

Acid Fog

Conjuration (Creation) [Acid]
Level: Sor/Wiz 6, Water 7
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)

Effect: Fog spreads in 20-ft. radius, 20 ft. high
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

Acid fog creates a billowing mass of misty vapors similar to that produced by a solid fog spell. In addition to slowing creatures down and obscuring sight, this spell's vapors are highly acidic. Each round on your turn, starting when you cast the spell, the fog deals 2d6 points of acid damage to each creature and object within it.

Arcane Material Components: A pinch of dried, powdered peas combined with powdered animal hoof.

Analyze Dweomer

Divination
Level: Brd 6, Sor/Wiz 6
Components: V, S, F
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)

Target: One object or creature per caster level
Duration: 1 round/level (D)
Saving Throw: None or Will negates; see text
Spell Resistance: No

You discern all spells and magical properties present in a number of creatures or objects. Each round, you may examine a single creature or object that you can see as a free action. In the case of a magic item, you learn its functions, how to activate its functions (if appropriate), and how many charges are left (if it uses charges). In the case of an object or creature with active spells cast upon it, you learn each spell, its effect, and its caster level. An attended object may attempt a Will save to resist this effect if its holder so desires. If the save succeeds, you learn nothing about the object except what you can discern by looking at it. An object that makes its save cannot be affected by any other analyze dweomer spells for 24 hours. Analyze dweomer does not function when used on an artifact.

Focus: A tiny lens of ruby or sapphire set in a small golden loop. The gemstone must be worth at least 1,500 gp.

Antimagic Field

Abjuration
Level: Clr 8, Magic 6, Protection 6, Sor/Wiz 6
Components: V, S, M/DF
Casting Time: 1 standard action
Range: 10 ft.
Area: 10-ft. -radius emanation, centered on you

Duration: 10 min./level (D)
Saving Throw: None
Spell Resistance: See text

An invisible barrier surrounds you and moves with you. The space within this barrier is impervious to most magical effects, including spells, spell-like abilities, and supernatural abilities. Likewise, it prevents the functioning of any magic items or spells within its confines. An antimagic field suppresses any spell or magical effect used within, brought into, or cast into the area, but does not dispel it. Time spent within an antimagic field counts against the suppressed spell's duration. Summoned creatures of any type and incorporeal undead wink out if they enter an antimagic field. They reappear in the same spot once the field goes away. Time spent winked out counts normally against the duration of the conjuration that is maintaining the creature. If you cast antimagic field in an area occupied by a summoned creature that has spell resistance, you must make a caster level check (1d20 + caster level) against the creature's spell resistance to make it wink out. (The effects of instantaneous conjurations are not affected by an antimagic field because the conjuration itself is no longer in effect, only its result.) A normal creature can enter the area, as can normal missiles. Furthermore, while a magic sword does not function magically within the area, it is still a sword (and a masterwork sword at that).

Antimagic Field (continued)

The spell has no effect on golems and other constructs that are imbued with magic during their creation process and are thereafter self-supporting (unless they have been summoned, in which case they are treated like any other summoned creatures). Elementals, corporeal undead, and outsiders are likewise unaffected unless summoned. These creatures' spell-like or supernatural abilities, however, may be temporarily nullified by the field. Dispel magic does not remove the field. Two or more antimagic fields sharing any of the same space have no effect on each other. Certain spells, such as wall of force, prismatic sphere, and prismatic wall, remain unaffected by antimagic field (see the individual spell descriptions). Artifacts and deities are unaffected by mortal magic such as this. Should a creature be larger than the area enclosed by the barrier, any part of it that lies outside the barrier is unaffected by the field.

Bear's Endurance, Mass

Transmutation
Level: Clr 6, Drd 6, Sor/Wiz 6
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/level, no two of which can be more than 30 ft. apart
Duration: 1 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

This spell functions like bear's endurance, except that it affects multiple creatures.

Bull's Strength, Mass

Transmutation
Level: Clr 6, Drd 6, Sor/Wiz 6
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/level, no two of which can be more than 30 ft. apart
Duration: 1 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell functions like bull's strength, except that it affects multiple creatures.

Permanent Image

DC:

Illusion (Figment)
Level: Brd 6, Sor/Wiz 6
Components: V, S, F
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)

Effect: Figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level (S)
Duration: Permanent (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 elements, and the spell is permanent. By concentrating, you can move the image within the limits of the range, but it is static while you are not concentrating.

Material Components: A bit of fleece plus powdered jade worth 100 gp.

Programmed Image

DC:

Illusion (Figment)
Level: Brd 6, Sor/Wiz 6
Components: V, S, F
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)

Effect: Visual figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level (S)
Duration: Permanent until triggered, then 1 round/level
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: No

This spell functions like silent image, except that this spell's figment activates when a specific condition occurs. The figment includes visual, auditory, olfactory, and thermal elements, including intelligible speech. You set the triggering condition (which may be a special word) when casting the spell. The event that triggers the illusion can be as general or as specific and detailed as desired but must be based on an audible, tactile, olfactory, or visual trigger. The trigger cannot be based on some quality not normally obvious to the senses, such as alignment. (See magic mouth for more details about such triggers.)

Material Components: A bit of fleece and jade dust worth 25 gp.

Shadow Walk

DC:

Illusion (Shadow)
Level: Brd 5, Sor/Wiz 6
Components: V, S
Casting Time: 1 standard action
Range: Touch

Target: Up to one touched creature/level
Duration: 1 hour/level (D)
Saving Throw: Will negates
Spell Resistance: Yes

To use the shadow walk spell, you must be in an area of shadowy illumination. You and any creature you touch are then transported along a coiling path of shadowstuff to the edge of the Material Plane where it borders the Plane of Shadow. The effect is largely illusory, but the path is quasi-real. You can take more than one creature along with you (subject to your level limit), but all must be touching each other. In the region of shadow, you move at a rate of 50 miles per hour, moving normally on the borders of the Plane of Shadow but much more rapidly relative to the Material Plane. Thus, you can use this spell to travel rapidly by stepping onto the Plane of Shadow, moving the desired distance, and then stepping back onto the Material Plane. Because of the blurring of reality between the Plane of Shadow and the Material Plane, you can't make out details of the terrain or areas you pass over during transit, nor can you predict perfectly where your travel will end. It's impossible to judge distances accurately, making the spell virtually useless for scouting or spying.

Furthermore, when the spell effect ends, you are shunted 1d10x100 feet in a random horizontal direction from your desired endpoint. If this would place you within a solid object, you are shunted 1d10x1,000 feet in the same direction.

Planar Binding

DC:

Conjuration (Calling)
Level: Sor/Wiz 6
Components: V, S
Casting Time: 10 minutes
Range: Close (25 ft. + 5 ft./2 levels); see text

Target: Up to three elementals or outsiders, totaling no more than 12 HD, no two of which can be more than 30 ft. apart when they appear
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: No and Yes; see text

This spell functions like lesser planar binding, except that you may call a single creature of 12 HD or less, or up to three creatures of the same kind whose Hit Dice total no more than 12. Each creature gets a save, makes an independent attempt to escape, and must be individually persuaded to aid you.

Repulsion

DC:

Abjuration
Level: Clr 7, Protection 7, Sor/Wiz 6
Components: V, S, F/DF
Casting Time: 1 standard action
Range: Up to 10 ft./level
Area: Up to 10-ft. -radius/level emanation centered on you

Duration: 1 round/level (D)
Saving Throw: Will negates
Spell Resistance: Yes

An invisible, mobile field surrounds you and prevents creatures from approaching you. You decide how big the field is at the time of casting (to the limit your level allows). Any creature within or entering the field must attempt a save. If it fails, it becomes unable to move toward you for the duration of the spell. Repelled creatures' actions are not otherwise restricted. They can fight other creatures and can cast spells and attack you with ranged weapons. If you move closer to an affected creature, nothing happens. (The creature is not forced back.) The creature is free to make melee attacks against you if you come within reach. If a repelled creature moves away from you and then tries to turn back toward you, it cannot move any closer if it is still within the spell's area.

Shadow Walk (continued)

If this would still place you within a solid object, you (and any creatures with you) are shunted to the nearest empty space available, but the strain of this activity renders each creature fatigued (no save). Shadow walk can also be used to travel to other planes that border on the Plane of Shadow, but this usage requires the transit of the Plane of Shadow to arrive at a border with another plane of reality. The transit of the Plane of Shadow requires 1d4 hours. Any creatures touched by you when shadow walk is cast also make the transition to the borders of the Plane of Shadow. They may opt to follow you, wander off through the plane, or stumble back into the Material Plane (50% chance for either of the latter results if they are lost or abandoned by you). Creatures unwilling to accompany you into the Plane of Shadow receive a Will saving throw, negating the effect if successful.

