends when you shift from the jar to your own body. If the host body is slain, you return to the magic jar, if within range, and the life force of the host departs (it is dead). If the host body is slain beyond the range of the spell, both you and the host die. Any life force with nowhere to go is treated as slain. If the spell ends while you are in the magic jar, you return to your body (or die if your body is out of range or destroyed). If the spell ends while you are in a host, you return to your body (or die, if it is out of range of your current position), and the soul in the magic jar returns to its body (or dies if it is out of range). Destroying the receptacle ends the spell, and the spell can be dispelled at either the magic jar or at the host's location.

## Mind Fog

Enchantment (Compulsion) [Mind-Affecting]  
 Level: Brd 5, Sor/Wiz 5  
 Components: V, S  
 Casting Time: 1 standard action  
 Range: Medium (100 ft. + 10 ft./level)

Effect: Fog spreads in 20-ft. radius, 20 ft. high  
 Duration: 30 minutes and 2d6 rounds; see text  
 Saving Throw: Will negates  
 Spell Resistance: Yes

DC:  5      5

Mind fog produces a bank of thin mist that weakens the mental resistance of those caught in it. Creatures in the mind fog take a -10 competence penalty on Wisdom checks and Will saves. (A creature that successfully saves against the fog is not affected and need not make further saves even if it remains in the fog.) Affected creatures take the penalty as long as they remain in the fog and for 2d6 rounds thereafter. The fog is stationary and lasts for 30 minutes (or until dispersed by wind). A moderate wind (11+ mph) disperses the fog in four rounds; a strong wind (21+ mph) disperses the fog in 1 round. The fog is thin and does not significantly hamper vision.

## Magic Jar

Necromancy  
 Level: Sor/Wiz 5  
 Components: V, S, F  
 Casting Time: 1 standard action  
 Range: Medium (100 ft. + 10 ft./level)

Target: One creature  
 Duration: 1 hour/level or until you return to your body  
 Saving Throw: Will negates; see text  
 Spell Resistance: Yes

DC:       5

By casting magic jar, you place your soul in a gem or large crystal (known as the magic jar), leaving your body lifeless. Then you can attempt to take control of a nearby body, forcing its soul into the magic jar. You may move back to the jar (thereby returning the trapped soul to its body) and attempt to possess another body. The spell ends when you send your soul back to your own body, leaving the receptacle empty. To cast the spell, the magic jar must be within spell range and you must know where it is, though you do not need line of sight or line of effect to it. When you transfer your soul upon casting, your body is, as near as anyone can tell, dead. While in the magic jar, you can sense and attack any life force within 10 feet per caster level (and on the same plane of existence). You do need line of effect from the jar to the creatures. You cannot determine the exact creature types or positions of these creatures. In a group of life forces, you can sense a difference of 4 or more Hit Dice between one creature and another and can determine whether a life force is powered by positive or negative energy. (Undead creatures are powered by negative energy. Only sentient undead creatures have, or are, souls.) You could choose to take over either a stronger or a weaker creature, but which particular stronger or weaker creature you attempt to possess is determined randomly.

## Major Creation

Conjuration (Creation)  
 Level: Adp 5, Sor/Wiz 5  
 Components: V, S, M  
 Casting Time: 10 minutes  
 Range: Close (25 ft. + 5 ft./2 levels)

Effect: Unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./level  
 Duration: See text  
 Saving Throw: None  
 Spell Resistance: No



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This spell functions like minor creation, except that you can also create an object of mineral nature: stone, crystal, metal, or the like. The duration of the created item varies with its relative hardness and rarity, as indicated on the following table.

| Hardness and Rarity Examples | Duration      |
|------------------------------|---------------|
| Vegetable matter             | 2 hr./level   |
| Stone, crystal, base metals  | 1 hr./level   |
| Precious metals              | 20 min./level |
| Gems                         | 10 min./level |
| Rare metal <sup>[1]</sup>    | 1 round/level |

<sup>[1]</sup> Includes adamantine, alchemical silver, and mithral. You can't use major creation to create a cold iron item.

## Mirage Arcana

Illusion (Glamer)  
 Level: Brd 5, Sor/Wiz 5  
 Components: V, S  
 Casting Time: 1 standard action  
 Range: Long (400 ft. + 40 ft./level)  
 Area: One 20-ft. cube/level (S)

Duration: Concentration +1 hour/level (D)  
 Saving Throw: Will disbelief (if interacted with)  
 Spell Resistance: No

DC:  5      5

This spell functions like hallucinatory terrain, except that it enables you to make any area appear to be something other than it is. The illusion includes audible, visual, tactile, and olfactory elements. Unlike hallucinatory terrain, the spell can alter the appearance of structures (or add them where none are present). Still, it can't disguise, conceal, or add creatures (though creatures within the area might hide themselves within the illusion just as they can hide themselves within a real location).

## Nightmare DC:

Illusion (Phantasm) [Mind-Affecting, Evil]  
 Level: Brd 5, Sor/Wiz 5  
 Components: V, S  
 Casting Time: 10 minutes  
 Range: Unlimited

Target: One living creature  
 Duration: Instantaneous  
 Saving Throw: Will negates; see text  
 Spell Resistance: Yes

You send a hideous and unsettling phantasmal vision to a specific creature that you name or otherwise specifically designate. The nightmare prevents restful sleep and causes 1d10 points of damage. The nightmare leaves the subject fatigued and unable to regain arcane spells for the next 24 hours. The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature. Dispel evil cast on the subject while you are casting the spell dispels the nightmare and causes you to be stunned for 10 minutes per caster level of the dispel evil. If the recipient is awake when the spell begins, you can choose to cease casting (ending the spell) or to enter a trance until the recipient goes to sleep, whereupon you become alert again and complete the casting. If you are disturbed during the trance, you must succeed on a Concentration check as if you were in the midst of casting a spell or the spell ends. If you choose to enter a trance, you are not aware of your surroundings or the activities around you while in the trance. You are defenseless, both physically and mentally, while in the trance. (You always fail any saving throw, for example.) Creatures who don't sleep (such as elves, but not half-elves) or dream are immune to this spell.

## Overland Flight DC:

Transmutation  
 Level: Sor/Wiz 5  
 Components: V, S  
 Casting Time: 1 standard action  
 Range: Personal

Target: You  
 Duration: 1 hour/level  
 Saving Throw: Will negates (harmless)  
 Spell Resistance: Yes (harmless)

This spell functions like a fly spell, except you can fly at a speed of 40 feet (30 feet if wearing medium or heavy armor, or if carrying a medium or heavy load) with average maneuverability. When using this spell for long-distance movement, you can hustle without taking nonlethal damage (a forced march still requires Constitution checks). This means you can cover 64 miles in an eight-hour period of flight (or 48 miles at a speed of 30 feet).

## Permanency

Universal  
 Level: Sor/Wiz 5  
 Components: V, S, XP  
 Casting Time: 2 rounds  
 Range: See text  
 Area: See text

Target: See text  
 Effect: See text  
 Duration: Permanent; see text  
 Saving Throw: None  
 Spell Resistance: No

This spell makes certain other spells permanent. Depending on the spell, you must be of a minimum caster level and must expend a number of XP. You can make the following (A) spells permanent in regard to yourself.

| Spell (A)            | Min. Caster Level | XP Cost  | Spell (B)           | Min. Caster Level | XP Cost  |
|----------------------|-------------------|----------|---------------------|-------------------|----------|
| Arcane sight         | 11th              | 1,500 XP | Enlarge person      | 9th               | 500 XP   |
| Comprehend languages | 9th               | 500 XP   | Magic fang          | 9th               | 500 XP   |
| Darkvision           | 10th              | 1,000 XP | Magic fang, greater | 11th              | 1,500 XP |
| Detect magic         | 9th               | 500 XP   | Reduce person       | 9th               | 500 XP   |
| Read magic           | 9th               | 500 XP   | Resistance          | 9th               | 500 XP   |
| See invisibility     | 10th              | 1,000 XP | Telepathic bond[1]  | 13th              | 2,500 XP |
| Tongues              | 11th              | 1,500 XP |                     |                   |          |

You cast the desired spell and then follow it with the permanency spell. You cannot cast these spells on other creatures. This application of permanency can be dispelled

only by a caster of higher level than you were when you cast the spell. In addition to personal use, permanency can be used to make the following (B) spells permanent on yourself, another creature, or an object (as appropriate). [1] Only bonds two creatures per casting of permanency.

Nightmare (continued)

| Knowledge                                  | Will Save Modifier |
|--------------------------------------------|--------------------|
| None[1]                                    | +10                |
| Secondhand (you have heard of the subject) | +5                 |
| Firsthand (you have met the subject)       | +0                 |
| Familiar (you know the subject well)       | -5                 |

[1] You must have some sort of connection to a creature you have no knowledge of.

| Connection                                 | Will Save Modifier |
|--------------------------------------------|--------------------|
| Likeness or picture                        | -2                 |
| Possession or garment                      | -4                 |
| Body part, lock of hair, bit of nail, etc. | -10                |

## Passwall

Transmutation  
 Level: Sor/Wiz 5  
 Components: V, S, M  
 Casting Time: 1 standard action  
 Range: Touch

Effect: 5 ft. by 8 ft. opening, 10 ft. deep plus 5 ft. deep per three additional levels  
 Duration: 1 hour/level (D)  
 Saving Throw: None  
 Spell Resistance: No

You create a passage through wooden, plaster, or stone walls, but not through metal or other harder materials. The passage is 10 feet deep plus an additional 5 feet deep per three caster levels above 9th (15 feet at 12th, 20 feet at 15th, and a maximum of 25 feet deep at 18th level). If the wall's thickness is more than the depth of the passage created, then a single passwall simply makes a niche or short tunnel. Several passwall spells can then form a continuing passage to breach very thick walls. When passwall ends, creatures within the passage are ejected out the nearest exit. If someone dispels the passwall or you dismiss it, creatures in the passage are ejected out the far exit, if there is one, or out the sole exit if there is only one.

Material Components: A pinch of sesame seeds.

Permanency (continued)

Additionally, the following (C) spells can be cast upon objects or areas only and rendered permanent.

| Spell (C)              | Min. Caster Level | XP Cost  | Spell (C)            | Min. Caster Level | XP Cost  |
|------------------------|-------------------|----------|----------------------|-------------------|----------|
| Alarm                  | 9th               | 500 XP   | Stinking cloud       | 11th              | 1,500 XP |
| Animate objects        | 14th              | 3,000 XP | Symbol of death      | 16th              | 4,000 XP |
| Dancing lights         | 9th               | 500 XP   | Symbol of fear       | 14th              | 3,000 XP |
| Ghost sound            | 9th               | 500 XP   | Symbol of insanity   | 16th              | 4,000 XP |
| Gust of wind           | 11th              | 1,500 XP | Symbol of pain       | 13th              | 2,500 XP |
| Invisibility           | 10th              | 1,000 XP | Symbol of persuasion | 14th              | 3,000 XP |
| Mage's private sanctum | 13th              | 2,500 XP | Symbol of sleep      | 16th              | 4,000 XP |
| Magic mouth            | 10th              | 1,000 XP | Symbol of stunning   | 15th              | 3,500 XP |
| Phase door             | 15th              | 3,500 XP | Symbol of weakness   | 15th              | 3,500 XP |
| Prismatic sphere       | 17th              | 4,500 XP | Teleportation circle | 17th              | 4,500 XP |
| Prismatic wall         | 16th              | 4,000 XP | Wall of fire         | 12th              | 2,000 XP |
| Shrink item            | 11th              | 1,500 XP | Wall of force        | 13th              | 2,500 XP |
| Solid fog              | 12th              | 2,000 XP | Web                  | 10th              | 1,000 XP |

Spells cast on other creatures, objects, or locations (not on you) are vulnerable to dispel magic as normal.

## Persistent Image

DC:        

Illusion (Figment)  
Level: Brd 5, Sor/Wiz 5  
Components: V, S, F  
Casting Time: 1 standard action  
Range: Long (400 ft. + 40 ft./level)

Effect: Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)  
Duration: 1 min./level (D)  
Saving Throw: Will disbelief (if interacted with)  
Spell Resistance: No

This spell functions like silent image, except that the figment includes visual, auditory, olfactory, and thermal components, and the figment follows a script determined by you. The figment follows that script without your having to concentrate on it. The illusion can include intelligible speech if you wish.  
Material Components: A bit of fleece and several grains of sand.

## Planar Binding, Lesser

DC:        

Conjuration (Calling)  
Level: Sor/Wiz 5  
Components: V, S  
Casting Time: 10 minutes  
Range: Close (25 ft. + 5 ft./2 levels); see text

Target: One elemental or outsider with 6 HD or less  
Duration: Instantaneous  
Saving Throw: Will negates  
Spell Resistance: No and Yes; see text

Casting this spell attempts a dangerous act: to lure a creature from another plane to a specifically prepared trap, which must lie within the spell's range. The called creature is held in the trap until it agrees to perform one service in return for its freedom. To create the trap, you must use a magic circle spell, focused inward. The kind of creature to be bound must be known and stated. If you wish to call a specific individual, you must use that individual's proper name in casting the spell. The target creature is allowed a Will saving throw. If the saving throw succeeds, the creature resists the spell. If the saving throw fails, the creature is immediately drawn to the trap (spell resistance does not keep it from being called). The creature can escape from the trap with by successfully pitting its spell resistance against your caster level check, by dimensional travel, or with a successful Charisma check (DC 15 + 1/2 your caster level + your Cha modifier). It can try each method once per day. If it breaks loose, it can flee or attack you. A dimensional anchor cast on the creature prevents its escape via dimensional travel. You can also employ a calling diagram (see magic circle against evil) to make the trap more secure. If the creature does not break free of the trap, you can keep it bound for as long as you dare.

### Planar Binding, Lesser (continued)

You can attempt to compel the creature to perform a service by describing the service and perhaps offering some sort of reward. You make a Charisma check opposed by the creature's Charisma check. The check is assigned a bonus of +0 to +6 based on the nature of the service and the reward. If the creature wins the opposed check, it refuses service. New offers, bribes, and the like can be made or the old ones reoffered every 24 hours. This process can be repeated until the creature promises to serve, until it breaks free, or until you decide to get rid of it by means of some other spell. Impossible demands or unreasonable commands are never agreed to. If you roll a 1 on the Charisma check, the creature breaks free of the binding and can escape or attack you. Once the requested service is completed, the creature need only so inform you to be instantly sent back whence it came. The creature might later seek revenge. If you assign some open-ended task that the creature cannot complete through its own actions the spell remains in effect for a maximum of one day per caster level, and the creature gains an immediate chance to break free. Note that a clever recipient can subvert some instructions. When you use a calling spell to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

## Prying Eyes

     

Divination  
Level: Sor/Wiz 5  
Components: V, S, M  
Casting Time: 1 minute  
Range: One mile

Effect: Ten or more levitating eyes  
Duration: 1 hour/level; see text (D)  
Saving Throw: None  
Spell Resistance: No

You create a number of semitangible, visible magical orbs (called "eyes") equal to 1d4 + your caster level. These eyes move out, scout around, and return as you direct them when casting the spell. Each eye can see 120 feet (normal vision only) in all directions. While the individual eyes are quite fragile, they're small and difficult to spot. Each eye is a Fine construct, about the size of a small apple, that has 1 hit point, AC 18 (+8 bonus for its size), flies at a speed of 30 feet with perfect maneuverability, and has a +16 Hide modifier. It has a Spot modifier equal to your caster level (maximum +15) and is subject to illusions, darkness, fog, and any other factors that would affect your ability to receive visual information about your surroundings. An eye traveling through darkness must find its way by touch. When you create the eyes, you specify instructions you want them to follow in a command of no more than twenty-five words. Any knowledge you possess is known by the eyes as well. In order to report their findings, the eyes must return to your hand. Each replays in your mind all it has seen during its existence. It takes an eye 1 round to replay 1 hour of recorded images. After relaying its findings, an eye disappears. If an eye ever gets more than 1 mile away from you, it instantly ceases to exist. However, your link with the eye is such that you won't know if the eye was destroyed because it wandered out of range or because of some other event. The eyes exist for up to 1 hour per caster level or until they return to you. Dispel magic can destroy eyes. Roll separately for each eye caught

### Prying Eyes (continued)

in an area dispel. Of course, if an eye is sent into darkness, it could hit a wall or similar obstacle and destroy itself.  
Material Components: A handful of crystal marbles.

## Secret Chest

      

Conjuration (Summoning)  
Level: Sor/Wiz 5  
Components: V, S, F  
Casting Time: 10 minutes  
Range: See text

Target: One chest and up to 1 cu. ft. of goods/caster level  
Duration: Sixty days or until discharged  
Saving Throw: None  
Spell Resistance: No

You hide a chest on the Ethereal Plane for as long as sixty days and can retrieve it at will. The chest can contain up to 1 cubic foot of material per caster level (regardless of the chest's actual size, which is about 3 feet by 2 feet by 2 feet). If any living creatures are in the chest, there is a 75% chance that the spell simply fails. Once the chest is hidden, you can retrieve it by concentrating (a standard action), and it appears next to you. The chest must be exceptionally well crafted and expensive, constructed for you by master crafters. The cost of such a chest is never less than 5,000 gp. Once it is constructed, you must make a tiny replica (of the same materials and perfect in every detail), so that the miniature of the chest appears to be a perfect copy. (The replica costs 50 gp.) You can have but one pair of these chests at any given time—even a wish spell does not allow more. The chests are nonmagical and can be fitted with locks, wards, and so on, just as any normal chest can be. To hide the chest, you cast the spell while touching both the chest and the replica. The chest vanishes into the Ethereal Plane. You need the replica to recall the chest. After sixty days, there is a cumulative chance of 5% per day that the chest is irretrievably lost. If the miniature of the chest is lost or destroyed, there is no way, not even with a wish spell, that the large chest can be summoned back, although an extraplanar expedition might be mounted to find it. Living things in the chest eat, sleep, and age normally, and they die if they run out of food, air, water, or whatever they need to survive.

## Seeming

DC:   5       5

Illusion (Glamour)  
 Level: Brd 5, Sor/Wiz 5  
 Components: V, S  
 Casting Time: 1 standard action  
 Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature per two levels, no two of which can be more than 30 ft. apart  
 Duration: 12 hours (D)  
 Saving Throw: Will negates or Will disbelief (if interacted with)  
 Spell Resistance: Yes or No; see text

This spell functions like disguise self, except that you can change the appearance of other people as well. Affected creatures resume their normal appearances if slain. Unwilling targets can negate the spell's effect on them by making Will saves or with spell resistance.

## Shadow Evocation

DC:   5       5

Illusion (Shadow)  
 Level: Brd 5, Sor/Wiz 5  
 Components: V, S  
 Casting Time: 1 standard action  
 Range: See text

Effect: See text  
 Duration: See text  
 Saving Throw: Will disbelief (if interacted with)  
 Spell Resistance: Yes

You tap energy from the Plane of Shadow to cast a quasi-real, illusory version of a sorcerer or wizard evocation spell of 4th level or lower. (For a spell with more than one level, use the best one applicable to you.) Spells that deal damage have normal effects unless an affected creature succeeds on a Will save. Each disbelieving creature takes only one-fifth damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is one-fifth as strong (if applicable) or only 20% likely to occur. If recognized as a shadow evocation, a damaging spell deals only one-fifth (20%) damage. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save (or spell resistance) that the spell being simulated allows, but the save DC is set according to shadow evocation's level (5th) rather than the spell's normal level. Nondamaging effects have normal effects except against those who disbelieve them. Against disbelievers, they have no effect. Objects automatically succeed on their Will saves against this spell.

## Summon Monster V

5 5      5

Conjuration (Summoning)  
 Level: Brd 5, Clr 5, Sor/Wiz 5  
 Components: V, S, F/DF  
 Casting Time: 1 round  
 Range: Close (25 ft. + 5 ft./2 levels)

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart  
 Duration: 1 round/level (D)  
 Saving Throw: None  
 Spell Resistance: No

This spell functions like summon monster I, except that you can summon one creature from the 5th-level list, 1d3 creatures of the same kind from the 4th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

## Sending

  4      5

Evocation  
 Level: Clr 4, Sor/Wiz 5  
 Components: V, S, M/DF  
 Casting Time: 10 minutes  
 Range: See text

Target: One creature  
 Duration: 1 round; see text  
 Saving Throw: None  
 Spell Resistance: No

You contact a particular creature with which you are familiar and send a short message of twenty-five words or less to the subject. The subject recognizes you if it knows you. It can answer in like manner immediately. A creature with an Intelligence score as low as 1 can understand the sending, though the subject's ability to react is limited as normal by its Intelligence score. Even if the sending is received, the subject is not obligated to act upon it in any manner. If the creature in question is not on the same plane of existence as you are, there is a 5% chance that the sending does not arrive. (Local conditions on other planes may worsen this chance considerably.)

Arcane Material Components: A short piece of fine copper wire.

## Stone Shape

  3  3    5

Transmutation [Earth]  
 Level: Clr 3, Drd 3, Earth 3, Sor/Wiz 5  
 Components: V, S, M/DF  
 Casting Time: 1 standard action  
 Range: Touch

Target: Stone or stone object touched, up to 10 cu. ft. + 1 cu. ft./level  
 Duration: Instantaneous  
 Saving Throw: None  
 Spell Resistance: No

You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with stone shape, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work.

Arcane Material Components: Soft clay, which must be worked into roughly the desired shape of the stone object and then touched to the stone while the verbal component is uttered.

## Summon Monster Table

| 5th Level                          |    | 6th Level                                |    |
|------------------------------------|----|------------------------------------------|----|
| Archon, hound                      | LG | Celestial polar bear                     | LG |
| Celestial brown bear               | LG | Celestial orca whale[1]                  | NG |
| Celestial giant stag beetle        | NG | Bralani (eladrin)                        | CG |
| Celestial sea cat[1]               | NG | Celestial dire lion                      | CG |
| Celestial griffon                  | CG | Elemental, Large (any)                   | N  |
| Elemental, Medium (any)            | N  | Janni (genie)                            | N  |
| Achaierai                          | LE | Chaos beast                              | CN |
| Devil, bearded                     | LE | Devil, chain                             | LE |
| Fiendish deinonychus               | LE | Xill                                     | LE |
| Fiendish dire ape                  | LE | Fiendish monstrous centipede, Gargantuan | NE |
| Fiendish dire boar                 | NE | Fiendish rhinoceros                      | NE |
| Fiendish shark, Huge               | NE | Fiendish elasmosaurus[1]                 | CE |
| Fiendish monstrous scorpion, Large | NE | Fiendish monstrous spider, Huge          | CE |
| Shadow mastiff                     | NE | Fiendish snake, giant constrictor        | CE |
| Fiendish dire wolverine            | CE |                                          |    |
| Fiendish giant crocodile           | CE |                                          |    |
| Fiendish tiger                     | CE |                                          |    |



Teleport (continued)

"Studied carefully" is a place you know well, either because you can currently see it, you've been there often, or you have used other means (such as scrying) to study the place for at least one hour. "Seen casually" is a place that you have seen more than once but with which you are not very familiar. "Viewed once" is a place that you have seen once, possibly using magic. "False destination" is a place that does not truly exist or if you are teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to you. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from.

On Target: You appear where you want to be.

Off Target: You appear safely a random distance away from the destination in a random direction. Distance off target is 1d10x1d10% of the distance that was to be traveled. The direction off target is determined randomly

Similar Area: You wind up in an area that's visually or thematically similar to the target area. Generally, you appear in the closest similar place within range. If no such area exists within the spell's range, the spell simply fails instead.

| Familiarity                 | On Target | Off Target | Similar Area | Mishap |
|-----------------------------|-----------|------------|--------------|--------|
| Very familiar               | 01-97     | 98-99      | 100          | -      |
| Studied carefully           | 01-94     | 95-97      | 98-99        | 100    |
| Seen casually               | 01-88     | 89-94      | 95-98        | 99-100 |
| Viewed once                 | 01-76     | 77-88      | 89-96        | 97-100 |
| False destination (1d20+80) | -         | -          | 81-92        | 93-100 |

Mishap: You and anyone else teleporting with you have gotten "scrambled." You each take 1d10 points of damage, and you reroll on the chart to see where you wind up. For these rerolls, roll 1d20+80. Each time "Mishap" comes up, the characters take more damage and must reroll.

## Transmute Mud to Rock DC:

Transmutation [Earth]  
Level: Drd 5, Sor/Wiz 5  
Components: V, S, M/DF  
Casting Time: 1 standard action  
Range: Medium (100 ft. + 10 ft./level)  
Area: Up to two 10-ft. cubes/level (S)

Duration: Permanent  
Saving Throw: See text  
Spell Resistance: No

This spell transforms normal mud or quicksand of any depth into soft stone (sandstone or a similar mineral) permanently. Any creature in the mud is allowed a Reflex save to escape before the area is hardened to stone. Transmute mud to rock counters and dispels transmute rock to mud.

Arcane Material Components: Sand, lime, and water.

## Transmute Rock to Mud DC:

Transmutation [Earth]  
Level: Drd 5, Sor/Wiz 5  
Components: V, S, M/DF  
Casting Time: 1 standard action  
Range: Medium (100 ft. + 10 ft./level)  
Area: Up to two 10-ft. cubes/level (S)

Duration: Permanent; see text  
Saving Throw: See text  
Spell Resistance: No

This spell turns natural, uncut or unworked rock of any sort into an equal volume of mud. Magical stone is not affected by the spell. The depth of the mud created cannot exceed 10 feet. A creature unable to levitate, fly, or otherwise free itself from the mud sinks until hip- or chest-deep, reducing its speed to 5 feet and causing a -2 penalty on attack rolls and AC. Brush thrown atop the mud can support creatures able to climb on top of it. Creatures large enough to walk on the bottom can wade through the area at a speed of 5 feet. If transmute rock to mud is cast upon the ceiling of a cavern or tunnel, the mud falls to the floor and spreads out in a pool at a depth of 5 feet. The falling mud and the ensuing cave-in deal 8d6 points of bludgeoning damage to anyone caught directly beneath the area, or half damage to those who succeed on Reflex saves. Castles and large stone buildings are generally immune to the effect of the spell, since transmute rock to mud can't affect worked stone and doesn't reach deep enough to undermine such buildings' foundations. However, small buildings or structures often rest upon foundations shallow enough to be damaged or even partially toppled by this spell. The mud remains until a successful dispel magic or transmute mud to rock spell restores its substance-but not necessarily its form. Evaporation turns the mud to normal dirt over a period of days. The exact time depends on exposure to the sun, wind, and normal drainage.

Arcane Material Components: Clay and water.

## Wall of Force

Evocation [Force]  
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  
Duration: 1 round/level (D)  
Saving Throw: None  
Spell Resistance: No

A wall of force spell creates an invisible wall of force. The wall cannot move, it is immune to damage of all kinds, and it is unaffected by most spells, including dispel magic. However, disintegrate immediately destroys it, as does a rod of cancellation, a sphere of annihilation, or a mage's disjunction spell. Breath weapons and spells cannot pass through the wall in either direction, although dimension door, teleport, and similar effects can bypass the barrier. It blocks ethereal creatures as well as material ones (though ethereal creatures can usually get around the wall by floating under or over it through material floors and ceilings). Gaze attacks can operate through a wall of force. The caster can form the wall into a flat, vertical plane whose area is up to one 10-foot square per level. The wall must be continuous and unbroken when formed. If its surface is broken by any object or creature, the spell fails. Wall of force can be made permanent with a permanency spell.

Material Components: A pinch of powder made from a clear gem.

## Wall of Stone DC:

Conjuration (Creation) [Earth]  
Level: Adp 5, Clr 5, Drd 6, Earth 5, Sor/Wiz 5  
Components: V, S, M/DF  
Casting Time: 1 standard action  
Range: Medium (100 ft. + 10 ft./level)

Effect: Stone wall whose area is up to one 5-ft. square/level (S)  
Duration: Instantaneous  
Saving Throw: See text  
Spell Resistance: No

This spell creates a wall of rock that merges into adjoining rock surfaces. A wall of stone is 1 inch thick per four caster levels and composed of up to one 5-foot square per level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object. Unlike a wall of iron, you can create a wall of stone in almost any shape you desire. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area. Like any other stone wall, this one can be destroyed by a disintegrate spell or by normal means such as breaking and chipping. Each 5-foot square of the wall has 15 hit points per inch of thickness and hardness 8. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 20 + 2 per inch of thickness. It is possible, but difficult, to trap mobile opponents within or under a wall of stone, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves.

Arcane Material Components: A small block of granite.

## Waves of Fatigue DC:

Necromancy  
Level: Sor/Wiz 5  
Components: V, S  
Casting Time: 1 standard action  
Range: 30 ft.  
Area: Cone-shaped burst

Duration: Instantaneous  
Saving Throw: No  
Spell Resistance: Yes

Waves of negative energy render all living creatures in the spell's area fatigued. This spell has no effect on a creature that is already fatigued.

