

Converted Book of Wizards Spells

First-Level Spells

Copy

Evocation

Level: Sor/Wiz 1, Brd 1

Components: V, S, M

Casting Time: 1 round

Range: Touch

Effect: Make a copy of a written/drawn document

Duration: Instantaneous

Saving Throw: No

Spell Resistance: No

Copy enables you to make a perfect copy of a map, letter, or any other written or drawn document. You must have a blank parchment or a book with blank pages of sufficient size to hold the *copy*. You hold the blank object over the object to be copied, then cast the spell; the *copy* immediately appears on the formerly blank object. The *copy* is permanent and is a perfect duplicate of the original.

Copy can also be used to copy spells from a new spell book into your spell book, assuming your spell book is of sufficient size to contain the new spells. You must first roll to see if you can learn the new spells; if so, you can cast *copy* to instantly copy them into your spell book.

The material components for this spell are a piece of blank parchment (or a book with blank pages, as described above), and a drop of black ink

Chromatic Orb

Transmutation, Evocation

Level: Sor/Wiz 1, Bar 2

Components: V, S, M

Casting Time: 1 action

Range: Close (30 yards)

Target: 1 creature

Duration: Special

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes a 4-inch-diameter sphere to appear in your hand. Within the limits described below, the sphere can appear in a variety of colors; each color indicates a different special power. You can hurl the sphere with a +3 enhancement bonus at an opponent up to 30 yards away, providing there are no barriers between you and the target. The *orb*

has a range increment of 10. If the *chromatic orb* misses its target, it dissipates without effect. If the target creature makes a successful Will saving throw, the *chromatic orb* is also ineffective. Otherwise, the color of the *orb* determines the amount of damage inflicted and its special power, as summarized below; details about the special powers are listed below. You can create a single *orb* of any color listed for his level or lower; for instance, a 3rd-level wizard can create an orange, red, or white *orb*.

The material component for this spell is a gem of the appropriate hue or any diamond. The gem must have a value of at least 50 gp.

Light from the *orb* causes the victim to become surrounded by light to a burst radius of 20 feet, as if affected by a light spell. The effect lasts for 1 round, during which time the victim makes his attack rolls and saving throws at a -4 penalty, and his AC is penalized by 4.

Heat from the *orb* is intense enough to melt 1 cubic yard of ice. The victim suffers a loss of 1 point of Strength and 1 point of Dexterity for 1 round.

Fire from the *orb* ignites all combustible materials within 3 feet of the victim.

Blindness from the *orb* causes the victim to become blind as per the spell. The effect lasts for 1 round/level of you.

Stinking cloud from the *orb* surrounds the victim in a 5-foot-radius noxious cloud. The victim must make a Fortitude saving throw or will be reeling and unable to attack until he leaves the area of the vapors.

Magnetism from the *orb* has an effect only if the victim is wearing armor made from iron. The iron armor becomes magically magnetized for 3-12 (3d4) rounds. Other iron objects within 3 feet of you will stick tight to the magnetized armor; only *dispel magic* or a similar spell can release the stuck items. At the end of the spell's duration, the stuck items are released.

Paralysis from the *orb* causes the victim to become paralyzed for 6-20 (2d8 + 4) rounds; a successful Will saving throw halves the number of rounds.

Petrification from the *orb* turns the victim to stone. If the victim successfully makes a Fortitude saving throw, he avoids turning to stone and instead is slowed (as per the spell) for 2-8 (2d4) rounds.

Death from the *orb* causes the victim to die. If

the victim makes a Will saving throw, he avoids death and instead is paralyzed for 2-5 (1d4 +1) rounds.

Chromatic Orb Effects

Level of Caster	Color of Orb Generated	Hit Points of Damage	Special Power
1 st	White	1-4	Light
2 nd	Red	1-6	Heat
3 rd	Orange	1-8	Fire
4 th	Yellow	1-10	Blindness
5 th	Green	1-12	Stinking Cloud
6 th	Turquoise	2-8	Magnetism
7 th	Blue	2-16	Paralysis
8 th	Violet	<i>slow</i>	Petrification
9 th	Black	<i>paralysis</i>	Death

Corpse Visage

Illusion, Necromancy

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 round

Range: Touch

Effect: Illusory face of rotting corpse

Duration: 1 round/caster level

Saving Throw: Will negates

Spell Resistance: Yes

This spell transforms your face or the face of any creature touched by you into the horrifying visage of a rotting corpse. Creatures with Intelligence 5 or higher and with 1 Hit Die or less (or who are 1st level or lower) must make a successful Will saving throw when first viewing *corpse visage* or flee in terror for 1-4 rounds.

Corpse visage does not distinguish between friend and foe, and all who view it are subject to its effects. If the spell is cast upon an unwilling victim, the victim is allowed a Will saving throw to avoid the effect.

The material component is a rag or piece of cloth taken from a corpse. The cloth must be prepared by dotting it with paints of assorted colors.

Detect Disease

Divination

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Close (within 10 yards of you)

Effect: Detects a disease

Duration: 1 round/caster level

Saving Throw: No

Spell Resistance: No

Detect disease reveals to you whether a subject creature or object within 10 yards of you carries a disease, whether normal or magical. Additionally, there is a 10 percent chance per caster level that you are able to identify the exact type of disease.

The material component for this spell is a twig or small branch from any tree

Divining Rod

Divination, Enchantment

Level: Sor/Wiz 1, Brd 1

Components: V, S, M

Casting Time: 1 round

Range: Medium (within 60 yards of you)

Effect: Enchant a stick to find things

Duration: 1 round/caster level

Saving Throw: No

Spell Resistance: No

This spell enables you to enchant the branch of a ginkgo or fruit tree to locate a common item that is hidden from view and within 60 yards of you. Unlike *locate object*, you does not need to have a specific mental image of a particular item; rather, he only needs to state the name of the general type of item he wishes to locate, such as buried treasure, edible plants, or fresh water. However, *divining rod* will not locate invisible or magical items, nor will it locate items protected by *obscure item* or a similar spell.

Once the branch is enchanted, you holds the branch with both hands. If the desired item is within the range of the spell, the enchanted branch points in the direction of the item and gently pulls you along. The spell is not blocked by lead or any other substance. However, if an impenetrable obstacle is reached, such as the ground or a wall, the branch presses against it and stops. If there is no item matching the description within the spell range, the branch does not react, although you can move about and continue to search.

The material component for this spell is the branch from a ginkgo tree or a fruit tree, such as peach, apple, or lemon. The branch must be shaped like the letter Y, so that you can grasp a fork of the branch in each hand.

Protection from Hunger and Thirst

Abjuration

Level: Sor/Wiz 1

Components: S, M

Casting Time: 1 action

Range: Touch

Effect: One creature protected

Duration: 1 day/caster level

Saving Throw: No

Spell Resistance: No

When *protection from hunger and thirst* is cast, the recipient requires no food, water, or nourishment of any kind for the duration of the spell. The recipient can be you or anyone he touches. Each day you (or the subject of your choice) is under the effect of the spell, he is fully nourished as if he had eaten and drunk normally. At the end of the spell's duration, the subject is no more hungry or thirsty than he was when the spell was originally cast.

The material components for this spell are a small piece of dried meat and a cup of water.

Second-Level Spells

Choke

Necromancy, Conjunction

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Close (within 30 yards of you)

Target: 1 creature

Duration: 1 round/caster level

Saving Throw: Will half

Spell Resistance: Yes

By means of *choke*, you causes a pair of ghostly hands to appear around the throat of a single victim. The victim must be a human, demihuman, or humanoid, and must be within 30 yards of you. The hands will choke and strangle the affected victim for the duration of the spell; each round, the victim suffers 1-4 hit points of damage from the choking hands. If the victim makes a successful Will saving throw, he suffers half-damage each round.

Choke can be negated by *dispel magic* or a similar spell; the victim cannot wrench the ethereal hands away from his neck. The victim makes all attack rolls at a -2 penalty while affected by *choke*.

The material component for this spell is a handkerchief or similar piece of cloth tied in a knot.

Death Recall

Necromancy, Divination

Level: Sor/Wiz 2, Brd 3

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: 1 corpse

Duration: Special (see text)

Saving Throw: No

Spell Resistance: No

This spell enables you to visualize the final minutes of the life of any creature or person that died within the previous 24 hours. When you touch the subject's corpse, you go into a trance. You then have a vision of the final 10 minutes of the subject's life as seen by the subject. The vision ends with the last scene the subject saw before he died, at which time you awaken from your trance and the spell is over.

The material component for this spell is a fragment from a shattered mirror.

Detect Life

Divination

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Close (within 10 feet/level of you)

Effect: One creature detected

Duration: 1 minute

Saving Throw: No

Spell Resistance: No

By use of this spell, you can determine if a creature is alive within 10 feet/caster level of you, including creatures in a coma or trance, or under the influence of *feign death*. Any form of mental protection prevents the effectiveness of this spell, as does any thickness of metal. An inch of stone or wood is treated as 10 feet of open space for the purpose of determining whether the spell functions.

The material components for this spell are a holy symbol and a hair from the head of a newborn animal.

Filter

Abjuration

Level: Sor/Wiz 2

Components: V, M

Casting Time: 1 action

Range: Touch
Effect: 1 creature protected
Duration: 1 minute/caster level
Saving Throw: No
Spell Resistance: No

This spell creates an invisible globe of protection that filters out all noxious elements from poisonous vapors; therefore, a creature protected by *filter* takes no damage and suffers no penalties from poison gas of any kind, including those created magically (such as *stinking cloud*). The exceptions are poisonous vapors created by a dragon's breath weapon (such as the chlorine gas of a green dragon); in these cases, the creature protected by *filter* suffers half-damage.

The material components for this spell are a strand of spider web and a scrap of cotton cloth approximately one inch square

Ice Knife

Evocation

Level: Sor/Wiz 2
Components: V, S, M
Casting Time: 1 round
Range: Special
Target: 1 creature
Duration: Instantaneous
Saving Throw: No/Reflex negates
Spell Resistance: No

This spell fires a dagger of ice at the target. You make a normal attack as if attacking with a missile weapon, factoring in the range from the attacker to the target (the *ice knife* has a range increment of 10). A successful hit causes 2-8 (2d4) hit points of damage. If the *ice knife* misses its target, consult the rules for grenade-like missiles in the *Dungeon Master's Guide* to determine where it lands.

When an *ice knife* strikes a solid object or a creature, the knife shatters, releasing a wave of numbing cold. All creatures within a 5-foot radius must make a successful Reflex saving throw or suffer 1-4 hit points of cold damage and become numb for 1-3 rounds. Numbed creatures have their movement rates reduced by half and their chance to hit reduced by 2. Proximity to major sources of heat, such as a roaring bonfire, improves a creature's saving throw by +2.

An *ice knife* that misses or is lost cannot be picked up and thrown again. If the *ice knife* is touched, it instantly shatters, releasing a wave of

cold as described above. If a lost *ice knife* is not touched, it melts away in a pool of water 1 round after it was originally created; this melting occurs regardless of the environmental temperature.

The material components for this spell are a drop of water from melted snow and a tiny silver dagger.

Vocalize

Transmutation

Level: Sor/Wiz 2, Brd 2
Components: S, M
Casting Time: 1 round
Range: Touch
Effect: Ignore verbal component
Duration: 5 rounds
Saving Throw: No
Spell Resistance: No

This spell allows the recipient to cast spells that normally require a verbal component without them needing to make a sound. Such spells must be cast within the duration of the *vocalize* spell. This spell is also useful in situations where quiet is desired, or when the recipient is under the influence of a silence spell.

Vocalize does not negate a silence spell, but merely offsets it for the purpose of spell casting; if a spell caster under the effect of *vocalize* casts a spell that has some audible effect, that sound will be masked for as long as *silence* remains in force. *Vocalize* does not affect normal vocal communication.

The material component for this spell is a small golden bell without a clapper

Third-Level Spells

Bone Club

Enchantment, Necromancy

Level: Sor/Wiz 3
Components: V, M
Casting Time: 1 round
Range: Touch
Effect: One bone becomes weapon
Duration: 1 round/caster level
Saving Throw: No
Spell Resistance: No

You can use this spell to enchant a bone, causing it to become a magical club. This magical weapon acts as a *club +4* against undead, inflicting 5-10 (1d6 +4) hit points of damage, and a *club +1*

against all other opponents, inflicting 2-7 (1d6 + 1) hit points of damage. The bone can be from any animal, providing the bone normally could be wielded as a club; for instance, a human femur could be enchanted by this spell, but a skull could not. At the end of the spell's duration, the *bone club* reverts to a normal bone.

If the proficiency rules are being used, characters with a weapon proficiency with a club also have a proficiency with a *bone club*. Those wielding a *bone club* without the club proficiency suffer -4 to attack.

The material components for this spell are an appropriately-sized bone and a pinch of dirt from a grave

Delay Death

Enchantment, Necromancy

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 round

Range: Close (within 30 yards of you)

Effect: One creature postpones death

Duration: 1 turn/caster level

Saving Throw: No

Spell Resistance: No

This spell enables one person or creature within 30 yards of you to postpone death. If *delay death* is cast before the indicated creature or person reaches 0 hit points, he is able to fight, cast spells, communicate, and take all other normal actions until he reaches -10 hit points. However, from the time he reaches 0 hit points until he is reduced to -10 hit points, the affected person or creature makes all attack rolls and saving throws at a -2 penalty, and his movement rate is reduced by half.

When the subject reaches -10 hit points, he is dead and *delay death* is no longer in effect. Note that the spell has a limited duration; if the spell expires after the affected subject has reached 0 hit points but before he has been reduced to -10 hit points, the subject dies instantly. A deceased subject previously under the effect of *delay death* can be raised normally by raise dead and similar spells.

The material component for this spell is a chip from a tombstone or a sliver of wood from a coffin

Hovering Skull

Necromancy

Level: Sor/Wiz 3, Brd 4

Components: V, S

Casting Time: 1 action

Range: Close (30 foot radius)

Effect: Creates remote viewing skull

Duration: 2 rounds/caster level

Saving Throw: No

Spell Resistance: No

This spell creates a glowing human skull with sharp fangs. The skull hovers about a foot above your shoulder; as you move, the skull hovers along with you. If you stop moving and concentrate, you can mentally command the *hovering skull* to move in any direction within a 30-foot radius of you.

You can see through the skull's eyes as if they were your own; for instance, the *hovering skull* could be ordered to investigate a dark cave or peek over a high wall. Additionally, you can order the *hovering skull* to attack victims with its razor-sharp teeth. If your concentration is interrupted while controlling the skull, the skull immediately drops to the ground (but it takes no damage). If you resume concentration, you can continue to command the skull. The *hovering skull* has the same statistics as you, except the skull has 3 hit points and inflicts 1-6 hit points of damage with its bite. Attacks directed at the skull do not harm you, nor does damage directed at you affect the skull.

The material component for this spell is the tooth from a human skull.

Invisible Mail

Evocation, Abjuration

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Personal

Effect: Special mage armor created

Duration: Special

Saving Throw: No

Spell Resistance: No

A variation of the *mage armor* spell, this spell enables you to cover your body with an invisible suit of plate mail to temporarily raise your AC with a +7 bonus. Its effects do not stack with other armor or magical protection but Dexterity bonuses still apply. No armor penalty is associated with this spell.

For each caster level, the *invisible mail* absorbs 1 hit point of damage that would normally hit; however, the *invisible mail* offers no protection against

magical weapons or attacks. When the *invisible mail* has absorbed as many hit points of damage as you have levels of experience, the invisible mail disappears. The *invisible mail* does not hinder movement, nor does it add weight or encumbrance. It does not interfere with spell casting.

Example: A wizard with a normal AC of 10 has shielded himself with *invisible mail*. The first opponent attacks with a normal dagger; the attack is made against the AC 17 of the *invisible mail*. The attack is successful, causing 2 hit points of damage, but this damage is absorbed by the *invisible mail* and the wizard is unharmed. A second attack is made with a *sword +1*. The invisible armor offers no protection against this magical weapon, so the attack is made against the wizard's normal AC of 10.

The material component is a small fragment of plate mail.

Iron Mind

Abjuration

Level: Sor/Wiz 3, Brd 4

Components: S, M

Casting Time: 1 action

Range: Touch

Effect: One creature protected from charm & hold

Duration: 1 hour

Saving Throw: No

Spell Resistance: No

The person or creature affected by *iron mind* is immune to all charm and hold spells for a full hour. Additionally, he automatically disbelieves all illusions cast by 3rd-level wizards (or their equivalent) or lower.

The material component for this spell is a small chunk of iron ore or any small item made of solid iron, such as a nail.

Pain Touch

Divination

Level: Sor/Wiz 3

Components: V, M

Casting Time: 1 action

Range: Touch

Target: 1 creature

Duration: 1 round/caster level

Saving Throw: No

Spell Resistance: No

Pain touch enables you to touch an opponent in such a way as to induce extreme pain. The spell works if you make a successful touch attack.

The pain causes no damage, but for the next 1-4 rounds, the victim will be -2 on his chance to hit and his AC is worsened by 2. You can cast the spell and touch the victim in the same round. *Pain touch* is only effective on human, demihuman, and humanoid opponents.

The material components for this spell are a needle and the finger from a scorched glove.

Snapping Teeth

Conjuration, Transmutation

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Touch

Effect: 1 creature or object gains extra attack

Duration: 1 minute/caster level

Saving Throw: No

Spell Resistance: No

By means of this spell, you cause a set of teeth to appear on a person or object; the teeth appear in the exact location touched by you. The *snapping teeth* are contained in a mouth-like orifice about 6 inches in diameter and are capable of snapping at victims within 1 foot. A person or creature with the *snapping teeth* can cause them to snap at will, effectively giving him an extra attack per round. A normal attack roll is made, and a successful hit inflicts 1-4 hit points of damage. Note that the victim must be within range of the teeth and that normal facing considerations must be accounted for (for instance, *snapping teeth* in the back of a person's head can only attack victims that are behind the person).

Snapping teeth can also be placed on a non-living object, such as a tree or a door. In such cases, the *snapping teeth* are invisible until they make an attack. The *snapping teeth* will attack any victim that comes within 1 foot; they attack with a +4 bonus, and each successful hit causes 1-4 hit points of damage. These attacks are automatic and are not controlled by you. Attacks cannot be directed against the *snapping teeth*, but *dispel magic* causes them to vanish.

The material component for this spell is a tooth from any carnivorous animal, such as a wolf, shark, or serpent.

Fourth-Level Spells

Duplicate

Conjuration

Level: Sor/Wiz 4, Brd 5

Components: S, M

Casting Time: 1 round

Range: Touch

Effect: One object duplicated

Duration: 1 hour/caster level

Saving Throw: No

Spell Resistance: No

This spell creates an exact copy of any single item you touch. The item to be copied must fit inside a 20-foot cube. The spell has no effect on living creatures, including undead, nor will it copy magical items. The *duplicated* item is identical to the original in every way--for instance, a duplicated sword can be wielded to inflict damage as a normal sword--but detect magic can reveal its true nature and *dispel magic* can cause it to disappear. The *duplicated* object exists for 1 hour/caster level, at which time it vanishes; *permanency* does not affect duplicated items.

The material component for this spell is a pinch of coal dust.

Fire Aura

Abjuration

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: Personal

Effect: Caster surrounded by green fire

Duration: 1 round/caster level

Saving Throw: Special (see text)

Spell Resistance: No

By means of this spell, you surround your body with an aura of magical green fire. The *fire aura* extends 1 foot from your body and provides illumination in a 10-foot radius. The *fire aura* provides protection 20 from both natural and magical fire; the flames can be extinguished only by *dispel magic* or a similar spell. Those touching the *fire aura* suffer 2-8 (2d4) hit points of damage; additionally, if the touched victim fails to make his Reflex saving throw, his body is set afire with green flames.

The flames persist for a maximum of 10 rounds and can be extinguished only by *dispel magic* or a

similar spell. Each round the victim is engulfed in these flames, he suffers an additional 1-6 hit points of damage; the victim's attack rolls are made with a -2 penalty during this time.

The material components for this spell are a scrap of singed paper and a piece of flint.

Halo of Eyes

Abjuration, Conjuration

Level: Sor/Wiz 4

Components: V, M

Casting Time: 1 action

Range: Personal

Effect: Extra eyes to see all around

Duration: 1 minute/caster level

Saving Throw: No

Spell Resistance: No

Halo of eyes creates a halo of functional eyeballs that sits atop your head, enabling you to see in all directions at the same time. Additionally, these magical eyes all have darkvision to a distance of 60 yards. You can see opponents on all sides, providing they are not *invisible*, and therefore you can never be struck from behind or suffer a flank attack. Under normal conditions, you cannot be surprised. Attacks cannot be directed against the magical eyeballs, but their vision is obscured by *blindness* and other magical and natural effects that would hinder the wizard's normal sight.

The material components for this spell are the feather of an eagle and an eyelash from the corpse of any creature.

Otiluke's Dispelling Screen

Evocation, Abjuration

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: Close (within 5 yards/level of you)

Effect: Creates dispelling magic shield

Duration: 1 round/caster level

Saving Throw: No

Spell Resistance: No

This spell creates a shimmering screen of violet energy in any shape you desire within 5 yards/caster level. Any creature passing through the screen is affected by *dispel magic* as if you had just cast it upon them.

The material components for this spell are a

sheet of fine lead crystal and a chysolite gemstone worth 1,000 gp (both vanish after the spell is cast).

Wind Breath

Evocation

Level: Sor/Wiz 4, Brd 5

Components: V, S, M

Casting Time: 1 round

Range: Personal

Effect: Cone of wind 60 yards long

Duration: Instantaneous

Saving Throw: Reflex half if applicable

Spell Resistance: No

A variation of *gust of wind*, this spell allows you to fill your lungs with air and expel a powerful wind. The strength of this wind is about 5 miles per hour for every caster level. Those outside the area of effect do not notice the tremendous winds, though objects may be blown out of the spell's area into their path. The DM should determine the precise effects of the *wind breath* using the following parameters as guidelines.

If the *wind breath* is 30-50 miles per hour, there is a 10 percent chance that small boats capsize, a 1 percent chance that ships capsize, and a 10 percent chance that a man is knocked down. There is a 20 percent chance that branches snap, light articles are blown away, and tents and sails tear. Creatures caught in the cone of the wind breath suffer 1 hit points of damage from blown sand and grit.

If the *wind breath* is 50-70 miles per hour, there is a 70 percent chance that small boats capsize, a 20 percent chance that ships capsize, and a 50 percent chance that a man is knocked down. Trees bend and there is a 70 percent chance that branches snap, and a 20 percent chance that a trunk snaps. Medium-sized articles are blown away, and there is a 50 percent chance that tents and sails are torn, and a 40 percent chance that shacks are blown down. Creatures caught in the cone of the *wind breath* suffer 1-4 hit points of damage from sand and grit. Flying creatures are blown back 10-40 (10d4) feet.)

If the *wind breath* is 70 miles per hour or more, there is a 100 percent chance that small boats capsize, a 70 percent chance that ships capsize, and a 70 percent chance that a man is knocked down and blown 10-40 (10d4) feet to suffer 1-6 hit points of damage per 10 feet blown. There is a 70 percent chance that tree trunks snap, and a 100 percent chance that branches are ripped from trees. Heavy

articles are blown away, medium articles are ripped from fastenings, and tents and sails have a 70 percent chance of being destroyed. There is a 20 percent chance that common buildings are blown down and a 60 percent chance that shacks are flattened. Creatures caught in the cone of the *wind breath* suffer 1-8 hit points of damage from blown objects. Flying creatures are blown back 50-100 (40+10d6) feet.

The material component for this spell is a hand-made silk fan with a value of at least 1 gp.

Fifth-Level Spells

Force Shapechange

Necromancy

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Close (10 yards/level)

Target: One creature/caster level

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

With this spell, you can force any shapechanger or magic-wielder using any form of a *shapechanging* spell to instantly revert to his true form (or his most common form). To use the spell, you point at creatures you know or believe to be shapechangers. If the creatures are indeed shapechangers, they must make a successful Fortitude saving throw or immediately revert to their true form and suffer 3-30 (3d10) hit points of damage from the wracking pain caused by the forced change. The change takes a full round, during which time a victim can take no other actions. If the saving throw was successful, the victim does not change form, but still suffers half damage (2d10/2).

The material components for this spell are a hair from the hide of any lycanthrope and a live butterfly, released when the verbal component is uttered.

Invulnerability to Normal Weapons

Abjuration

Level: Sor/Wiz 5

Components: V, M

Casting Time: 1 action

Range: Personal

Effect: Shielded from normal attacks

Duration: 1 round/caster level

Saving Throw: No
Spell Resistance: No

This spell creates an immobile, faintly shimmering magical sphere around you in a 5-foot radius that grants you +1/15 damage resistance to non-magical missile or melee attacks. You can use these weapons from inside the sphere to attack opponents normally. Spells can also be cast through the sphere. The sphere can be negated by *dispel magic*.

The material components for this spell are a piece of a broken non-magical weapon and a scale from a dragon

Know Value

Divination

Level: Sor/Wiz 5, Brd 5
Components: V, M
Casting Time: 1 action
Range: Close (within 10 yards)
Effect: Determine value of items in a 10-foot cube
Duration: Instantaneous
Saving Throw: No
Spell Resistance: No

Know value enables you to know the total value of all coins, gems, and jewelry within 10 yards of you, within the limits that follow.

The items must be clearly visible. They cannot be concealed on people, hidden in a chest, or buried in the ground. The items must also be contained within an area no larger than a 10-foot cube, and this area can be no farther than 10 yards from you.

The spell does not detect the presence or value of magical items, and it ignores the value of personal property, such as clothing, weapons, and other equipment. *Know value* does not reveal the number or nature of any type of hidden objects.

The material components for this spell are a copper piece and a phony gem

Mordenkainen's Private Sanctum

Transmutation, Abjuration

Level: Sor/Wiz 5
Components: V, S, M
Casting Time: 20 minutes
Range: Personal
Effect: One room becomes sanctuary
Duration: 1 hour/caster level
Saving Throw: No
Spell Resistance: No

With this spell, privacy is ensured in a room of up to 1600 square feet (40 feet x 40 feet, or the equivalent). From the outside, the windows of the room appear to be dark and cloudy, preventing those with normal vision, darkvision, or any other type of vision from seeing inside. Those inside the room can see out the windows as they normally would. No sounds of any kind can escape from the room. Scrying attempts, such as *ESP*, *clairaudience/clairvoyance*, and *crystal balls* cannot penetrate the room, and a *wizard eye* cannot enter. You can leave the room without affecting the spell.

The material components for this spell are a thin sheet of lead, a piece of opaque glass, a wad of cotton or cloth, and a pinch of powdered chrysolite.

Mummy Rot

Necromancy

Level: Sor/Wiz 5
Components: V, S, M
Casting Time: 1 action
Range: Touch
Effect: 1 victim effected similar to mummy touch
Duration: 1 round/caster level
Saving Throw: Fortitude avoid infection
Spell Resistance: Yes

This spell allows you to attack with a rotting touch similar to that of a mummy. If you touch a human, demihuman, or humanoid victim, the victim immediately loses 2-12 (2d6) hit points and is infected with a rotting disease which is fatal in 1-6 months. For each month the rot progresses, the victim permanently loses 2 points of Charisma. While infected, the victim recovers lost hit points at 10 percent of his normal rate.

The rotting disease can be cured only with a *cure disease* spell; *cure* spells have no effect. A *regenerate* spell will restore damage but will not otherwise affect the course of the disease. If a victim makes a successful Fortitude saving throw, he is not infected, but he still suffers 2-12 hit points of damage.

The material components for this spell are a piece of rotten fruit and a piece of a mummy's cloth wrapping.

Rary's Telepathic Bond

Divination, Transmutation

Level: Sor/Wiz 5, Brd 5
Components: V, S, M
Casting Time: 1 round

Range: Close (within 20 yards)
Effect: Two or more creatures share telepathic bond
Duration: 20 minutes/caster level
Saving Throw: No
Spell Resistance: No

With this spell, you form a telepathic bond between two or more creatures with Intelligence of 6 or higher within 20 yards of you. The bond can be established only between willing creatures who are within 20 yards of each other. The creatures need not speak the same language to communicate via the bond. The bond can be placed upon one creature for every three caster levels; therefore, a 9th-level caster can forge a bond among three creatures. The bonded creatures can remain in mental contact as long as they remain on the same plane of existence. If either creature enters a different plane, the spell is terminated.

Rary's telepathic bond can be cast only once to affect a single pair of subjects. However, if you are able to cast the spell twice, the same subjects can be affected again. Example: You can cast *telepathic bond* twice. The first casting links Subject A to Subject B. The second casting can affect Subject A again, linking him with Subject C.

The material components for this spell are two pieces of eggshell; the pieces must be from the eggs of two different species of egg-laying creature.

Throbbing Bones

Necromancy

Level: Sor/Wiz 3
Components: V, M
Casting Time: 1 action
Range: Close (within 10 yards)
Effect: One creature's bones throb
Duration: 1 round/caster level
Saving Throw: Fortitude half
Spell Resistance: Yes

This spell causes the bones of the affected creature within 10 yards of you to throb and pulsate inside his body. The spell can be cast upon any single living creature or person within your range, providing the creature has a physical form and has bones inside its body; for instance, *throbbing bones* will not affect insects, ghosts, or worms.

For the duration of the spell, the affected creature's AC is worsened by 2, its movement rate is halved, and all its attacks are made with a -2 pen-

alty. Additionally, it suffers 1-4 hit points of damage per round; this damage is halved if the creature makes a successful Fortitude saving throw. However, a successful saving throw has no effect on the movement, attack, and AC penalties.

The material components for this spell are both pieces of a small bone that has been snapped in half

Wall of Bones

Conjuration, Necromancy

Level: Sor/Wiz 5
Components: V, S, M
Casting Time: 1 round
Range: Medium (within 60 feet)
Effect: Create wall of bones (10-foot square/caster level; 5-foot thickness/caster level)
Duration: 10 minutes
Saving Throw: No
Spell Resistance: No

This spell causes a *wall of bones* to erupt from the earth within 60 yards with an area of 10-foot square/caster level; 5-foot thickness/caster level. The wall is a random construction of bones from many types of creatures. The wall need not be vertical, but it must rest upon a firm foundation or it will collapse. Since the wall has many small openings and gaps, it provides only 1/2 cover. Missiles can easily be fired from behind the wall, and creatures of small size (less than 4 feet tall) can wriggle through openings in the wall at the rate of 10 feet per round. However, the wall has many sharp edges and creatures wriggling through it suffer 1-8 hit points of damage per 10 feet traveled.

If the spell is cast in an area occupied by creatures, the *wall of bones* appears everywhere except where the creatures stand. Creatures in the affected area suffer an immediate 2-16 (2d8) hit points of damage when the wall appears. The wall has a hardness of 6 and has 100 hit points. Every 10 hit points of damage causes a 5 foot x 5 foot section of the wall to collapse. The *wall of bones* is unaffected by *animate dead*.

The material component for this spell is the branch of a withered tree taken from a cemetery.

Sixth-Level Spells

Blackmantle

Necromancy, Enchantment

Level: Sor/Wiz 6

Components: V, S, M
Casting Time: 1 round
Range: Medium (up to 60 yards away)
Effect: Prevent healing or regeneration
Duration: 10 minutes/caster level
Saving Throw: Will negates
Spell Resistance: Yes

Blackmantle creates a shimmering aura around all creatures up to 60 yards away within a 15-foot radius that negates all healing and regeneration, both natural and magical. For instance, a *potion of healing* has no effect on a creature under the influence of *blackmantle*, a troll cannot regenerate lost hit points, and *cure light wounds* is useless.

Blackmantle is negated for any target creatures who makes a successful Will saving throw. Otherwise, it persists for 10 minutes per caster level. If the creatures are still alive at the end of the spell's duration, any active curative forces will operate normally; for instance, a *ring of regeneration* will resume its function. However, consuming a *potion of healing* or applying a *staff of curing* while *blackmantle* is in effect will have no effect when *blackmantle* wears off, since these types of magic work instantly. In such cases, the dose of *potion of healing* and the charge from a *staff of curing* are not only wasted, but the aura generated by *blackmantle* actually negates the *potion of healing* or the *staff of curing*, rendering it useless. If a *potion of healing* or *staff of curing* is applied after the spell wears off, the healing magic works normally.

The material component for this spell is a small mummified animal, such as a mouse or a toad

Dead Man's Eyes

Necromancy

Level: Sor/Wiz 6
Components: S, M
Casting Time: 1 round
Range: Personal
Effect: Make skull-pupil eyes
Duration: 1 round/caster level
Saving Throw: Special (see text)
Spell Resistance: Yes

Dead Man's Eyes causes the whites of your eyes to turn black and his pupils to reshape themselves into small white skulls. You can affect one victim per round, providing the victim is within 3 feet of you and meets his gaze. Victims are affected as fol-

lows:

- Victims with 2 Hit Dice or fewer (or victims of level 2 or lower) instantly die. No saving throw is allowed.
- Victims with 2+ to 5 Hit Dice (or victims of level 3-5) instantly die unless they make a Will saving throw. Those who succeed in their saving throw suffer 2-12 (2d6) hit points.
- Victims with 5+ Hit Dice or more (or victims of level 6 or greater) suffer 2-12 (2d6) hit points of damage unless they make a Will saving throw.

If your gaze is reflected back on you (by a mirror, calm water, etc.), you must make a Will saving throw or suffer the same effects as a 5+ Hit Dice victim. At the end of the spell's duration, there is a 5 percent chance that you will become blind for the next 5-10 (1d6 + 4 hours).

The material components for this spell are two eyeball-sized glass marbles. The marbles must be the same color as your eyes

Dragon Scales

Abjuration

Level: Sor/Wiz 6
Components: V, S, M
Casting Time: 1 round
Range: Touch
Effect: One creature gains protective dragon scales
Duration: 10 minutes/caster level
Saving Throw: No
Spell Resistance: No

This spell causes your body (or any single person or creature touched by you) to become completely covered with dragon scales, effectively giving you a +2 armor bonus for the duration of the spell; this modification is in addition to the subject's normal AC (for instance, if the subject's AC is 16, *dragon scales* raises it to 18).

The color of the *dragon scales* is the same as that of the scale used as the spell's material component; however, the color has no bearing on the effect of the spell.

The material component is any dragon scale.

Invulnerability to Magical Weapons

Abjuration

Level: Sor/Wiz 6
Components: V, M

Casting Time: 1 action
Range: Personal
Effect: Creates a sphere of protection
Duration: 1 round/caster level
Saving Throw: No
Spell Resistance: No

This spell creates an immobile, faintly shimmering magical sphere around you in a 5-foot radius that cannot be penetrated by magical blunt, edged, or missile weapons; all such weapons are harmlessly deflected (missile weapons strike the sphere, then immediately fall to the ground). However, the sphere offers no protection against magically-created creatures (such as golems), non magical weapons or from creatures whose attacks are magically based (such as the gaze of a medusa). The sphere offers no protection against spells such as *magic missile*, or spells that simulate the effects of weapons.

You can use magical weapons from inside the sphere to attack opponents normally. Spells can also be cast through the sphere. The sphere can be negated by *dispel magic*.

The material component for this spell is a piece of a broken magical weapon.

Tentacles

Conjuration, Transmutation

Level: Sor/Wiz 6
Components: V, M
Casting Time: 1 round
Range: Personal
Effect: You gain tentacles
Duration: 10 minutes/caster level
Saving Throw: No
Spell Resistance: No

By means of this spell, you cause two 10-foot-long greenish tentacles to grow from your body. One tentacle grows on each side of your body, centered between the armpit and the thigh. You can use the tentacles as normal appendages to grasp tools, use weapons, or help with climbing.

Each tentacle can make an attack, effectively giving you two extra attacks per round; a tentacle can strike to inflict 1-6 hit points of damage, or it can wield a sword, dagger, or other weapon (at the same ability of you). The flexible tentacles can easily reach victims on any side of your body. The penalties for the two tentacles are the same as if you

were calculating 2-weapon fighting for you normally.

If an unarmed tentacle makes a successful strike against a victim who is man-sized or smaller (less than 7 feet tall), it also grabs and holds the victim to inflict an automatic 2-8 (2d4) hit points of damage in every subsequent round. To free himself, the victim must sever the tentacle; there is no way to loosen the grip other than severing the member, killing you, or negating the spell with *dispel magic*. A tentacle is severed if it takes 10 hit points of damage; damage directed at the tentacle has no adverse effects on you.

A caster with two intact *tentacles* adds a +10 competency bonus to his climb skill and adds a +5 competency bonus if he has only one intact tentacle.

The material component for this spell is a dried tentacle from a small octopus

Seventh-Level Spell

Zombie Double

Necromancy

Level: Sor/Wiz 7
Components: V, S, M
Casting Time: 10 minutes
Range: Personal
Effect: Creates a double of you
Duration: 10 minutes/caster level
Saving Throw: No
Spell Resistance: No

This spell creates a zombie duplicate of you. The *zombie double* has the same memories, consciousness, and alignment as you; essentially, you now exist in two bodies simultaneously. In all other respects, the *zombie double* has all the statistics

The *zombie double* cannot cast spells, but it can use any weapons that you can use. It is also able to use your climb skill but with a +5 competency bonus. The *zombie double* can be turned as a spectre. If it strays more than 30 yards from you, the *zombie double* becomes inactive and collapses to the ground; it becomes active again the instant you move within 30 yards.

The material components for this spell are a bit of wax from a black candle and a lock of hair from you

Eighth-Level Spells

Defoliate

Necromancy

Level: Sor/Wiz 8

Components: S, M

Casting Time: 1 round

Range: Close (within 50 feet of you)

Effect: Kills vegetation

Duration: Special (see text)

Saving Throw: No

Spell Resistance: No

By means of this spell, you causes all vegetation up to 30 yards away within a 50-foot square/caster level area to wither and die, crumbling into black ashes. All vegetation is affected, from the tallest tree to the tiniest blade of grass. Intelligent plant life, such as treants, are also destroyed. The power of a *wish* or its equivalent is required to restore the destroyed vegetation; otherwise, nothing can grow in the *defoliated* area for a full year. Note that since *defoliate* causes plants to crumble to ash, there is no danger of a creature being struck by a toppling tree; however, creatures hiding in trees will find themselves plummeting to the ground when this spell is cast.

The material components for this spell are the petal from a withered flower and a sliver of charred wood.

Fear Ward

Abjuration

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: 1 round

Range: Personal

Effect: You become immune to fear

Duration: 10 minutes/caster level

Saving Throw: No

Spell Resistance: No

Fear ward creates an aura around you in a 5-foot radius that makes him immune to all forms of fear, including that caused by dragons or other monsters. Additionally, *fear ward* protects you from attacks by all forms of undead; essentially granting you +2/20 damage resistance and spell resistance 30. *Dispel magic* has no effect on *fear ward*, but a *wish* will negate it.

The material components for this spell are the

fangs of a spider and a hair from the head of a ghoul.

Shadow Form

Necromancy

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: 1 round

Range: Personal

Effect: You become a shadow

Duration: 1 round/caster level

Saving Throw: No

Spell Resistance: No

By means of this spell, you temporarily change yourself into a shadow. You gain all of the aspects of a shadow, exactly as detailed in the Monster Manual.

All of your weapons and equipment stay with you, but you are unable to use them while in *shadow form* (except if they are *ghost* items). You are also unable to cast spells while in *shadow form*, but you gain all the abilities normally associated with undead. Unlike normal shadows, when you're in shadow form you cannot be turned by priests. At the end of the spell's duration, there is a 5% chance that you will permanently remain as a shadow. Nothing short of a *wish* can return you to his normal form.

The material components for this spell are the shroud from a corpse at least 100 years old and a black glass marble.

Version 1.1 11/11/00
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Dungeon Master's Haven

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