

Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

ULTIMATE SPELL DECKS



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You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.

Resistance can be made permanent with a permanency spell.

Uses Per Day: _____ **Uses:** □□□□□□□□

School conjuration (*creation*) [*acid*]; **Level** sorcerer/wizard 0; **Casting Time** 1 standard action; **Components** V, S; **Range** close (25 ft. + 5 ft./2 levels); **Effect** one missile of acid; **Duration** instantaneous; **Saving Throw** none; **Spell Resistance** no

You fire a small orb of acid at the target. You must succeed on a ranged touch attack to hit your target. The orb deals 1d3 points of acid damage. This acid disappears after 1 round.

Uses Per Day: Uses:

DETECT MAGIC

School divination; **Level** sorcerer/wizard 0; **Casting Time** 1 standard action; **Component** V, S; **Range** 60 ft.; Area cone-shaped emanation; **Duration** concentration, up to 1 min./level (*D*); **Saving Throw** none; **Spell Resistance** no

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (*arcana*) skill checks to determine the school of magic involved in each. (*Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.*) If the aura emanates from a magic item, you can attempt to identify its properties (*see Spellcraft*). Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, detect magic indicates the stronger of the two.

Lingering Aura: A magical aura lingers after its original source dissipates (*in the case of a spell*) or is destroyed (*in the case of a magic item*). If detect magic is cast and directed at such a location, the spell indicates an aura strength of dim (*even weaker than a faint aura*). How long the aura lingers at this dim level depends on its original power:

DETECT MAGIC (CONT'D)

School divination; **Level** sorcerer/wizard 0; **Casting Time** 1 standard action; **Component** V, S; **Range** 60 ft.; Area cone-shaped emanation; **Duration** concentration, up to 1 min./level (*D*); **Saving Throw** none; **Spell Resistance** no

Original Strength

Duration of

Lingering Aura

Faint

1d6 rounds

Moderate

1d6 minutes

Strong

1d6 × 10 minutes

Overwhelming

1d6 days

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. Detect magic can be made permanent with a permanency spell.

Aura Power

Spell or

Over

Object

Faint

Moderate

Strong

whelming

Functioning spell (*CL*)

3rd or lower

4th–6th

7th–9th

10th+ (*deity-lvl*)

Magic item (*CL*)

5th or lower

6th–11th

12th–20th

21st+ (*artifact*)

Uses Per Day: _____

Uses: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft (*alchemy*) skill may try a DC 20 Craft (*alchemy*) check if the Wisdom check fails, or may try the Craft (*alchemy*) check prior to the Wisdom check. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

[illegible]

School divination; **Level** sorcerer/wizard 0; **Casting Time** 1 standard action; **Components** V, S, F (*a clear crystal or mineral prism*); **Range** personal; **Target** you; **Duration** 10 min./level

You can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible.

This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check (*DC 10 + spell level*).

Read magic can be made permanent with a permanency spell.

[illegible]

This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. After a creature has been dazed by this spell, it is immune to the effects of this spell for 1 minute.

Uses: □□□□□□□□

Depending on the version selected, you create up to four lights that resemble lanterns or torches (*and cast that amount of light*), or up to four glowing spheres of light (*which look like will-o'-wisp*s), or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (*no concentration required*): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range.

You can only have one dancing lights spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent, it does not count against this limit. Dancing lights can be made permanent with a permanency spell.

Uses Per Day:

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[illegible]

School evocation [*cold*]; **Level** sorcerer/wizard 0; **Casting Time** 1 standard action; **Components** V, S; **Range** close (25 ft. + 5 ft./2 levels); **Effect** ray; **Duration** instantaneous; **Saving Throw** none; **Spell Resistance** yes

A ray of freezing air and ice projects from your pointing finger. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of cold damage.

[illegible]

Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound ghost sound creates when casting it and cannot thereafter change the sound's basic character.

The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level (*maximum 40 humans*). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a ghost sound spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from 16 humans, while a roaring dragon is equal to the noise from 32 humans. Anyone who hears a ghost sound receives a Will save to disbelieve. Ghost sound can enhance the effectiveness of a silent image spell. Ghost sound can be made permanent with a permanency spell.

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1. 2019年12月31日，公司应收账款账面余额为1,000,000.00元，坏账准备余额为100,000.00元。2020年1月1日，公司应收账款账面余额为1,000,000.00元，坏账准备余额为100,000.00元。2020年12月31日，公司应收账款账面余额为1,000,000.00元，坏账准备余额为100,000.00元。

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This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed (*at 0 hit points or less*) can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures (*including constructs*). This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items.

Uses: □□□□□□□□

You can whisper messages and receive whispered replies. Those nearby can hear these messages with a DC 25 Perception check. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical silence, 1 foot of stone, 1 inch of common metal (*or a thin sheet of lead*), or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning; it doesn't transcend language barriers. To speak a message, you must mouth the words and whisper.

[illegible]

You can open or close (*your choice*) a door, chest, box, window, bag, pouch, bottle, barrel, or other container. If anything resists this activity (*such as a bar on a door or a lock on a chest*), the spell fails. In addition, the spell can only open and close things weighing 30 pounds or less. Thus, doors, chests, and similar objects sized for enormous creatures may be beyond this spell's ability to affect.

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School universal; **Level** sorcerer/wizard 0; **Casting Time** 1 standard action; **Components** V, S; **Range** 10 ft.; **Target, Effect, or Area** see text; **Duration** 1 hour; **Saving Throw** see text; **Spell Resistance** no

Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitatation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitatation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters. Prestidigitatation can create small objects, but they look crude and artificial. The materials created by a prestidigitatation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, prestidigitatation lacks the power to duplicate any other spell effects. Any actual change to an object (*beyond just moving, cleaning, or soiling it*) persists only 1 hour.

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A creature protected by endure elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves. The creature's equipment is likewise protected.

Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

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1. 2019年12月31日，公司总资产为1,000,000.00元，净资产为1,000,000.00元，营业收入为1,000,000.00元，净利润为1,000,000.00元。

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Uses: □□□□□□□□

PROTECTION FROM EVIL

School abjuration [good]; **Level** sorcerer/wizard 1; **Casting Time** 1 standard action; **Components** V, S, M/DF; **Range** touch; **Target** creature touched; **Duration** 1 min./level (D); **Saving Throw** Will negates (*harmless*); **Spell Resistance** no; see text

This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by evil creatures.

Second, the subject immediately receives another saving throw (*if one was allowed to begin with*) against any spells or effects that possess or exercise mental control over the creature (*including enchantment [charm] effects and enchantment [compulsion] effects*). This saving throw is made with a +2 morale bonus, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the target. This spell does not expel a controlling life force (such as a ghost or spellcaster using magic jar), but it does prevent them from controlling the target. This second effect only functions against spells and effects created by evil creatures or objects, subject to GM discretion.

Third, the spell prevents bodily contact by evil summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Summoned creatures that are not evil are immune

to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

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A grease spell covers a solid surface with a layer of slippery grease. Any creature in the area when the spell is cast must make a successful Reflex save or fall. A creature can walk within or through the area of grease at half normal speed with a DC 10 Acrobatics check. Failure means it can't move that round (*and must then make a Reflex save or fall*), while failure by 5 or more means it falls (*see the Acrobatics skill for details*). Creatures that do not move on their turn do not need to make this check and are not considered flat-footed.

The spell can also be used to create a greasy coating on an item. Material objects not in use are always affected by this spell, while an object wielded or employed by a creature requires its bearer to make a Reflex saving throw to avoid the effect. If the initial saving throw fails, the creature immediately drops the item. A saving throw must be made in each round that the creature attempts to pick up or use the greased item. A creature wearing greased armor or clothing gains a +10 circumstance bonus on Escape Artist checks and combat maneuver checks made to escape a grapple, and to their CMD to avoid being grappled.

[illegible]

School conjuration (*creation*) [*force*]; **Level** sorcerer/wizard 1; **Casting Time** 1 standard action; **Components** V, S, F (*a piece of cured leather*); **Range** touch; **Target** creature touched; **Duration** 1 hour/level (D); **Saving Throw** Will negates (*harmless*); **Spell Resistance** no

An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC.

Unlike mundane armor, mage armor entails no armor check penalty, arcane spell failure chance, or speed reduction. Since mage armor is made of force, incorporeal creatures can't bypass it the way they do normal armor.

Uses Per Day:_____[illegible]

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SUMMON MONSTER I

School conjuration (*summoning*) [*see text*]; **Level** sorcerer/wizard 1; **Casting Time** 1 round; **Components** V, S, F/DF (*a tiny bag and a small candle*); **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 1st Level list on Table 10–1. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (*such as wish*).

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures on Table 10–1 marked with an “*” are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the creature. Creatures marked with an “*” always have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell’s type match your alignment.

SUMMON MONSTER I (CONT'D)

School conjuration (*summoning*) [see text]; **Level** sorcerer/wizard 1; **Casting Time** 1 round; **Components** V, S, F/DF (*a tiny bag and a small candle*); **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

1st Level: Dire rat*, Dolphin*, Eagle*, Fire beetle*, Poisonous frog*, Pony (*horse*)*, Riding dog*, Viper (*snake*)*;

** This creature is summoned with the celestial template if you are good, or the fiendish template if you are evil; you may choose either if you are neutral.*

Uses Per Day:_____

Uses: □□□□□□□□

UNSEEN SERVANT

School conjuration (*creation*); **Level** sorcerer/wizard 1; **Casting Time** 1 standard action; **Components** V, S, M (*a piece of string and a bit of wood*); **Range** close (25 ft. + 5 ft./2 levels); **Effect** one invisible, mindless, shapeless servant; **Duration** 1 hour/level; **Saving Throw** none; **Spell Resistance** no

An unseen servant is an invisible, mindless, shapeless force that performs simple tasks at your command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so as long as you remain within range. It can open only normal doors, drawers, lids, and the like. It has an effective Strength score of 2 (*so it can lift 20 pounds or drag 100 pounds*). It can trigger traps and such, but it can exert only 20 pounds of force, which is not enough to activate certain pressure plates and other devices. It can't perform any task that requires a skill check with a DC higher than 10 or that requires a check using a skill that can't be used untrained. This servant cannot fly, climb, or even swim (*though it can walk on water*). Its base speed is 15 feet.

The servant cannot attack in any way; it is never allowed an attack roll. It cannot be killed, but it dissipates if it takes 6 points of damage from area attacks. (*It gets no saves against attacks.*) If you attempt to send it beyond the spell's range (*measured from your current position*), the servant ceases to exist.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

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DETECT UNDEAD

School divination; **Level** sorcerer/wizard 1; **Casting Time** 1 standard action; **Components** V, S, M/DF (*earth from a grave*); **Range** 60 ft.; **Area** cone-shaped emanation; **Duration** concentration, up to 1 minute/ level (*D*); **Saving Throw** none; **Spell Resistance** no

You can detect the aura that surrounds undead creatures. The amount of information revealed depends on how long you study a particular area.

1st Round: Presence or absence of undead auras.

2nd Round: Number of undead auras in the area and the strength of the strongest undead aura present. If you are of good alignment, and the strongest undead aura's strength is overwhelming (*see below*), and the creature has HD of at least twice your character level, you are stunned for 1 round and the spell ends.

3rd Round: The strength and location of each undead aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Strength: The strength of an undead aura is determined by the HD of the undead creature, as given on the table below.

Lingering Aura: An undead aura lingers after its original source is destroyed. If detect undead is cast and directed at such a location, the spell indicates an aura strength of dim (*even weaker than a faint aura*). How long the aura lingers at this dim level depends on its original power, as given on the table below.

This spell functions as detect magic, except that it gives you a +10 enhancement bonus on Spellcraft checks made to identify the properties and command words of magic items in your possession. This spell does not allow you to identify artifacts.

Uses: □□□□□□□□

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Uses: □□□□□□□□

This charm makes a humanoid creature regard you as its trusted friend and ally (*treat the target's attitude as friendly*). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw. The spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (*Retries are not allowed.*) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

[illegible]

Your gestures and droning incantation fascinate nearby creatures, causing them to stop and stare blankly at you. In addition, you can use their rapt attention to make your suggestions and requests seem more plausible. Roll 2d4 to see how many total HD of creatures you affect. Creatures with fewer HD are affected before creatures with more HD. Only creatures that can see or hear you are affected, but they do not need to understand you to be fascinated.

If you use this spell in combat, each target gains a +2 bonus on its saving throw. If the spell affects only a single creature not in combat at the time, the saving throw has a penalty of -2.

While the subject is fascinated by this spell, it reacts as though it were two steps more friendly in attitude. This allows you to make a single request of the affected creature (*provided you can communicate with it*). The request must be brief and reasonable. Even after the spell ends, the creature retains its new attitude toward you, but only with respect to that particular request. A creature that fails its saving throw does not remember that you enspelled it.

Uses Per Day: _____[illegible]

SLEEP

School enchantment (*compulsion*) [*mind-affecting*]; **Level** sorcerer/wizard 1; **Casting Time** 1 round; **Components** V, S, M (*fine sand, rose petals, or a live cricket*); **Range** medium (100 ft. + 10 ft./level); **Area** one or more living creatures within a 10-ft.-radius burst; **Duration** 1 min./level; **Saving Throw** Will negates; **Spell Resistance** yes

A sleep spell causes a magical slumber to come upon 4 HD of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (*an application of the aid another action*). Sleep does not target unconscious creatures, constructs, or undead creatures.

Uses Per Day:

Uses: □□□□□□□□

A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (*maximum 5d4*). Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

[illegible]

You create a slightly concave, circular plane of force that follows you about and carries loads for you. The disk is 3 feet in diameter and 1 inch deep at its center. It can hold 100 pounds of weight per caster level. If used to transport a liquid, its capacity is 2 gallons. The disk floats approximately 3 feet above the ground at all times and remains level. It floats along horizontally within spell range and will accompany you at a rate of no more than your normal speed each round. If not otherwise directed, it maintains a constant interval of 5 feet between itself and you. The disk winks out of existence when the spell duration expires. The disk also winks out if you move beyond its range or try to take the disk more than 3 feet away from the surface beneath it. When the disk winks out, whatever it was supporting falls to the surface beneath it.

[illegible]

A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage.

The missile strikes unerringly, even if the target is in melee combat, so long as it has less than total cover or total concealment. Specific parts of a creature can't be singled out. Objects are not damaged by the spell.

For every two caster levels beyond 1st, you gain an additional missile—two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you check for spell resistance or roll damage.

Uses Per Day: _____

Uses: □□□□□□□□

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[illegible]

A vivid cone of clashing colors springs forth from your hand, causing creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious. Each creature within the cone is affected according to its HD.

3 or 4 HD: The creature is blinded and stunned for 1d4 rounds, then stunned for 1 round.

Sightless creatures are not affected by color spray.

[illegible]

You make yourself—including clothing, armor, weapons, and equipment—look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your creature type (*although you can appear as another subtype*). Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person or gender.

The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (*touch*) or audible (*sound*) properties of you or your equipment. If you use this spell to create a disguise, you get a +10 bonus on the Disguise check. A creature that interacts with the glamer gets a Will save to recognize it as an illusion.

[illegible]

[illegible][illegible]

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[illegible][illegible][illegible]

You can make your voice (*or any sound that you can normally make vocally*) seem to issue from someplace else. You can speak in any language you know. With respect to such voices and sounds, anyone who hears the sound and rolls a successful save recognizes it as illusory (*but still hears it*).

Uses:

The affected creature becomes frightened. If the subject succeeds on a Will save, it is shaken for 1 round. Creatures with 6 or more HD are immune to this effect. Cause fear counters and dispels remove fear.

Uses: □□□□□□□□

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1. *Journal of Management Studies*, 1997, 34, 1, 1-14.

1. 2019年12月31日，公司总资产为1,000,000,000.00元，净资产为500,000,000.00元，营业收入为1,200,000,000.00元，净利润为100,000,000.00元。

[illegible]

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[illegible][illegible]

This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. This increase changes the creature's size category to the next larger one. The target gains a +2 size bonus to Strength, a -2 size penalty to Dexterity (*to a minimum of 1*), and a -1 penalty on attack rolls and AC due to its increased size.

A humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. This spell does not change the target's speed. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (*using its increased Strength*) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it—the spell cannot be used to crush a creature by increasing its size.

All equipment worn or carried by a creature is similarly enlarged by the spell. Melee weapons affected by this spell deal more damage (see Table: Tiny and Large Weapon Damage). Other magical properties are not affected by this spell. Any enlarged item that leaves an enlarged creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown and projectile weapons deal their normal damage. Magical properties of enlarged items are not increased by this spell.

Multiple magical effects that increase size do not stack. Enlarge person counters and dispels reduce person. Enlarge person can be made permanent with a permanency spell.

Uses: □□□□□□□□

[illegible]

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[illegible]

The affected creatures or objects fall slowly. Feather fall instantly changes the rate at which the targets fall to a mere 60 feet per round (*equivalent to the end of a fall from a few feet*), and the subjects take no damage upon landing while the spell is in effect. When the spell duration expires, a normal rate of falling resumes.

This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item, the object does half normal damage based on its weight, with no bonus for the height of the drop.

[illegible]

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1. 2019年12月31日，公司总资产为1,000,000.00元，净资产为1,000,000.00元，营业收入为1,000,000.00元，净利润为1,000,000.00元。

[illegible]

[illegible]

Uses Per Day: _____ **Uses:** □□□□□□□□

[illegible]

This spell causes instant diminution of a humanoid creature, halving its height, length, and width and dividing its weight by 8. This decrease changes the creature's size category to the next smaller one. The target gains a +2 size bonus to Dexterity, a -2 size penalty to Strength (*to a minimum of 1*), and a +1 bonus on attack rolls and AC due to its reduced size.

Melee and projectile weapons deal less damage. Other magical properties are not affected by this spell. Any reduced item that leaves the reduced creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (*projectiles deal damage based on the size of the weapon that fired them*). Multiple magical effects that reduce size do not stack. Reduce person counters and dispels enlarge person. Reduce person can be made permanent with a permanency spell.

Uses: □□□□□□□□

[illegible]

1. 2019年12月31日，公司总资产为1,000,000,000.00元，净资产为500,000,000.00元，营业收入为1,200,000,000.00元，净利润为100,000,000.00元。

[illegible][illegible]

This spell hides an object from location by divination (*scrying*) effects, such as the scrying spell or a crystal ball. Such an attempt automatically fails (*if the divination is targeted on the object*) or fails to perceive the object (*if the divination is targeted on a nearby location, object, or person*).

Uses: □□□□□□□□

PROTECTION FROM ARROWS

School abjuration; **Level** sorcerer/wizard 2; **Casting Time** 1 standard action; **Components** V, S, F (*a piece of tortoiseshell or turtle shell*); **Range** touch; **Target** creature touched; **Duration** 1 hour/level or until discharged; **Saving Throw** Will negates (*harmless*); Spell Resistance yes (*harmless*)

The warded creature gains resistance to ranged weapons. The subject gains damage reduction 10/magic against ranged weapons. This spell doesn't grant you the ability to damage creatures with similar damage reduction. Once the spell has prevented a total of 10 points of damage per caster level (*maximum 100 points*), it is discharged.

Uses Per Day:

Uses: □□□□□□□□

This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains resist energy 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (*whether from a natural or magical source*), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well.

Resist energy absorbs only damage. The subject could still suffer unfortunate side effects.

Resist energy overlaps (*and does not stack with*) protection from energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted.

Uses Per Day: _____[illegible]

An arrow of acid springs from your hand and speeds to its target. You must succeed on a ranged touch attack to hit your target. The arrow deals 2d4 points of acid damage with no splash damage. For every three caster levels you possess, the acid, unless neutralized, lasts for another round (*to a maximum of 6 additional rounds at 18th level*), dealing another 2d4 points of damage in each round.

[illegible]

A bank of fog billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (*50% miss chance, and the attacker can't use sight to locate the target*).

A moderate wind ($11+ mph$) disperses the fog in 4 rounds; a strong wind ($21+ mph$) disperses the fog in 1 round.

The spell does not function underwater.

[illegible]

A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Each round at the end of their turn blinded creatures may attempt new saving throws to end the blindness effect.

Uses Per Day: _____ **Uses:** □□□□□□□□

[illegible]

SUMMON MONSTER II

School conjuration (*summoning*) [*see text*]; **Level** sorcerer/wizard 2; **Casting Time** 1 round; **Components** V, S, F/DF (*a tiny bag and a small candle*); **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

This spell summons an extraplanar creature (*typically an outsider, elemental, or magical beast native to another plane*). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. You can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (*such as wish*).

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures listed belowmarked with an “*” are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the creature. Creatures marked with an “*” always have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell’s type match your alignment.

SUMMON MONSTER II (CONT'D)

School conjuration (*summoning*) [see text]; **Level** sorcerer/wizard 2; **Casting Time** 1 round; **Components** V, S, F/DF (*a tiny bag and a small candle*); **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

1st Level: Dire rat*; Dolphin*; Eagle*; Fire beetle*; Poisonous frog*; Pony (horse)*; Riding dog*; Viper (*snake*)*

2nd Level: Ant, drone*; Elemental (*Small*) Elemental; Giant centipede*; Giant frog*; Giant spider*; Goblin dog*; Horse*; Hyena*; Lemure (*devil*) Evil, Lawful; Octopus*; Squid*; Wolf*

Uses Per Day: _____[illegible]

You summon a swarm of bats, rats, or spiders (*your choice*), which attacks all other creatures within its area. (*You may summon the swarm so that it shares the area of other creatures.*) If no living creatures are within its area, the swarm attacks or pursues the nearest creature as best it can. The caster has no control over its target or direction of travel.

[illegible]

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1. 2019年12月31日，公司总资产为1,000,000.00元，净资产为1,000,000.00元。

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[illegible]

You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible, and ethereal creatures.

The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

See invisibility can be made permanent with a permanency spell.

[illegible]

[illegible]

This spell functions like daze, but it can affect any one living creature of any type. Creatures of 7 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. After a creature has been dazed by this spell, it is immune to the effects of this spell for 1 minute.

[illegible]

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[illegible]

With a touch, you reduce the target's mental faculties. Your successful melee touch attack applies a 1d6 penalty to the target's Intelligence, Wisdom, and Charisma scores. This penalty can't reduce any of these scores below 1.

Uses Per Day: _____ **Uses:** □□□□□□□□

.....

1. *Journal of the American Medical Association*, 2000; 283: 2689-2695.

This spell causes an object to radiate darkness out to a 20-foot radius. This darkness causes the illumination level in the area to drop one step, from bright light to normal light, from normal light to dim light, or from dim light to darkness. This spell has no effect in an area that is already dark. Creatures with light vulnerability or sensitivity take no penalties in normal light. All creatures gain concealment (20% miss chance) in dim light. All creatures gain total concealment (50% miss chance) in darkness. Creatures with darkvision can see in an area of dim light or darkness without penalty. Nonmagical sources of light, such as torches and lanterns, do not increase the light level in an area of darkness. Magical light sources only increase the light level in an area if they are of a higher spell level than darkness.

If darkness is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed.

This spell does not stack with itself. Darkness can be used to counter or dispel any light spell of equal or lower spell level.

[illegible]

A burning globe of fire rolls in whichever direction you point and burns those it strikes. It moves 30 feet per round. As part of this movement, it can ascend or jump up to 30 feet to strike a target. If it enters a space with a creature, it stops moving for the round and deals 3d6 points of fire damage to that creature, though a successful Reflex save negates that damage. A flaming sphere rolls over barriers less than 4 feet tall. It ignites flammable substances it touches and illuminates the same area as a torch would.

The sphere moves as long as you actively direct it (*a move action for you*); otherwise, it merely stays at rest and burns. It can be extinguished by any means that would put out a normal fire of its size. The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by its flame. It cannot push aside unwilling creatures or batter down large obstacles. A flaming sphere winks out if it exceeds the spell's range.

Uses: □□□□□□□□

GUST OF WIND

School evocation [*air*]; **Level** sorcerer/wizard 2; **Casting Time** 1 standard action; **Components** V, S; **Range** 60 ft.; **Effect** line-shaped gust of severe wind emanating out from you to the extreme of the range; **Duration** 1 round; **Saving Throw** Fortitude negates; **Spell Resistance** yes

This spell creates a severe blast of air (*approximately 50 mph*) that originates from you, affecting all creatures in its path. All flying creatures in this area take a -4 penalty on Fly skill checks. Tiny or smaller flying creatures must make a DC 25 Fly skill check or be blown back $2d6 \times 10$ feet and take 2d6 points of damage. Small or smaller flying creatures must make a DC 20 Fly skill check to move against the force of the wind.

A Tiny or smaller creature on the ground is knocked down and rolled $1d4 \times 10$ feet, taking 1d4 points of nonlethal damage per 10 feet.

Small creatures are knocked prone by the force of the wind.

Medium or smaller creatures are unable to move forward against the force of the wind unless they succeed at a DC 15 Strength check.

Large or larger creatures may move normally within a gust of wind effect.

This spell can't move a creature beyond the limit of it's range.

Any creature, regardless of size, takes a -4 penalty on ranged attacks and Perception checks in the area of a gust of wind.

School evocation [*air*]; **Level** sorcerer/wizard 2; **Casting Time** 1 standard action; **Components** V, S; **Range** 60 ft.; **Effect** line-shaped gust of severe wind emanating out from you to the extreme of the range; **Duration** 1 round; **Saving Throw** Fortitude negates; **Spell Resistance** yes

The force of the gust automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those in lanterns, to dance wildly and has a 50% chance to extinguish those lights.

In addition to the effects noted, a gust of wind can do anything that a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors to the edge of its range.

Gust of wind can be made permanent with a permanency spell.

[illegible]

School evocation [*fire*]; **Level** sorcerer/wizard 2; **Casting Time** 1 standard action; **Components** V, S; **Range** close (25 ft. + 5 ft./2 levels); **Effect** one or more rays; **Duration** instantaneous; **Saving Throw** none; **Spell Resistance** yes

You blast your enemies with a searing beam of fire. You may fire one ray, plus one additional ray for every four levels beyond 3rd (*to a maximum of three rays at 11th level*). Each ray requires a ranged touch attack to hit and deals 4d6 points of fire damage. The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.

Uses Per Day:[illegible]

Shatter creates a loud, ringing noise that breaks brittle, nonmagical objects; sunders a single solid, nonmagical object; or damages a crystalline creature.

Alternatively, you can target shatter against a single solid nonmagical object, regardless of composition, weighing up to 10 pounds per caster level. Targeted against a crystalline creature (of any weight), shatter deals 1d6 points of sonic damage per caster level (*maximum 10d6*), with a Fortitude save for half damage.

[illegible]

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[illegible][illegible]

A twisting pattern of subtle, shifting colors weaves through the air, fascinating creatures within it. Roll 2d4 and add your caster level (*maximum 10*) to determine the total number of HD of creatures affected. Creatures with the fewest HD are affected first; and, among creatures with equal HD, those who are closest to the spell's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. Affected creatures become fascinated by the pattern of colors. Sightless creatures are not affected.

[illegible][illegible]

INVISIBILITY

School illusion (*glamer*); **Level** sorcerer/wizard 2; **Casting Time** 1 standard action; **Components** V, S, M/DF (*an eyelash encased in gum arabic*); **Range** personal or touch; **Target** you or a creature or object weighing no more than 100 lbs./level; **Duration** 1 min./level (D); **Saving Throw** Will negates (*harmless*) or Will negates (*harmless, object*); **Spell Resistance** yes (*harmless*) or yes (*harmless, object*)

The creature or object touched becomes invisible. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (*thus, the effect is that of a light with no visible source*). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as swimming in water or stepping in a puddle). If a check is required, a stationary invisible creature has a +40 bonus on its Stealth checks. This bonus is reduced to +20 if the creature is moving. The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. Exactly who is a foe depends on the invisible character's perceptions. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon

School illusion (*glamer*); **Level** sorcerer/wizard 2; **Casting Time** 1 standard action; **Components** V, S, M/DF (*an eyelash encased in gum arabic*); **Range** personal or touch; **Target** you or a creature or object weighing no more than 100 lbs./level; **Duration** 1 min./level (D); **Saving Throw** Will negates (*harmless*) or Will negates (*harmless, object*); **Spell Resistance** yes (*harmless*) or yes (*harmless, object*)

monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as *bless* that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

Invisibility can be made permanent (*on objects only*) with a permanency spell.

Uses Per Day:_____

Uses: □□□□□□□□

MAGIC MOUTH

School illusion (*glamer*); **Level** sorcerer/wizard 1; **Casting Time** 1 standard action; **Components** V, S, M (*a small bit of honeycomb and jade dust worth 10 gp*); **Range** close (25 ft. + 5 ft./2 levels); **Target** one creature or object; **Duration** permanent until discharged; **Saving Throw** Will negates (*object*); **Spell Resistance** yes (*object*)

This spell imbues the chosen object or creature with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs. The message, which must be 25 or fewer words long, can be in any language known by you and can be delivered over a period of 10 minutes. The mouth cannot utter verbal components, use command words, or activate magical effects. It does, however, move according to the words articulated; if it were placed upon a statue, the mouth of the statue would move and appear to speak. Magic mouth can also be placed upon a tree, rock, or any other object or creature.

The spell functions when specific conditions are fulfilled according to your command as set in the spell. Commands can be as general or as detailed as desired, although only visual and audible triggers can be used. Triggers react to what appears to be the case. Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical darkness or invisibility does. Silent movement or magical silence defeats audible triggers. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible. A magic mouth cannot distinguish alignment, level, Hit Dice, or class except by external garb.

The range limit of a trigger is 15 feet per caster level, so a 6th-level caster can command a magic mouth to respond to triggers as far as

90 feet away. Regardless of range, the mouth can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

[illegible]

This spell creates the visual illusion of an object, creature, or force, as visualized by you. This spell functions like silent image, except that minor image includes some minor sounds but not understandable speech.

[illegible]

MIRROR IMAGE

School illusion (*figment*); **Level** sorcerer/wizard 2; **Casting Time** 1 standard action; **Components** V, S; **Range** personal; **Target** you; **Duration** 1 min./level

This spell creates a number of illusory doubles of you that inhabit your square. These doubles make it difficult for enemies to precisely locate and attack you.

When mirror image is cast, 1d4 images plus one image per three caster levels (*maximum eight images total*) are created. These images remain in your space and move with you, mimicking your movements, sounds, and actions exactly. Whenever you are attacked or are the target of a spell that requires an attack roll, there is a possibility that the attack targets one of your images instead. If the attack is a hit, roll randomly to see whether the selected target is real or a figment. If it is a figment, the figment is destroyed. If the attack misses by 5 or less, one of your figments is destroyed by the near miss. Area spells affect you normally and do not destroy any of your figments. Spells and effects that do not require an attack roll affect you normally and do not destroy any of your figments. Spells that require a touch attack are harmlessly discharged if used to destroy a figment.

An attacker must be able to see the figments to be fooled. If you are invisible or the attacker is blind, the spell has no effect (*although the normal miss chances still apply*).

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

[illegible]

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[illegible]

This spell makes a lock or other small mechanism seem to be trapped to anyone who can detect traps. You place the spell upon any small mechanism or device, such as a lock, hinge, hasp, cork, cap, or ratchet. Any character able to detect traps, or who uses any spell or device enabling trap detection, is certain a real trap exists. Of course, the effect is illusory and nothing happens if the trap is “sprung”; its primary purpose is to frighten away thieves or make them waste precious time.

If another phantom trap is active within 50 feet when the spell is cast, the casting fails.

Uses Per Day:_____[illegible]

You call upon the powers of unlife to render the subject blinded or deafened, as you choose.

[illegible]

[illegible]

This spell allows you a degree of control over an undead creature. If the subject is intelligent, it perceives your words and actions favorably (*treat its attitude as friendly*). It will not attack you while the spell lasts. You can give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. Retries are not allowed. An intelligent commanded undead never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing.

Any act by you or your apparent allies that threatens the commanded undead (*regardless of its Intelligence*) breaks the spell.

Your commands are not telepathic. The undead creature must be able to hear you.

Uses Per Day:

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[illegible][illegible]

Imbuing you with negative energy, this spell allows you to paralyze a single living humanoid for the duration of the spell with a successful melee touch attack.

A paralyzed subject exudes a carrion stench that causes all living creatures (*except you*) in a 10-foot-radius spread to become sickened (*Fortitude negates*). A neutralize poison spell removes the effect from a sickened creature, and creatures immune to poison are unaffected by the stench.

[illegible]

[illegible]

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[illegible]

School necromancy; **Level** sorcerer/wizard 2; **Casting Time** 1 standard action; **Components** V, S; **Range** medium (100 ft. + 10 ft./level); **Effect** one spectral hand; **Duration** 1 min./level (D); **Saving Throw** none; **Spell Resistance** no

A ghostly hand shaped from your life force materializes and moves as you desire, allowing you to deliver low-level, touch range spells at a distance. On casting the spell, you lose 1d4 hit points that return when the spell ends (*even if it is dispelled*), but not if the hand is destroyed. (*The hit points can be healed as normal.*) For as long as the spell lasts, any touch range spell of 4th level or lower that you cast can be delivered by the spectral hand. The spell gives you a +2 bonus on your melee touch attack roll, and attacking with the hand counts normally as an attack. The hand always strikes from your direction. The hand cannot flank targets like a creature can. After it delivers a spell, or if it goes beyond the spell range or goes out of your sight, the hand returns to you and hovers.

The hand is incorporeal and thus cannot be harmed by normal weapons. It has improved evasion (*half damage on a failed Reflex save and no damage on a successful save*), your save bonuses, and an AC of 22 (+8 size, +4 natural armor). Your Intelligence modifier applies to the hand's AC as if it were the hand's Dexterity modifier. The hand has 1 to 4 hit points, the same number that you lost in creating it.

Uses Per Day:_____[illegible]

[illegible][illegible][illegible]

School transmutation; **Level** sorcerer/wizard 2; **Casting Time** 1 standard action; **Components** V, S, M/DF (*a few hairs, or a pinch of dung, from a bear*); **Range** touch; **Target** creature touched; **Duration** 1 min./level; **Saving Throw** Will negates (*harmless*); **Spell Resistance** yes

The affected creature gains greater vitality and stamina. The spell grants the subject a +4 enhancement bonus to Constitution, which adds the usual benefits to hit points, Fortitude saves, Constitution checks, and so forth. Hit points gained by a temporary increase in Constitution score are not temporary hit points. They go away when the subject's Constitution drops back to normal. They are not lost first as temporary hit points are.

[illegible]

School transmutation; **Level** sorcerer/wizard 2; **Casting Time** 1 standard action; **Components** V, S, M/DF (*a few hairs, or a pinch of dung, from a bull*); **Range** touch; **Target** creature touched; **Duration** 1 min./level; **Saving Throw** Will negates (*harmless*); **Spell Resistance** yes (*harmless*);

The subject becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

[illegible]

The transmuted creature becomes more graceful, agile, and coordinated. The spell grants a +4 enhancement bonus to Dexterity, adding the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier.

Uses: □□□□□□□□

Darkvision can be made permanent with a permanency spell.

[illegible]

School transmutation; **Level** sorcerer/wizard 2; **Casting Time** 1 standard action; **Components** V, S, M/DF (*feathers or droppings from an eagle*); **Range** touch; **Target** creature touched; **Duration** 1 min./level; **Saving Throw** Will negates (*harmless*); **Spell Resistance** yes

The transmuted creature becomes more poised, articulate, and personally forceful. The spell grants a +4 enhancement bonus to Charisma, adding the usual benefits to Charisma-based skill checks and other uses of the Charisma modifier. Bards, paladins, and sorcerers (*and other spellcasters who rely on Charisma*) affected by this spell do not gain any additional bonus spells for the increased Charisma, but the save DCs for spells they cast while under this spell's effect do increase.

[illegible]

School transmutation; **Level** sorcerer/wizard 2; **Casting Time** 1 standard action; **Components** V, S, M/DF (*hairs or dung from a fox*); **Range** touch; **Target** creature touched; **Duration** 1 min./level; **Saving Throw** Will negates (*harmless*); **Spell Resistance** yes

The target becomes smarter. The spell grants a +4 enhancement bonus to Intelligence, adding the usual benefits to Intelligence-based skill checks and other uses of the Intelligence modifier. Wizards (*and other spellcasters who rely on Intelligence*) affected by this spell do not gain any additional bonus spells for the increased Intelligence, but the save DCs for spells they cast while under this spell's effect do increase. This spell doesn't grant extra skill ranks.

Uses Per Day:_____

Uses: □□□□□□□□

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Knock opens stuck, barred, or locked doors, as well as those subject to hold portal or arcane lock. When you complete the casting of this spell, make a caster level check against the DC of the lock with a +10 bonus. If successful, knock opens up to two means of closure. This spell opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains (*provided they serve to hold something shut*). If used to open an arcane locked door, the spell does not remove the arcane lock but simply suspends its functioning for 10 minutes. In all other cases, the door does not relock itself or become stuck again on its own. Knock does not raise barred gates or similar impediments (*such as a portcullis*), nor does it affect ropes, vines, and the like. The effect is limited by the area. Each casting can undo as many as two means of preventing access.

[illegible]

Levitate allows you to move yourself, another creature, or an object up and down as you wish. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a move action. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (*generally at half its base land speed*).

[illegible]

[illegible][illegible]

.....

Pyrotechnics turns a fire into a burst of blinding fireworks or a thick cloud of choking smoke, depending on your choice. The spell uses one fire source, which is immediately extinguished. A fire so large that it exceeds a 20-foot cube is only partly extinguished. Magical fires are not extinguished, although a fire-based creature used as a source takes 1 point of damage per caster level.

Smoke Cloud: A stream of smoke billows out from the fire, forming a choking cloud that spreads 20 feet in all directions and lasts for 1 round per caster level. All sight, even darkvision, is ineffective in or through the cloud. All within the cloud take –4 penalties to Strength and Dexterity (*Fortitude negates*). These effects last for 1d4+1 rounds after the cloud dissipates or after the creature leaves the area of the cloud. Spell resistance does not apply.

[illegible]

When this spell is cast upon a piece of rope from 5 to 30 feet long, one end of the rope rises into the air until the whole rope hangs perpendicular to the ground, as if affixed at the upper end. The upper end is, in fact, fastened to an extradimensional space that is outside the usual multiverse of extradimensional spaces. Creatures in the extradimensional space are hidden, beyond the reach of spells (*including divinations*), unless those spells work across planes. The space holds as many as eight creatures (*of any size*). The rope cannot be removed or hidden. The rope can support up to 16,000 pounds. A weight greater than that can pull the rope free.

[illegible]

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet and a +8 racial bonus on Climb skill checks; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface (*even upside down*). A spider climbing creature retains its Dexterity bonus to Armor Class (*if any*) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

[illegible]

Uses: □□□□□□□□

DISPEL MAGIC

School abjuration; **Level** sorcerer/wizard 3; **Casting Time** 1 standard action; **Components** V, S; **Range** medium (100 ft. + 10 ft./level); **Target or Area** one spellcaster, creature, or object; **Duration** instantaneous; **Saving Throw** none; **Spell Resistance** no

You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by dispel magic. Dispel magic can dispel (but not counter) spell-like effects just as it does spells. The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect.

You choose to use dispel magic in one of two ways: a targeted dispel or a counterspell.

Targeted Dispel: One object, creature, or spell is the target of the dispel magic spell. You make one dispel check ($1d20 + \text{your caster level}$) and compare that to the spell with highest caster level ($DC = 11 + \text{the spell's caster level}$). If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell.

For example, a 7th-level caster casts dispel magic, targeting a creature affected by stonkskin (*caster level 12th*) and fly (*caster level 6th*). The caster level check results in a 19. This check is not high enough to end the stonkskin (*which would have required a 23 or higher*), but it is high enough to end the fly (*which only required a 17*). Had the dispel check resulted in a 23 or higher, the stonkskin

DISPEL MAGIC (CONT'D)

School abjuration; **Level** sorcerer/wizard 3; **Casting Time** 1 standard action; **Components** V, S; **Range** medium (100 ft. + 10 ft./level); **Target or Area** one spellcaster, creature, or object; **Duration** instantaneous; **Saving Throw** none; **Spell Resistance** no

would have been dispelled, leaving the fly intact. Had the dispel check been a 16 or less, no spells would have been affected.

You can also use a targeted dispel to specifically end one spell affecting the target or one spell affecting an area (such as a wall of fire). You must name the specific spell effect to be targeted in this way. If your caster level check is equal to or higher than the DC of that spell, it ends. No other spells or effects on the target are dispelled if your check is not high enough to end the targeted effect.

If you target an object or creature that is the effect of an ongoing spell (*such as a monster summoned by summon monster*), you make a dispel check to end the spell that conjured the object or creature.

If the object that you target is a magic item, you make a dispel check against the item's caster level ($DC = 11 + \text{the item's caster level}$). If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers its magical properties. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional opening (*such as a bag of holding*) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (*a masterwork sword, in fact*). Artifacts and deities are unaffected by mortal magic such as this.

DISPEL MAGIC (CONT'D)

School abjuration; **Level** sorcerer/wizard 3; **Casting Time** 1 standard action; **Components** V, S; **Range** medium (100 ft. + 10 ft./level); **Target or Area** one spellcaster, creature, or object; **Duration** instantaneous; **Saving Throw** none; **Spell Resistance** no

You automatically succeed on your dispel check against any spell that you cast yourself.

Counterspell: When dispel magic is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, dispel magic may not work; you must make a dispel check to counter the other spellcaster's spell.

Uses Per Day:_____[illegible]

You trace mystic runes upon a book, map, scroll, or similar object bearing written information. The explosive runes detonate when read, dealing 6d6 points of force damage. Anyone next to the explosive runes (*close enough to read them*) takes the full damage with no saving throw; any other creature within 10 feet of the explosive runes is entitled to a Reflex save for half damage. The object on which the explosive runes were written also takes full damage (*no saving throw*).

You and any characters you specifically instruct can read the protected writing without triggering the explosive runes. Likewise, you can remove the explosive runes whenever desired. Another creature can remove them with a successful dispel magic or erase spell, but attempting to dispel or erase the explosive runes and failing to do so triggers the explosion.

Magic traps such as explosive runes are hard to detect and disable. A character with the trapfinding class feature (*only*) can use Disable Device to thwart explosive runes. The DC to find magic traps using Perception and to disable them is 25 + spell level, or 28 for explosive runes.

[illegible]

MAGIC CIRCLE AGAINST CHAOS

School abjuration [*lawful*]; **Level** sorcerer/wizard 3; **Casting Time** 1 standard action; **Components** V, S, M/DF (*a 3-ft.-diameter circle of powdered silver*); **Range** touch; **Area** 10-ft.-radius emanation from touched creature; **Duration** 10 min./level; **Saving Throw** Will negates (*harmless*); **Spell Resistance** no; see text

This spell functions like magic circle against evil, except that it is similar to protection from chaos instead of protection from evil, and it can imprison a nonlawful called creature.

[illegible]

The warded creature or object becomes difficult to detect by divination spells such as clairaudience/clairvoyance, locate object, and detect spells. Nondetection also prevents location by such magic items as crystal balls. If a divination is attempted against the warded creature or item, the caster of the divination must succeed on a caster level check ($1d20 + \text{caster level}$) against a DC of 11 + the caster level of the spellcaster who cast nondetection. If you cast nondetection on yourself or on an item currently in your possession, the DC is 15 + your caster level.

If cast on a creature, nondetection wards the creature's gear as well as the creature itself.

Uses Per Day:_____[illegible]

PROTECTION FROM ENERGY

School abjuration; **Level** sorcerer/wizard 3; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** touch; **Target** creature touched; **Duration** 10 min./level or until discharged; **Saving Throw** Fortitude negates (*harmless*); **Spell Resistance** yes (*harmless*)

Protection from energy grants temporary immunity to the type of energy you specify when you cast it (*acid, cold, electricity, fire, or sonic*). When the spell absorbs 12 points per caster level of energy damage (*to a maximum of 120 points at 10th level*), it is discharged.

Protection from energy overlaps (*and does not stack with*) resist energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted.

Uses Per Day:_____

Uses: □□□□□□□□

You conjure a Large, quasi-real, horselike creature (*the exact coloration can be customized as you wish*). It can be ridden only by you or by the one person for whom you specifically created the mount. A phantom steed has a black head and body, gray mane and tail, and smoke-colored, insubstantial hooves that make no sound. It has what seems to be a saddle, bit, and bridle. It does not fight, but animals shun it and refuse to attack it. The mount is AC 18 (–1 size, +4 natural armor, +5 Dex) and 7 hit points + 1 hit point per caster level. If it loses all its hit points, the phantom steed disappears. A phantom steed has a speed of 20 feet per two caster levels, to a maximum of 100 feet at 10th level. It can bear its rider's weight plus up to 10 pounds per caster level. These mounts gain certain powers according to caster level. A mount's abilities include those of mounts of lower caster levels.

8th Level: The mount can ride over sandy, muddy, or even swampy ground without difficulty or decrease in speed; **10th Level:** The mount can use water walk at will (*as the spell, no action required to activate this ability*); **12th Level:** The mount can use air walk at will (*as the spell, no action required to activate this ability*) for up to 1 round at a time, after which it falls to the ground; **14th Level:** The mount can fly at its speed with a bonus on Fly skill checks equal to your caster level.

Uses: □□□□□□□□

SEPIA SNAKE SIGIL

School conjuration (*creation*) [*force*]; **Level** sorcerer/wizard 3; **Casting Time** 10 minutes; **Components** V, S, M (*powdered amber worth 500 gp and a snake scale*); **Range** touch; **Target** one touched book or written work; **Duration** permanent or until discharged; until released or 1d4 days + 1 day/level; see text; **Saving Throw** Reflex negates; **Spell Resistance** no

You cause a small symbol to appear in the text of a written work. The text containing the symbol must be at least 25 words long. When anyone reads the text containing the symbol, the sepia snake sigil springs into being, transforming into a large sepia serpent that strikes at the reader, provided there is line of effect between the symbol and the reader.

Simply seeing the enspelled text is not sufficient to trigger the spell; the subject must deliberately read it. The target is entitled to a save to evade the snake's strike. If it succeeds, the sepia snake dissipates in a flash of brown light accompanied by a puff of dun-colored smoke and a loud noise. If the target fails its save, it is engulfed in a shimmering amber field of force and immobilized until released, either at your command or when 1d4 days + 1 day per caster level have elapsed.

While trapped in the amber field of force, the subject does not age, breathe, grow hungry, sleep, or regain spells. It is preserved in a state of suspended animation, unaware of its surroundings. It can be damaged by outside forces (and perhaps even killed), since the field provides no protection against physical injury. However, a dying subject does not lose hit points or become stable until the spell ends.

The hidden sigil cannot be detected by normal observation, and detect magic reveals only that the entire text is magical.

A dispel magic can remove the sigil. An erase spell destroys the entire page of text.

Sepia snake sigil can be cast in combination with other spells that hide or garble text, such as secret page.

Uses Per Day:

Uses:

Driving sleet blocks all sight (even darkvision) within it and causes the ground in the area to be icy. A creature can walk within or through the area of sleet at half normal speed with a DC 10 Acrobatics check. Failure means it can't move in that round, while failure by 5 or more means it falls (see the Acrobatics skill for details).

[illegible]

Uses Per Day: _____ **Uses:** □□□□□□□□

Stinking cloud creates a bank of fog like that created by fog cloud, except that the vapors are nauseating. Living creatures in the cloud become nauseated. This condition lasts as long as the creature is in the cloud and for 1d4+1 rounds after it leaves. (*Roll separately for each nauseated character.*) Any creature that succeeds on its save but remains in the cloud must continue to save each round on your turn.

Stinking cloud can be made permanent with a permanency spell. A permanent stinking cloud dispersed by wind reforms in 10 minutes.

[illegible]

This spell functions like *summon monster I*, except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list.

2nd Level Ant, drone*; Elemental (*Small*) Elemental; Giant centipede*; Giant frog*; Giant spider*; Goblin dog*; Horse*; Hyena*; Lemure (*devil*) Evil, Lawful; Octopus*; Squid*; Wolf*;

** This creature is summoned with the celestial template if you are good, or the fiendish template if you are evil; you may choose either if you are neutral.*

Uses: □ □ □ □ □ □ □ □ □

This spell makes your eyes glow blue and allows you to see magical auras within 120 feet of you. The effect is similar to that of a detect magic spell, but arcane sight does not require concentration and discerns aura location and power more quickly.

If you concentrate on a specific creature within 120 feet of you as a standard action, you can determine whether it has any spellcasting or spell-like abilities, whether these are arcane or divine (*spell-like abilities register as arcane*), and the strength of the most powerful spell or spell-like ability the creature currently has available for use.

As with detect magic, you can use this spell to identify the properties of magic items, but not artifacts.

Arcane sight can be made permanent with a permanency spell.

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Clairaudience/clairvoyance creates an invisible magical sensor at a specific location that enables you to hear or see (*your choice*) almost as if you were there. You don't need line of sight or line of effect, but the locale must be known—a place familiar to you, or an obvious one. Once you have selected the locale, the sensor doesn't move, but you can rotate it in all directions to view the area as desired. Unlike other scrying spells, this spell does not allow magically or supernaturally enhanced senses to work through it. If the chosen locale is magically dark, you see nothing. If it is naturally pitch black, you can see in a 10-foot radius around the center of the spell's effect. Clairaudience/clairvoyance functions only on the plane of existence you are currently occupying.

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This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. Tongues does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

[illegible]

A deep slumber spell causes a magical slumber to come upon 10 HD of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakenng a creature is a standard action (*an application of the aid another action*). Deep slumber does not target unconscious creatures, constructs, or undead creatures.

[illegible]

This spell imbues a single creature with great bravery and morale in battle. The target gains a +2 morale bonus on attack rolls, saves, and skill checks.

[illegible]

The subject becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect. This is a full-round action that does not provoke attacks of opportunity. A winged creature who is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

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Each affected creature gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a –2 penalty to AC. The effect is otherwise identical with a barbarian's rage except that the subjects aren't fatigued at the end of the rage.

Uses: □□□□□□□□

[illegible]

1. 2. 3. 4. 5. 6. 7. 8. 9. 10. 11. 12. 13. 14. 15. 16. 17. 18. 19. 20. 21. 22. 23. 24. 25. 26. 27. 28. 29. 30. 31. 32. 33. 34. 35. 36. 37. 38. 39. 40. 41. 42. 43. 44. 45. 46. 47. 48. 49. 50. 51. 52. 53. 54. 55. 56. 57. 58. 59. 60. 61. 62. 63. 64. 65. 66. 67. 68. 69. 70. 71. 72. 73. 74. 75. 76. 77. 78. 79. 80. 81. 82. 83. 84. 85. 86. 87. 88. 89. 90. 91. 92. 93. 94. 95. 96. 97. 98. 99. 100. 101. 102. 103. 104. 105. 106. 107. 108. 109. 110. 111. 112. 113. 114. 115. 116. 117. 118. 119. 120. 121. 122. 123. 124. 125. 126. 127. 128. 129. 130. 131. 132. 133. 134. 135. 136. 137. 138. 139. 140. 141. 142. 143. 144. 145. 146. 147. 148. 149. 150. 151. 152. 153. 154. 155. 156. 157. 158. 159. 160. 161. 162. 163. 164. 165. 166. 167. 168. 169. 170. 171. 172. 173. 174. 175. 176. 177. 178. 179. 180. 181. 182. 183. 184. 185. 186. 187. 188. 189. 190. 191. 192. 193. 194. 195. 196. 197. 198. 199. 200. 201. 202. 203. 204. 205. 206. 207. 208. 209. 210. 211. 212. 213. 214. 215. 216. 217. 218. 219. 220. 221. 222. 223. 224. 225. 226. 227. 228. 229. 230. 231. 232. 233. 234. 235. 236. 237. 238. 239. 240. 241. 242. 243. 244. 245. 246. 247. 248. 249. 250. 251. 252. 253. 254. 255. 256. 257. 258. 259. 260. 261. 262. 263. 264. 265. 266. 267. 268. 269. 270. 271. 272. 273. 274. 275. 276. 277. 278. 279. 280. 281. 282. 283. 284. 285. 286. 287. 288. 289. 290. 291. 292. 293. 294. 295. 296. 297. 298. 299. 300. 301. 302. 303. 304. 305. 306. 307. 308. 309. 310. 311. 312. 313. 314. 315. 316. 317. 318. 319. 320. 321. 322. 323. 324. 325. 326. 327. 328. 329. 330. 331. 332. 333. 334. 335. 336. 337. 338. 339. 340. 341. 342. 343. 344. 345. 346. 347. 348. 349. 350. 351. 352. 353. 354. 355. 356. 357. 358. 359. 360. 361. 362. 363. 364. 365. 366. 367. 368. 369. 370. 371. 372. 373. 374. 375. 376. 377. 378. 379. 380. 381. 382. 383. 384. 385. 386. 387. 388. 389. 390. 391. 392. 393. 394. 395. 396. 397. 398. 399. 400. 401. 402. 403. 404. 405. 406. 407. 408. 409. 410. 411. 412. 413. 414. 415. 416. 417. 418. 419. 420. 421. 422. 423. 424. 425. 426. 427. 428. 429. 430. 431. 432. 433. 434. 435. 436. 437. 438. 439. 440. 441. 442. 443. 444. 445. 446. 447. 448. 449. 450. 451. 452. 453. 454. 455. 456. 457. 458. 459. 460. 461. 462. 463. 464. 465. 466. 467. 468. 469. 470. 471. 472. 473. 474. 475. 476. 477. 478. 479. 480. 481. 482. 483. 484. 485. 486. 487. 488. 489. 490. 491. 492. 493. 494. 495. 496. 497. 498. 499. 500. 501. 502. 503. 504. 505. 506. 507. 508. 509. 510. 511. 512. 513. 514. 515. 516. 517. 518. 519. 520. 521. 522. 523. 524. 525. 526. 527. 528. 529. 530. 531. 532. 533. 534. 535. 536. 537. 538. 539. 540. 541. 542. 543. 544. 545. 546. 547. 548. 549. 550. 551. 552. 553. 554. 555. 556. 557. 558. 559. 560. 561. 562. 563. 564. 565. 566. 567. 568. 569. 570. 571. 572. 573. 574. 575. 576. 577. 578. 579. 580. 581. 582. 583. 584. 585. 586. 587. 588. 589. 590. 591. 592. 593. 594. 595. 596. 597. 598. 599. 600. 601. 602. 603. 604. 605. 606. 607. 608. 609. 610. 611. 612. 613. 614. 615. 616. 617. 618. 619. 620. 621. 622. 623. 624. 625. 626. 627. 628. 629. 630. 631. 632. 633. 634. 635. 636. 637. 638. 639. 640. 641. 642. 643. 644. 645. 646. 647. 648. 649. 650. 651. 652. 653. 654. 655. 656. 657. 658. 659. 660. 661. 662. 663. 664. 665. 666. 667. 668. 669. 670. 671. 672. 673. 674. 675. 676. 677. 678. 679. 680. 681. 682. 683. 684. 685. 686. 687. 688. 689. 690. 691. 692. 693. 694. 695. 696. 697. 698. 699. 700. 701. 702. 703. 704. 705. 706. 707. 708. 709. 710. 711. 712. 713. 714. 715. 716. 717. 718. 719. 720. 721. 722. 723. 724. 725. 726. 727. 728. 729. 730. 731. 732. 733. 734. 735. 736. 737. 738. 739. 740. 741. 742. 743. 744. 745. 746. 747. 748. 749. 750. 751. 752. 753. 754. 755. 756. 757. 758. 759. 760. 761. 762. 763. 764. 765. 766. 767. 768. 769. 770. 771. 772. 773. 774. 775. 776. 777. 778. 779. 780. 781. 782. 783. 784. 785. 786. 787. 788. 789. 790. 791. 792. 793. 794. 795. 796. 797. 798. 799. 800. 801. 802. 803. 804. 805. 806. 807. 808. 809. 810. 811. 812. 813. 814. 815. 816. 817. 818. 819. 820. 821. 822. 823. 824. 825. 826. 827. 828. 829. 830. 831. 832. 833. 834. 835. 836. 837. 838. 839. 840.

基多卡里, 占 山得里, 占路 勿那 勿那其, 占路 占路, 占路 勿那 勿那, 占路 占路, 占路 占路, 占路 占路, 占路 占路, 占路 占路, 占路 占路

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FIG. 1. β - β transition in ^{116}Sn and ^{116}Te and β - β transition in ^{116}Te and ^{116}Sn .

□□□□□□□□□□

1. *Journal of Management Studies*, 1997, 34, 1, 1-15.

The fireball sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the fireball may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.

[illegible]

School evocation [*electricity*]; **Level** sorcerer/wizard 3; **Casting Time** 1 standard action; **Components** V, S, M (*fur and a glass rod*); **Range** 120 ft.; **Area** 120-ft. line; **Duration** instantaneous; **Saving Throw** Reflex half; **Spell Resistance** yes

You release a powerful stroke of electrical energy that deals 1d6 points of electricity damage per caster level (*maximum 10d6*) to each creature within its area. The bolt begins at your fingertips.

The lightning bolt sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.

Uses Per Day:

Uses:

TINY HUT

School evocation [*force*]; **Level** sorcerer/wizard 3; **Casting Time** 1 standard action; **Components** V, S, M (*a small crystal bead*); **Range** 20 ft.; **Effect** 20-ft.-radius sphere centered on your location; **Duration** 2 hours/level (*D*); **Saving Throw** none; **Spell Resistance** no

You create an unmoving, opaque sphere of force of any color you desire around yourself. Half the sphere projects above the ground, and the lower hemisphere passes through the ground. As many as nine other Medium creatures can fit into the field with you; they can freely pass into and out of the hut without harming it. However, if you remove yourself from the hut, the spell ends.

The temperature inside the hut is 70° F if the exterior temperature is between 0° and 100° F. An exterior temperature below 0° or above 100° lowers or raises the interior temperature on a 1-degree-for-1 basis. The hut also provides protection against the elements, such as rain, dust, and sandstorms. The hut withstands any wind of less than hurricane force, but a hurricane (75+ *mph wind speed*) or greater force destroys it.

The interior of the hut is a hemisphere. You can illuminate it dimly upon command or extinguish the light as desired. Although the force field is opaque from the outside, it is transparent from within. Missiles, weapons, and most spell effects can pass through the hut without affecting it, although the occupants cannot be seen from outside the hut (*they have total concealment*).

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

1. 2. 3. 4. 5. 6. 7. 8. 9. 10. 11. 12. 13. 14. 15. 16. 17. 18. 19. 20. 21. 22. 23. 24. 25. 26. 27. 28. 29. 30. 31. 32. 33. 34. 35. 36. 37. 38. 39. 40. 41. 42. 43. 44. 45. 46. 47. 48. 49. 50. 51. 52. 53. 54. 55. 56. 57. 58. 59. 60. 61. 62. 63. 64. 65. 66. 67. 68. 69. 70. 71. 72. 73. 74. 75. 76. 77. 78. 79. 80. 81. 82. 83. 84. 85. 86. 87. 88. 89. 90. 91. 92. 93. 94. 95. 96. 97. 98. 99. 100. 101. 102. 103. 104. 105. 106. 107. 108. 109. 110. 111. 112. 113. 114. 115. 116. 117. 118. 119. 120. 121. 122. 123. 124. 125. 126. 127. 128. 129. 130. 131. 132. 133. 134. 135. 136. 137. 138. 139. 140. 141. 142. 143. 144. 145. 146. 147. 148. 149. 150. 151. 152. 153. 154. 155. 156. 157. 158. 159. 160. 161. 162. 163. 164. 165. 166. 167. 168. 169. 170. 171. 172. 173. 174. 175. 176. 177. 178. 179. 180. 181. 182. 183. 184. 185. 186. 187. 188. 189. 190. 191. 192. 193. 194. 195. 196. 197. 198. 199. 200. 201. 202. 203. 204. 205. 206. 207. 208. 209. 210. 211. 212. 213. 214. 215. 216. 217. 218. 219. 220. 221. 222. 223. 224. 225. 226. 227. 228. 229. 230. 231. 232. 233. 234. 235. 236. 237. 238. 239. 240. 241. 242. 243. 244. 245. 246. 247. 248. 249. 250. 251. 252. 253. 254. 255. 256. 257. 258. 259. 260. 261. 262. 263. 264. 265. 266. 267. 268. 269. 270. 271. 272. 273. 274. 275. 276. 277. 278. 279. 280. 281. 282. 283. 284. 285. 286. 287. 288. 289. 290. 291. 292. 293. 294. 295. 296. 297. 298. 299. 300. 301. 302. 303. 304. 305. 306. 307. 308. 309. 310. 311. 312. 313. 314. 315. 316. 317. 318. 319. 320. 321. 322. 323. 324. 325. 326. 327. 328. 329. 330. 331. 332. 333. 334. 335. 336. 337. 338. 339. 340. 341. 342. 343. 344. 345. 346. 347. 348. 349. 350. 351. 352. 353. 354. 355. 356. 357. 358. 359. 360. 361. 362. 363. 364. 365. 366. 367. 368. 369. 370. 371. 372. 373. 374. 375. 376. 377. 378. 379. 380. 381. 382. 383. 384. 385. 386. 387. 388. 389. 390. 391. 392. 393. 394. 395. 396. 397. 398. 399. 400. 401. 402. 403. 404. 405. 406. 407. 408. 409. 410. 411. 412. 413. 414. 415. 416. 417. 418. 419. 420. 421. 422. 423. 424. 425. 426. 427. 428. 429. 430. 431. 432. 433. 434. 435. 436. 437. 438. 439. 440. 441. 442. 443. 444. 445. 446. 447. 448. 449. 450. 451. 452. 453. 454. 455. 456. 457. 458. 459. 460. 461. 462. 463. 464. 465. 466. 467. 468. 469. 470. 471. 472. 473. 474. 475. 476. 477. 478. 479. 480. 481. 482. 483. 484. 485. 486. 487. 488. 489. 490. 491. 492. 493. 494. 495. 496. 497. 498. 499. 500. 501. 502. 503. 504. 505. 506. 507. 508. 509. 510. 511. 512. 513. 514. 515. 516. 517. 518. 519. 520. 521. 522. 523. 524. 525. 526. 527. 528. 529. 530. 531. 532. 533. 534. 535. 536. 537. 538. 539. 540. 541. 542. 543. 544. 545. 546. 547. 548. 549. 550. 551. 552. 553. 554. 555. 556. 557. 558. 559. 560. 561. 562. 563. 564. 565. 566. 567. 568. 569. 570. 571. 572. 573. 574. 575. 576. 577. 578. 579. 580. 581. 582. 583. 584. 585. 586. 587. 588. 589. 590. 591. 592. 593. 594. 595. 596. 597. 598. 599. 600. 601. 602. 603. 604. 605. 606. 607. 608. 609. 610. 611. 612. 613. 614. 615. 616. 617. 618. 619. 620. 621. 622. 623. 624. 625. 626. 627. 628. 629. 630. 631. 632. 633. 634. 635. 636. 637. 638. 639. 640. 641. 642. 643. 644. 645. 646. 647. 648. 649. 650. 651. 652. 653. 654. 655. 656. 657. 658. 659. 660. 661. 662. 663. 664. 665. 666. 667. 668. 669. 670. 671. 672. 673. 674. 675. 676. 677. 678. 679. 680. 681. 682. 683. 684. 685. 686. 687. 688. 689. 690. 691. 692. 693. 694. 695. 696. 697. 698. 699. 700. 701. 702. 703. 704. 705. 706. 707. 708. 709. 710. 711. 712. 713. 714. 715. 716. 717. 718. 719. 720. 721. 722. 723. 724. 725. 726. 727. 728. 729. 730. 731. 732. 733. 734. 735. 736. 737. 738. 739. 740. 741. 742. 743. 744. 745. 746. 747. 748. 749. 750. 751. 752. 753. 754. 755. 756. 757. 758. 759. 760. 761. 762. 763. 764. 765. 766. 767. 768. 769. 770. 771. 772. 773. 774. 775. 776. 777. 778. 779. 780. 781. 782. 783. 784. 785. 786. 787. 788. 789. 790. 791. 792. 793. 794. 795. 796. 797. 798. 799. 800. 801. 802. 803. 804. 805. 806. 807. 808. 809. 810. 811. 812. 813. 814. 815. 816. 817. 818. 819. 820. 821. 822. 823. 824. 825. 826. 827. 828. 829. 830. 831. 832. 833. 834. 835. 836. 837. 838. 839. 840.

1. 2019年12月31日，公司应收账款账面余额为1,000,000.00元，坏账准备余额为100,000.00元，应收账款净额为900,000.00元。

[illegible]

School illusion (*glamer*); **Level** sorcerer/wizard 3; **Casting Time** 1 standard action; **Components** V, M (*a small loop of leather*); **Range** touch; **Target** creature touched; **Duration** 1 round/level (*D*); **Saving Throw** Will negates (*harmless*); **Spell Resistance** yes (*harmless*)

The subject of this spell appears to be about 2 feet away from its true location. The creature benefits from a 50% miss chance as if it had total concealment. Unlike actual total concealment, displacement does not prevent enemies from targeting the creature normally. True seeing reveals its true location and negates the miss chance.

Uses Per Day:

Uses: □□□□□□□□

This spell functions like invisibility, except that this spell confers invisibility upon all creatures within 10 feet of the recipient at the time the spell is cast. The center of the effect is mobile with the recipient.

Those affected by this spell can see each other and themselves as if unaffected by the spell. Any affected creature moving out of the area becomes visible, but creatures moving into the area after the spell is cast do not become invisible. Affected creatures (*other than the recipient*) who attack negate the invisibility only for themselves. If the spell recipient attacks, the invisibility sphere ends.

[illegible]

This spell functions like *silent image*, except that sound, smell, and thermal illusions are included in the spell effect. While concentrating, you can move the image within the range.

The image disappears when struck by an opponent unless you cause the illusion to react appropriately.

[illegible]

School necromancy; **Level** sorcerer/wizard 3; **Casting Time** 1 standard action; **Components** V, S, M/DF (*salt and a copper piece for each of the corpse's eyes*); **Range** touch; **Target** corpse touched; **Duration** 1 day/level; **Saving Throw** Will negates (*object*); **Spell Resistance** yes (*object*)

You preserve the remains of a dead creature so that they do not decay. Doing so effectively extends the time limit on raising that creature from the dead (*see raise dead*). Days spent under the influence of this spell don't count against the time limit. Additionally, this spell makes transporting a slain (*and thus decaying*) comrade less unpleasant.

The spell also works on severed body parts and the like.

[illegible]

This spell renders as many as three undead creatures immobile. A nonintelligent undead creature gets no saving throw; an intelligent undead creature does. If the spell is successful, it renders the undead creature immobile for the duration of the spell (*similar to the effect of hold person on a living creature*). The effect is broken if the halted creatures are attacked or take damage.

[illegible]

A black ray projects from your pointing finger. You must succeed on a ranged touch attack with the ray to strike a target.

The subject is immediately exhausted for the spell's duration. A successful Fortitude save means the creature is only fatigued.

A character that is already fatigued instead becomes exhausted.

This spell has no effect on a creature that is already exhausted. Unlike normal exhaustion or fatigue, the effect ends as soon as the spell's duration expires.

Uses Per Day: _____[illegible]

1. 2019. 12. 1. 2019. 12. 31. 2020. 1. 1. 2020. 1. 31. 2020. 2. 1. 2020. 2. 28. 2020. 3. 1. 2020. 3. 31. 2020. 4. 1. 2020. 4. 30. 2020. 5. 1. 2020. 5. 31. 2020. 6. 1. 2020. 6. 30. 2020. 7. 1. 2020. 7. 31. 2020. 8. 1. 2020. 8. 31. 2020. 9. 1. 2020. 9. 30. 2020. 10. 1. 2020. 10. 31. 2020. 11. 1. 2020. 11. 30. 2020. 12. 1. 2020. 12. 31. 2021. 1. 1. 2021. 1. 31. 2021. 2. 1. 2021. 2. 28. 2021. 3. 1. 2021. 3. 31. 2021. 4. 1. 2021. 4. 30. 2021. 5. 1. 2021. 5. 31. 2021. 6. 1. 2021. 6. 30. 2021. 7. 1. 2021. 7. 31. 2021. 8. 1. 2021. 8. 31. 2021. 9. 1. 2021. 9. 30. 2021. 10. 1. 2021. 10. 31. 2021. 11. 1. 2021. 11. 30. 2021. 12. 1. 2021. 12. 31. 2022. 1. 1. 2022. 1. 31. 2022. 2. 1. 2022. 2. 28. 2022. 3. 1. 2022. 3. 31. 2022. 4. 1. 2022. 4. 30. 2022. 5. 1. 2022. 5. 31. 2022. 6. 1. 2022. 6. 30. 2022. 7. 1. 2022. 7. 31. 2022. 8. 1. 2022. 8. 31. 2022. 9. 1. 2022. 9. 30. 2022. 10. 1. 2022. 10. 31. 2022. 11. 1. 2022. 11. 30. 2022. 12. 1. 2022. 12. 31. 2023. 1. 1. 2023. 1. 31. 2023. 2. 1. 2023. 2. 28. 2023. 3. 1. 2023. 3. 31. 2023. 4. 1. 2023. 4. 30. 2023. 5. 1. 2023. 5. 31. 2023. 6. 1. 2023. 6. 30. 2023. 7. 1. 2023. 7. 31. 2023. 8. 1. 2023. 8. 31. 2023. 9. 1. 2023. 9. 30. 2023. 10. 1. 2023. 10. 31. 2023. 11. 1. 2023. 11. 30. 2023. 12. 1. 2023. 12. 31. 2024. 1. 1. 2024. 1. 31. 2024. 2. 1. 2024. 2. 28. 2024. 3. 1. 2024. 3. 31. 2024. 4. 1. 2024. 4. 30. 2024. 5. 1. 2024. 5. 31. 2024. 6. 1. 2024. 6. 30. 2024. 7. 1. 2024. 7. 31. 2024. 8. 1. 2024. 8. 31. 2024. 9. 1. 2024. 9. 30. 2024. 10. 1. 2024. 10. 31. 2024. 11. 1. 2024. 11. 30. 2024. 12. 1. 2024. 12. 31. 2025. 1. 1. 2025. 1. 31. 2025. 2. 1. 2025. 2. 28. 2025. 3. 1. 2025. 3. 31. 2025. 4. 1. 2025. 4. 30. 2025. 5. 1. 2025. 5. 31. 2025. 6. 1. 2025. 6. 30. 2025. 7. 1. 2025. 7. 31. 2025. 8. 1. 2025. 8. 31. 2025. 9. 1. 2025. 9. 30. 2025. 10. 1. 2025. 10. 31. 2025. 11. 1. 2025. 11. 30. 2025. 12. 1. 2025. 12. 31. 2026. 1. 1. 2026. 1. 31. 2026. 2. 1. 2026. 2. 28. 2026. 3. 1. 2026. 3. 31. 2026. 4. 1. 2026. 4. 30. 2026. 5. 1. 2026. 5. 31. 2026. 6. 1. 2026. 6. 30. 2026. 7. 1. 2026. 7. 31. 2026. 8. 1. 2026. 8. 31. 2026. 9. 1. 2026. 9. 30. 2026. 10. 1. 2026. 10. 31. 2026. 11. 1. 2026. 11. 30. 2026. 12. 1. 2026. 12. 31. 2027. 1. 1. 2027. 1. 31. 2027. 2. 1. 2027. 2. 28. 2027. 3. 1. 2027. 3. 31. 2027. 4. 1. 2027. 4. 30. 2027. 5. 1. 2027. 5. 31. 2027. 6. 1. 2027. 6. 30. 2027. 7. 1. 2027. 7. 31. 2027. 8. 1. 2027. 8. 31. 2027. 9. 1. 2027. 9. 30. 2027. 10. 1. 2027. 10. 31. 2027. 11. 1. 2027. 11. 30. 2027. 12. 1. 2027. 12. 31. 2028. 1. 1. 2028. 1. 31. 2028. 2. 1. 2028. 2. 28. 2028. 3. 1. 2028. 3. 31. 2028. 4. 1. 2028. 4. 30. 2028. 5. 1. 2028. 5. 31. 2028. 6. 1. 2028. 6. 30. 2028. 7. 1. 2028. 7. 31. 2028. 8. 1. 2028. 8. 31. 2028. 9. 1. 2028. 9. 30. 2028. 10. 1. 2028. 10. 31. 2028. 11. 1. 2028. 11. 30. 2028. 12. 1. 2028. 12. 31. 2029. 1. 1. 2029. 1. 31. 2029. 2. 1. 2029. 2. 28. 2029. 3. 1. 2029. 3. 31. 2029. 4. 1. 2029. 4. 30. 2029. 5. 1. 2029. 5. 31. 2029. 6. 1. 2029. 6. 30. 2029. 7. 1. 2029. 7. 31. 2029. 8. 1. 2029. 8. 31. 2029. 9. 1. 2029. 9. 30. 2029. 10. 1. 2029. 10. 31. 2029. 11. 1. 2029. 11. 30. 2029. 12. 1. 2029. 12. 31. 2030. 1. 1. 2030. 1. 31. 2030. 2. 1. 2030. 2. 28. 2030. 3. 1. 2030. 3. 31. 2030. 4. 1. 2030. 4. 30. 2030. 5. 1. 2030. 5. 31. 2030. 6. 1. 2030. 6. 30. 2030. 7. 1. 2030. 7. 31. 2030. 8. 1. 2030. 8. 31. 2030. 9. 1. 2030. 9. 30. 2030. 10. 1. 2030. 10. 31. 2030. 11. 1. 2030. 11. 30. 2030. 12. 1. 2030. 12. 31. 2031. 1. 1. 2031. 1. 31. 2031. 2. 1. 2031. 2. 28. 2031. 3. 1. 2031. 3. 31. 2031. 4. 1. 2031. 4. 30. 2031. 5. 1. 2031. 5. 31. 2031. 6. 1. 2031. 6. 30. 2031. 7. 1. 2031. 7. 31. 2031. 8. 1. 2031. 8. 31. 2031. 9. 1. 2031. 9. 30. 2031. 10. 1. 2031. 10. 31. 2031. 11. 1. 2031. 11. 30. 2031. 12. 1. 2031. 12. 31. 2032. 1. 1. 2032. 1. 31. 2032. 2. 1. 2032. 2. 28. 2032. 3. 1. 2032. 3. 31. 2032. 4. 1. 2032. 4. 30. 2032. 5. 1. 2032. 5. 31. 2032. 6. 1. 2032. 6. 30. 2032. 7. 1. 2032. 7. 31. 2032. 8. 1. 2032. 8. 31. 2032. 9. 1. 2032. 9. 30. 2032. 10. 1. 2032. 10. 31. 2032. 11. 1. 2032. 11. 30. 2032. 12. 1. 2032. 12. 31. 2033. 1. 1. 2033. 1. 31. 2033. 2. 1. 2033. 2. 28. 2033. 3. 1. 2033. 3. 31. 2033. 4.

1. 2019年12月31日，公司总资产为1,000,000,000.00元，净资产为500,000,000.00元，营业收入为1,200,000,000.00元，净利润为100,000,000.00元。

基多卡里, 占 山得里, 占路 勿那 勿那其, 占路 占路, 占路 勿那 勿那, 占路 占路, 占路 占路, 占路 占路, 占路 占路, 占路 占路, 占路 占路

When you cast this spell, you can assume the form of any Small or Medium creature of the animal type. If the form you assume has any of the following abilities, you gain the listed ability: climb 30 feet, fly 30 feet (**average maneuverability**), swim 30 feet, darkvision 60 feet, low-light vision, and scent.

Small animal: If the form you take is that of a Small animal, you gain a +2 size bonus to your Dexterity and a +1 natural armor bonus.

Medium animal: If the form you take is that of a Medium animal, you gain a +2 size bonus to your Strength and a +2 natural armor bonus.

Uses Per Day:

Uses: □□□□□□□□

BLINK

School transmutation; **Level** sorcerer/wizard 3; **Casting Time** 1 standard action; **Components** V, S; **Range** personal; **Target** you; **Duration** 1 round/level (*D*)

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

Physical attacks against you have a 50% miss chance, and the Blind-Fight feat doesn’t help opponents, since you’re ethereal and not merely invisible. If the attack is capable of striking ethereal creatures, the miss chance is only 20% (*for concealment*).

If the attacker can see invisible creatures, the miss chance is also only 20%. (*For an attacker who can both see and strike ethereal creatures, there is no miss chance.*) Likewise, your own attacks have a 20% miss chance, since you sometimes go ethereal just as you are about to strike.

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

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

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

While blinking, you can step through (but not see through) solid objects. For each 5 feet of solid material you walk through, there is a 50% chance that you become material. If this occurs, you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet so traveled. Since you spend about half your time on the Ethereal Plane, you can see and even attack ethereal creatures. You interact with ethereal creatures roughly the same way you interact with material ones.

An ethereal creature is invisible, incorporeal, and capable of moving in any direction, even up or down. As an incorporeal creature, you can move through solid objects, including living creatures. An ethereal creature can see and hear the Material Plane, but everything looks gray and insubstantial. Sight and hearing on the Material Plane are limited to 60 feet.

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

Uses: □□□□□□□□

School transmutation [*fire*]; **Level** sorcerer/wizard 3; **Casting Time** 1 standard action; **Components** V, S, M (*a drop of oil and a small piece of flint*); **Range** close (25 ft. + 5 ft./2 levels); **Target** fifty projectiles, all of which must be together at the time of casting; **Duration** 10 min./level; **Saving Throw** none; **Spell Resistance** no

This spell allows you to turn ammunition (*such as arrows, crossbow bolts, shuriken, and sling stones*) into fiery projectiles. Each piece of ammunition deals an extra 1d6 points of fire damage to any target it hits. A flaming projectile can easily ignite a flammable object or structure, but it won't ignite a creature it strikes.

[illegible]

[illegible][illegible]

The subject can fly at a speed of 60 feet (or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load). It can ascend at half speed and descend at double speed, and its maneuverability is good. Using a fly spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a fly spell can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears. The subject gains a bonus on Fly skill checks equal to 1/2 your caster level.

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends safely in this way if the fly spell is dispelled, but not if it is negated by an antimagic field.

Uses Per Day:[illegible]

The subject and all its gear become insubstantial, misty, and translucent. Its material armor (*including natural armor*) becomes worthless, though its size, Dexterity, deflection bonuses, and armor bonuses from force effects still apply. The subject gains DR 10/magic and becomes immune to poison, sneak attacks, and critical hits. It can't attack or cast spells with verbal, somatic, material, or focus components while in gaseous form. This does not rule out the use of certain spells that the subject may have prepared using the feats Silent Spell, Still Spell, and Eschew Materials. The subject also loses supernatural abilities while in gaseous form. If it has a touch spell ready to use, that spell is discharged harmlessly when the gaseous form spell takes effect.

A gaseous creature can't run, but it can fly at a speed of 10 feet and automatically succeeds on all Fly skill checks. It can pass through small holes or narrow openings, even mere cracks, with all it was wearing or holding in its hands, as long as the spell persists. The creature is subject to the effects of wind, and it can't enter water or other liquid. It also can't manipulate objects or activate items, even those carried along with its gaseous form. Continuously active items remain active, though in some cases their effects may be moot.

[illegible]

The transmuted creatures move and act more quickly than normal. This extra speed has several effects.

A hasted creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to Armor Class (*if any*) also makes you lose dodge bonuses.

All of the hasted creature's modes of movement (including land movement, burrow, climb, fly, and swim) increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed. Multiple haste effects don't stack. Haste dispels and counters slow.

Uses: □□□□□□□□

This spell makes a weapon magically keen, improving its ability to deal telling blows. This transmutation doubles the threat range of the weapon. A threat range of 20 becomes 19–20, a threat range of 19–20 becomes 17–20, and a threat range of 18–20 becomes 15–20. The spell can be cast only on piercing or slashing weapons. If cast on arrows or crossbow bolts, the keen edge on a particular projectile ends after one use, whether or not the missile strikes its intended target. Treat shuriken as arrows, rather than as thrown weapons, for the purpose of this spell.

Uses Per Day:

MAGIC WEAPON, GREATER

School transmutation; **Level** sorcerer/wizard 3; **Casting Time** 1 standard action; **Components** V, S, M/DF (*powdered lime and carbon*); **Range** close (25 ft. + 5 ft./2 levels); **Target** one weapon or 50 projectiles (*all of which must be together at the time of casting*); **Duration** 1 hour/level; **Saving Throw** Will negates (*harmless, object*); **Spell Resistance** yes (*harmless, object*)

This spell functions like magic weapon, except that it gives a weapon an enhancement bonus on attack and damage rolls of +1 per four caster levels (*maximum* +5). This bonus does not allow a weapon to bypass damage reduction aside from magic.

Alternatively, you can affect as many as 50 arrows, bolts, or bullets. The projectiles must be of the same kind, and they have to be together (*in the same quiver or other container*). Projectiles, but not thrown weapons, lose their transmutation after they are used. Treat shuriken as projectiles, rather than as thrown weapons, for the purpose of this spell.

Uses Per Day:_____[illegible]

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1. 2019年12月31日，公司总资产为1,000,000.00元，净资产为1,000,000.00元。

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Fire trap creates a fiery explosion when an intruder opens the item that the trap protects. A fire trap spell can ward any object that can be opened and closed.

A fire-trapped item cannot have a second closure or warding spell placed on it. A knock spell does not bypass a fire trap. An unsuccessful dispel magic spell does not detonate the spell. Underwater, this ward deals half damage and creates a large cloud of steam.

Magic traps such as fire trap are hard to detect and disable. A rogue (*only*) can use the Perception skill to find a fire trap and Disable Device to thwart it. The DC in each case is 25 + spell level (*DC 27 for a druid's fire trap or DC 29 for the arcane version*).

Uses:

[illegible]

An immobile, faintly shimmering magical sphere surrounds you and excludes all spell effects of 3rd level or lower. The area or effect of any such spells does not include the area of the lesser globe of invulnerability. Such spells fail to affect any target located within the globe. Excluded effects include spell-like abilities and spells or spell-like effects from items. Any type of spell, however, can be cast through or out of the magical globe. Spells of 4th level and higher are not affected by the globe, nor are spells already in effect when the globe is cast. The globe can be brought down by a dispel magic spell. You can leave and return to the globe without penalty.

Note that spell effects are not disrupted unless their effects enter the globe, and even then they are merely suppressed, not dispelled.

If a given spell has more than one level depending on which character class is casting it, use the level appropriate to the caster to determine whether lesser globe of invulnerability stops it.

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Remove curse can remove all curses on an object or a creature. If the target is a creature, you must make a caster level check ($1d20 + \text{caster level}$) against the DC of each curse affecting the target. Success means that the curse is removed. Remove curse does not remove the curse from a cursed shield, weapon, or suit of armor, although a successful caster level check enables the creature afflicted with any such cursed item to remove and get rid of it.

Remove curse counters and dispels bestow curse.

[illegible]

The warded creature gains resistance to blows, cuts, stabs, and slashes. The subject gains DR 10/adamantine. It ignores the first 10 points of damage each time it takes damage from a weapon, though an adamantine weapon bypasses the reduction. Once the spell has prevented a total of 10 points of damage per caster level (*maximum 150 points*), it is discharged.

[illegible]

This spell causes a field of rubbery black tentacles to appear, burrowing up from the floor and reaching for any creature in the area. Every creature within the area of the spell is the target of a combat maneuver check made to grapple each round at the beginning of your turn, including the round that black tentacles is cast. Creatures that enter the area of effect are also automatically attacked. The tentacles do not provoke attacks of opportunity. When determining the tentacles' CMB, the tentacles use your caster level as their base attack bonus and receive a +4 bonus due to their Strength and a +1 size bonus. Roll only once for the entire spell effect each round and apply the result to all creatures in the area of effect.

If the tentacles succeed in grappling a foe, that foe takes 1d6+4 points of damage and gains the grappled condition. Grappled opponents cannot move without first breaking the grapple. All other movement is prohibited unless the creature breaks the grapple first. The black tentacles spell receives a +5 bonus on grapple checks made against opponents it is already grappling, but cannot move foes or pin foes. Each round that black tentacles succeeds on a grapple check, it deals an additional 1d6+4 points of damage. The CMD of black tentacles, for the purposes of escaping the grapple, is equal to 10 + its CMB. The tentacles created by this spell cannot be damaged, but they can be dispelled as normal. The entire area of effect is considered difficult terrain while the tentacles last.

[illegible]

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired—whether by simply visualizing the area or by stating direction. After using this spell, you can't take any other actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (*carrying gear or objects up to its maximum load*) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location. If there is no free space within 100 feet, you and each creature traveling with you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you and each creature travelling with you take an additional 4d6 points of damage and the spell simply fails.

Uses Per Day:

Uses: □□□□□□□□

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[illegible]

You conjure a sturdy cottage or lodge made of material that is common in the area where the spell is cast. The floor is level, clean, and dry. The lodging resembles a normal cottage, with a sturdy door, two shuttered windows, and a small fireplace.

The shelter must be heated as a normal dwelling, and extreme heat adversely affects it and its occupants. The dwelling does, however, provide considerable security otherwise—it is as strong as a normal stone building, regardless of its material composition. The dwelling resists flames and fire as if it were stone. It is impervious to normal missiles (*but not the sort cast by siege engines or giants*).

The door, shutters, and even chimney are secure against intrusion, the former two being secured with arcane lock and the latter by an iron grate at the top and a narrow flue. In addition, these three areas are protected by an alarm spell. Finally, an unseen servant is conjured to provide service to you for the duration of the shelter. The secure shelter contains crude furnishings—eight bunks, a trestle table, eight stools, and a writing desk.

[illegible]

School conjuration (*creation*); **Level** sorcerer/wizard 4; **Components**: V, S, M (*powdered peas and an animal hoof*); **Duration** 1 min./level; **Spell Resistance** no

This spell functions like fog cloud, but in addition to obscuring sight, the solid fog is so thick that it impedes movement. Creatures moving through a solid fog move at half their normal speed and take a –2 penalty on all melee attack and melee damage rolls. The vapors prevent effective ranged weapon attacks (*except for magic rays and the like*). A creature or object that falls into solid fog is slowed so that each 10 feet of vapor that it passes through reduces the falling damage by 1d6. A creature cannot take a 5-foot-step while in solid fog. Solid fog, and effects that work like solid fog, do not stack with each other in terms of slowed movement and attack penalties.

Unlike normal fog, only a severe wind (31+ mph) disperses these vapors, and it does so in 1 round.

Solid fog can be made permanent with a permanency spell. A permanent solid fog dispersed by wind reforms in 10 minutes.

[illegible]

SUMMON MONSTER IV

School conjuration (*summoning*) [*see text*]; **Level** sorcerer/wizard 4; **Casting Time** 1 round; **Components** V, S, F/DF (*a tiny bag and a small candle*); **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

This spell summons an extraplanar creature (*typically an outsider, elemental, or magical beast native to another plane*). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. You can summon one creature from the 4th-level list, 1d3 creatures of the same kind from the 3rd-level list, or 1d4+1 creatures of the same kind from a lower-level list. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (*such as wish*).

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures listed belowmarked with an “*” are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the creature. Creatures marked with an “*” always have an alignment that matches yours, regardless of their usual alignment.

SUMMON MONSTER IV (CONT'D)

School conjuration (*summoning*) [*see text*]; **Level** sorcerer/wizard 4; **Casting Time** 1 round; **Components** V, S, F/DF (*a tiny bag and a small candle*); **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (*D*); **Saving Throw** none; **Spell Resistance** no

Summoning these creatures makes the summoning spell's type match your alignment.

1st Level: Dire rat*; Dolphin*; Eagle*; Fire beetle*; Poisonous frog*; Pony (horse)*; Riding dog*; Viper (*snake*)*

2nd Level: Ant, drone*; Elemental (*Small*) Elemental; Giant centipede*; Giant frog*; Giant spider*; Goblin dog*; Horse*; Hyena*; Lemure (*devil*) Evil, Lawful; Octopus*; Squid*; Wolf*

3rd Level: Ant, soldier*; Ape*; Aurochs (*herd animal*)*; Boar*; Cheetah*; Constrictor snake*; Crocodile*; Dire bat*; Dretch (*demon*) Chaotic, Evil; Electric eel*; Giant lizard*; Lantern archon Good, Lawful; Leopard (*cat*)*; Shark*; Wolverine*

4th Level: Bison (*herd animal*)*; Deinonychus (*dinosaur*)*; Dire ape*; Dire boar*; Dire wolf*; Elemental (*Medium*) Elemental; Giant scorpion*; Giant wasp*; Grizzly bear*; Hell hound Evil, Lawful; Hound archon Good, Lawful; Lion*; Mephit (*any*) Elemental; Pteranodon (*dinosaur*)*; Rhinoceros*

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

You create an invisible magical sensor that sends you visual information. You can create the arcane eye at any point you can see, but it can then travel outside your line of sight without hindrance. An arcane eye travels at 30 feet per round (*300 feet per minute*) if viewing an area ahead as a human would (*primarily looking at the floor*) or 10 feet per round (*100 feet per minute*) if examining the ceiling and walls as well as the floor ahead. It sees exactly as you would see if you were there.

The eye can travel in any direction as long as the spell lasts. Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter. The eye can't enter another plane of existence, even through a gate or similar magical portal.

You must concentrate to use an arcane eye. If you do not concentrate, the eye is inert until you again concentrate.

Uses Per Day: _____[illegible]

You immediately become aware of any attempt to observe you by means of a divination (*scrying*) spell or effect. The spell's area radiates from you and moves as you move. You know the location of every magical sensor within the spell's area.

[illegible]

This spell functions like *locate object*, except this spell locates a known creature. You slowly turn and sense when you are facing in the direction of the creature to be located, provided it is within range. You also know in which direction the creature is moving, if any.

Running water blocks the spell. It cannot detect objects. It can be fooled by mislead, nondetection, and polymorph spells.

[illegible]

SCRYING

School divination (*scrying*); **Level** sorcerer/wizard 4; **Casting Time** 1 hour; **Components** V, S, M/DF (*a pool of water*), F (*a silver mirror worth 1,000 gp*); **Range** see text; **Effect** magical sensor; **Duration** 1 min./level; **Saving Throw** Will negates; **Spell Resistance** yes

You can observe a creature at any distance. If the subject succeeds on a Will save, the spell fails. The difficulty of the save depends on how well your knowledge of the subject and what sort of physical connection (*if any*) you have to that creature. Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save.

| Knowledge | Will Save Modifier |
|--|--------------------|
| None* | +10 |
| Secondhand (you have heard of the subject) | +5 |
| Firsthand (you have met the subject) | +0 |
| Familiar (you know the subject well) | -5 |
| Connection | Will Save Modifier |
| Likeness or picture | -2 |
| Possession or garment | -4 |
| Body part, lock of hair, bit of nail, etc. | -10 |

*You must have some sort of connection (*see below*) to a creature of which you have no knowledge.

If the save fails, you can see and hear the subject and its surroundings (*approximately 10 feet in all directions of the subject*). If the subject moves, the sensor follows at a speed of up to 150 feet.

As with all divination (*scrying*) spells, the sensor has your full visual acuity, including any magical effects. In addition, the following spells have a 5% chance per caster level of operating

School divination (*scrying*); **Level** sorcerer/wizard 4; **Casting Time** 1 hour; **Components** V, S, M/DF (*a pool of water*), F (*a silver mirror worth 1,000 gp*); **Range** see text; **Effect** magical sensor; **Duration** 1 min./level; **Saving Throw** Will negates; **Spell Resistance** yes

through the sensor: detect chaos, detect evil, detect good, detect law, detect magic, and message.

If the save succeeds, you can't attempt to scry on that subject again for at least 24 hours.

[illegible]

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1. *Journal of Management Studies*, 1997, 34, 1, 1-14.

An invisible cone of despair causes great sadness in the subjects. Each affected creature takes a -2 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls.

Uses Per Day: _____ **Uses:** □□□□□□□□

Uses Per Day:_____

Uses: □□□□□□□□

A lesser geas places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by you. The creature must have 7 or fewer HD and be able to understand you. While a geas cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity.

If the instructions involve some open-ended task that the recipient cannot complete through his own actions, the spell remains in effect for a maximum of 1 day per caster level. A clever recipient can subvert some instructions.

A lesser geas (*and all ability score penalties*) can be ended by break enchantment, limited wish, remove curse, miracle, or wish. Dispel magic does not affect a lesser geas.

Uses: □□□□□□□□

FIRE SHIELD

School evocation [*fire or cold*]; **Level** sorcerer/wizard 4; **Casting Time** 1 standard action; **Components** V, S, M (*phosphorus for the warm shield; a firefly or glowworm for the chill shield*); **Range** personal; **Target** you; **Duration** 1 round/level (D)

This spell wreathes you in flame and causes damage to each creature that attacks you in melee. The flames also protect you from either cold-based or fire-based attacks, depending on if you choose cool or warm flames for your fire shield. Any creature striking you with its body or a handheld weapon deals normal damage, but at the same time the attacker takes 1d6 points of damage + 1 point per caster level (*maximum +15*). This damage is either cold damage (*if you choose a chill shield*) or fire damage (*if you choose a warm shield*). If the attacker has spell resistance, it applies to this effect. Creatures wielding melee weapons with reach are not subject to this damage if they attack you. When casting this spell, you appear to immolate yourself, but the flames are thin and wispy, increasing the light level within 10 feet by one step, up to normal light. The color of the flames is blue or green if the chill shield is cast, violet or red if the warm shield is employed. The special powers of each version are as follows.

Chill Shield: The flames are cool to the touch. You take only half damage from fire-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful saving throw. **Warm Shield:** The flames are warm to the touch. You take only half damage from cold-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful saving throw.

[illegible]

Great magical hailstones pound down upon casting this spell, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area. This damage only occurs once, when the spell is cast. For the remaining duration of the spell, heavy snow and sleet rains down in the area. Creatures inside this area take a -4 penalty on Perception skill checks and the entire area is treated as difficult terrain. At the end of the duration, the snow and hail disappear, leaving no aftereffects (*other than the damage dealt*).

[illegible]

A globe of shimmering force encloses a creature, provided the creature is small enough to fit within the diameter of the sphere. The sphere contains its subject for the spell's duration. The sphere functions as a wall of force, except that it can be negated by dispel magic. A subject inside the sphere can breathe normally. The sphere cannot be physically moved either by people outside it or by the struggles of those within.

[illegible]

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1. 2019年12月31日，公司应收账款账面余额为1,000,000.00元，坏账准备余额为100,000.00元，应收账款净额为900,000.00元。

[illegible]

An immobile, blazing curtain of shimmering violet fire springs into existence. One side of the wall, selected by you, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears, and to all creatures in the area on your turn each round. In addition, the wall deals 2d6 points of fire damage + 1 point of fire damage per caster level (*maximum +20*) to any creature passing through it. The wall deals double damage to undead creatures.

Wall of fire can be made permanent with a permanency spell. A permanent wall of fire that is extinguished by cold damage becomes inactive for 10 minutes, then reforms at normal strength.

[illegible]

WALL OF ICE

School evocation [*cold*]; **Level** sorcerer/wizard 4; **Casting Time** 1 standard action; **Components** V, S, M (*a piece of quartz or rock crystal*); **Range** medium (100 ft. + 10 ft./level); **Effect** anchored plane of ice, up to one 10-ft. square/level, or hemisphere of ice with a radius of up to 3 ft. + 1 ft./level; **Duration** 1 min./level; **Saving Throw** Reflex negates; see text; **Spell Resistance** yes

This spell creates an anchored plane of ice or a hemisphere of ice, depending on the version selected. A wall of ice cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. Any creature adjacent to the wall when it is created may attempt a Reflex save to disrupt the wall as it is being formed. A successful save indicates that the spell automatically fails. Fire can melt a wall of ice, and it deals full damage to the wall (*instead of the normal half damage taken by objects*). Suddenly melting a wall of ice creates a great cloud of steamy fog that lasts for 10 minutes.

Ice Plane: A sheet of strong, hard ice appears. The wall is 1 inch thick per caster level. It covers up to a 10-foot-square area per caster level (*so a 10th-level wizard can create a wall of ice 100 feet long and 10 feet high, a wall 50 feet long and 20 feet high, or any other combination of length and height that does not exceed 1,000 square feet*). The plane can be oriented in any fashion as long as it is anchored. A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides.

Each 10-foot square of wall has 3 hit points per inch of thickness. Creatures can hit the wall automatically. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through

WALL OF ICE (CONT'D)

School evocation [*cold*]; **Level** sorcerer/wizard 4; **Casting Time** 1 standard action; **Components** V, S, M (a piece of quartz or rock crystal); **Range** medium (100 ft. + 10 ft./level); **Effect** anchored plane of ice, up to one 10-ft. square/level, or hemisphere of ice with a radius of up to 3 ft. + 1 ft./level; **Duration** 1 min./level; **Saving Throw** Reflex negates; see text; **Spell Resistance** yes

the wall with a single attack, the DC for the Strength check is 15 + caster level.

Even when the ice has been broken through, a sheet of frigid air remains. Any creature stepping through it (*including the one who broke through the wall*) takes 1d6 points of cold damage + 1 point per caster level (*no save*).

Hemisphere: The wall takes the form of a hemisphere whose maximum radius is 3 feet + 1 foot per caster level. The hemisphere is as hard to break through as the ice plane form, but it does not deal damage to those who go through a breach.

[illegible]

HALLUCINATORY TERRAIN

School illusion (*glamer*); **Level** sorcerer/wizard 4; **Casting Time** 10 minutes; **Components** V, S, M (*a stone, a twig, and a green leaf*); **Range** long (400 ft. + 40 ft./level); **Area** one 30-ft. cube/level (S); **Duration** 2 hours/level (D); **Saving Throw** Will disbelief (*if interacted with*); **Spell Resistance** no

You make natural terrain look, sound, and smell like some other sort of natural terrain. Structures, equipment, and creatures within the area are not hidden or changed in appearance.

Uses Per Day: _____ **Uses:** □□□□□□□□

School illusion (*figment*); **Level** sorcerer/wizard 4; **Casting Time** 1 standard action; **Components** V, S; **Range** close (25 ft. + 5 ft./2 levels); **Effect** image 1 ft. by 10 ft. by 10 ft.; **Duration** permanent; **Saving Throw** Will disbelief (*if interacted with*); **Spell Resistance** no

This spell creates the illusion of a wall, floor, ceiling, or similar surface. It appears absolutely real when viewed, but physical objects can pass through it without difficulty. When the spell is used to hide pits, traps, or normal doors, any detection abilities that do not require sight work normally. Touch or a probing search reveals the true nature of the surface, though such measures do not cause the illusion to disappear. Although the caster can see through his illusory wall, other creatures cannot, even if they succeed at their will save (but they do learn that it is not real).

[illegible]

School illusion (*glamer*); **Level** sorcerer/wizard 4; **Casting Time** 1 standard action; **Components** V, S; **Range** personal or touch; **Target** you or creature touched; **Duration** 1 min./level (*D*); **Saving Throw** Will negates (*harmless*); **Spell Resistance** yes (*harmless*) or yes (*harmless, object*)

This spell functions like invisibility, except that it doesn't end if the subject attacks.

[illegible]

THE UNIVERSITY OF CHICAGO

You create a phantasmal image of the most fearsome creature imaginable to the subject simply by forming the fears of the subject's subconscious mind into something that its conscious mind can visualize: this most horrible beast. Only the spell's subject can see the phantasmal killer. You see only a vague shape. The target first gets a Will save to recognize the image as unreal. If that save fails, the phantasm touches the subject, and the subject must succeed on a Fortitude save or die from fear. Even if the Fortitude save is successful, the subject takes 3d6 points of damage.

[illegible]

A glowing, rainbow-hued pattern of interweaving colors fascinates those within it. Rainbow pattern fascinates a maximum of 24 HD of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. An affected creature that fails its saves is fascinated by the pattern.

[illegible]

SHADOW CONJURATION

School illusion (*shadow*); **Level** sorcerer/wizard 4; **Casting Time** 1 standard action; **Components** V, S; **Range** see text; **Effect** see text; **Duration** see text; **Saving Throw** Will disbelief (*if interacted with*); varies; see text; **Spell Resistance** yes; see text

You use material from the Plane of Shadow to shape quasi-real illusions of one or more creatures, objects, or forces. Shadow conjuration can mimic any sorcerer or wizard conjuration (*summoning*) or conjuration (*creation*) spell of 3rd level or lower.

Shadow conjurations are only one-fifth (20%) as strong as the real things, though creatures who believe the shadow conjurations to be real are affected by them at full strength. Any creature that interacts with the spell can make a Will save to recognize its true nature.

Spells that deal damage have normal effects unless the affected creature succeeds on a Will save. Each disbelieving creature takes only one-fifth (20%) damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is only 20% likely to occur. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save that the spell being simulated allows, but the save DC is set according to shadow conjuration's level (4th) rather than the spell's normal level. In addition, any effect created by shadow conjuration allows spell resistance, even if the spell it is simulating does not. Shadow objects or substances have normal effects except against those who disbelieve them. Against disbelievers, they are 20% likely to work.

A shadow creature has one-fifth the hit points of a normal creature of its kind (*regardless of whether it's recognized as shadowy*). It deals normal damage and has all normal abilities and weaknesses. Against a creature that recognizes it as a shadow creature, however, the shadow creature's damage is one-fifth (20%) normal,

and all special abilities that do not deal lethal damage are only 20% likely to work. (*Roll for each use and each affected character separately.*) Furthermore, the shadow creature's AC bonuses are just one-fifth as large.

[illegible]

ANIMATE DEAD

School necromancy [*evil*]; **Level** sorcerer/wizard 4; **Casting Time** 1 standard action; **Components** V, S, M (*an onyx gem worth at least 25 gp per Hit Die of the undead*); **Range** touch; **Targets** one or more corpses touched; **Duration** instantaneous; **Saving Throw** none; **Spell Resistance** no

This spell turns corpses into undead skeletons or zombies that obey your spoken commands. The undead can be made to follow you, or they can be made to remain in an area and attack any creature (*or just a specific kind of creature*) entering the place. They remain animated until they are destroyed. A destroyed skeleton or zombie can't be animated again.

Regardless of the type of undead you create with this spell, you can't create more HD of undead than twice your caster level with a single casting of animate dead. The desecrate spell doubles this limit.

The undead you create remain under your control indefinitely. No matter how many times you use this spell, however, you can control only 4 HD worth of undead creatures per caster level. If you exceed this number, all the newly created creatures fall under your control, and any excess undead from previous castings become uncontrolled. You choose which creatures are released. Undead you control through the Command Undead feat do not count toward this limit.

Skeletons: A skeleton can be created only from a mostly intact corpse or skeleton. The corpse must have bones. If a skeleton is made from a corpse, the flesh falls off the bones.

ANIMATE DEAD (CONT'D)

School necromancy [evil]; **Level** sorcerer/wizard 4; **Casting Time** 1 standard action; **Components** V, S, M (*an onyx gem worth at least 25 gp per Hit Die of the undead*); **Range** touch; **Targets** one or more corpses touched; **Duration** instantaneous; **Saving Throw** none; **Spell Resistance** no

Zombies: A zombie can be created only from a mostly intact corpse. The corpse must be that of a creature with a physical anatomy.

Uses Per Day:_____

Uses: □□□□□□□□

You place a curse on the subject. Choose one of the following.

–6 decrease to an ability score (*minimum 1*).

–4 penalty on attack rolls, saves, ability checks, and skill checks.

Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.

You may also invent your own curse, but it should be no more powerful than those described above.

The curse bestowed by this spell cannot be dispelled, but it can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell.

Bestow curse counters remove curse.

[illegible]

The subject contracts one of the following diseases: blinding sickness, bubonic plague, cackle fever, filth fever, leprosy, mindfire, red ache, shakes, or slimy doom. The disease is contracted immediately (*the onset period does not apply*). Use the disease's listed frequency and save DC to determine further effects. For more information see Diseases.

Uses: □□□□□□□□

You point your finger and fire a black ray of negative energy that suppresses the life force of any living creature it strikes. You must make a ranged touch attack to hit. If you hit, the subject gains 1d4 temporary negative levels (*see Special Abilities*). Negative levels stack.

Assuming the subject survives, it regains lost levels after a number of hours equal to your caster level (*maximum 15 hours*). Usually, negative levels have a chance of becoming permanent, but the negative levels from enervation don't last long enough to do so.

An undead creature struck by the ray gains $1d4 \times 5$ temporary hit points for 1 hour.

Uses Per Day:_____[illegible]

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1. 2019年12月31日，公司总资产为1,000,000.00元，净资产为1,000,000.00元。

[illegible]

School transmutation (*polymorph*); **Level** sorcerer/wizard 4

This spell functions as *beast shape I*, except that it also allows you to assume the form of a Tiny or Large creature of the animal type. If the form you assume has any of the following abilities, you gain the listed ability: climb 60 feet, fly 60 feet (good maneuverability), swim 60 feet, darkvision 60 feet, low-light vision, scent, grab, pounce, and trip.

Tiny animal: If the form you take is that of a Tiny animal, you gain a +4 size bonus to your Dexterity, a –2 penalty to your Strength, and a +1 natural armor bonus.

Large animal: If the form you take is that of a Large animal, you gain a +4 size bonus to your Strength, a –2 penalty to your Dexterity, and a +4 natural armor bonus.

[illegible]

When you cast this spell, you can assume the form of a Small air, earth, fire, or water elemental. The abilities you gain depend upon the type of elemental into which you change. Elemental abilities based on size, such as burn, vortex, and whirlwind, use the size of the elemental you transform into to determine their effect.

Air elemental: If the form you take is that of a Small air elemental, you gain a +2 size bonus to your Dexterity and a +2 natural armor bonus. You also gain fly 60 feet (*perfect*), darkvision 60 feet, and the ability to create a whirlwind.

Earth elemental: If the form you take is that of a Small earth elemental, you gain a +2 size bonus to your Strength and a +4 natural armor bonus. You also gain darkvision 60 feet, the push ability, and the ability to earth glide.

Fire elemental: If the form you take is that of a Small fire elemental, you gain a +2 size bonus to your Dexterity and a +2 natural armor bonus. You gain darkvision 60 feet, resist fire 20, vulnerability to cold, and the burn ability.

Water elemental: If the form you take is that of a Small water elemental, you gain a +2 size bonus to your Constitution and a +4 natural armor bonus. You also gain swim 60 feet, darkvision 60 feet, the ability to create a vortex, and the ability to breathe water.

Uses Per Day: _____ **Uses:** □□□□□□□□

School transmutation; **Level** sorcerer/wizard 4

Target One humanoid creature/level, no two of which can be more than 30 ft. apart

This spell functions like enlarge person, except that it affects multiple creatures.

Uses Per Day:_____

Uses: □□□□□□□□

Casting this spell allows you to prepare additional spells or retain spells recently cast. Pick one of these two versions when the spell is cast.

Retain: You retain any spell of 3rd level or lower that you had cast up to 1 round before you started casting the mnemonic enhancer. This restores the previously cast spell to your mind.

[illegible][illegible]

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[illegible]

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.

[illegible]

This spell frees victims from enchantments, transmutations, and curses. Break enchantment can reverse even an instantaneous effect. For each such effect, you make a caster level check (*1d20 + caster level, maximum +15*) against a DC of 11 + caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For a cursed magic item, the DC is equal to the DC of the curse.

If the effect comes from a permanent magic item, break enchantment does not remove the curse from the item, but it does free the victim from the item's effects.

[illegible]

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[illegible][illegible]

1. 2019年12月31日，公司总资产为1,000,000,000.00元，净资产为500,000,000.00元，营业收入为1,200,000,000.00元，净利润为100,000,000.00元。

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This spell generates a bank of fog, similar to a fog cloud, except that its vapors are yellowish green and poisonous. These vapors automatically kill any living creature with 3 or fewer HD (*no save*). A living creature with 4 to 6 HD is slain unless it succeeds on a Fortitude save (*in which case it takes 1d4 points of Constitution damage on your turn each round while in the cloud*).

Unlike a fog cloud, the cloudkill moves away from you at 10 feet per round, rolling along the surface of the ground.

Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole openings. It cannot penetrate liquids, nor can it be cast underwater.

[illegible]

MAGE'S FAITHFUL HOUND

School conjuration (*creation*); **Level** sorcerer/wizard 5; **Casting Time** 1 standard action; **Components** V, S, M (*a tiny silver whistle, a piece of bone, and a thread*); **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 (see invisibility).

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.

Uses Per Day:_____[illegible]

1. 2. 3. 4. 5. 6. 7. 8. 9. 10. 11. 12. 13. 14. 15. 16. 17. 18. 19. 20. 21. 22. 23. 24. 25. 26. 27. 28. 29. 30. 31. 32. 33. 34. 35. 36. 37. 38. 39. 40. 41. 42. 43. 44. 45. 46. 47. 48. 49. 50. 51. 52. 53. 54. 55. 56. 57. 58. 59. 60. 61. 62. 63. 64. 65. 66. 67. 68. 69. 70. 71. 72. 73. 74. 75. 76. 77. 78. 79. 80. 81. 82. 83. 84. 85. 86. 87. 88. 89. 90. 91. 92. 93. 94. 95. 96. 97. 98. 99. 100. 101. 102. 103. 104. 105. 106. 107. 108. 109. 110. 111. 112. 113. 114. 115. 116. 117. 118. 119. 120. 121. 122. 123. 124. 125. 126. 127. 128. 129. 130. 131. 132. 133. 134. 135. 136. 137. 138. 139. 140. 141. 142. 143. 144. 145. 146. 147. 148. 149. 150. 151. 152. 153. 154. 155. 156. 157. 158. 159. 160. 161. 162. 163. 164. 165. 166. 167. 168. 169. 170. 171. 172. 173. 174. 175. 176. 177. 178. 179. 180. 181. 182. 183. 184. 185. 186. 187. 188. 189. 190. 191. 192. 193. 194. 195. 196. 197. 198. 199. 200. 201. 202. 203. 204. 205. 206. 207. 208. 209. 210. 211. 212. 213. 214. 215. 216. 217. 218. 219. 220. 221. 222. 223. 224. 225. 226. 227. 228. 229. 230. 231. 232. 233. 234. 235. 236. 237. 238. 239. 240. 241. 242. 243. 244. 245. 246. 247. 248. 249. 250. 251. 252. 253. 254. 255. 256. 257. 258. 259. 260. 261. 262. 263. 264. 265. 266. 267. 268. 269. 270. 271. 272. 273. 274. 275. 276. 277. 278. 279. 280. 281. 282. 283. 284. 285. 286. 287. 288. 289. 290. 291. 292. 293. 294. 295. 296. 297. 298. 299. 300. 301. 302. 303. 304. 305. 306. 307. 308. 309. 310. 311. 312. 313. 314. 315. 316. 317. 318. 319. 320. 321. 322. 323. 324. 325. 326. 327. 328. 329. 330. 331. 332. 333. 334. 335. 336. 337. 338. 339. 340. 341. 342. 343. 344. 345. 346. 347. 348. 349. 350. 351. 352. 353. 354. 355. 356. 357. 358. 359. 360. 361. 362. 363. 364. 365. 366. 367. 368. 369. 370. 371. 372. 373. 374. 375. 376. 377. 378. 379. 380. 381. 382. 383. 384. 385. 386. 387. 388. 389. 390. 391. 392. 393. 394. 395. 396. 397. 398. 399. 400. 401. 402. 403. 404. 405. 406. 407. 408. 409. 410. 411. 412. 413. 414. 415. 416. 417. 418. 419. 420. 421. 422. 423. 424. 425. 426. 427. 428. 429. 430. 431. 432. 433. 434. 435. 436. 437. 438. 439. 440. 441. 442. 443. 444. 445. 446. 447. 448. 449. 450. 451. 452. 453. 454. 455. 456. 457. 458. 459. 460. 461. 462. 463. 464. 465. 466. 467. 468. 469. 470. 471. 472. 473. 474. 475. 476. 477. 478. 479. 480. 481. 482. 483. 484. 485. 486. 487. 488. 489. 490. 491. 492. 493. 494. 495. 496. 497. 498. 499. 500. 501. 502. 503. 504. 505. 506. 507. 508. 509. 510. 511. 512. 513. 514. 515. 516. 517. 518. 519. 520. 521. 522. 523. 524. 525. 526. 527. 528. 529. 530. 531. 532. 533. 534. 535. 536. 537. 538. 539. 540. 541. 542. 543. 544. 545. 546. 547. 548. 549. 550. 551. 552. 553. 554. 555. 556. 557. 558. 559. 560. 561. 562. 563. 564. 565. 566. 567. 568. 569. 570. 571. 572. 573. 574. 575. 576. 577. 578. 579. 580. 581. 582. 583. 584. 585. 586. 587. 588. 589. 590. 591. 592. 593. 594. 595. 596. 597. 598. 599. 600. 601. 602. 603. 604. 605. 606. 607. 608. 609. 610. 611. 612. 613. 614. 615. 616. 617. 618. 619. 620. 621. 622. 623. 624. 625. 626. 627. 628. 629. 630. 631. 632. 633. 634. 635. 636. 637. 638. 639. 640. 641. 642. 643. 644. 645. 646. 647. 648. 649. 650. 651. 652. 653. 654. 655. 656. 657. 658. 659. 660. 661. 662. 663. 664. 665. 666. 667. 668. 669. 670. 671. 672. 673. 674. 675. 676. 677. 678. 679. 680. 681. 682. 683. 684. 685. 686. 687. 688. 689. 690. 691. 692. 693. 694. 695. 696. 697. 698. 699. 700. 701. 702. 703. 704. 705. 706. 707. 708. 709. 710. 711. 712. 713. 714. 715. 716. 717. 718. 719. 720. 721. 722. 723. 724. 725. 726. 727. 728. 729. 730. 731. 732. 733. 734. 735. 736. 737. 738. 739. 740. 741. 742. 743. 744. 745. 746. 747. 748. 749. 750. 751. 752. 753. 754. 755. 756. 757. 758. 759. 760. 761. 762. 763. 764. 765. 766. 767. 768. 769. 770. 771. 772. 773. 774. 775. 776. 777. 778. 779. 780. 781. 782. 783. 784. 785. 786. 787. 788. 789. 790. 791. 792. 793. 794. 795. 796. 797. 798. 799. 800. 801. 802. 803. 804. 805. 806. 807. 808. 809. 810. 811. 812. 813. 814. 815. 816. 817. 818. 819. 820. 821. 822. 823. 824. 825. 826. 827. 828. 829. 830. 831. 832. 833. 834. 835. 836. 837. 838. 839. 840.

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.

** Includes adamantite, alchemical silver, and mithral. You can't use major creation to create a cold iron item.*

Uses: □□□□□□□□

PLANAR BINDING, LESSER

School conjuration (*calling*) [*see text*]; **Level** sorcerer/wizard 5; **Casting Time** 10 minutes; **Components** V, S; **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 by successfully pitting its spell resistance against your caster level check, by dimensional travel, or with a successful Charisma check ($DC\ 15 + 1/2\ your\ caster\ level + your\ Charisma\ modifier$). 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. 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

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SUMMON MONSTER V

School conjuration (*summoning*) [*see text*]; **Level** sorcerer/wizard 5; **Casting Time** 1 round; **Components** V, S, F/DF (*a tiny bag and a small candle*); **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

This spell summons an extraplanar creature (*typically an outsider, elemental, or magical beast native to another plane*). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. 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. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (*such as wish*).

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures listed belowmarked with an “*” are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the creature. Creatures marked with an “*” always have an alignment that matches yours, regardless of their usual alignment.

SUMMON MONSTER V (CONT'D)

School conjuration (*summoning*) [*see text*]; **Level** sorcerer/wizard 5; **Casting Time** 1 round; **Components** V, S, F/DF (*a tiny bag and a small candle*); **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

Summoning these creatures makes the summoning spell's type match your alignment.

1st Level: Dire rat*; Dolphin*; Eagle*; Fire beetle*; Poisonous frog*; Pony (horse)*; Riding dog*; Viper (*snake*)*

2nd Level: Ant, drone*; Elemental (*Small*) Elemental; Giant centipede*; Giant frog*; Giant spider*; Goblin dog*; Horse*; Hyena*; Lemure (*devil*) Evil, Lawful; Octopus*; Squid*; Wolf*

3rd Level: Ant, soldier*; Ape*; Aurochs (*herd animal*)*; Boar*; Cheetah*; Constrictor snake*; Crocodile*; Dire bat*; Dretch (*demon*) Chaotic, Evil; Electric eel*; Giant lizard*; Lantern archon Good, Lawful; Leopard (*cat*)*; Shark*; Wolverine*

4th Level: Bison (*herd animal*)*; Deinonychus (*dinosaur*)*; Dire ape*; Dire boar*; Dire wolf*; Elemental (*Medium*) Elemental; Giant scorpion*; Giant wasp*; Grizzly bear*; Hell hound Evil, Lawful; Hound archon Good, Lawful; Lion*; Mephit (*any*) Elemental; Pteranodon (*dinosaur*)*; Rhinoceros*

5th Level: Ankylosaurus (*dinosaur*)*; Babau (*demon*) Chaotic, Evil; Bearded devil Evil, Lawful; Bralani azata Chaotic, Good; Dire lion*; Elemental (*Large*) Elemental; Giant moray eel*; Kyton Evil, Lawful; Orca (*dolphin*)*; Salamander Evil; Woolly rhinoceros*; Xill Evil, Lawful

Uses Per Day: _____

Uses: □□□□□□□□

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it or you've been there often. "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 such as scrying. "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 d% 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. **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.

| 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 | — | — | 81-92 | 93-100 |

Uses Per Day:_____

Uses: □□□□□□□□

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CONTACT OTHER PLANE

School divination; Level sorcerer/wizard 5; Casting Time 10 minutes; **Components** V; **Range** personal; **Target** you; **Duration** concentration

You send your mind to another plane of existence (*an Elemental Plane or some plane farther removed*) in order to receive advice and information from powers there. See the accompanying table for possible consequences and results of the attempt. The powers reply in a language you understand, but they resent such contact and give only brief answers to your questions. All questions are answered with “yes,” “no,” “maybe,” “never,” “irrelevant,” or some other one-word answer.

You must concentrate on maintaining the spell (*a standard action*) in order to ask questions at the rate of one per round. A question is answered by the power during the same round. You may ask one question for every two caster levels.

Contact with minds far removed from your home plane increases the probability that you will incur a decrease in Intelligence and Charisma due to your brain being overwhelmed, but also increases the chance of the power knowing the answer and answering correctly. Once the Outer Planes are reached, the power of the deity contacted determines the effects. (*Random results obtained from the table are subject to the personalities of individual deities.*) On rare occasions, this divination may be blocked by an act of certain deities or forces.

Avoid Int/Cha Decrease: You must succeed on an Intelligence check against this DC to avoid a decrease in Intelligence and Charisma. If the check fails, your Intelligence and Charisma scores each fall to 8 for the stated duration, and you become unable to cast arcane spells. If you lose Intelligence and Charisma, the effect

.....

CONTACT OTHER PLANE (CONT'D)

| Plane Contacted | Avoid Int / Cha Dec. | True Answer | Don't Know | Lie | Random Answer |
|--|----------------------|-------------|------------|-------|---------------|
| Elemental Plane | DC 7/1 week | 01-34 | 35-62 | 63-83 | 84-100 |
| Positive/
Negative
Energy
Plane | DC 8/1 week | 01-39 | 40-65 | 66-86 | 87-100 |
| Astral Plane | DC 9/1 week | 01-44 | 45-67 | 68-88 | 89-100 |
| Outer Plane,
demigod | DC 10/2 weeks | 01-49 | 50-70 | 71-91 | 92-100 |
| Outer Plane,
lesser deity | DC 12/3 weeks | 01-60 | 61-75 | 76-95 | 96-100 |
| Outer Plane,
intermediate
deity | DC 14/4 weeks | 01-73 | 74-81 | 82-98 | 99-100 |
| Outer Plane,
greater
deity | DC 16/5 weeks | 01-88 | 89-90 | 91-99 | 100 |

PRYING EYES

School divination; **Level** sorcerer/wizard 5; **Casting Time** 1 minute; **Components** V, S, M (*a handful of crystal marbles*); **Range** 1 mile; **Effect** 10 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 $1d4 + \text{your caster level}$. 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 a +20 bonus on Fly skill checks and a +16 bonus on Stealth skill checks. It has a Perception modifier equal to your caster level (*maximum +15*) and is subject to illusions, darkness, fog, and any other factors that affect your ability to receive visual information about your surroundings. An eye traveling in 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 25 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.

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You forge a telepathic bond among yourself and a number of willing creatures, each of which must have an Intelligence score of 3 or higher. Each creature included in the link is linked to all the others. The creatures can communicate telepathically through the bond regardless of language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (*although not from one plane to another*).

Telepathic bond can be made permanent with a permanency spell, though it only bonds two creatures per casting of permanency.

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DOMINATE PERSON

School enchantment (*compulsion*) [*mind-affecting*]; **Level** sorcerer/wizard 5; **Casting Time** 1 round; **Components** V, S; **Range** close (25 ft. + 5 ft./2 levels); **Target** one humanoid; **Duration** 1 day/level; **Saving Throw** Will negates; **Spell Resistance** yes

You can control the actions of any humanoid creature through a telepathic link that you establish with the subject's mind.

If you and the subject have a common language, you can generally force the subject to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." You know what the subject is experiencing, but you do not receive direct sensory input from it, nor can it communicate with you telepathically.

Once you have given a dominated creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a Sense Motive check against DC 15 (*rather than DC 25*) can determine that the subject's behavior is being influenced by an enchantment effect (see the Sense Motive skill description).

Changing your orders or giving a dominated creature a new command is a move action.

By concentrating fully on the spell (*a standard action*), you can receive full sensory input as interpreted by the mind of the subject, though it still can't communicate with you. You can't actually see through the subject's eyes, so it's not as good as being there yourself, but you still get a good idea of what's going on.

DOMINATE PERSON (CONT'D)

School enchantment (*compulsion*) [*mind-affecting*]; **Level** sorcerer/wizard 5; **Casting Time** 1 round; **Components** V, S; **Range** close (25 ft. + 5 ft./2 levels); **Target** one humanoid; **Duration** 1 day/level; **Saving Throw** Will negates; **Spell Resistance** yes

Subjects resist this control, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it.

If you don't spend at least 1 round concentrating on the spell each day, the subject receives a new saving throw to throw off the domination.

Protection from evil or a similar spell can prevent you from exercising control or using the telepathic link while the subject is so warded, but such an effect does not automatically dispel it.

[illegible]

Target creature's 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.

Uses: □□□□□□□□

The any living creature becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect. This is a full-round action that does not provoke attacks of opportunity. A winged creature who is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Uses: □□□□□□□□

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 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)*.

The fog is thin and does not significantly hamper vision.

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Cone of cold creates an area of extreme cold, originating at your hand and extending outward in a cone. It drains heat, dealing 1d6 points of cold damage per caster level (*maximum 15d6*).

[illegible]

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 is AC 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.

Uses: □□□□□□□□

School evocation; **Level** sorcerer/wizard 5; **Casting Time** 10 minutes; **Components** V, S, M/DF (*fine copper wire*); **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 25 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. 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.)*

[illegible]

A wall of force creates an invisible wall of pure force. The wall cannot move and is not easily destroyed. A wall of force is immune to dispel magic, although a mage's disjunction can still dispel it. A wall of force can be damaged by spells as normal, except for disintegrate, which automatically destroys it. It can be damaged by weapons and supernatural abilities, but a wall of force has hardness 30 and a number of hit points equal to 20 per caster level. Contact with asphere of annihilation or rod of cancellation instantly destroys 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.

Uses Per Day:

Uses:

[illegible]

DREAM

School illusion (*phantasm*) [*mind-affecting*]; **Level** sorcerer/wizard 5; **Casting Time** 1 minute; **Components** V, S; **Range** unlimited; **Target** one living creature touched; **Duration** see text; **Saving Throw** none; **Spell Resistance** yes

You, or a messenger you touch, send a message to others in the form of a dream. At the beginning of the spell, you must name the recipient or identify him or her by some title that leaves no doubt as to identity. The messenger then enters a trance, appears in the intended recipient's dream, and delivers the message. The message can be of any length, and the recipient remembers it perfectly upon waking. The communication is one-way. The recipient cannot ask questions or offer information, nor can the messenger gain any information by observing the dreams of the recipient.

Once the message is delivered, the messenger's mind returns instantly to its body. The duration of the spell is the time required for the messenger to enter the recipient's dream and deliver the message. If the recipient is awake when the spell begins, the messenger can choose to wake up (*ending the spell*) or remain in the trance. The messenger can remain in the trance until the recipient goes to sleep, then enter the recipient's dream and deliver the message as normal. A messenger that is disturbed during the trance comes awake, ending the spell.

Creatures who don't sleep or don't dream cannot be contacted by this spell. The messenger is unaware of its own surroundings or of the activities around it while in the trance. It is defenseless both physically and mentally (*always failing any saving throw*) while in the trance.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

This spell creates a subtle illusion, causing any divination (*scrying*) spell used to view anything within the area of this spell to instead receive 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.

[illegible]

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*).

[illegible]

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[illegible]

School illusion (*phantasm*) [*mind-affecting, evil*]; **Level** sorcerer/wizard 5; **Casting Time** 10 minutes; **Components** V, S; **Range** unlimited; **Target** one living creature; **Duration** instantaneous; **Saving Throw** Will negates; see text; **Spell Resistance** yes

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 Reflex and Will saving throws, for example.*)

Creatures who don't sleep (*such as elves, but not half-elves*) or dream are immune to this spell.

[illegible]

School illusion (*figment*); **Level** sorcerer/wizard 5; **Casting Time** 1 standard action; **Components** V, S, F (*a bit of fleece*); **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.

[illegible]

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.

Uses: □□□□□□□□

School illusion (*shadow*); **Level** sorcerer/wizard 5; **Casting Time** 1 standard action; **Components** V, S; **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. 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.

[illegible]

[illegible][illegible][illegible]

MAGIC JAR

School necromancy; **Level** sorcerer/wizard 5; **Casting Time** 1 standard action; **Components** V, S, F (*a gem or crystal worth at least 100 gp*); **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

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 HD 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.

MAGIC JAR (CONT'D)

School necromancy; **Level** sorcerer/wizard 5; **Casting Time** 1 standard action; **Components** V, S, F (*a gem or crystal worth at least 100 gp*); **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

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.

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[illegible][illegible]

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1. *Journal of Management Studies*, 1990, 27, 1, 1-14.

[illegible]

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.

[illegible]

The target animal grows to twice its normal size and eight times its normal weight. This alteration changes the animal's size category to the next largest, grants it a +8 size bonus to Strength and a +4 size bonus to Constitution (*and thus an extra 2 hit points per HD*), and imposes a –2 size penalty to Dexterity. The creature's existing natural armor bonus increases by 2. The size change also affects the animal's modifier to AC, attack rolls, and its base damage. The animal's space and reach change as appropriate to the new size, but its speed does not change. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (*using its increased Strength*) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it—the spell cannot be used to crush a creature by increasing its size.

All equipment worn or carried by the animal is similarly enlarged by the spell, though this change has no effect on the magical properties of any such equipment.

Any enlarged item that leaves the enlarged creature's possession instantly returns to its normal size. The spell gives no means of command over an enlarged animal. Multiple magical effects that increase size do not stack.

Uses Per Day:

Uses:

As beast shape III, except that you change the subject into a Small or smaller animal of no more than 1 HD. If the new form would prove fatal to the creature, such as an aquatic creature not in water, the subject gets a +4 bonus on the save.

If the spell succeeds, the subject must also make a Will save. If this second save fails, the creature loses its extraordinary, supernatural, and spell-like abilities, loses its ability to cast spells (*if it had the ability*), and gains the alignment, special abilities, and Intelligence, Wisdom, and Charisma scores of its new form in place of its own. It still retains its class and level (*or HD*), as well as all benefits deriving therefrom (*such as base attack bonus, base save bonuses, and hit points*). It retains any class features (*other than spellcasting*) that aren't extraordinary, supernatural, or spell-like abilities.

Any polymorph effects on the target are automatically dispelled when a target fails to resist the effects of baleful polymorph, and as long as baleful polymorph remains in effect, the target cannot use other polymorph spells or effects to assume a new form. Incorporeal or gaseous creatures are immune to baleful polymorph, and a creature with the shapechanger subtype can revert to its natural form as a standard action.

Uses: □□□□□□□□

This spell functions as beast shape II, except that it also allows you to assume the form of a Diminutive or Huge creature of the animal type. This spell also allows you to take on the form of a Small or Medium creature of the magical beast type. If the form you assume has any of the following abilities, you gain the listed ability: burrow 30 feet, climb 90 feet, fly 90 feet (*good maneuverability*), swim 90 feet, blindsense 30 feet, darkvision 60 feet, low-light vision, scent, constrict, ferocity, grab, jet, poison, pounce, rake, trample, trip, and web.

Diminutive animal: If the form you take is that of a Diminutive animal, you gain a +6 size bonus to your Dexterity, a -4 penalty to your Strength, and a +1 natural armor bonus.

Huge animal: If the form you take is that of a Huge animal, you gain a +6 size bonus to your Strength, a –4 penalty to your Dexterity, and a +6 natural armor bonus.

Small magical beast: If the form you take is that of a Small magical beast, you gain a +4 size bonus to your Dexterity, and a +2 natural armor bonus.

Medium magical beast: If the form you take is that of a Medium magical beast, you gain a +4 size bonus to your Strength, and a +4 natural armor bonus.

Uses Per Day:_____

Uses: □□□□□□□□

School transmutation (*polymorph*); **Level** sorcerer/wizard 5

This spell functions as elemental body I, except that it also allows you to assume the form of a Medium air, earth, fire, or water elemental. The abilities you gain depend upon the elemental.

Air elemental: As elemental body I except that you gain a +4 size bonus to your Dexterity and a +3 natural armor bonus.

Earth elemental: As elemental body I except that you gain a +4 size bonus to your Strength and a +5 natural armor bonus.

Fire elemental: As elemental body I except that you gain a +4 size bonus to your Dexterity and a +3 natural armor bonus.

Water elemental: As elemental body I except that you gain a +4 size bonus to your Constitution and a +5 natural armor bonus.

Uses Per Day:

Uses:

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.

Casting requires 1 round per 10 cubic feet of material to be affected by the spell.

[illegible]

School transmutation; **Level** sorcerer/wizard 5; **Components:** V, S; **Range** personal; **Target** you; **Duration** 1 hour/level

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 a bonus on Fly skill checks equal to half your caster level. 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 8-hour period of flight (*or 48 miles at a speed of 30 feet*).

Uses Per Day:_____[illegible]

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.

[illegible]

[illegible]

When you cast this spell you can assume the form of any Small or Medium creature of the plant type. If the form you assume has any of the following abilities, you gain the listed ability: darkvision 60 feet, low-light vision, constrict, grab, and poison. If the form you assume does not possess the ability to move, your speed is reduced to 5 feet and you lose all other forms of movement. If the creature has vulnerability to an element, you gain that vulnerability.

Small plant: If the form you take is that of a Small plant, you gain a +2 size bonus to your Constitution and a +2 natural armor bonus.

Medium plant: If the form you take is that of a Medium plant, you gain a +2 size bonus to your Strength, a +2 enhancement bonus to your Constitution, and a +2 natural armor bonus.

Uses Per Day:

Uses:

[illegible]

1. 2. 3. 4. 5. 6. 7. 8. 9. 10. 11. 12. 13. 14. 15. 16. 17. 18. 19. 20. 21. 22. 23. 24. 25. 26. 27. 28. 29. 30. 31. 32. 33. 34. 35. 36. 37. 38. 39. 40. 41. 42. 43. 44. 45. 46. 47. 48. 49. 50. 51. 52. 53. 54. 55. 56. 57. 58. 59. 60. 61. 62. 63. 64. 65. 66. 67. 68. 69. 70. 71. 72. 73. 74. 75. 76. 77. 78. 79. 80. 81. 82. 83. 84. 85. 86. 87. 88. 89. 90. 91. 92. 93. 94. 95. 96. 97. 98. 99. 100. 101. 102. 103. 104. 105. 106. 107. 108. 109. 110. 111. 112. 113. 114. 115. 116. 117. 118. 119. 120. 121. 122. 123. 124. 125. 126. 127. 128. 129. 130. 131. 132. 133. 134. 135. 136. 137. 138. 139. 140. 141. 142. 143. 144. 145. 146. 147. 148. 149. 150. 151. 152. 153. 154. 155. 156. 157. 158. 159. 160. 161. 162. 163. 164. 165. 166. 167. 168. 169. 170. 171. 172. 173. 174. 175. 176. 177. 178. 179. 180. 181. 182. 183. 184. 185. 186. 187. 188. 189. 190. 191. 192. 193. 194. 195. 196. 197. 198. 199. 200. 201. 202. 203. 204. 205. 206. 207. 208. 209. 210. 211. 212. 213. 214. 215. 216. 217. 218. 219. 220. 221. 222. 223. 224. 225. 226. 227. 228. 229. 230. 231. 232. 233. 234. 235. 236. 237. 238. 239. 240. 241. 242. 243. 244. 245. 246. 247. 248. 249. 250. 251. 252. 253. 254. 255. 256. 257. 258. 259. 260. 261. 262. 263. 264. 265. 266. 267. 268. 269. 270. 271. 272. 273. 274. 275. 276. 277. 278. 279. 280. 281. 282. 283. 284. 285. 286. 287. 288. 289. 290. 291. 292. 293. 294. 295. 296. 297. 298. 299. 300. 301. 302. 303. 304. 305. 306. 307. 308. 309. 310. 311. 312. 313. 314. 315. 316. 317. 318. 319. 320. 321. 322. 323. 324. 325. 326. 327. 328. 329. 330. 331. 332. 333. 334. 335. 336. 337. 338. 339. 340. 341. 342. 343. 344. 345. 346. 347. 348. 349. 350. 351. 352. 353. 354. 355. 356. 357. 358. 359. 360. 361. 362. 363. 364. 365. 366. 367. 368. 369. 370. 371. 372. 373. 374. 375. 376. 377. 378. 379. 380. 381. 382. 383. 384. 385. 386. 387. 388. 389. 390. 391. 392. 393. 394. 395. 396. 397. 398. 399. 400. 401. 402. 403. 404. 405. 406. 407. 408. 409. 410. 411. 412. 413. 414. 415. 416. 417. 418. 419. 420. 421. 422. 423. 424. 425. 426. 427. 428. 429. 430. 431. 432. 433. 434. 435. 436. 437. 438. 439. 440. 441. 442. 443. 444. 445. 446. 447. 448. 449. 450. 451. 452. 453. 454. 455. 456. 457. 458. 459. 460. 461. 462. 463. 464. 465. 466. 467. 468. 469. 470. 471. 472. 473. 474. 475. 476. 477. 478. 479. 480. 481. 482. 483. 484. 485. 486. 487. 488. 489. 490. 491. 492. 493. 494. 495. 496. 497. 498. 499. 500. 501. 502. 503. 504. 505. 506. 507. 508. 509. 510. 511. 512. 513. 514. 515. 516. 517. 518. 519. 520. 521. 522. 523. 524. 525. 526. 527. 528. 529. 530. 531. 532. 533. 534. 535. 536. 537. 538. 539. 540. 541. 542. 543. 544. 545. 546. 547. 548. 549. 550. 551. 552. 553. 554. 555. 556. 557. 558. 559. 560. 561. 562. 563. 564. 565. 566. 567. 568. 569. 570. 571. 572. 573. 574. 575. 576. 577. 578. 579. 580. 581. 582. 583. 584. 585. 586. 587. 588. 589. 590. 591. 592. 593. 594. 595. 596. 597. 598. 599. 600. 601. 602. 603. 604. 605. 606. 607. 608. 609. 610. 611. 612. 613. 614. 615. 616. 617. 618. 619. 620. 621. 622. 623. 624. 625. 626. 627. 628. 629. 630. 631. 632. 633. 634. 635. 636. 637. 638. 639. 640. 641. 642. 643. 644. 645. 646. 647. 648. 649. 650. 651. 652. 653. 654. 655. 656. 657. 658. 659. 660. 661. 662. 663. 664. 665. 666. 667. 668. 669. 670. 671. 672. 673. 674. 675. 676. 677. 678. 679. 680. 681. 682. 683. 684. 685. 686. 687. 688. 689. 690. 691. 692. 693. 694. 695. 696. 697. 698. 699. 700. 701. 702. 703. 704. 705. 706. 707. 708. 709. 710. 711. 712. 713. 714. 715. 716. 717. 718. 719. 720. 721. 722. 723. 724. 725. 726. 727. 728. 729. 730. 731. 732. 733. 734. 735. 736. 737. 738. 739. 740. 741. 742. 743. 744. 745. 746. 747. 748. 749. 750. 751. 752. 753. 754. 755. 756. 757. 758. 759. 760. 761. 762. 763. 764. 765. 766. 767. 768. 769. 770. 771. 772. 773. 774. 775. 776. 777. 778. 779. 780. 781. 782. 783. 784. 785. 786. 787. 788. 789. 790. 791. 792. 793. 794. 795. 796. 797. 798. 799. 800. 801. 802. 803. 804. 805. 806. 807. 808. 809. 810. 811. 812. 813. 814. 815. 816. 817. 818. 819. 820. 821. 822. 823. 824. 825. 826. 827. 828. 829. 830. 831. 832. 833. 834. 835. 836. 837. 838. 839. 840.

[illegible]

TELEKINESIS

School transmutation; **Level** sorcerer/wizard 5; **Casting Time** 1 standard action; **Components** V, S; **Range** long (400 ft. + 40 ft./level); **Target or Targets** see text; **Duration** concentration (up to 1 round/level) or instantaneous; see text; **Saving Throw** Will negates (*object*) or none; see text; **Spell Resistance** yes (*object*); see text

You move objects or creatures by concentrating on them.

Depending on the version selected, the spell can provide a gentle, sustained force, perform a variety of combat maneuvers, or exert a single short, violent thrust.

Sustained Force: A sustained force moves an object weighing no more than 25 pounds per caster level (*maximum 375 pounds at 15th level*) up to 20 feet per round. A creature can negate the effect on an object it possesses with a successful Will save or with spell resistance. This version of the spell can last 1 round per caster level, but it ends if you cease concentration. The weight can be moved vertically, horizontally, or in both directions. An object cannot be moved beyond your range. The spell ends if the object is forced beyond the range. If you cease concentration for any reason, the object falls or stops. An object can be telekinetically manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated, and so on, if the force required is within the weight limitation. You might even be able to untie simple knots, though delicate activities such as these require DC 15 Intelligence checks.

Combat Maneuver: Alternatively, once per round, you can use telekinesis to perform a bull rush, disarm, grapple (*including pin*), or trip. Resolve these attempts as normal, except that they don't provoke attacks of opportunity, you use your caster level in place of your Combat Maneuver Bonus, and you add your Intelligence

TELEKINESIS (CONT'D)

School transmutation; **Level** sorcerer/wizard 5; **Casting Time** 1 standard action; **Components** V, S; **Range** long (400 ft. + 40 ft./level); **Target or Targets** see text; **Duration** concentration (up to 1 round/level) or instantaneous; see text; **Saving Throw** Will negates (*object*) or none; see text; **Spell Resistance** yes (*object*); see text

modifier (*if a wizard*) or Charisma modifier (*if a sorcerer*) in place of your Strength or Dexterity modifier. No save is allowed against these attempts, but spell resistance applies normally. This version of the spell can last 1 round per caster level, but it ends if you cease concentration.

Violent Thrust: Alternatively, the spell energy can be spent in a single round. You can hurl one object or creature per caster level (*maximum 15*) that are within range and all within 10 feet of each other toward any target within 10 feet per level of all the objects. You can hurl up to a total weight of 25 pounds per caster level (*maximum 375 pounds at 15th level*).

You must succeed on attack rolls (*one per creature or object thrown*) to hit the target with the items, using your base attack bonus + your Intelligence modifier (*if a wizard*) or Charisma modifier (*if a sorcerer*). Weapons cause standard damage (with no Strength bonus; note that arrows or bolts deal damage as daggers of their size when used in this manner). Other objects cause damage ranging from 1 point per 25 pounds (*for less dangerous objects*) to 1d6 points of damage per 25 pounds (*for hard, dense objects*). Objects and creatures that miss their target land in a square adjacent to the target.

TELEKINESIS (CONT'D)

School transmutation; **Level** sorcerer/wizard 5; **Casting Time** 1 standard action; **Components** V, S; **Range** long (400 ft. + 40 ft./level); **Target or Targets** see text; **Duration** concentration (up to 1 round/level) or instantaneous; see text; **Saving Throw** Will negates (*object*) or none; see text; **Spell Resistance** yes (*object*); see text

Creatures who fall within the weight capacity of the spell can be hurled, but they are allowed Will saves (*and spell resistance*) to negate the effect, as are those whose held possessions are targeted by the spell.

If a telekinesed creature is hurled against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points).

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

TRANSMUTE MUD TO ROCK

School transmutation [*earth*]; **Level** sorcerer/wizard 5; **Casting Time** 1 standard action; **Components** V, S, M/DF (*sand, lime, and water*); **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 permanently transforms normal mud or quicksand of any depth into soft stone (*sandstone or a similar mineral*).

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.

Uses Per Day:[illegible]

TRANSMUTE ROCK TO MUD

School transmutation [*earth*]; **Level** sorcerer/wizard 5; **Casting Time** 1 standard action; **Components** V, S, M/DF (*clay and water*); **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 or similar material 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 targeted 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.

TRANSMUTE ROCK TO MUD (CONT'D)

School transmutation [*earth*]; **Level** sorcerer/wizard 5; **Casting Time** 1 standard action; **Components** V, S, M/DF (*clay and water*); **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

The exact time depends on exposure to the sun, wind, and normal drainage. Transmute rock to mud counters and dispels transmute mud to rock.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

PERMANENCY (CONT'D)

School universal; **Level** sorcerer/wizard 5; **Casting Time** 2 rounds; **Components** V, S, M (*see tables below*); **Range** see text; **Target** see text; **Duration** permanent; see text; **Saving Throw** none; **Spell Resistance** no

| Spell | Minimum Caster Level | GP Cost |
|---------------------|----------------------|-----------|
| Enlarge person | 9th | 2,500 gp |
| Magic fang | 9th | 2,500 gp |
| Magic fang, greater | 11th | 7,500 gp |
| Reduce person | 9th | 2,500 gp |
| Resistance | 9th | 2,500 gp |
| Telepathic bond* | 13th | 12,500 gp |

*Only bonds two creatures per casting of permanency.

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

| Spell | Minimum Caster Level | GP Cost |
|------------------------|----------------------|-----------|
| Alarm | 9th | 2,500 gp |
| Animate objects | 14th | 15,000 gp |
| Dancing lights | 9th | 2,500 gp |
| Ghost sound | 9th | 2,500 gp |
| Gust of wind | 11th | 7,500 gp |
| Invisibility | 10th | 5,000 gp |
| Mage's private sanctum | 13th | 12,500 gp |
| Magic mouth | 10th | 5,000 gp |
| Phase door | 15th | 17,500 gp |
| Prismatic sphere | 17th | 22,500 gp |
| Prismatic wall | 16th | 20,000 gp |
| Shrink item | 11th | 7,500 gp |
| Solid fog | 12th | 10,000 gp |

| Spell | Minimum Caster Level | GP Cost |
|----------------------|----------------------|-----------|
| Stinking cloud | 11th | 7,500 gp |
| Symbol of death | 16th | 20,000 gp |
| Symbol of fear | 14th | 15,000 gp |
| Symbol of insanity | 16th | 20,000 gp |
| Symbol of pain | 13th | 12,500 gp |
| Symbol of persuasion | 14th | 15,000 gp |
| Symbol of sleep | 16th | 20,000 gp |
| Symbol of stunning | 15th | 17,500 gp |
| Symbol of weakness | 15th | 17,500 gp |
| Teleportation circle | 17th | 22,500 gp |
| Wall of fire | 12th | 10,000 gp |
| Wall of force | 13th | 7,500 gp |
| Web | 10th | 5,000 gp |

[illegible]

ANTIMAGIC FIELD

School abjuration; **Level** sorcerer/wizard 6; **Casting Time** 1 standard action; **Components** V, S, M/DF (*pinch of powdered iron or iron filings*); **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 ($1d20 + \text{caster level}$) 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*). The spell has no effect on golems and other constructs that are imbued with magic during their creation process and are thereafter

ANTIMAGIC FIELD (CONT'D)

School abjuration; **Level** sorcerer/wizard 6; **Casting Time** 1 standard action; **Components** V, S, M/DF (*pinch of powdered iron or iron filings*); **Range** 10 ft.; **Area** 10-ft.-radius emanation, centered on you; **Duration** 10 min./level (*D*); **Saving Throw** none; **Spell Resistance** see text

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 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. 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.

Uses Per Day: _____

Uses: □□□□□□□□

DISPEL MAGIC, GREATER

School abjuration; **Level** sorcerer/wizard 6; **Casting Time** 1 standard action; **Components** V, S; **Range** medium (100 ft. + 10 ft./level); **Target or Area** one spellcaster, creature, or object; or a 20-ft.-radius burst; **Duration** instantaneous; **Saving Throw** none; **Spell Resistance** no

This spell functions like dispel magic, except that it can end more than one spell on a target and it can be used to target multiple creatures.

You choose to use greater dispel magic in one of three ways: a targeted dispel, area dispel, or a counterspell:

Targeted Dispel: This functions as a targeted dispel magic, but it can dispel one spell for every four caster levels you possess, starting with the highest level spells and proceeding to lower level spells.

Additionally, greater dispel magic has a chance to dispel any effect that remove curse can remove, even if dispel magic can't dispel that effect. The DC of this check is equal to the curse's DC.

Area Dispel: When greater dispel magic is used in this way, the spell affects everything within a 20-foot-radius burst. Roll one dispel check and apply that check to each creature in the area, as if targeted by dispel magic. For each object within the area that is the target of one or more spells, apply the dispel check as with creatures. Magic items are not affected by an area dispel.

For each ongoing area or effect spell whose point of origin is within the area of the greater dispel magic spell, apply the dispel check to dispel the spell. For each ongoing spell whose area overlaps that of the greater dispel magic spell, apply the dispel check to end the effect, but only within the overlapping area.

If an object or creature that is the effect of an ongoing spell (*such as a monster summoned by summon monster*) is in the area, apply the dispel check to end the spell that conjured that object or creature (*returning it whence it came*) in addition to attempting to dispel one spell targeting the creature or object.

Counterspell: This functions as dispel magic, but you receive a +4 bonus on your dispel check to counter the other spellcaster's spell.

[illegible]

GLOBE OF INVULNERABILITY

School abjuration; **Level** sorcerer/wizard 6; **Casting Time** 1 standard action; **Components** V, S, M (*a glass or crystal bead*); **Range** 10 ft.; **Area** 10-ft.-radius spherical emanation, centered on you; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

An immobile, faintly shimmering magical sphere surrounds you and excludes all spell effects of 4th level or lower. The area of effect of any such spells does not include the area of the globe of invulnerability. Such spells fail to affect any target located within the globe. Excluded effects include spell-like abilities and spells or spell-like effects from items. Any type of spell, however, can be cast through or out of the magical globe. Spells of 4th level and higher are not affected by the globe, nor are spells already in effect when the globe is cast. The globe can be brought down by a dispel magic spell. You can leave and return to the globe without penalty.

Note that spell effects are not disrupted unless their effects enter the globe, and even then they are merely suppressed, not dispelled.

If a given spell has more than one level depending on which character class is casting it, use the level appropriate to the caster to determine whether globe of invulnerability stops it.

Uses Per Day:_____[illegible]

GUARDS AND WARDS

School abjuration; **Level** sorcerer/wizard 6; **Casting Time** 30 minutes; **Components** V, S, M (*burning incense, a small measure of brimstone and oil, a knotted string, and a small amount of blood*), F (*a small silver rod*); **Range** anywhere within the area to be warded; **Area** up to 200 sq. ft./level (S); **Duration** 2 hours/level (D); **Saving Throw** see text; **Spell Resistance** see text

This powerful spell is primarily used to defend a stronghold or fortress by creating a number of magical wards and effects. The ward protects 200 square feet per caster level. The warded area can be as much as 20 feet high, and shaped as you desire. You can ward several stories of a stronghold by dividing the area among them; you must be somewhere within the area to be warded to cast the spell. The spell creates the following magical effects within the warded area.

Fog: Fog fills all corridors, obscuring all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (*attacks have a 20% miss chance*). Creatures farther away have total concealment (*50% miss chance, and the attacker cannot use sight to locate the target*). **Saving Throw:** none. **Spell Resistance:** no.

Arcane Locks: All doors in the warded area are arcane locked. **Saving Throw:** none. **Spell Resistance:** no.

Webs: Webs fill all stairs from top to bottom. These strands are identical with those created by the web spell, except that they regrow in 10 minutes if they are burned or torn away while the guards and wards spell lasts. **Saving Throw:** Reflex negates; see text for web. **Spell Resistance:** no.

GUARDS AND WARDS (CONT'D)

School abjuration; **Level** sorcerer/wizard 6; **Casting Time** 30 minutes; **Components** V, S, M (*burning incense, a small measure of brimstone and oil, a knotted string, and a small amount of blood*), F (*a small silver rod*); **Range** anywhere within the area to be warded; **Area** up to 200 sq. ft./level (S); **Duration** 2 hours/level (D); **Saving Throw** see text; **Spell Resistance** see text

Confusion: Where there are choices in direction—such as a corridor intersection or side passage—a minor confusion-type effect functions so as to make it 50% probable that intruders believe they are going in the opposite direction from the one they actually chose. This is a mind-affecting effect. **Saving Throw:** none. **Spell Resistance:** yes.

Lost Doors: One door per caster level is covered by a silent image to appear as if it were a plain wall. **Saving Throw:** Will disbelief (*if interacted with*). **Spell Resistance:** no.

In addition, you can place your choice of one of the following five magical effects.

1. Dancing lights in four corridors. You can designate a simple program that causes the lights to repeat as long as the guards and wards spell lasts. **Saving Throw:** none. **Spell Resistance:** no.
2. A magic mouth in two places. **Saving Throw:** none. **Spell Resistance:** no.
3. A stinking cloud in two places. The vapors appear in the places you designate; they return within 10 minutes if dispersed by wind while the guards and wards spell lasts. **Saving Throw:** Fortitude negates; see text for stinking cloud. **Spell Resistance:** no.

GUARDS AND WARDS (CONT'D)

School abjuration; **Level** sorcerer/wizard 6; **Casting Time** 30 minutes; **Components** V, S, M (*burning incense, a small measure of brimstone and oil, a knotted string, and a small amount of blood*), F (*a small silver rod*); **Range** anywhere within the area to be warded; **Area** up to 200 sq. ft./level (S); **Duration** 2 hours/level (D); **Saving Throw** see text; **Spell Resistance** see text

- 4.** A gust of wind in one corridor or room. Saving Throw: Fortitude negates. Spell Resistance: yes.
- 5.** A suggestion in one place. You select an area of up to 5 feet square, and any creature who enters or passes through the area receives the suggestion mentally. Saving Throw: Will negates. Spell Resistance: yes.

The whole warded area radiates strong magic of the abjuration school. A dispel magic cast on a specific effect, if successful, removes only that effect. A successful mage's disjunction destroys the entire guards and wards effect.

[illegible]

[illegible][illegible][illegible]

Acid fog creates a billowing mass of misty vapors like the solid fog spell. In addition to slowing down creatures 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.

[illegible]

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 saving throw, makes an independent attempt to escape, and must be individually persuaded to aid you.

[illegible]

SUMMON MONSTER VI

School conjuration (*summoning*) [*see text*]; **Level** sorcerer/wizard 6 **Casting Time** 1 round; **Components** V, S, F/DF (*a tiny bag and a small candle*); **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

This spell summons an extraplanar creature (*typically an outsider, elemental, or magical beast native to another plane*). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. You can summon one creature from the 6th-level list, 1d3 creatures of the same kind from the 5th-level list, or 1d4+1 creatures of the same kind from a lower-level list. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (*such as wish*).

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures listed belowmarked with an “*” are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the creature. Creatures marked with an “*” always have an alignment that matches yours, regardless of their usual alignment.

SUMMON MONSTER VI (CONT'D)

School conjuration (*summoning*) [see text]; **Level** sorcerer/wizard 6; **Casting Time** 1 round; **Components** V, S, F/DF (*a tiny bag and a small candle*); **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

Summoning these creatures makes the summoning spell's type match your alignment.

1st Level: Dire rat*; Dolphin*; Eagle*; Fire beetle*; Poisonous frog*; Pony (horse)*; Riding dog*; Viper (*snake*)*

2nd Level: Ant, drone*; Elemental (*Small*) Elemental; Giant centipede*; Giant frog*; Giant spider*; Goblin dog*; Horse*; Hyena*; Lemure (*devil*) Evil, Lawful; Octopus*; Squid*; Wolf*

3rd Level: Ant, soldier*; Ape*; Aurochs (*herd animal*)*; Boar*; Cheetah*; Constrictor snake*; Crocodile*; Dire bat*; Dretch (*demon*) Chaotic, Evil; Electric eel*; Giant lizard*; Lantern archon Good, Lawful; Leopard (*cat*)*; Shark*; Wolverine*

4th Level: Bison (*herd animal*)*; Deinonychus (*dinosaur*)*; Dire ape*; Dire boar*; Dire wolf*; Elemental (*Medium*) Elemental; Giant scorpion*; Giant wasp*; Grizzly bear*; Hell hound Evil, Lawful; Hound archon Good, Lawful; Lion*; Mephit (*any*) Elemental; Pteranodon (*dinosaur*)*; Rhinoceros*

5th Level: Ankylosaurus (*dinosaur*)*; Babau (*demon*) Chaotic, Evil; Bearded devil Evil, Lawful; Bralani azata Chaotic, Good; Dire lion*; Elemental (*Large*) Elemental; Giant moray eel*; Kyton Evil, Lawful; Orca (*dolphin*)*; Salamander Evil; Woolly rhinoceros*; Xill Evil, Lawful

SUMMON MONSTER VI (CONT'D)

School conjuration (*summoning*) [see text]; **Level** sorcerer/wizard 6; **Casting Time** 1 round; **Components** V, S, F/DF (*a tiny bag and a small candle*); **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

6th Level Dire bear*; Dire tiger*; Elasmosaurus (*dinosaur*)*; Elemental (*Huge*) Elemental; Elephant*; Erinyes (*devil*) Evil, Lawful; Giant octopus*; Invisible stalker Air; Lillend azata Good, Lawful; Shadow demon Chaotic, Evil; Succubus (*demon*) Chaotic, Evil; Triceratops (*dinosaur*)*

* This creature is summoned with the celestial template if you are good, or the fiendish template if you are evil; you may choose either if you are neutral.

Uses Per Day: _____[illegible]

You cause a flat, vertical iron wall to spring into being. The wall inserts itself into any surrounding nonliving material if its area is sufficient to do so. The wall cannot be conjured so that it occupies the same space as a creature or another object. It must always be a flat plane, though you can shape its edges to fit the available space. A wall of iron is 1 inch thick per four caster levels. You can double the wall's area by halving its thickness. Each 5-foot square of the wall has 30 hit points per inch of thickness and hardness 10. 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 $25 + 2$ per inch of thickness.

If you desire, the wall can be created vertically resting on a flat surface but not attached to the surface, so that it can be tipped over to fall on and crush creatures beneath it. The wall is 50% likely to tip in either direction if left unpushed. Creatures can push the wall in one direction rather than letting it fall randomly. A creature must make a DC 40 Strength check to push the wall over. Creatures with room to flee the falling wall may do so by making successful Reflex saves. Any Large or smaller creature that fails takes 10d6 points of damage while fleeing from the wall. The wall cannot crush Huge and larger creatures. Like any iron wall, this wall is subject to rust, perforation, and other natural phenomena. Iron created by this spell is not suitable for use in the creation of other objects and cannot be sold.

[illegible]

You can observe magical auras. 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 (*including any curse effects*), 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.

Uses Per Day: _____

Uses: □□□□□□□□

LEGEND LORE

School divination; **Level** sorcerer/wizard 6; **Casting Time** see text; **Components** V, S, M (*incense worth 250 gp*), F (*four pieces of ivory worth 50 gp each*); **Range** personal; **Target** you; **Duration** see text

Legend lore brings to your mind legends about an important person, place, or thing. If the person or thing is at hand, or if you are in the place in question, the casting time is only 1d4 × 10 minutes. If you have only detailed information on the person, place, or thing, the casting time is 1d10 days, and the resulting lore is less complete and specific (*though it often provides enough information to help you find the person, place, or thing, thus allowing a better legend lore result next time*). If you know only rumors, the casting time is 2d6 weeks, and the resulting lore is vague and incomplete (*though it often directs you to more detailed information, thus allowing a better legend lore result next time*).

During the casting, you cannot engage in other than routine activities: eating, sleeping, and so forth. When completed, the divination brings legends (*if any*) about the person, place, or things to your mind. These may be legends that are still current, legends that have been forgotten, or even information that has never been generally known. If the person, place, or thing is not of legendary importance, you gain no information. As a rule of thumb, characters who are 11th level and higher are “legendary,” as are the sorts of creatures they contend with, the major magic items they wield, and the places where they perform their key deeds.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

School divination; **Level** sorcerer/wizard 6; **Casting Time** 1 standard action; **Components** V, S, M (*an eye ointment that costs 250 gp*); **Range** touch; **Target** creature touched; **Duration** 1 min./level; **Saving Throw** Will negates (*harmless*); **Spell Resistance** yes (*harmless*)

You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extradimensional spaces). The range of true seeing conferred is 120 feet.

True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use true seeing through a crystal ball or in conjunction with clairaudience/clairvoyance.

[illegible]

[illegible]

1. 2. 3. 4. 5. 6. 7. 8. 9. 10. 11. 12. 13. 14. 15. 16. 17. 18. 19. 20. 21. 22. 23. 24. 25. 26. 27. 28. 29. 30. 31. 32. 33. 34. 35. 36. 37. 38. 39. 40. 41. 42. 43. 44. 45. 46. 47. 48. 49. 50. 51. 52. 53. 54. 55. 56. 57. 58. 59. 60. 61. 62. 63. 64. 65. 66. 67. 68. 69. 70. 71. 72. 73. 74. 75. 76. 77. 78. 79. 80. 81. 82. 83. 84. 85. 86. 87. 88. 89. 90. 91. 92. 93. 94. 95. 96. 97. 98. 99. 100. 101. 102. 103. 104. 105. 106. 107. 108. 109. 110. 111. 112. 113. 114. 115. 116. 117. 118. 119. 120. 121. 122. 123. 124. 125. 126. 127. 128. 129. 130. 131. 132. 133. 134. 135. 136. 137. 138. 139. 140. 141. 142. 143. 144. 145. 146. 147. 148. 149. 150. 151. 152. 153. 154. 155. 156. 157. 158. 159. 160. 161. 162. 163. 164. 165. 166. 167. 168. 169. 170. 171. 172. 173. 174. 175. 176. 177. 178. 179. 180. 181. 182. 183. 184. 185. 186. 187. 188. 189. 190. 191. 192. 193. 194. 195. 196. 197. 198. 199. 200. 201. 202. 203. 204. 205. 206. 207. 208. 209. 210. 211. 212. 213. 214. 215. 216. 217. 218. 219. 220. 221. 222. 223. 224. 225. 226. 227. 228. 229. 230. 231. 232. 233. 234. 235. 236. 237. 238. 239. 240. 241. 242. 243. 244. 245. 246. 247. 248. 249. 250. 251. 252. 253. 254. 255. 256. 257. 258. 259. 260. 261. 262. 263. 264. 265. 266. 267. 268. 269. 270. 271. 272. 273. 274. 275. 276. 277. 278. 279. 280. 281. 282. 283. 284. 285. 286. 287. 288. 289. 290. 291. 292. 293. 294. 295. 296. 297. 298. 299. 300. 301. 302. 303. 304. 305. 306. 307. 308. 309. 310. 311. 312. 313. 314. 315. 316. 317. 318. 319. 320. 321. 322. 323. 324. 325. 326. 327. 328. 329. 330. 331. 332. 333. 334. 335. 336. 337. 338. 339. 340. 341. 342. 343. 344. 345. 346. 347. 348. 349. 350. 351. 352. 353. 354. 355. 356. 357. 358. 359. 360. 361. 362. 363. 364. 365. 366. 367. 368. 369. 370. 371. 372. 373. 374. 375. 376. 377. 378. 379. 380. 381. 382. 383. 384. 385. 386. 387. 388. 389. 390. 391. 392. 393. 394. 395. 396. 397. 398. 399. 400. 401. 402. 403. 404. 405. 406. 407. 408. 409. 410. 411. 412. 413. 414. 415. 416. 417. 418. 419. 420. 421. 422. 423. 424. 425. 426. 427. 428. 429. 430. 431. 432. 433. 434. 435. 436. 437. 438. 439. 440. 441. 442. 443. 444. 445. 446. 447. 448. 449. 450. 451. 452. 453. 454. 455. 456. 457. 458. 459. 460. 461. 462. 463. 464. 465. 466. 467. 468. 469. 470. 471. 472. 473. 474. 475. 476. 477. 478. 479. 480. 481. 482. 483. 484. 485. 486. 487. 488. 489. 490. 491. 492. 493. 494. 495. 496. 497. 498. 499. 500. 501. 502. 503. 504. 505. 506. 507. 508. 509. 510. 511. 512. 513. 514. 515. 516. 517. 518. 519. 520. 521. 522. 523. 524. 525. 526. 527. 528. 529. 530. 531. 532. 533. 534. 535. 536. 537. 538. 539. 540. 541. 542. 543. 544. 545. 546. 547. 548. 549. 550. 551. 552. 553. 554. 555. 556. 557. 558. 559. 560. 561. 562. 563. 564. 565. 566. 567. 568. 569. 570. 571. 572. 573. 574. 575. 576. 577. 578. 579. 580. 581. 582. 583. 584. 585. 586. 587. 588. 589. 590. 591. 592. 593. 594. 595. 596. 597. 598. 599. 600. 601. 602. 603. 604. 605. 606. 607. 608. 609. 610. 611. 612. 613. 614. 615. 616. 617. 618. 619. 620. 621. 622. 623. 624. 625. 626. 627. 628. 629. 630. 631. 632. 633. 634. 635. 636. 637. 638. 639. 640. 641. 642. 643. 644. 645. 646. 647. 648. 649. 650. 651. 652. 653. 654. 655. 656. 657. 658. 659. 660. 661. 662. 663. 664. 665. 666. 667. 668. 669. 670. 671. 672. 673. 674. 675. 676. 677. 678. 679. 680. 681. 682. 683. 684. 685. 686. 687. 688. 689. 690. 691. 692. 693. 694. 695. 696. 697. 698. 699. 700. 701. 702. 703. 704. 705. 706. 707. 708. 709. 710. 711. 712. 713. 714. 715. 716. 717. 718. 719. 720. 721. 722. 723. 724. 725. 726. 727. 728. 729. 730. 731. 732. 733. 734. 735. 736. 737. 738. 739. 740. 741. 742. 743. 744. 745. 746. 747. 748. 749. 750. 751. 752. 753. 754. 755. 756. 757. 758. 759. 760. 761. 762. 763. 764. 765. 766. 767. 768. 769. 770. 771. 772. 773. 774. 775. 776. 777. 778. 779. 780. 781. 782. 783. 784. 785. 786. 787. 788. 789. 790. 791. 792. 793. 794. 795. 796. 797. 798. 799. 800. 801. 802. 803. 804. 805. 806. 807. 808. 809. 810. 811. 812. 813. 814. 815. 816. 817. 818. 819. 820. 821. 822. 823. 824. 825. 826. 827. 828. 829. 830. 831. 832. 833. 834. 835. 836. 837. 838. 839. 840.

[illegible]

School enchantment (*compulsion*) [*mind-affecting*]; **Level** sorcerer/wizard 6; **Casting Time** 1 standard action; **Components** V, S; **Range** touch; **Target** creature touched; **Duration** 1 min./level; **Saving Throw** Will negates (*harmless*); **Spell Resistance** yes (*harmless*)

This spell functions like heroism, except the creature gains a +4 morale bonus on attack rolls, saves, and skill checks, immunity to fear effects, and temporary hit points equal to your caster level (*maximum 20*).

Uses Per Day:_____

Uses: □□□□□□□□

School enchantment (*compulsion*) [*language-dependent, mind-affecting*]; **Level** sorcerer/wizard 6; **Casting Time** 1 standard action; **Components** V, M (*a snake's tongue and a honeycomb*); **Range** medium (100 ft. + 10 ft./level); **Target** one creature/level, no two of which can be more than 30 ft. apart; **Duration** 1 hour/level or until completed; **Saving Throw** Will negates; **Spell Resistance** yes

You influence the actions of the target creatures by suggesting a course of activity (*limited to a sentence or two*). The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed.

A very reasonable suggestion causes the save to be made with a penalty (*such as -1 or -2*).

Uses Per Day:_____

Uses: □□□□□□□□

School enchantment (*charm*) [mind-affecting]; **Level** sorcerer/wizard 6; **Casting Time** 10 minutes; **Components** V, S, M (*mercury and phosphorus, plus powdered diamond and opal worth a total of 5,000 gp*); **Range** 0 ft.; see text; **Effect** one symbol; **Duration** see text; **Saving Throw** Will negates; **Spell Resistance** yes

This spell functions like symbol of death, except that all creatures within the radius of a symbol of persuasion instead become charmed by the caster (*as the charm monster spell*) for 1 hour per caster level.

Unlike symbol of death, symbol of persuasion has no hit point limit; once triggered, a symbol of persuasion simply remains active for 10 minutes per caster level.

Note: Magic traps such as symbol of persuasion are hard to detect and disable. A rogue (*only*) can use the Perception skill to find a symbol of persuasion and Disable Device to thwart it. The DC in each case is 25 + spell level, or 31 for symbol of persuasion.

[illegible]

[illegible][illegible][illegible]

School evocation [*force*]; **Level** sorcerer/wizard 6

This spell functions as interposing hand, except that it can also pursue and bull rush one opponent you select. The forceful hand gets one bull rush attack per round. This attack does not provoke an attack of opportunity. Its CMB for bull rush checks uses your caster level in place of its base attack bonus, with a +8 bonus for its Strength score (27), and a +1 bonus for being Large. The hand always moves with the opponent to push them back as far as possible. It has no movement limit for this purpose. Directing the spell to a new target is a move action. Forceful hand prevents the opponent from moving closer to you without first succeeding on a bull rush attack, moving both the forceful hand and the target closer to you. The forceful hand can instead be directed to interpose itself, as interposing hand does.

Uses Per Day:[illegible]

FREEZING SPHERE

School evocation [*cold*]; **Level** sorcerer/wizard 6; **Casting Time** 1 standard action; **Components** V, S, F (*a small crystal sphere*); **Range** long (400 ft. + 40 ft./level); **Target, Effect, or Area** see text; **Duration** instantaneous or 1 round/level; see text; **Saving Throw** Reflex half; see text; **Spell Resistance** yes

Freezing sphere creates a frigid globe of cold energy that streaks from your fingertips to the location you select, where it explodes in a 40-foot-radius burst, dealing 1d6 points of cold damage per caster level (*maximum 15d6*) to each creature in the area. A creature of the water subtype instead takes 1d8 points of cold damage per caster level (*maximum 15d8*) and is staggered for 1d4 rounds.

If the freezing sphere strikes a body of water or a liquid that is principally water (*not including water-based creatures*), it freezes the liquid to a depth of 6 inches in a 40-foot radius. This ice lasts for 1 round per caster level. Creatures that were swimming on the surface of a targeted body of water become trapped in the ice. Attempting to break free is a full-round action. A trapped creature must make a DC 25 Strength check or a DC 25 Escape Artist check to do so.

You can refrain from firing the globe after completing the spell, if you wish. Treat this as a touch spell for which you are holding the charge. You can hold the charge for as long as 1 round per level, at the end of which time the freezing sphere bursts centered on you (*and you receive no saving throw to resist its effect*). Firing the globe in a later round is a standard action.

[illegible]

You become invisible (*as greater invisibility, a glamer*), and at the same time, an illusory double of you (*as major image, a figment*) appears. You are then free to go elsewhere while your double moves away. The double appears within range but thereafter moves as you direct it (*which requires concentration beginning on the first round after the casting*). You can make the figment appear superimposed perfectly over your own body so that observers don't notice an image appearing and you turning invisible. You and the figment can then move in different directions. The double moves at your speed and can talk and gesture as if it were real, but it cannot attack or cast spells, though it can pretend to do so.

Uses Per Day: _____ **Uses:** □□□□□□□□

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.

Uses: □□□□□□□□

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.

Uses Per Day:_____

Uses: □□□□□□□□

SHADOW WALK

School illusion (*shadow*); **Level** sorcerer/wizard 6; **Casting Time** 1 standard action; **Components** V, S; **Range** touch; **Targets** 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 dim light. 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 1d10 × 100 feet in a random horizontal direction from your desired endpoint. If this would place you within a solid object, you are shunted 1d10 × 1,000 feet in the same direction. 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

Uses Per Day:_____[illegible]

[illegible][illegible]

Circle of death snuffs out the life force of living creatures, killing them instantly. The spell slays 1d4 HD worth of living creatures per caster level (*maximum 20d4*). Creatures with the fewest HD are affected first; among creatures with equal HD, those who are closest to the burst's point of origin are affected first. No creature of 9 or more HD can be affected, and HD that are not sufficient to affect a creature are wasted.

[illegible]

A much more potent spell than animate dead, this evil spell allows you to infuse a dead body with negative energy to create more powerful sorts of undead: ghouls, ghosts, mummies, and mohrgs. The type or types of undead you can create are based on your caster level, as shown on the table below.

You may create less powerful undead than your level would allow if you choose. Created undead are not automatically under the control of their animator. If you are capable of commanding undead, you may attempt to command the undead creature as it forms. This spell must be cast at night.

[illegible]

Each round, you can target a single living creature, striking it with waves of power. Depending on the target's HD, this attack has as many as three effects.

You must spend a swift action each round after the first to target a foe. The effects are cumulative and concurrent.

Panicked: The subject becomes panicked for 1d4 rounds. Even after the panic ends, the creature remains shaken for 10 minutes per caster level, and it automatically becomes panicked again if it comes within sight of you during that time. This is a fear effect.

[illegible]

This spell functions like circle of death, except that it destroys undead creatures as noted above.

[illegible]

BEAR'S ENDURANCE, MASS

School transmutation; **Level** sorcerer/wizard 6; **Casting Time** 1 standard action; **Components** V, S, M/DF (*a few hairs, or a pinch of dung, from a bear*); **Range** close (25 ft. + 5 ft./2 levels); **Target** close (25 ft. + 5 ft./2 levels); **Duration** 1 min./level; **Saving Throw** Will negates (*harmless*); **Spell Resistance** yes

The affected creature gains greater vitality and stamina. The spell grants the subject a +4 enhancement bonus to Constitution, which adds the usual benefits to hit points, Fortitude saves, Constitution checks, and so forth. Hit points gained by a temporary increase in Constitution score are not temporary hit points. They go away when the subject's Constitution drops back to normal. They are not lost first as temporary hit points are.

Uses Per Day:

Uses:

School transmutation (*polymorph*); **Level** sorcerer/wizard 6

This spell functions as beast shape III except that it also allows you to assume the form of a Tiny or Large creature of the magical beast type. If the form you assume has any of the following abilities, you gain the listed ability: burrow 60 feet, climb 90 feet, fly 120 feet (*good maneuverability*), swim 120 feet, blindsense 60 feet, darkvision 90 feet, low-light vision, scent, tremorsense 60 feet, breath weapon, constrict, ferocity, grab, jet, poison, pounce, rake, rend, roar, spikes, trample, trip, and web. If the creature has immunity or resistance to any elements, you gain resistance 20 to those elements. If the creature has vulnerability to an element, you gain that vulnerability.

Tiny magical beast: If the form you take is that of a Tiny magical beast, you gain a -2 penalty to your Strength, a +8 size bonus to your Dexterity, and a +3 natural armor bonus.

Large magical beast: If the form you take is that of a Large magical beast, you gain a +6 size bonus to your Strength, a –2 penalty on your Dexterity, a +2 size bonus to your Constitution, and a +6 natural armor bonus.

[illegible]

The transmuted creature becomes more graceful, agile, and coordinated. The spell grants a +4 enhancement bonus to Dexterity, adding the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier.

[illegible]

CONTROL WATER

School transmutation [*water*]; **Level** sorcerer/wizard 6; **Casting Time** 1 standard action; **Components** V, S, M/DF (*a pinch of dust for lower water or a drop of water for raise water*); **Range** long (400 ft. + 40 ft./level); **Area** water in a volume of 10 ft./level by 10 ft./level by 2 ft./level (S); **Duration** 10 min./level (D); **Saving Throw** none; see text; **Spell Resistance** no

This spell has two different applications, both of which control water in different ways. The first version of this spell causes water in the area to swiftly evaporate or to sink into the ground below, lowering the water's depth. The second version causes the water to surge and rise, increasing its overall depth and possibly flooding nearby areas.

Lower Water: This causes water or similar liquid to reduce its depth by as much as 2 feet per caster level (*to a minimum depth of 1 inch*). The water is lowered within a squarish depression whose sides are up to caster level \times 10 feet long. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a slow spell (*Will negates*). The spell has no effect on other creatures.

Raise Water: This causes water or similar liquid to rise in height, just as the lower water version causes it to lower. Boats raised in this way slide down the sides of the hump that the spell creates. If the area affected by the spell includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land.

CONTROL WATER (CONT'D)

School transmutation [*water*]; **Level** sorcerer/wizard 6; **Casting Time** 1 standard action; **Components** V, S, M/DF (*a pinch of dust for lower water or a drop of water for raise water*); **Range** long (400 ft. + 40 ft./level); **Area** water in a volume of 10 ft./level by 10 ft./level by 2 ft./level (S); **Duration** 10 min./level (D); **Saving Throw** none; see text; **Spell Resistance** no

With either version of this spell, you may reduce one horizontal dimension by half and double the other horizontal dimension to change the overall area of effect.

Uses Per Day:_____

Uses: □□□□□□□□

[illegible]

EAGLE'S SPLENDOR, MASS

School transmutation; **Level** sorcerer/wizard 6; **Casting Time** 1 standard action; **Components** V, S, M/DF (*feathers or droppings from an eagle*); **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

The transmuted creature becomes more poised, articulate, and personally forceful. The spell grants a +4 enhancement bonus to Charisma, adding the usual benefits to Charisma-based skill checks and other uses of the Charisma modifier. Bards, paladins, and sorcerers (*and other spellcasters who rely on Charisma*) affected by this spell do not gain any additional bonus spells for the increased Charisma, but the save DCs for spells they cast while under this spell's effect do increase.

Uses Per Day:

School transmutation (*polymorph*); **Level** sorcerer/wizard 6

This spell functions as elemental body II, except that it also allows you to assume the form of a Large air, earth, fire, or water elemental. The abilities you gain depend upon the type of elemental into which you change. You are also immune to bleed damage, critical hits, and sneak attacks while in elemental form.

Air elemental: As elemental body I except that you gain a +2 size bonus to your Strength, +4 size bonus to your Dexterity, and a +4 natural armor bonus.

Earth elemental: As elemental body I except that you gain a +6 size bonus to your Strength, a –2 penalty on your Dexterity, a +2 size bonus to your Constitution, and a +6 natural armor bonus.

Fire elemental: As elemental body I except that you gain a +4 size bonus to your Dexterity, a +2 size bonus to your Constitution, and a +4 natural armor bonus.

Water elemental: As elemental body I except that you gain a +2 size bonus to your Strength, a –2 penalty on your Dexterity, a +6 size bonus to your Constitution, and a +6 natural armor bonus.

[illegible]

[illegible]

School transmutation; **Level** sorcerer/wizard 6; **Casting Time** 1 standard action; **Components** V, S, M (*lime, water, and earth*); **Range** medium (*100 ft. + 10 ft./level*); **Target** one creature; **Duration** instantaneous; **Saving Throw** Fortitude negates; **Spell Resistance** yes

The subject, along with all its carried gear, turns into a mindless, inert statue. If the statue resulting from this spell is broken or damaged, the subject (*if ever returned to its original state*) has similar damage or deformities. The creature is not dead, but it does not seem to be alive either when viewed with spells such as deathwatch.

Only creatures made of flesh are affected by this spell.

[illegible]

FORM OF THE DRAGON I

School transmutation (*polymorph*); **Level** sorcerer/wizard 6;
Casting Time 1 standard action; **Components** V, S, M (*a scale of the dragon type you plan to assume*); **Range** personal; **Target** you; **Duration** 1 min./level (D); **Saving Throw** see below; **Spell Resistance** no

You become a Medium chromatic or metallic dragon. You gain a +4 size bonus to Strength, a +2 size bonus to Constitution, a +4 natural armor bonus, fly 60 feet (*poor*), darkvision 60 feet, a breath weapon, and resistance to one element. You also gain one bite (*1d8*), two claws (*1d6*), and two wing attacks (*1d4*). Your breath weapon and resistance depend on the type of dragon. You can only use the breath weapon once per casting of this spell. All breath weapons deal 6d8 points of damage and allow a Reflex save for half damage. In addition, some of the dragon types grant additional abilities, as noted below.

Black dragon: 60-foot line of acid, resist acid 20, swim 60 feet

Blue dragon: 60-foot line of electricity, resist electricity 20, burrow 20 feet

Green dragon: 30-foot cone of acid, resist acid 20, swim 40 feet

Red dragon: 30-foot cone of fire, resist fire 30, vulnerability to cold

White dragon: 30-foot cone of cold, resist cold 20, swim 60 feet, vulnerability to fire

Brass dragon: 60-foot line of fire, resist fire 20, burrow 30 feet, vulnerability to cold

Bronze dragon: 60-foot line of electricity, resist electricity 20, swim 60 feet

Copper dragon: 60-foot line of acid, resist acid 20, spider climb (always active)

Silver dragon: 30-foot cone of cold, resist cold 30, vulnerability to fire

Uses: □□□□□□□□

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1. *Journal of the American Medical Association*, 2000; 284: 1012-1016.

School transmutation; **Level** sorcerer/wizard 6; **Casting Time** 1 standard action; **Components** V, S; **Range** personal; **Target** you; **Duration** instantaneous

You instantly prepare any one spell of 5th level or lower that you have used during the past 24 hours. The spell must have been actually cast during that period. The chosen spell is stored in your mind as though prepared in the normal fashion.

If the recalled spell requires material components, you must provide them. The recovered spell is not usable until the material components are available.

Uses Per Day:_____[illegible]

[illegible]

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[illegible]

The transmuted creature becomes wiser. The spell grants a +4 enhancement bonus to Wisdom, adding the usual benefit to Wisdom-related skills. Clerics, druids, and rangers (*and other Wisdom-based spellcasters*) who receive owl's wisdom do not gain any additional bonus spells for the increased Wisdom, but the save DCs for their spells increase.

Uses: □□□□□□□□

School transmutation (*polymorph*); **Level** sorcerer/wizard 6

This spell functions as plant shape I except that it also allows you to assume the form of a Large creature of the plant type. If the creature has immunity or resistance to any elements, you gain resistance 20 to those elements. If the creature has vulnerability to an element, you gain that vulnerability.

Large plant: If the form you take is that of a Large plant, you gain a +4 size bonus to your Strength, a +2 size bonus to your Constitution, and a +4 natural armor bonus.

Uses Per Day:

Uses: □□□□□□□□

This spell restores a petrified creature to its normal state, restoring life and goods. The creature must make a DC 15 Fortitude save to survive the process. Any petrified creature, regardless of size, can be restored. The spell also can convert a mass of stone into a fleshy substance. Such flesh is inert and lacking a vital life force unless a life force or magical energy is available. For example, this spell would turn an animated stone statue into an animated flesh statue, but an ordinary statue would become a mass of inert flesh in the shape of the statue. You can affect an object that fits within a cylinder from 1 foot to 3 feet in diameter and up to 10 feet long or a cylinder of up to those dimensions in a larger mass of stone.

கருதுகிறீர்கள். அப்படியானால், அந்த உண்மையை அங்கீகரிக்கிறீர்கள். அப்படியானால், அந்த உண்மையை அங்கீகரிக்கிறீர்கள். அப்படியானால், அந்த உண்மையை அங்கீகரிக்கிறீர்கள்.

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[illegible]

When cast, this spell prevents divination spells from detecting or locating the target and also renders the affected target invisible (*as the invisibility spell*). The spell does not prevent the subject from being discovered through tactile means or through the use of devices. Creatures affected by sequester become comatose and are effectively in a state of suspended animation until the spell ends.

Uses Per Day: _____ **Uses:** □□□□□□□□

[illegible]

Spells and spell-like effects targeted on you are turned back upon the original caster. The abjuration turns only spells that have you as a target. Effect and area spells are not affected. Spell turning also fails to stop touch range spells. From seven to ten (1d4+6) spell levels are affected by the turning. The exact number is rolled secretly.

When you are targeted by a spell of higher level than the amount of spell turning you have left, that spell is partially turned. Subtract the amount of spell turning left from the spell level of the incoming spell, then divide the result by the spell level of the incoming spell to see what fraction of the effect gets through. For damaging spells, you and the caster each take a fraction of the damage. For nondamaging spells, each of you has a proportional chance to be the one who is affected. If you and a spellcasting attacker are both warding by spell turning effects in operation, a resonating field is created. Roll randomly to determine the result.

| d% | Effect |
|--------|--|
| 01–70 | Spell drains away without effect. |
| 71–80 | Spell affects both of you equally at full effect. |
| 81–97 | Both turning effects are rendered nonfunctional for 1d4 minutes. |
| 98–100 | Both of you go through a rift into another plane. |

Uses: □□□□□□□□

School conjuration (*summoning*); **Level** sorcerer/wizard 7; **Casting Time** 1 standard action; **Components** V, S, M (*sapphire worth 1,000 gp*); **Range** see text; **Target** one object weighing 10 lbs. or less whose longest dimension is 6 ft. or less; **Duration** permanent until discharged; **Saving Throw** none; **Spell Resistance** no

You call some nonliving item directly to your hand from virtually any location.

First, you must place your arcane mark on the item. Then you cast this spell, which magically and invisibly inscribes the name of the item on a sapphire worth at least 1,000 gp. Thereafter, you can summon the item by speaking a special word (*set by you when the spell is cast*) and crushing the gem. The item appears instantly in your hand. Only you can use the gem in this way.

If the item is in the possession of another creature, the spell does not work, but you know who the possessor is and roughly where that creature is located when the summons occurs.

The inscription on the gem is invisible. It is also unreadable, except by means of a read magic spell, to anyone but you.

The item can be summoned from another plane, but only if no other creature has claimed ownership of it.

[illegible]

You conjure up an extradimensional dwelling that has a single entrance on the plane from which the spell was cast. The entry point looks like a faint shimmering in the air that is 4 feet wide and 8 feet high. Only those you designate may enter the mansion, and the portal is shut and made invisible behind you when you enter. You may open it again from your own side at will. Once observers have passed beyond the entrance, they are in a magnificent foyer with numerous chambers beyond. The atmosphere is clean, fresh, and warm.

Since the place can be entered only through its special portal, outside conditions do not affect the mansion, nor do conditions inside it pass to the plane beyond.

[illegible]

This spell creates an ethereal passage through wooden, plaster, or stone walls, but not other materials. The phase door is invisible and inaccessible to all creatures except you, and only you can use the passage. You disappear when you enter the phase door and appear when you exit. If you desire, you can take one other creature (*Medium or smaller*) through the door. This counts as two uses of the door. The door does not allow light, sound, or spell effects through it, nor can you see through it without using it. Thus, the spell can provide an escape route, though certain creatures, such as phase spiders, can follow with ease. A gem of true seeing or similar magic reveals the presence of a phase door but does not allow its use.

A phase door is subject to dispel magic. If anyone is within the passage when it is dispelled, he is harmlessly ejected just as if he were inside a passwall effect.

You can allow other creatures to use the phase door by setting some triggering condition for the door. Such conditions can be as simple or elaborate as you desire. They can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, HD, and hit points don't qualify.

Phase door can be made permanent with a permanency spell.

[illegible]

You move yourself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the plane shift at the same time. Precise accuracy as to a particular arrival location on the intended plane is nigh impossible. From the Material Plane, you can reach any other plane, though you appear 5 to 500 miles (5d%) from your intended destination. Plane shift transports creatures instantaneously and then ends. The creatures need to find other means if they are to travel back (*including casting plane shift again*).

[illegible]

This spell summons an extraplanar creature (*typically an outsider, elemental, or magical beast native to another plane*). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. You can summon one creature from the 7th-level list, 1d3 creatures of the same kind from the 6th-level list, or 1d4+1 creatures of the same kind from a lower-level list. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (*such as wish*).

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures listed below marked with an “*” are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the creature. Creatures marked with an “*” always have an alignment that matches yours, regardless of their usual alignment.

SUMMON MONSTER VII (CONT'D)

School conjuration (*summoning*) [*see text*]; **Level** sorcerer/wizard 7; **Casting Time** 1 round; **Components** V, S, F/DF (*a tiny bag and a small candle*); **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (*D*); **Saving Throw** none; **Spell Resistance** no

Summoning these creatures makes the summoning spell's type match your alignment.

1st Level Dire rat*; Dolphin*; Eagle*; Fire beetle*; Poisonous frog*; Pony (*horse*)*; Riding dog*; Viper (*snake*)*

2nd Level Ant, drone*; Elemental (*Small*) Elemental; Giant centipede*; Giant frog*; Giant spider*; Goblin dog*; Horse*; Hyena*; Lemure (*devil*) Evil, Lawful; Octopus*; Squid*; Wolf*

3rd Level Ant, soldier*; Ape*; Aurochs (*herd animal*)*; Boar*; Cheetah*; Constrictor snake*; Crocodile*; Dire bat*; Dretch (*demon*) Chaotic, Evil; Electric eel*; Giant lizard*; Lantern archon Good, Lawful; Leopard (*cat*)*; Shark*; Wolverine*

4th Level Bison (*herd animal*)*; Deinonychus (*dinosaur*)*; Dire ape*; Dire boar*; Dire wolf*; Elemental (*Medium*) Elemental; Giant scorpion*; Giant wasp*; Grizzly bear*; Hell hound Evil, Lawful; Hound archon Good, Lawful; Lion*; Mephit (*any*) Elemental; Pteranodon (*dinosaur*)*; Rhinoceros*

5th Level Ankylosaurus (*dinosaur*)*; Babau (*demon*) Chaotic, Evil; Bearded devil Evil, Lawful; Bralani azata Chaotic, Good; Dire lion*; Elemental (*Large*) Elemental; Giant moray eel*; Kyton Evil, Lawful; Orca (*dolphin*)*; Salamander Evil; Woolly rhinoceros*; Xill Evil, Lawful

School conjuration (*summoning*) [see text]; **Level** sorcerer/wizard 7; **Casting Time** 1 round; **Components** V, S, F/DF (*a tiny bag and a small candle*); **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

6th Level Dire bear*; Dire tiger*; Elasmosaurus (*dinosaur*)*; Elemental (*Huge*) Elemental; Elephant*; Erinyes (*devil*) Evil, Lawful; Giant octopus*; Invisible stalker Air; Lillend azata Good, Lawful; Shadow demon Chaotic, Evil; Succubus (*demon*) Chaotic, Evil; Triceratops (*dinosaur*)*

7th Level Bebelith Chaotic, Evil; Bone devil Evil, Lawful; Brachiosaurus (*dinosaur*)*; Dire crocodile*; Dire shark*; Elemental (*greater*) Elemental; Giant squid*; Mastadon (*elephant*)*; Roc*; Tyrannosaurus (*dinosaur*)*; Vrock (*demon*) Chaotic, Evil

* This creature is summoned with the celestial template if you are good, or the fiendish template if you are evil; you may choose either if you are neutral.

Uses Per Day:[illegible]

School conjuration (*teleportation*); **Level** sorcerer/wizard 7

This spell functions like teleport, except that there is no range limit and there is no chance you arrive off target. In addition, you need not have seen the destination, but in that case you must have at least a reliable description of the place to which you are teleporting. If you attempt to teleport with insufficient information (*or with misleading information*), you disappear and simply reappear in your original location. Interplanar travel is not possible.

Uses Per Day: _____ **Uses:** □□□□□□□□

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1. _____ _____

ARCANE SIGHT, GREATER

School divination; Level sorcerer/wizard 7

This spell functions like arcane sight, except that you automatically know which spells or magical effects are active upon any individual or object you see.

Unlike arcane sight, this spell cannot be made permanent with a permanency spell.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

This spell functions like scrying, except as noted above. Additionally, all of the following spells function reliably through the sensor: detect chaos, detect evil, detect good, detect law, detect magic, message, read magic, and tongues.

[illegible]

[illegible]

This spell functions like legend lore, except that it works more quickly and produces some strain on you. You pose a question about some person, place, or object, then cast the spell. If the person or object is at hand or if you are in the place in question, you receive a vision about it by succeeding on a caster level check ($1d20 + 1$ per caster level; maximum +25) against DC 20. If only detailed information on the person, place, or object is known, the DC is 25, and the information gained is incomplete. If only rumors are known, the DC is 30, and the information gained is vague. After this spell is complete, you are fatigued.

Uses: □□□□□□□□

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1. *Journal of Management Studies*, 1990, 27, 1, 1-14.

The affected creature suffers from a continuous confusion effect, as the spell.

Remove curse does not remove insanity. Greater restoration, heal, limited wish, miracle, or wish can restore the creature.

[illegible]

You utter a single word of power that causes a creature to become blinded, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature that currently has 201 or more hit points is unaffected.

| Hit Points | Duration |
|------------|---------------|
| 50 or less | Permanent |
| 51–100 | 1d4+1 minutes |
| 101–200 | 1d4+1 rounds |

Uses: □□□□□□□□

.....

Note: Magic traps such as symbol of stunning are hard to detect

Uses Per Day:

DELAYED BLAST FIREBALL

School evocation [fire]; **Level** sorcerer/wizard 7; **Duration** 5 rounds or less; see text

This spell functions like fireball, except that it is more powerful and can detonate up to 5 rounds after the spell is cast. The burst of flame *deals 1d6 points of fire damage per caster level* (maximum 20d6). The glowing bead created by delayed blast fireball can detonate immediately if you desire, or you can choose to delay the burst for as many as 5 rounds. You select the amount of delay upon completing the spell, and that time cannot change once it has been set unless someone touches the bead. If you choose a delay, the glowing bead sits at its destination until it detonates. A creature can pick up and hurl the bead as a thrown weapon (*range increment 10 feet*). If a creature handles and moves the bead within 1 round of its detonation, there is a 25% chance that the bead detonates while being handled.

Uses Per Day:

Uses: □□□□□□□□

FORCECAGE

School evocation [*force*]; **Level** sorcerer/wizard 7; **Casting Time** 1 standard action; **Components** V, S, M (ruby dust worth 500 gp); **Range** close (25 ft. + 5 ft./2 levels); **Area** barred cage (20-ft. cube) or windowless cell (10-ft. cube); **Duration** 1 round/level (D); **Saving Throw** Reflex negates; **Spell Resistance** no

This spell creates an immobile, invisible cubical prison composed of either bars of force or solid walls of force (*your choice*).

Creatures within the area are caught and contained unless they are too big to fit inside, in which case the spell automatically fails. Teleportation and other forms of astral travel provide a means of escape, but the force walls or bars extend into the Ethereal Plane, blocking ethereal travel.

Like a wall of force, a forcecage resists dispel magic, although a mage's disjunction still functions. The walls of a forcecage can be damaged by spells as normal, except for disintegrate, which automatically destroys it. The walls of a forcecage can be damaged by weapons and supernatural abilities, but they have a Hardness of 30 and a number of hit points equal to 20 per caster level. Contact with a sphere of annihilation or rod of cancellation instantly destroys a forcecage.

Barred Cage: This version of the spell produces a 20-foot cube made of bands of force (*similar to a wall of force spell*) for bars. The bands are a half-inch wide, with half-inch gaps between them. Any creature capable of passing through such a small space can escape; others are confined within the barred cage. You can't attack a creature in a barred cage with a weapon unless the weapon can fit between the gaps. Even against such weapons (*including arrows and similar ranged attacks*), a creature in the barred cage

has cover. All spells and breath weapons can pass through the gaps in the bars.

[illegible]**Uses Per Day:**_____[illegible]

School evocation [*force*]; **Level** sorcerer/wizard 7

This spell functions as interposing hand, except that it can also grapple one opponent you select. The grasping hand gets one grapple attack per round. This attack does not provoke an attack of opportunity. Its CMB and CMD for grapple checks use your caster level in place of its base attack bonus, with a +10 bonus for its Strength (31) score and a +1 bonus for being Large (*its Dexterity is 10, granting no bonus on the Combat Maneuver Defense*). The hand holds but does not harm creatures that it grapples. Directing the spell to a new target is a move action. The grasping hand can instead be directed to bull rush a target, using the same bonuses outlined above, or it can be directed to interpose itself, as interposing hand does.

Uses Per Day:_____[illegible]

MAGE'S SWORD

School evocation [*force*]; **Level** sorcerer/wizard 7; **Casting Time** 1 standard action; **Components** V, S, F (a miniature platinum sword worth 250 gp); **Range** close (25 ft. + 5 ft./2 levels); **Effect** one sword; **Duration** 1 round/level (*D*); **Saving Throw** none; **Spell Resistance** yes

This spell brings into being a shimmering, sword-like plane of force. The sword strikes at any opponent within its range, as you desire, starting in the round that you cast the spell. The sword attacks its designated target once each round on your turn. Its attack bonus is equal to your caster level + your Intelligence bonus or your Charisma bonus (*for wizards or sorcerers, respectively*) with an additional +3 enhancement bonus. As a force effect, it can strike ethereal and incorporeal creatures. It deals 4d6+3 points of force damage, with a threat range of 19–20 and a critical multiplier of $\times 2$.

The sword always strikes from your direction. It does not get a bonus for flanking or help a combatant get one. If the sword goes beyond the spell range from you, goes out of your sight, or you are not directing it, it returns to you and hovers.

Each round after the first, you can use a standard action to switch the sword to a new target. If you do not, the sword continues to attack the previous round's target.

The sword cannot be attacked or harmed by physical attacks, but dispel magic, disintegrate, a sphere of annihilation, or a rod of cancellation affects it. The sword's AC is 13 (*10, +0 size bonus for Medium object, +3 deflection bonus*).

If an attacked creature has spell resistance, the resistance is checked the first time mage's sword strikes it. If the sword is

MAGE'S SWORD (CONT'D)

School evocation [*force*]; **Level** sorcerer/wizard 7; **Casting Time** 1 standard action; **Components** V, S, F (a miniature platinum sword worth 250 gp); **Range** close (25 ft. + 5 ft./2 levels); **Effect** one sword; **Duration** 1 round/level (*D*); **Saving Throw** none; **Spell Resistance** yes

successfully resisted, the spell is dispelled. If not, the sword has its normal full effect on that creature for the duration of the spell.

Uses Per Day:_____

Uses: □□□□□□□□

PRISMATIC SPRAY

School evocation; **Level** sorcerer/wizard 7; **Casting Time** 1 standard action; **Components** V, S; **Range** 60 ft.; **Area** cone-shaped burst; **Duration** instantaneous; **Saving Throw** see text; **Spell Resistance** yes

This spell causes seven shimmering, multicolored beams of light to spray from your hand. Each beam has a different power. Creatures in the area of the spell with 8 HD or less are automatically blinded for 2d4 rounds. Every creature in the area is randomly struck by one or more beams, which have additional effects.

| 1d8 | Color of Beam | Effect |
|-----|--------------------|---|
| 1 | Red | 20 points fire damage (Reflex half) |
| 2 | Orange | 40 points acid damage (Reflex half) |
| 3 | Yellow | 80 points electricity damage (Reflex half) |
| 4 | Green | Poison (Frequency 1/rd. for 6 rd.; Init. effect death; Sec. effect 1 Con/rd.; Cure 2 consecutive Fort saves)* |
| 5 | Blue | Flesh to stone (Fortitude negates) |
| 6 | Indigo | Insane, as insanity spell (Will negates) |
| 7 | Violet | Sent to another plane (Will negates) |
| 8 | Struck by two rays | Roll twice more, ignoring any "8" results |

* See poisons.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

This spell functions like invisibility, except that the effect moves with the group and is broken when anyone in the group attacks. Individuals in the group cannot see each other. The spell is broken for any individual who moves more than 180 feet from the nearest member of the group. If only two individuals are affected, the one moving away from the other one loses its invisibility. If both are moving away from each other, they both become visible when the distance between them exceeds 180 feet.

Uses: □□□□□□□□

You tap energy from the Plane of Shadow to create a quasi-real, illusory version of yourself. The projected image looks, sounds, and smells like you but is intangible. The projected image mimics your actions (*including speech*) unless you direct it to act differently (*which is a move action*).

You can see through its eyes and hear through its ears as if you were standing where it is, and during your turn you can switch from using its senses to using your own, or back again, as a free action. While you are using its senses, your body is considered blinded and deafened.

If you desire, any spell you cast whose range is touch or greater can originate from the projected image instead of from you. The projected image can't cast any spells on itself except for illusion spells. The spells affect other targets normally, despite originating from the projected image.

Objects are affected by the projected image as if they had succeeded on their Will save. You must maintain line of effect to the projected image at all times. If your line of effect is obstructed, the spell ends. If you use dimension door, teleport, plane shift, or a similar spell that breaks your line of effect, even momentarily, the spell ends.

[illegible]

SHADOW CONJURATION, GREATER

School illusion (*shadow*); Level sorcerer/wizard 7

This spell functions like shadow conjuration, except that it duplicates any sorcerer or wizard conjuration (*summoning*) or conjuration (*creation*) spell of 6th level or lower. The illusory conjurations created deal three-fifths (60%) damage to nonbelievers, and nondamaging effects are 60% likely to work against nonbelievers.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

Simulacrum creates an illusory duplicate of any creature. The duplicate creature is partially real and formed from ice or snow. It appears to be the same as the original, but it has only half of the real creature's levels or HD (*and the appropriate hit points, feats, skill ranks, and special abilities for a creature of that level or HD*). You can't create a simulacrum of a creature whose HD or levels exceed twice your caster level. You must make a Disguise check when you cast the spell to determine how good the likeness is. A creature familiar with the original might detect the ruse with a successful Perception check (*opposed by the caster's Disguise check*) or a DC 20 Sense Motive check.

At all times, the simulacrum remains under your absolute command. No special telepathic link exists, so command must be exercised in some other manner. A simulacrum has no ability to become more powerful. It cannot increase its level or abilities. If reduced to 0 hit points or otherwise destroyed, it reverts to snow and melts instantly into nothingness. A complex process requiring at least 24 hours, 100 gp per hit point, and a fully equipped magical laboratory can repair damage to a simulacrum.

Uses Per Day:[illegible]

This spell enables you to control undead creatures for a short period of time. You command them by voice and they understand you, no matter what language you speak. Even if vocal communication is impossible, the controlled undead do not attack you. At the end of the spell, the subjects revert to their normal behavior.

Intelligent undead creatures remember that you controlled them, and they may seek revenge after the spell's effects end.

Uses Per Day:

Uses:

This spell instantly delivers 10 points of damage per caster level. If the target's Fortitude saving throw succeeds, it instead takes 3d6 points of damage + 1 point per caster level. The subject might die from damage even if it succeeds on its saving throw.

[illegible]

SYMBOL OF WEAKNESS

School enchantment (*compulsion*) [*mind-affecting*]; **Level** sorcerer/wizard 7; **Components** V, S, M (*mercury and phosphorus, plus powdered diamond and opal worth 5,000 gp each*); **Range** 0 ft.; see text; **Effect** one symbol; **Duration** see text; **Saving Throw** Will negates

This spell functions like symbol of death, except that every creature within 60 feet of a symbol of weakness instead suffers crippling weakness that deals 3d6 points of Strength damage.

Unlike symbol of death, symbol of weakness has no hit point limit; once triggered, a symbol of weakness simply remains active for 10 minutes per caster level. A creature can only be affected by this symbol once.

Note: Magic traps such as symbol of weakness are hard to detect and disable. A rogue (*only*) can use the Perception skill to find a symbol of weakness and Disable Device to thwart it. The DC in each case is 25 + spell level, or 32 for symbol of weakness.

Uses Per Day:

Uses:

WAVES OF EXHAUSTION

School necromancy; **Level** sorcerer/wizard 7; **Casting Time** 1 standard action; **Components** V, S; **Range** 60 ft.; **Area** cone-shaped burst; **Duration** instantaneous; **Saving Throw** no; **Spell Resistance** yes

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

Uses Per Day: _____

Uses: □□□□□□□□

CONTROL WEATHER

School transmutation; **Level** sorcerer/wizard 7; **Casting Time** 10 minutes; see text; **Components** V, S; **Range** 2 miles; **Area** 2-mile-radius circle, centered on you; see text; **Duration** 4d12 hours; see text; **Saving Throw** none; **Spell Resistance** no

You change the weather in the local area. It takes 10 minutes to cast the spell and an additional 10 minutes for the effects to manifest. You can call forth weather appropriate to the climate and season of the area you are in. You can also use this spell to cause the weather in the area to become calm and normal for the season.

| Season | Possible Weather |
|-------------|--|
| Spring | Tornado, thunderstorm, sleet storm, or hot weather |
| Summer | Torrential rain, heat wave, or hailstorm |
| Autumn | Hot or cold weather, fog, or sleet |
| Winter | Frigid cold, blizzard, or thaw |
| Late winter | Hurricane-force winds or early spring |

You control the general tendencies of the weather, such as the direction and intensity of the wind. You cannot control specific applications of the weather—where lightning strikes, for example, or the exact path of a tornado. The weather continues as you left it for the duration, or until you use a standard action to designate a new kind of weather (*which fully manifests itself 10 minutes later*). Contradictory conditions are not possible simultaneously.

Control weather can do away with atmospheric phenomena (*naturally occurring or otherwise*) as well as create them.

Uses Per Day: _____ **Uses:** ☐☐☐☐☐☐☐☐☐☐

School transmutation (*polymorph*); **Level** sorcerer/wizard 7

This spell functions as elemental body III, except that it also allows you to assume the form of a Huge air, earth, fire, or water elemental. The abilities you gain depend upon the type of elemental into which you change. You are also immune to bleed damage, critical hits, and sneak attacks while in elemental form and gain DR 5/—.

Air elemental: As elemental body I except that you gain a +4 size bonus to your Strength, +6 size bonus to your Dexterity, and a +4 natural armor bonus. You also gain fly 120 feet (perfect).

Earth elemental: As elemental body I except that you gain a +8 size bonus to your Strength, a –2 penalty on your Dexterity, a +4 size bonus to your Constitution, and a +6 natural armor bonus.

Fire elemental: As elemental body I except that you gain a +6 size bonus to your Dexterity, a +4 size bonus to your Constitution, and a +4 natural armor bonus.

Water elemental: As elemental body I except that you gain a +4 size bonus to your Strength, a –2 penalty on your Dexterity, a +8 size bonus to your Constitution, and a +6 natural armor bonus. You also gain swim 120 feet.

Uses Per Day: _____[illegible]

School transmutation; **Level** sorcerer/wizard 7; **Casting Time** 1 standard action; **Components** V, S; **Range** personal; **Target** you; **Duration** 1 round/level (*D*)

You become ethereal, along with your equipment. For the duration of the spell, you are in the Ethereal Plane, which overlaps the Material Plane. When the spell expires, you return to material existence.

An ethereal creature is invisible, insubstantial, and capable of moving in any direction, even up or down, albeit at half normal speed. As an insubstantial creature, you can move through solid objects, including living creatures. An ethereal creature can see and hear on the Material Plane, but everything looks gray and ephemeral. Sight and hearing onto the Material Plane are limited to 60 feet.

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

Treat other ethereal creatures and ethereal objects as if they were material.

If you end the spell and become material while inside a material object (*such as a solid wall*), you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet that you so travel.

Uses Per Day:_____[illegible]

[illegible]

School transmutation (*polymorph*); **Level** sorcerer/wizard 7

This spell functions as form of the dragon I except that it also allows you to assume the form of a Large chromatic or metallic dragon. You gain the following abilities: a +6 size bonus to Strength, a +4 size bonus to Constitution, a +6 natural armor bonus, fly 90 feet (*poor*), darkvision 60 feet, a breath weapon, DR 5/magic, and resistance to one element. You also gain one bite (*2d6*), two claws (*1d8*), two wing attacks (*1d6*), and one tail slap attack (*1d8*). You can only use the breath weapon twice per casting of this spell, and you must wait 1d4 rounds between uses. All breath weapons deal 8d8 points of damage and allow a Reflex save for half damage. Line breath weapons increase to 80-foot lines and cones increase to 40-foot cones.

Uses Per Day:_____[illegible]

When you cast this spell you can assume the form of any Large humanoid creature of the giant subtype. Once you assume your new form, you gain the following abilities: a +6 size bonus to Strength, a –2 penalty to Dexterity, a +4 size bonus to Constitution, a +4 natural armor bonus, and low-light vision. If the form you assume has any of the following abilities, you gain the listed ability: darkvision 60 feet, rend (*2d6 damage*), regeneration 5, rock catching, and rock throwing (*range 60 feet, 2d6 damage*). If the creature has immunity or resistance to any elements, you gain resistance 20 to those elements. If the creature has vulnerability to an element, you gain that vulnerability.

Uses: □□□□□□□□

School transmutation (*polymorph*); **Level** sorcerer/wizard 7

This spell functions as plant shape II except that it also allows you to assume the form of a Huge creature of the plant type. If the form you assume has any of the following abilities, you gain the listed ability: DR, regeneration 5, and trample.

Huge plant: If the form you take is that of a Huge plant, you gain a +8 size bonus to your Strength, a –2 penalty to your Dexterity, a +4 size bonus to your Constitution, and a +6 natural armor bonus.

Uses Per Day:_____[illegible]

School transmutation (*polymorph*); **Level** sorcerer/wizard 7

This spell functions as polymorph except that it allows the creature to take on the form of a dragon or plant creature. If you use this spell to cause the target to take on the form of an animal or magical beast, it functions as beast shape IV. If the form is that of an elemental, the spell functions as elemental body III. If the form is that of a humanoid, the spell functions as alter self. If the form is that of a plant, the spell functions as plant shape II. If the form is that of a dragon, the spell functions as form of the dragon I. The subject may choose to resume its normal form as a full-round action; doing so ends the spell.

Uses Per Day:[illegible]

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Uses: □□□□□□□□

A statue spell turns the subject to solid stone, along with any garments and equipment worn or carried. In statue form, the subject gains hardness 8. The subject retains its own hit points. The subject can see, hear, and smell normally, but it does not need to eat or breathe. Feeling is limited to those sensations that can affect the granite-hard substance of the individual's body. Chipping is equal to a mere scratch, but breaking off one of the statue's arms constitutes serious damage. The subject of a statue spell can return to its normal state, act, and then return instantly to the statue state (*a free action*) if it so desires as long as the spell duration is in effect.

[illegible]

[illegible]

School universal; **Level** sorcerer/wizard 7; **Casting Time** 1 standard action; **Components** V, S, M (*diamond worth 1,500 gp*); **Range** see text; **Target, Effect, Area** see text; **Duration** see text; **Saving Throw** none, see text; **Spell Resistance** yes

A limited wish lets you create nearly any type of effect. For example, a limited wish can do any of the following things.

- Duplicate any sorcerer/wizard spell of 6th level or lower, provided the spell does not belong to one of your opposition schools.
- Duplicate any non-sorcerer/wizard spell of 5th level or lower, provided the spell does not belong to one of your opposition schools.
- Duplicate any sorcerer/wizard spell of 5th level or lower, even if it belongs to one of your opposition schools.
- Duplicate any non-sorcerer/wizard spell of 4th level or lower, even if it belongs to one of your opposition schools.
- Undo the harmful effects of many spells, such as or insanity.
- Produce any other effect whose power level is in line with the above effects, such as a single creature automatically hitting on its next attack or taking a -7 penalty on its next saving throw.

A duplicated spell allows saving throws and spell resistance as normal, but the save DC is for a 7th-level spell. When a limited wish spell duplicates a spell with a material component that costs more than 1,000 gp, you must provide that component (*in addition to the 1,500 gp diamond component for this spell*).

[illegible]

You create a shimmering emerald barrier that completely blocks extradimensional travel. Forms of movement barred include astral projection, blink, dimension door, ethereal jaunt, etherealness, gate, maze, plane shift, shadow walk, teleport, and similar spell-like abilities. Once dimensional lock is in place, extradimensional travel into or out of the area is not possible.

A dimensional lock does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms. Also, the spell does not prevent summoned creatures from disappearing at the end of a summoning spell.

[illegible]

The subject is protected from all devices and spells that gather information about the target through divination magic (*such as detect evil, locate creature, scry, and see invisible*). This spell also grants a +8 resistance bonus on saving throws against all mind-affecting spells and effects. Mind blank even foils limited wish, miracle, and wish spells when they are used in such a way as to gain information about the target. In the case of scrying that scans an area the creature is in, such as arcane eye, the spell works but the creature simply isn't detected. Scrying attempts that are targeted specifically at the subject do not work at all.

[illegible]

PRISMATIC WALL

School abjuration; **Level** sorcerer/wizard 8; **Casting Time** 1 standard action; **Components** V, S; **Range** close (25 ft. + 5 ft./2 levels); **Effect** wall 4 ft./level wide, 2 ft./level high; **Duration** 10 min./level (D); **Saving Throw** see text; **Spell Resistance** see text

Prismatic wall creates a vertical, opaque wall—a shimmering, multicolored plane of light that protects you from all forms of attack. The wall flashes with seven colors, each of which has a distinct power and purpose. The wall is immobile, and you can pass through and remain near the wall without harm. Any other creature with less than 8 HD that is within 20 feet of the wall is blinded by the colors for 2d4 rounds if it looks at the wall.

The wall's maximum proportions are 4 feet wide per caster level and 2 feet high per caster level. A prismatic wall spell cast to materialize in a space occupied by a creature is disrupted, and the spell is wasted.

Each color in the wall has a special effect. The accompanying table shows the seven colors of the wall, the order in which they appear, their effects on creatures trying to attack you or pass through the wall, and the magic needed to negate each color.

The wall can be destroyed, color by color, in consecutive order, by casting the specified spells on the wall; however, the first color must be brought down before the second can be affected, and so on. A rod of cancellation or a mage's disjunction spell destroys a prismatic wall, but an antimagic field fails to penetrate it. Dispel magic and greater dispel magic can only be used on the wall once all the other colors have been destroyed. Spell resistance is effective against a prismatic wall, but the caster level check must be repeated for each color present.

PRISMATIC WALL (CONT'D)

School abjuration; **Level** sorcerer/wizard 8; **Casting Time** 1 standard action; **Components** V, S; **Range** close (25 ft. + 5 ft./2 levels); **Effect** wall 4 ft./level wide, 2 ft./level high; **Duration** 10 min./level (D); **Saving Throw** see text; **Spell Resistance** see text

Prismatic wall can be made permanent with a permanency spell.

| Order | Color | Effect of Color | Negated by |
|-------|--------|---|--------------------------------------|
| 1st | Red | Stops nonmagical ranged weapons. Deals 20 points of fire damage (<i>Reflex half</i>). | Cone of cold |
| 2nd | Orange | Stops magical ranged weapons. Deals 40 points of acid damage (<i>Reflex half</i>). | Gust of wind |
| 3rd | Yellow | Stops poisons, gases, and petrification. Deals 80 points of electricity damage (<i>Reflex half</i>). | Disintegrate |
| 4th | Green | Stops breath weapons. Poison (<i>frequency: 1/rd. for 6 rd.; init. effect: death, sec. effect: 1 Con/rd.; cure 2 consecutive Fort saves</i>). | Passwall |
| 5th | Blue | Stops divination and mental attacks. Turned to stone (<i>Fortitude negates</i>). | Magic missile |
| 6th | Indigo | Stops all spells. Will save or become insane (<i>as insanity spell</i>). | Daylight |
| 7th | Violet | Energy field destroys all objects and effects.* Creatures sent to another plane (<i>Will negates</i>). | Dispel magic or greater dispel magic |

PRISMATIC WALL (CONT'D)

School abjuration; **Level** sorcerer/wizard 8; **Casting Time** 1 standard action; **Components** V, S; **Range** close (25 ft. + 5 ft./2 levels); **Effect** wall 4 ft./level wide, 2 ft./level high; **Duration** 10 min./level (D); **Saving Throw** see text; **Spell Resistance** see text

** The violet effect makes the special effects of the other six colors redundant, but these six effects are included here because certain magic items can create prismatic effects one color at a time, and spell resistance might render some colors ineffective (see above).*

Uses Per Day: _____[illegible]

PROTECTION FROM SPELLS

School abjuration; **Level** sorcerer/wizard 8; **Casting Time** 1 standard action; **Components** V, S, M (*diamond worth 500 gp*), F (*One 1,000 gp diamond per target. Each subject must carry the gem for the duration of the spell. If a subject loses the gem, the spell ceases to affect him.*); **Range** touch; **Targets** up to one creature touched per four levels; **Duration** 10 min./level; **Saving Throw** Will negates (*harmless*); **Spell Resistance** yes (*harmless*)

The subject gains a +8 resistance bonus on saving throws against spells and spell-like abilities (*but not against supernatural and extraordinary abilities*).

Uses Per Day:_____[illegible]

School conjuration (*creation*) [*fire*]; **Level** sorcerer/wizard 8; **Casting Time** 1 standard action; **Components** V, S; **Range** medium (100 ft. + 10 ft./level); **Area** cloud spreads in 20-ft. radius, 20 ft. high; **Duration** 1 round/level (D); **Saving Throw** Reflex half, see text; **Spell Resistance** no

An incendiary cloud spell creates a cloud of roiling smoke shot through with white-hot embers. The smoke obscures all sight as a fog cloud does. In addition, the white-hot embers within the cloud deal 6d6 points of fire damage to everything within the cloud on your turn each round. All targets can make Reflex saves each round to take half damage.

As with a cloudkill spell, the smoke moves away from you at 10 feet per round. Figure out the smoke's new spread each round based on its new point of origin, which is 10 feet farther away from where you were when you cast the spell. By concentrating, you can make the cloud move as much as 60 feet each round. Any portion of the cloud that would extend beyond your maximum range dissipates harmlessly, reducing the remainder's spread thereafter.

As with fog cloud, wind disperses the smoke, and the spell can't be cast underwater.

Uses Per Day: _____ **Uses:** □□□□□□□□

[illegible]

School conjuration (*teleportation*); **Level** sorcerer/wizard 8; **Casting Time** 1 standard action; **Components** V, S; **Range** close (25 ft. + 5 ft./2 levels); **Target** one creature; **Duration** see text; **Saving Throw** none; **Spell Resistance** yes

You banish the subject into an extradimensional labyrinth. Each round on its turn, it may attempt a DC 20 Intelligence check to escape the labyrinth as a full-round action. If the subject doesn't escape, the maze disappears after 10 minutes, freeing the subject.

On escaping or leaving the maze, the subject reappears where it had been when the maze spell was cast. If this location is filled with a solid object, the subject appears in the nearest open space. Spells and abilities that move a creature within a plane, such as teleport and dimension door, do not help a creature escape a maze spell, although a plane shift spell allows it to exit to whatever plane is designated in that spell. Minotaurs are not affected by this spell.

Uses Per Day: _____ **Uses:** □□□□□□□□

1. 2019年12月31日，公司总资产为1,000,000,000.00元，净资产为500,000,000.00元，营业收入为1,200,000,000.00元，净利润为100,000,000.00元。

[illegible]

SUMMON MONSTER VIII

School conjuration (*summoning*) [*see text*]; **Level** sorcerer/wizard 8; **Casting Time** 1 round; **Components** V, S, F/DF (*a tiny bag and a small candle*); **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

This spell summons an extraplanar creature (*typically an outsider, elemental, or magical beast native to another plane*). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. You can summon one creature from the 8th-level list, 1d3 creatures of the same kind from the 7th-level list, or 1d4+1 creatures of the same kind from a lower-level list. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (*such as wish*).

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures listed belowmarked with an “*” are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the creature. Creatures marked with an “*” always have an alignment that matches yours, regardless of their usual alignment.

SUMMON MONSTER VIII

(CONT'D)

School conjuration (*summoning*) [*see text*]; **Level** sorcerer/wizard 8; **Casting Time** 1 round; **Components** V, S, F/DF (*a tiny bag and a small candle*); **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (*D*); **Saving Throw** none; **Spell Resistance** no

Summoning these creatures makes the summoning spell's type match your alignment.

1st Level Dire rat*; Dolphin*; Eagle*; Fire beetle*; Poisonous frog*; Pony (*horse*)*; Riding dog*; Viper (*snake*)*

2nd Level Ant, drone*; Elemental (*Small*) Elemental; Giant centipede*; Giant frog*; Giant spider*; Goblin dog*; Horse*; Hyena*; Lemure (*devil*) Evil, Lawful; Octopus*; Squid*; Wolf*

3rd Level Ant, soldier*; Ape*; Aurochs (*herd animal*)*; Boar*; Cheetah*; Constrictor snake*; Crocodile*; Dire bat*; Dretch (*demon*) Chaotic, Evil; Electric eel*; Giant lizard*; Lantern archon Good, Lawful; Leopard (*cat*)*; Shark*; Wolverine*

4th Level Bison (*herd animal*)*; Deinonychus (*dinosaur*)*; Dire ape*; Dire boar*; Dire wolf*; Elemental (*Medium*) Elemental; Giant scorpion*; Giant wasp*; Grizzly bear*; Hell hound Evil, Lawful; Hound archon Good, Lawful; Lion*; Mephit (*any*) Elemental; Pteranodon (*dinosaur*)*; Rhinoceros*

5th Level Ankylosaurus (*dinosaur*)*; Babau (*demon*) Chaotic, Evil; Bearded devil Evil, Lawful; Bralani azata Chaotic, Good; Dire lion*; Elemental (*Large*) Elemental; Giant moray eel*; Kyton Evil, Lawful; Orca (*dolphin*)*; Salamander Evil; Woolly rhinoceros*; Xill Evil, Lawful

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[illegible]

TRAP THE SOUL

School conjuration (*summoning*); **Level** sorcerer/wizard 8;
Casting Time 1 standard action or see text; **Components** V, S, M
(*gem worth 1,000 gp per HD of the trapped creature*); **Range** close
(25 ft. + 5 ft./2 levels); **Target** one creature; **Duration** permanent;
see text; **Saving Throw** see text; **Spell Resistance** yes; see text

Trap the soul forces a creature's life force (and its material body) into a gem. The gem holds the trapped entity indefinitely or until the gem is broken and the life force is released, which allows the material body to reform. If the trapped creature is a powerful creature from another plane, it can be required to perform a service immediately upon being freed. Otherwise, the creature can go free once the gem imprisoning it is broken. Depending on the version selected, the spell can be triggered in one of two ways.

Spell Completion: First, the spell can be completed by speaking its final word as a standard action as if you were casting a regular spell at the subject. This allows spell resistance (if any) and a Will save to avoid the effect. If the creature's name is spoken as well, any spell resistance is ignored and the save DC increases by 2. If the save or spell resistance is successful, the gem shatters.

Trigger Object: The second method is far more insidious, for it tricks the subject into accepting a trigger object inscribed with the final spell word, automatically placing the creature's soul in the trap. To use this method, both the creature's name and the trigger word must be inscribed on the trigger object when the gem is enspelled. A sympathy spell can also be placed on the trigger object. As soon as the subject picks up or accepts the trigger object, its life force is automatically transferred to the gem without the benefit of spell resistance or a save.

Uses Per Day: _____

Uses: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

DISCERN LOCATION

School divination; **Level** sorcerer/wizard 8; **Casting Time** 10 minutes; **Components** V, S, DF; **Range** unlimited; **Target** one creature or object; **Duration** instantaneous; **Saving Throw** none; **Spell Resistance** no

A discern location spell is among the most powerful means of locating creatures or objects. Nothing short of a mind blank spell or the direct intervention of a deity keeps you from learning the exact location of a single individual or object. Discern location circumvents normal means of protection from scrying or location. The spell reveals the name of the creature or object's location (*place, name, business name, building name, or the like*), community, county (*or similar political division*), country, continent, and the plane of existence where the target lies.

To find a creature with the spell, you must have seen the creature or have some item that once belonged to it. To find an object, you must have touched it at least once.

Uses Per Day: _____

Uses: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

MOMENT OF PRESCIENCE

School divination; **Level** sorcerer/wizard 8; **Casting Time** 1 standard action; **Components** V, S; **Range** personal; **Target** you; **Duration** 1 hour/level or until discharged

This spell grants you a sixth sense. Once during the spell's duration, you may choose to use its effect. This spell grants you an insight bonus equal to your caster level (*maximum +25*) on any single attack roll, combat maneuver check, opposed ability or skill check, or saving throw. Alternatively, you can apply the insight bonus to your AC against a single attack (*even if flat-footed*). Activating the effect doesn't take an action; you can even activate it on another character's turn. You must choose to use the moment of prescience before you make the roll it is to modify. Once used, the spell ends. You can't have more than one moment of prescience active on you at the same time.

Uses Per Day:

School divination; Level sorcerer/wizard 8

This spell functions like prying eyes, except that the eyes can see all things as they actually are, just as if they had true seeing with a range of 120 feet. Thus, they can navigate darkened areas at normal speed. Also, a greater prying eye's maximum Perception modifier is +25 instead of +15.

Uses Per Day: _____[illegible]

[illegible]

1. 2. 3. 4. 5. 6. 7. 8. 9. 10. 11. 12. 13. 14. 15. 16. 17. 18. 19. 20. 21. 22. 23. 24. 25. 26. 27. 28. 29. 30. 31. 32. 33. 34. 35. 36. 37. 38. 39. 40. 41. 42. 43. 44. 45. 46. 47. 48. 49. 50. 51. 52. 53. 54. 55. 56. 57. 58. 59. 60. 61. 62. 63. 64. 65. 66. 67. 68. 69. 70. 71. 72. 73. 74. 75. 76. 77. 78. 79. 80. 81. 82. 83. 84. 85. 86. 87. 88. 89. 90. 91. 92. 93. 94. 95. 96. 97. 98. 99. 100. 101. 102. 103. 104. 105. 106. 107. 108. 109. 110. 111. 112. 113. 114. 115. 116. 117. 118. 119. 120. 121. 122. 123. 124. 125. 126. 127. 128. 129. 130. 131. 132. 133. 134. 135. 136. 137. 138. 139. 140. 141. 142. 143. 144. 145. 146. 147. 148. 149. 150. 151. 152. 153. 154. 155. 156. 157. 158. 159. 160. 161. 162. 163. 164. 165. 166. 167. 168. 169. 170. 171. 172. 173. 174. 175. 176. 177. 178. 179. 180. 181. 182. 183. 184. 185. 186. 187. 188. 189. 190. 191. 192. 193. 194. 195. 196. 197. 198. 199. 200. 201. 202. 203. 204. 205. 206. 207. 208. 209. 210. 211. 212. 213. 214. 215. 216. 217. 218. 219. 220. 221. 222. 223. 224. 225. 226. 227. 228. 229. 230. 231. 232. 233. 234. 235. 236. 237. 238. 239. 240. 241. 242. 243. 244. 245. 246. 247. 248. 249. 250. 251. 252. 253. 254. 255. 256. 257. 258. 259. 260. 261. 262. 263. 264. 265. 266. 267. 268. 269. 270. 271. 272. 273. 274. 275. 276. 277. 278. 279. 280. 281. 282. 283. 284. 285. 286. 287. 288. 289. 290. 291. 292. 293. 294. 295. 296. 297. 298. 299. 300. 301. 302. 303. 304. 305. 306. 307. 308. 309. 310. 311. 312. 313. 314. 315. 316. 317. 318. 319. 320. 321. 322. 323. 324. 325. 326. 327. 328. 329. 330. 331. 332. 333. 334. 335. 336. 337. 338. 339. 340. 341. 342. 343. 344. 345. 346. 347. 348. 349. 350. 351. 352. 353. 354. 355. 356. 357. 358. 359. 360. 361. 362. 363. 364. 365. 366. 367. 368. 369. 370. 371. 372. 373. 374. 375. 376. 377. 378. 379. 380. 381. 382. 383. 384. 385. 386. 387. 388. 389. 390. 391. 392. 393. 394. 395. 396. 397. 398. 399. 400. 401. 402. 403. 404. 405. 406. 407. 408. 409. 410. 411. 412. 413. 414. 415. 416. 417. 418. 419. 420. 421. 422. 423. 424. 425. 426. 427. 428. 429. 430. 431. 432. 433. 434. 435. 436. 437. 438. 439. 440. 441. 442. 443. 444. 445. 446. 447. 448. 449. 450. 451. 452. 453. 454. 455. 456. 457. 458. 459. 460. 461. 462. 463. 464. 465. 466. 467. 468. 469. 470. 471. 472. 473. 474. 475. 476. 477. 478. 479. 480. 481. 482. 483. 484. 485. 486. 487. 488. 489. 490. 491. 492. 493. 494. 495. 496. 497. 498. 499. 500. 501. 502. 503. 504. 505. 506. 507. 508. 509. 510. 511. 512. 513. 514. 515. 516. 517. 518. 519. 520. 521. 522. 523. 524. 525. 526. 527. 528. 529. 530. 531. 532. 533. 534. 535. 536. 537. 538. 539. 540. 541. 542. 543. 544. 545. 546. 547. 548. 549. 550. 551. 552. 553. 554. 555. 556. 557. 558. 559. 560. 561. 562. 563. 564. 565. 566. 567. 568. 569. 570. 571. 572. 573. 574. 575. 576. 577. 578. 579. 580. 581. 582. 583. 584. 585. 586. 587. 588. 589. 590. 591. 592. 593. 594. 595. 596. 597. 598. 599. 600. 601. 602. 603. 604. 605. 606. 607. 608. 609. 610. 611. 612. 613. 614. 615. 616. 617. 618. 619. 620. 621. 622. 623. 624. 625. 626. 627. 628. 629. 630. 631. 632. 633. 634. 635. 636. 637. 638. 639. 640. 641. 642. 643. 644. 645. 646. 647. 648. 649. 650. 651. 652. 653. 654. 655. 656. 657. 658. 659. 660. 661. 662. 663. 664. 665. 666. 667. 668. 669. 670. 671. 672. 673. 674. 675. 676. 677. 678. 679. 680. 681. 682. 683. 684. 685. 686. 687. 688. 689. 690. 691. 692. 693. 694. 695. 696. 697. 698. 699. 700. 701. 702. 703. 704. 705. 706. 707. 708. 709. 710. 711. 712. 713. 714. 715. 716. 717. 718. 719. 720. 721. 722. 723. 724. 725. 726. 727. 728. 729. 730. 731. 732. 733. 734. 735. 736. 737. 738. 739. 740. 741. 742. 743. 744. 745. 746. 747. 748. 749. 750. 751. 752. 753. 754. 755. 756. 757. 758. 759. 760. 761. 762. 763. 764. 765. 766. 767. 768. 769. 770. 771. 772. 773. 774. 775. 776. 777. 778. 779. 780. 781. 782. 783. 784. 785. 786. 787. 788. 789. 790. 791. 792. 793. 794. 795. 796. 797. 798. 799. 800. 801. 802. 803. 804. 805. 806. 807. 808. 809. 810. 811. 812. 813. 814. 815. 816. 817. 818. 819. 820. 821. 822. 823. 824. 825. 826. 827. 828. 829. 830. 831. 832. 833. 834. 835. 836. 837. 838. 839. 840.

[illegible]

BINDING

School enchantment (*compulsion*) [*mind-affecting*]; **Level** sorcerer/wizard 8; **Casting Time** 1 minute; **Components** V, S, M (*opals worth 500 gp per HD of the target creature, plus other components as specified below*); **Range** close (25 ft. + 5 ft./2 levels); **Target** one living creature; **Duration** see text (D); **Saving Throw** Will negates; see text; **Spell Resistance** yes

A binding spell creates a magical restraint to hold a creature. The target gets an initial saving throw only if its Hit Dice equal at least half your caster level.

You may have as many as six assistants help you with the spell. For each assistant who casts suggestion, your caster level for this casting of binding increases by 1. For each assistant who casts dominate animal, dominate person, or dominate monster, your caster level for this casting of binding increases by a number equal to a third of that assistant's level, provided that the spell's target is appropriate for a binding spell. Since the assistants' spells are cast simply to improve your caster level for the purpose of the binding spell, saving throws and spell resistance against the assistants' spells are irrelevant. Your caster level determines whether the target gets an initial Will saving throw and how long the binding lasts. All binding spells are dismissible.

Regardless of the version of binding you cast, you can specify triggering conditions that end the spell and release the creature whenever they occur. These triggers can be as simple or elaborate as you desire, but the condition must be reasonable and have a likelihood of coming to pass. The conditions can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, Hit Dice, or hit points don't qualify. Once the spell is cast,

BINDING (CONT'D)

School enchantment (*compulsion*) [*mind-affecting*]; **Level** sorcerer/wizard 8; **Casting Time** 1 minute; **Components** V, S, M (*opals worth 500 gp per HD of the target creature, plus other components as specified below*); **Range** close (25 ft. + 5 ft./2 levels); **Target** one living creature; **Duration** see text (D); **Saving Throw** Will negates; see text; **Spell Resistance** yes

its triggering conditions cannot be changed. Setting a release condition increases the save DC (*assuming a saving throw is allowed*) by 2.

If you cast any of the first three versions of binding (those with limited durations), you may cast additional binding spells to prolong the effect, overlapping the durations. If you do so, the target gets a saving throw at the end of the first spell's duration, even if your caster level was high enough to disallow an initial saving throw. If the creature's save succeeds, all binding spells it has received are broken.

The binding spell has six versions. Choose one of the following versions when you cast the spell.

Chaining: The subject is confined by restraints that generate an antipathy spell affecting all creatures who approach the subject, except you. The duration is 1 year per caster level. The subject of this form of binding is confined to the spot it occupied when it received the spell. Casting this version requires a chain that is long enough to wrap around the creature three times.

Slumber: This version causes the subject to become comatose for as long as 1 year per caster level. The subject does not need to eat or drink while slumbering, nor does it age. This form of binding is slightly easier to resist. Reduce the spell's save DC by 1.

BINDING (CONT'D)

School enchantment (*compulsion*) [*mind-affecting*]; **Level** sorcerer/wizard 8; **Casting Time** 1 minute; **Components** V, S, M (*opals worth 500 gp per HD of the target creature, plus other components as specified below*); **Range** close (25 ft. + 5 ft./2 levels); **Target** one living creature; **Duration** see text (D); **Saving Throw** Will negates; see text; **Spell Resistance** yes

Casting this version requires a jar of sand or rose petals. This is a sleep effect.

Bound Slumber: This combination of chaining and slumber lasts for as long as 1 month per caster level. Reduce the save DC by 2. Casting this version requires both a long chain and a jar of sand or rose petals. This is a sleep effect.

Hedged Prison: The subject is transported to or otherwise brought within a confined area from which it cannot wander by any means. This effect is permanent. Reduce the save DC by 3. Casting this version requires a tiny golden cage worth 100 gp that is consumed when the spell is cast.

Metamorphosis: The subject assumes gaseous form, except for its head or face. It is held harmless in a jar or other container, which may be transparent if you so choose. The creature remains aware of its surroundings and can speak, but it cannot leave the container, attack, or use any of its powers or abilities. The binding is permanent. The subject does not need to breathe, eat, or drink while metamorphosed, nor does it age. Reduce the save DC by 4.

Minimus Containment: The subject is shrunk to a height of 1 inch or less and held within some gem, jar, or similar object. The binding is permanent. The subject does not need to breathe, eat, or drink while contained, nor does it age. Reduce the save DC by 4.

You can't dispel a binding spell with dispel magic or a similar effect, though an antimagic field or mage's disjunction affects it normally. A bound extraplanar creature cannot be sent back to its home plane by dismissal, banishment, or a similar effect.

[illegible]

[illegible]

Uses: □□□□□□□□

School enchantment (*compulsion*) [*mind-affecting*]; **Level** sorcerer/wizard 8; **Saving Throw** Will partial; **Spell Resistance** yes

This spell functions like sending, but the message can also contain a suggestion (*see the suggestion spell*), which the subject does its best to carry out. A successful Will save negates the suggestion effect but not the contact itself. The demand, if received, is understood even if the subject's Intelligence score is as low as 1. If the message is impossible or meaningless according to the circumstances that exist for the subject at the time the demand is issued, the message is understood but the suggestion is ineffective.

The demand's message to the creature must be 25 words or less, including the suggestion. The creature can also give a short reply immediately.

Uses Per Day:_____

Uses: □□□□□□□□

School enchantment (*compulsion*) [*mind-affecting*]; **Level** sorcerer/wizard 8; **Casting Time** 1 standard action; **Components** V; **Range** touch; **Target** living creature touched; **Duration** 1d4+1 rounds; **Saving Throw** Will partial; **Spell Resistance** yes

The subject feels an undeniable urge to dance and begins doing so, complete with foot shuffling and tapping. The spell effect makes it impossible for the subject to do anything other than caper and prance in place. The effect imposes a –4 penalty to Armor Class and a –10 penalty on Reflex saves, and it negates any AC bonus granted by a shield the target holds. The dancing subject provokes attacks of opportunity each round on its turn. A successful Will save reduces the duration of this effect to 1 round.

Uses Per Day:[illegible]

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| Hit Points | Duration |
|------------|----------|
|------------|----------|

1. *Journal of the American Medical Association*, 2000; 284: 2689-2694.

1. *Journal of the American Medical Association*, 2000; 284: 2689-2694.

School enchantment (*compulsion*) [*mind-affecting*]; **Level** sorcerer/wizard 8; **Casting Time** 10 minutes; **Components** V, S, M (*mercury and phosphorus, plus powdered diamond and opal worth a total of 5,000 gp*); **Range** 0 ft.; see text; **Effect** one symbol; **Duration** see text; **Saving Throw** Will negates; **Spell Resistance** yes

This spell functions like symbol of death, except that all creatures within the radius of the symbol of insanity instead become permanently insane (*as the insanity spell*).

Unlike symbol of death, symbol of insanity has no hit point limit; once triggered, a symbol of insanity simply remains active for 10 minutes per caster level.

Note: Magic traps such as symbol of insanity are hard to detect and disable. A rogue (*only*) can use the Perception skill to find a symbol of insanity and Disable Device to thwart it. The DC in each case is 25 + spell level, or 33 for symbol of insanity.

[illegible]

Sympathy counters and dispels antipathy.

[illegible]

This spell functions like *interposing hand*, except that the hand can also push or strike one opponent that you select. The floating hand can move as far as 60 feet and can attack in the same round. Since this hand is directed by you, its ability to notice or attack invisible or concealed creatures is no better than yours.

The clenched fist can also interpose itself as interposing hand does, or it can bull rush an opponent as forceful hand does. Its CMB for bull rush checks uses your caster level in place of its base attack bonus, with a +11 bonus for its Strength score and a +1 bonus for being Large.

Uses: □□□□□□□□

A blue-white ray of freezing air and ice springs from your hand. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d6 points of cold damage per caster level (*maximum 25d6*) and 1d4 points of Dexterity drain.

Uses: □□□□□□□□

[illegible]

This spell functions like shout, except that the cone deals 10d6 points of sonic damage (*or 1d6 points of sonic damage per caster level, maximum 20d6, against exposed brittle or crystalline objects or crystalline creatures*). It also causes creatures to be stunned for 1 round and deafened for 4d6 rounds. A creature in the area of the cone can negate the stunning and halve both the damage and the duration of the deafness with a successful Fortitude save. A creature holding vulnerable objects can attempt a Reflex save to negate the damage to those objects.

[illegible]

School evocation [*light*]; **Level** sorcerer/wizard 8; **Casting Time** 1 standard action; **Components** V, S, M/DF (*sunstone and fire source*); **Range** long (400 ft. + 40 ft./level); **Area** 80-ft.-radius burst; **Duration** instantaneous; **Saving Throw** Reflex partial; see text; **Spell Resistance** yes

Sunburst causes a globe of searing radiance to explode silently from a point you select. All creatures in the globe are blinded and take 6d6 points of damage. A creature to which sunlight is harmful or unnatural takes double damage. A successful Reflex save negates the blindness and reduces the damage by half.

An undead creature caught within the globe takes 1d6 points of damage per caster level (*maximum 25d6*), or half damage if a Reflex save is successful. In addition, the burst results in the destruction of any undead creature specifically harmed by bright light if it fails its save.

The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

Sunburst dispels any darkness spells of lower than 9th level within its area.

Uses Per Day:[illegible]

TELEKINETIC SPHERE

School evocation [*force*]; **Level** sorcerer/wizard 8; **Casting Time** 1 standard action; **Components** V, S, M (*a crystal sphere and a pair of small magnets*); **Range** close (25 ft. + 5 ft./2 levels); **Effect** 1-ft.-diameter/level sphere, centered around creatures or objects; **Duration** 1 min./level (D); **Saving Throw** Reflex negates (*object*); **Spell Resistance** yes (*object*)

This spell functions like resilient sphere, but the creatures or objects caught inside the globe created by the spell are made nearly weightless. Anything contained within a telekinetic sphere weighs only one-sixteenth of its normal weight. You can telekinetically lift anything in the sphere that normally weighs 5,000 pounds or less. The telekinetic control extends from you out to medium range (*100 feet + 10 feet per caster level*) after the sphere has succeeded in encapsulating its contents.

You can move the sphere, along with the objects and creatures it contains that weigh a total of 5,000 pounds or less, by concentrating on the sphere. You can begin moving a sphere in the round after casting the spell. If you concentrate on doing so (*a standard action*), you can move the sphere as much as 30 feet in a round. If you cease concentrating, the sphere does not move in that round (*if on a level surface*) or descends at its falling rate (*if aloft*) until it reaches a level surface. You can resume concentrating on your next turn or any later turn during the spell's duration.

The sphere falls at a rate of only 60 feet per round, which is not fast enough to cause damage to the contents of the sphere.

You can move the sphere telekinetically even if you are in it.

[illegible]

SCINTILLATING PATTERN

School illusion (*pattern*) [*mind-affecting*]; **Level** sorcerer/wizard 8; **Casting Time** 1 standard action; **Components** V, S, M (*a crystal prism*); **Range** close (25 ft. + 5 ft./2 levels); **Effect** colorful lights in a 20-ft.-radius spread; **Duration** concentration + 2 rounds; **Saving Throw** none; **Spell Resistance** yes

A twisting pattern of coruscating colors weaves through the air, affecting creatures within. The spell affects a total number of HD of creatures equal to your caster level (*maximum 20*). Creatures with the fewest HD are affected first, and among creatures with equal HD, those who are closest to the spell's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. The spell affects each subject according to its HD.

6 or less: Unconscious for 1d4 rounds, then stunned for 1d4 rounds, and then confused for 1d4 rounds. (*Treat an unconscious result as stunned for nonliving creatures.*)

7 to 12: Stunned for 1d4 rounds, then confused for an additional 1d4 rounds.

13 or more: Confused for 1d4 rounds.

Sightless creatures are not affected by scintillating pattern.

[illegible]

1. 2. 3. 4. 5. 6. 7. 8. 9. 10. 11. 12. 13. 14. 15. 16. 17. 18. 19. 20. 21. 22. 23. 24. 25. 26. 27. 28. 29. 30. 31. 32. 33. 34. 35. 36. 37. 38. 39. 40. 41. 42. 43. 44. 45. 46. 47. 48. 49. 50. 51. 52. 53. 54. 55. 56. 57. 58. 59. 60. 61. 62. 63. 64. 65. 66. 67. 68. 69. 70. 71. 72. 73. 74. 75. 76. 77. 78. 79. 80. 81. 82. 83. 84. 85. 86. 87. 88. 89. 90. 91. 92. 93. 94. 95. 96. 97. 98. 99. 100. 101. 102. 103. 104. 105. 106. 107. 108. 109. 110. 111. 112. 113. 114. 115. 116. 117. 118. 119. 120. 121. 122. 123. 124. 125. 126. 127. 128. 129. 130. 131. 132. 133. 134. 135. 136. 137. 138. 139. 140. 141. 142. 143. 144. 145. 146. 147. 148. 149. 150. 151. 152. 153. 154. 155. 156. 157. 158. 159. 160. 161. 162. 163. 164. 165. 166. 167. 168. 169. 170. 171. 172. 173. 174. 175. 176. 177. 178. 179. 180. 181. 182. 183. 184. 185. 186. 187. 188. 189. 190. 191. 192. 193. 194. 195. 196. 197. 198. 199. 200. 201. 202. 203. 204. 205. 206. 207. 208. 209. 210. 211. 212. 213. 214. 215. 216. 217. 218. 219. 220. 221. 222. 223. 224. 225. 226. 227. 228. 229. 230. 231. 232. 233. 234. 235. 236. 237. 238. 239. 240. 241. 242. 243. 244. 245. 246. 247. 248. 249. 250. 251. 252. 253. 254. 255. 256. 257. 258. 259. 260. 261. 262. 263. 264. 265. 266. 267. 268. 269. 270. 271. 272. 273. 274. 275. 276. 277. 278. 279. 280. 281. 282. 283. 284. 285. 286. 287. 288. 289. 290. 291. 292. 293. 294. 295. 296. 297. 298. 299. 300. 301. 302. 303. 304. 305. 306. 307. 308. 309. 310. 311. 312. 313. 314. 315. 316. 317. 318. 319. 320. 321. 322. 323. 324. 325. 326. 327. 328. 329. 330. 331. 332. 333. 334. 335. 336. 337. 338. 339. 340. 341. 342. 343. 344. 345. 346. 347. 348. 349. 350. 351. 352. 353. 354. 355. 356. 357. 358. 359. 360. 361. 362. 363. 364. 365. 366. 367. 368. 369. 370. 371. 372. 373. 374. 375. 376. 377. 378. 379. 380. 381. 382. 383. 384. 385. 386. 387. 388. 389. 390. 391. 392. 393. 394. 395. 396. 397. 398. 399. 400. 401. 402. 403. 404. 405. 406. 407. 408. 409. 410. 411. 412. 413. 414. 415. 416. 417. 418. 419. 420. 421. 422. 423. 424. 425. 426. 427. 428. 429. 430. 431. 432. 433. 434. 435. 436. 437. 438. 439. 440. 441. 442. 443. 444. 445. 446. 447. 448. 449. 450. 451. 452. 453. 454. 455. 456. 457. 458. 459. 460. 461. 462. 463. 464. 465. 466. 467. 468. 469. 470. 471. 472. 473. 474. 475. 476. 477. 478. 479. 480. 481. 482. 483. 484. 485. 486. 487. 488. 489. 490. 491. 492. 493. 494. 495. 496. 497. 498. 499. 500. 501. 502. 503. 504. 505. 506. 507. 508. 509. 510. 511. 512. 513. 514. 515. 516. 517. 518. 519. 520. 521. 522. 523. 524. 525. 526. 527. 528. 529. 530. 531. 532. 533. 534. 535. 536. 537. 538. 539. 540. 541. 542. 543. 544. 545. 546. 547. 548. 549. 550. 551. 552. 553. 554. 555. 556. 557. 558. 559. 560. 561. 562. 563. 564. 565. 566. 567. 568. 569. 570. 571. 572. 573. 574. 575. 576. 577. 578. 579. 580. 581. 582. 583. 584. 585. 586. 587. 588. 589. 590. 591. 592. 593. 594. 595. 596. 597. 598. 599. 600. 601. 602. 603. 604. 605. 606. 607. 608. 609. 610. 611. 612. 613. 614. 615. 616. 617. 618. 619. 620. 621. 622. 623. 624. 625. 626. 627. 628. 629. 630. 631. 632. 633. 634. 635. 636. 637. 638. 639. 640. 641. 642. 643. 644. 645. 646. 647. 648. 649. 650. 651. 652. 653. 654. 655. 656. 657. 658. 659. 660. 661. 662. 663. 664. 665. 666. 667. 668. 669. 670. 671. 672. 673. 674. 675. 676. 677. 678. 679. 680. 681. 682. 683. 684. 685. 686. 687. 688. 689. 690. 691. 692. 693. 694. 695. 696. 697. 698. 699. 700. 701. 702. 703. 704. 705. 706. 707. 708. 709. 710. 711. 712. 713. 714. 715. 716. 717. 718. 719. 720. 721. 722. 723. 724. 725. 726. 727. 728. 729. 730. 731. 732. 733. 734. 735. 736. 737. 738. 739. 740. 741. 742. 743. 744. 745. 746. 747. 748. 749. 750. 751. 752. 753. 754. 755. 756. 757. 758. 759. 760. 761. 762. 763. 764. 765. 766. 767. 768. 769. 770. 771. 772. 773. 774. 775. 776. 777. 778. 779. 780. 781. 782. 783. 784. 785. 786. 787. 788. 789. 790. 791. 792. 793. 794. 795. 796. 797. 798. 799. 800. 801. 802. 803. 804. 805. 806. 807. 808. 809. 810. 811. 812. 813. 814. 815. 816. 817. 818. 819. 820. 821. 822. 823. 824. 825. 826. 827. 828. 829. 830. 831. 832. 833. 834. 835. 836. 837. 838. 839. 840.

This spell creates a powerful protection from scrying and observation. When casting the spell, you dictate what will and will not be observed in the spell's area. The illusion created must be stated in general terms. Once the conditions are set, they cannot be changed. Attempts to scry the area automatically detect the image stated by you with no save allowed. Sight and sound are appropriate to the illusion created. Direct observation may allow a save (*as per a normal illusion*), if there is cause to disbelieve what is seen. Even entering the area does not cancel the illusion or necessarily allow a save, assuming that hidden beings take care to stay out of the way of those affected by the illusion.

Uses: □ □ □ □ □ □ □ □ □

SHADOW EVOCATION, GREATER

School illusion (*shadow*); **Level** sorcerer/wizard 8

This spell functions like shadow evocation, except that it enables you to create partially real, illusory versions of sorcerer or wizard evocation spells of 7th level or lower. If recognized as a greater shadow evocation, a damaging spell deals only three-fifths (60%) damage.

Uses Per Day: _____[illegible]

CLONE

School necromancy; **Level** sorcerer/wizard 8; **Casting Time** 10 minutes; **Components** V, S, M (*laboratory supplies worth 1,000 gp*), F (*special laboratory equipment costing 500 gp*); **Range** 0 ft.; **Effect** one clone; **Duration** instantaneous; **Saving Throw** none; **Spell Resistance** no

This spell makes an inert duplicate of a creature. If the original individual has been slain, its soul immediately transfers to the clone, creating a replacement (*provided that the soul is free and willing to return*). The original's physical remains, should they still exist, become inert and cannot thereafter be restored to life. If the original creature has reached the end of its natural life span (that is, it has died of natural causes), any cloning attempt fails.

To create the duplicate, you must have a piece of flesh (*not hair, nails, scales, or the like*) with a volume of at least 1 cubic inch that was taken from the original creature's living body. The piece of flesh need not be fresh, but it must be kept from rotting. Once the spell is cast, the duplicate must be grown in a laboratory for 2d4 months.

When the clone is completed, the original's soul enters it immediately, if that creature is already dead. The clone is physically identical to the original and possesses the same personality and memories as the original. In other respects, treat the clone as if it were the original character raised from the dead, including its gaining of two permanent negative levels, just as if it had been hit by an energy-draining creature. If the subject is 1st level, it takes 2 points of Constitution drain instead (*if this would reduce its Con to 0 or less, it can't be cloned*). If the original creature gained permanent negative levels since the flesh sample was taken, the clone gains these negative levels as well.

School necromancy; **Level** sorcerer/wizard 8; **Casting Time** 10 minutes; **Components** V, S, M (*laboratory supplies worth 1,000 gp*), F (*special laboratory equipment costing 500 gp*); **Range** 0 ft.; **Effect** one clone; **Duration** instantaneous; **Saving Throw** none; **Spell Resistance** no

The spell duplicates only the original's body and mind, not its equipment. A duplicate can be grown while the original still lives, or when the original soul is unavailable, but the resulting body is merely a soulless bit of inert flesh which rots if not preserved.

[illegible]

CREATE GREATER UNDEAD

School necromancy [evil]; **Level** sorcerer/wizard 8; **Casting Time** 1 hour; **Components** V, S, M (a clay pot filled with grave dirt and an onyx gem worth at least 50 gp per HD of the undead to be created); **Range** close (25 ft. + 5 ft./2 levels); **Target** one corpse; **Duration** instantaneous; **Saving Throw** none; **Spell Resistance** no

This spell functions like *create undead*, except that you can create more powerful and intelligent sorts of undead: shadows, wraiths, spectres, and devourers. The type or types of undead created is based on caster level, as shown below.

| Caster Level | Undead Created |
|----------------|----------------|
| 15th or lower | Shadow |
| 16th–17th | Wraith |
| 18th–19th | Spectre |
| 20th or higher | Devourer |

Uses Per Day:[illegible]

This spell evaporates moisture from the body of each subject living creature, causing flesh to wither and crack and crumble to dust. This deals 1d6 points of damage per caster level (*maximum 20d6*). This spell is especially devastating to water elementals and plant creatures, which instead take 1d8 points of damage per caster level (*maximum 20d8*).

Uses: □□□□□□□□

SYMBOL OF DEATH

School necromancy [*death*]; **Level** sorcerer/wizard 8; **Casting Time** 10 minutes; **Components** V, S, M (*mercury and phosphorus, plus powdered diamond and opal worth 5,000 gp each*); **Range** 0 ft.; see text; **Effect** one symbol; **Duration** see text; **Saving Throw** Fortitude negates; **Spell Resistance** yes

This spell allows you to scribe a potent rune of power upon a surface. When triggered, a symbol of death kills one or more creatures within 60 feet of the symbol (*treat as a burst*) whose combined total current hit points do not exceed 150. The symbol of death affects the closest creatures first, skipping creatures with too many hit points to affect. Once triggered, the symbol becomes active and glows, lasting for 10 minutes per caster level or until it has affected 150 hit points' worth of creatures, whichever comes first. A creature that enters the area while the symbol of death is active is subject to its effect, whether or not that creature was in the area when it was triggered. A creature need save against the symbol only once as long as it remains within the area, though if it leaves the area and returns while the symbol is still active, it must save again.

Until it is triggered, the symbol of death is inactive (though visible and legible at a distance of 60 feet). To be effective, a symbol of death must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders the symbol of death ineffective, unless a creature removes the covering, in which case the symbol of death works normally.

As a default, a symbol of death is triggered whenever a creature does one or more of the following, as you select: looks at the rune; reads the rune; touches the rune; passes over the rune; or passes through a portal bearing the rune. Regardless of the trigger method

SYMBOL OF DEATH (CONT'D)

School necromancy [*death*]; **Level** sorcerer/wizard 8; **Casting Time** 10 minutes; **Components** V, S, M (*mercury and phosphorus, plus powdered diamond and opal worth 5,000 gp each*); **Range** 0 ft.; see text; **Effect** one symbol; **Duration** see text; **Saving Throw** Fortitude negates; **Spell Resistance** yes

or methods chosen, a creature more than 60 feet from a symbol of death can't trigger it (*even if it meets one or more of the triggering conditions, such as reading the rune*). Once the spell is cast, a symbol of death's triggering conditions cannot be changed.

In this case, "reading" the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a symbol of death to render it inoperative triggers it if the symbol reacts to touch. You can't use a symbol of death offensively; for instance, a touch-triggered symbol of death remains untriggered if an item bearing the symbol of death is used to touch a creature. Likewise, a symbol of death cannot be placed on a weapon and set to activate when the weapon strikes a foe.

You can also set special triggering limitations of your own. These can be as simple or elaborate as you desire. Special conditions for triggering a symbol of death can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, HD, and hit points don't qualify.

When scribing a symbol of death, you can specify a password or phrase that prevents a creature using it from triggering the symbol's effect. Anyone using the password remains immune to that particular rune's effects so long as the creature remains within 60 feet of the rune. If the creature leaves the radius and returns later, it must use the password again.

SYMBOL OF DEATH (CONT'D)

School necromancy [*death*]; **Level** sorcerer/wizard 8; **Casting Time** 10 minutes; **Components** V, S, M (*mercury and phosphorus, plus powdered diamond and opal worth 5,000 gp each*); **Range** 0 ft.; see text; **Effect** one symbol; **Duration** see text; **Saving Throw** Fortitude negates; **Spell Resistance** yes

You also can attune any number of creatures to the symbol of death, but doing this can extend the casting time. Attuning one or two creatures takes negligible time, and attuning a small group (*as many as 10 creatures*) extends the casting time to 1 hour. Attuning a large group (*as many as 25 creatures*) takes 24 hours. Attuning larger groups takes an additional 24 hours per 25 creatures. Any creature attuned to a symbol of death cannot trigger it and is immune to its effects, even if within its radius when it is triggered. You are automatically considered attuned to your own symbols of death, and thus always ignore the effects and cannot inadvertently trigger them.

Read magic allows you to identify a symbol with a Spellcraft check ($DC\ 10 + \text{the symbol's spell level}$). Of course, if the symbol is set to be triggered by reading it, this will trigger the symbol.

A symbol of death can be removed by a successful dispel magic targeted solely on the rune. An erase spell has no effect on a symbol of death. Destruction of the surface where a symbol of death is inscribed destroys the symbol but also triggers it.

Symbol of death can be made permanent with a permanency spell. A permanent symbol of death that is disabled or has affected its maximum number of hit points becomes inactive for 10 minutes, but then can be triggered again as normal.

SYMBOL OF DEATH (CONT'D)

School necromancy [*death*]; **Level** sorcerer/wizard 8; **Casting Time** 10 minutes; **Components** V, S, M (*mercury and phosphorus, plus powdered diamond and opal worth 5,000 gp each*); **Range** 0 ft.; see text; **Effect** one symbol; **Duration** see text; **Saving Throw** Fortitude negates; **Spell Resistance** yes

Note: Magic traps such as symbol of death are hard to detect and disable. A rogue (*only*) can use the Perception skill to find a symbol of death and Disable Device to thwart it. The DC in each case is 25 + spell level, or 33 for symbol of death.

Uses Per Day:_____[illegible]

FORM OF THE DRAGON III

School transmutation (*polymorph*); **Level** sorcerer/wizard 8

This spell functions as form of the dragon II save that it also allows you to take the form of a Huge chromatic or metallic dragon. You gain the following abilities: a +10 size bonus to Strength, a +8 size bonus to Constitution, a +8 natural armor bonus, fly 120 feet (*poor*), blindsense 60 feet, darkvision 120 feet, a breath weapon, DR 10/magic, frightful presence (*DC equal to the DC for this spell*), and immunity to one element (*of the same type form of the dragon I grants resistance to*). You also gain one bite (*2d8*), two claws (*2d6*), two wing attacks (*1d8*), and one tail slap attack (*2d6*). You can use the breath weapon as often as you like, but you must wait 1d4 rounds between uses. All breath weapons deal 12d8 points of damage and allow a Reflex save for half damage. Line breath weapons increase to 100-foot lines and cones increase to 50-foot cones.

Uses Per Day:[illegible]

This spell functions as giant form I except that it also allows you to assume the form of any Huge creature of the giant type. You gain the following abilities: a +8 size bonus to Strength, a -2 penalty to Dexterity, a +6 size bonus to Constitution, a +6 natural armor bonus, low-light vision, and a +10 foot enhancement bonus to your speed. If the form you assume has any of the following abilities, you gain the listed ability: swim 60 feet, darkvision 60 feet, rend (*2d8 damage*), regeneration 5, rock catching, and rock throwing (*range 120 feet, 2d10 damage*). If the creature has immunity or resistance to one element, you gain that immunity or resistance. If the creature has vulnerability to an element, you gain that vulnerability.

[illegible]

.....

1. *Journal of Management Studies*, 1990, 27, 1, 1-14.

[illegible]

This spell functions like greater polymorph, except that it changes one object or creature into another. You can use this spell to transform all manner of objects and creatures into new forms—you aren't limited to transforming a living creature into another living form. The duration of the spell depends on how radical a change is made from the original state to its transmuted state. The duration is determined by using the following guidelines.

| Changed Subject Is... | Increase to Duration Factor* |
|--|------------------------------|
| Same kingdom (animal, vegetable, mineral) | +5 |
| Same class (mammals, fungi, metals, etc.) | +2 |
| Same size | +2 |
| Related (twig is to tree, wolf fur is to wolf, etc.) | +2 |
| Same or lower Intelligence | +2 |

*Add all that apply. Look up the total on the next table.

| Duration Factor | Duration | Example |
|-----------------|------------|-----------------|
| 0 | 20 minutes | Pebble to human |

You must succeed on a melee touch attack. You place the subject into a state of suspended animation. For the creature, time ceases to flow, and its condition becomes fixed. The creature does not grow older. Its body functions virtually cease, and no force or effect can harm it. This state persists until the magic is removed (*such as by a successful dispel magic spell or a freedom spell*).

[illegible]

The subject is freed from spells and effects that restrict movement, including binding, entangle, grappling, imprisonment, maze, paralysis, petrification, pinning, sleep, slow, stunning, temporal stasis, and web. To free a creature from imprisonment or maze, you must know its name and background, and you must cast this spell at the spot where it was entombed or banished into the maze.

[illegible]

School abjuration; **Level** sorcerer/wizard 9; **Casting Time** 1 standard action; **Components** V, S; **Range** touch; **Target** creature touched; **Duration** instantaneous; **Saving Throw** Will negates; see text; **Spell Resistance** yes

When you cast imprisonment and touch a creature, it is entombed in a state of suspended animation (*see the temporal stasis spell*) in a small sphere far beneath the surface of the ground. The subject remains there unless a freedom spell is cast at the locale where the imprisonment took place. Magical search by a crystal ball, a locate object spell, or some other similar divination does not reveal the fact that a creature is imprisoned, but discern location does. A wish or miracle spell will not free the recipient, but will reveal where it is entombed. If you know the target's name and some facts about its life, the target takes a -4 penalty on its save.

[illegible]

All magical effects and magic items within the radius of the spell, except for those that you carry or touch, are disjoined. That is, spells and spell-like effects are unraveled and destroyed completely (*ending the effect as a dispel magic spell does*), and each permanent magic item must make a successful Will save or be turned into a normal item for the duration of this spell. An item in a creature's possession uses its own Will save bonus or its possessor's Will save bonus, whichever is higher. If an item's saving throw results in a natural 1 on the die, the item is destroyed instead of being suppressed. You also have a 1% chance per caster level of destroying an antimagic field. If the antimagic field survives the disjunction, no items within it are disjoined.

You can also use this spell to target a single item. The item gets a Will save at a -5 penalty to avoid being permanently destroyed. Even artifacts are subject to mage's disjunction, though there is only a 1% chance per caster level of actually affecting such powerful items. If successful, the artifact's power unravels, and it is destroyed (*with no save*). If an artifact is destroyed, you must make a DC 25 Will save or permanently lose all spellcasting abilities. These abilities cannot be recovered by mortal magic, not even miracle or wish. Destroying artifacts is a dangerous business, and it is 95% likely to attract the attention of some powerful being who has an interest in or connection with the device.

[illegible]

School abjuration; **Level** sorcerer/wizard 9; **Components** V; **Range** 10 ft.; **Effect** 10-ft.-radius sphere centered on you

This spell functions like prismatic wall, except you conjure up an immobile, opaque globe of shimmering, multicolored light that surrounds you and protects you from all forms of attack. The sphere flashes in all colors of the visible spectrum.

The sphere's blindness effect on creatures with less than 8 HD lasts $2d4 \times 10$ minutes.

You can pass into and out of the prismatic sphere and remain near it without harm. When you're inside it, however, the sphere blocks any attempt to project something through the sphere (*including spells*). Other creatures that attempt to attack you or pass through suffer the effects of each color, one at a time.

Typically, only the upper hemisphere of the globe exists, since you are at the center of the sphere, so the lower half is usually occluded by the floor surface you are standing on.

The colors of the sphere have the same effects as the colors of a prismatic wall.

Prismatic sphere can be made permanent with a permanency spell.

[illegible]

GATE

School conjuration (*creation or calling*); **Level** sorcerer/wizard 9; **Casting Time** 1 standard action; **Components** V, S, M (*see text*); **Range** medium (100 ft. + 10 ft./level); **Effect** see text; **Duration** instantaneous or concentration (*up to 1 round/level*); see text; **Saving Throw** none; **Spell Resistance** no

Casting a gate spell has two effects. First, it creates an interdimensional connection between your plane of existence and a plane you specify, allowing travel between those two planes in either direction.

Second, you may then call a particular individual or kind of being through the gate.

The gate itself is a circular hoop or disk from 5 to 20 feet in diameter (caster's choice) oriented in the direction you desire when it comes into existence (typically vertical and facing you). It is a two-dimensional window looking into the plane you specified when casting the spell, and anyone or anything that moves through is shunted instantly to the other side.

A gate has a front and a back. Creatures moving through the gate from the front are transported to the other plane; creatures moving through it from the back are not.

Planar Travel: As a mode of planar travel, a gate spell functions much like a plane shift spell, except that the gate opens precisely at the point you desire (a creation effect). Deities and other beings who rule a planar realm can prevent a gate from opening in their presence or personal demesnes if they so desire. Travelers need not join hands with you—anyone who chooses to step through the portal is transported. A gate cannot be opened to another point on the same plane; the spell works only for interplanar travel.

GATE (CONT'D)

School conjuration (*creation or calling*); **Level** sorcerer/wizard 9; **Casting Time** 1 standard action; **Components** V, S, M (*see text*); **Range** medium (100 ft. + 10 ft./level); **Effect** see text; **Duration** instantaneous or concentration (*up to 1 round/level*); see text; **Saving Throw** none; **Spell Resistance** no

You may hold the gate open only for a brief time (*no more than 1 round per caster level*), and you must concentrate on doing so, or else the interplanar connection is severed.

Calling Creatures: The second effect of the gate spell is to call an extraplanar creature to your aid (*a calling effect*). By naming a particular being or kind of being as you cast the spell, you cause the gate to open in the immediate vicinity of the desired creature and pull the subject through, willing or unwilling. Deities and unique beings are under no compulsion to come through the gate, although they may choose to do so of their own accord. This use of the spell creates a gate that remains open just long enough to transport the called creatures. This use of the spell has a material cost of 10,000 gp in rare incense and offerings. This cost is in addition to any cost that must be paid to the called creatures.

If you choose to call a kind of creature instead of a known individual, you may call either a single creature or several creatures. In either case, their total HD cannot exceed twice your caster level. In the case of a single creature, you can control it if its HD does not exceed your caster level. A creature with more HD than your caster level can't be controlled. Deities and unique beings cannot be controlled in any event. An uncontrolled being acts as it pleases, making the calling of such creatures rather dangerous. An uncontrolled being may return to its home plane at any time.

School conjuration (*creation or calling*); **Level** sorcerer/wizard 9; **Casting Time** 1 standard action; **Components** V, S, M (*see text*); **Range** medium (100 ft. + 10 ft./level); **Effect** see text; **Duration** instantaneous or concentration (*up to 1 round/level*); see text;

If you choose to exact a longer or more involved form of service from a called creature, you must offer some fair trade in return for that service. The service exacted must be reasonable with respect to the promised favor or reward; see the lesser planar ally spell for appropriate rewards. Some creatures may want their payment in “livestock” rather than in coin, which could involve complications. Immediately upon completion of the service, the being is transported to your vicinity, and you must then and there turn over the promised reward. After this is done, the creature is instantly freed to return to its own plane.

Failure to fulfill the promise to the letter results in your being subjected to service by the creature or by its liege and master, at the very least. At worst, the creature or its kin may attack you.

Note: When you use a calling spell such as *gate* to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it becomes a spell of that type.

Uses Per Day: _____

Uses:

REFUGE

School conjuration (*teleportation*); **Level** sorcerer/wizard 9;
Casting Time 1 standard action; **Components** V, S, M (*a prepared object worth 1,500 gp*); **Range** touch; **Target** object touched;
Duration permanent until discharged; **Saving Throw** none; **Spell Resistance** no

When you cast this spell, you create powerful magic in a specially prepared object. This object contains the power to instantly transport its possessor across any distance within the same plane to your abode. Once the item is so enhanced, you must give it willingly to a creature and at the same time inform it of a command word to be spoken when the item is used. To make use of the item, the subject speaks the command word at the same time that it rends or breaks the item (*a standard action*). When this is done, the individual and all objects it is wearing and carrying (*to a maximum of the character's heavy load*) are instantly transported to your abode. No other creatures are affected (*aside from a familiar or animal companion that is touching the subject*).

You can alter the spell when casting it so that it transports you to within 10 feet of the possessor of the item when it is broken and the command word spoken. You will have a general idea of the location and situation of the item possessor at the time the refuge spell is discharged, but once you decide to alter the spell in this fashion, you have no choice whether or not to be transported.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

SUMMON MONSTER IX

School conjuration (*summoning*) [*see text*]; **Level** sorcerer/wizard 9; **Casting Time** 1 round; **Components** V, S, F/DF (*a tiny bag and a small candle*); **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

This spell summons an extraplanar creature (*typically an outsider, elemental, or magical beast native to another plane*). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. You can summon one creature from the 9th-level list, 1d3 creatures of the same kind from the 8th-level list, or 1d4+1 creatures of the same kind from a lower-level list. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (*such as wish*).

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures listed belowmarked with an “*” are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the creature. Creatures marked with an “*” always have an alignment that matches yours, regardless of their usual alignment.

SUMMON MONSTER IX (CONT'D)

School conjuration (*summoning*) [see text]; **Level** sorcerer/wizard 8; **Casting Time** 1 round; **Components** V, S, F/DF (*a tiny bag and a small candle*); **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

Summoning these creatures makes the summoning spell's type match your alignment.

1st Level Dire rat*; Dolphin*; Eagle*; Fire beetle*; Poisonous frog*; Pony (*horse*)*; Riding dog*; Viper (*snake*)*

2nd Level Ant, drone*; Elemental (*Small*) Elemental; Giant centipede*; Giant frog*; Giant spider*; Goblin dog*; Horse*; Hyena*; Lemure (*devil*) Evil, Lawful; Octopus*; Squid*; Wolf*

3rd Level Ant, soldier*; **Ape***; **Aurochs (*herd animal*)***; **Boar***; **Cheetah***; **Constrictor snake***; **Crocodile***; **Dire bat***; **Dretch (*demon*)** Chaotic, Evil; **Electric eel***; **Giant lizard***; **Lantern archon** Good, Lawful; **Leopard (*cat*)***; **Shark***; **Wolverine***

4th Level Bison (*herd animal*)*; Deinonychus (*dinosaur*)*; Dire ape*; Dire boar*; Dire wolf*; Elemental (*Medium*) Elemental; Giant scorpion*; Giant wasp*; Grizzly bear*; Hell hound Evil, Lawful; Hound archon Good, Lawful; Lion*; Mephit (*any*) Elemental; Pteranodon (*dinosaur*)*; Rhinoceros*

5th Level Ankylosaurus (*dinosaur*)*; Babau (*demon*) Chaotic, Evil; Bearded devil Evil, Lawful; Bralani azata Chaotic, Good; Dire lion*; Elemental (*Large*) Elemental; Giant moray eel*; Kyton Evil, Lawful; Orca (*dolphin*)*; Salamander Evil; Woolly rhinoceros*; Xill Evil, Lawful

6th Level Dire bear*; Dire tiger*; Elasmosaurus (*dinosaur*)*;

SUMMON MONSTER IX (CONT'D)

School conjuration (*summoning*) [see text]; **Level** sorcerer/wizard 8; **Casting Time** 1 round; **Components** V, S, F/DF (*a tiny bag and a small candle*); **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

Elemental (*Huge*) Elemental; Elephant*; Erinyes (*devil*) Evil, Lawful; Giant octopus*; Invisible stalker Air; Lillend azata Good, Lawful; Shadow demon Chaotic, Evil; Succubus (*demon*) Chaotic, Evil; Triceratops (*dinosaur*)*

7th Level Bebeliith Chaotic, Evil; Bone devil Evil, Lawful; Brachiosaurus (*dinosaur*)*; Dire crocodile*; Dire shark*; Elemental (*greater*) Elemental; Giant squid*; Mastadon (*elephant*)*; Roc*; Tyrannosaurus (*dinosaur*)*; Vrock (*demon*) Chaotic, Evil

8th Level Barbed devil Evil, Lawful; Elemental (*elder*) Elemental; Hezrou (*demon*) Chaotic, Evil

9th Level Astral Deva (angel) Good; Ghaele azata Chaotic, Good; Glabrezu (demon) Chaotic, Evil; Ice devil Evil, Lawful; Nalfeshnee (demon) Chaotic, Evil; Trumpet archon Good, Lawful

** This creature is summoned with the celestial template if you are good, or the fiendish template if you are evil; you may choose either if you are neutral.*

Uses Per Day:_____[illegible]

TELEPORTATION CIRCLE

School conjuration (*teleportation*); **Level** sorcerer/wizard 9; **Casting Time** 10 minutes; **Components** V, M (*amber dust to cover circle worth 1,000 gp*); **Range** 0 ft.; **Effect** 5-ft.-radius circle that teleports those who activate it; **Duration** 10 min./level (*D*); **Saving Throw** none; **Spell Resistance** yes

You create a circle on the floor or other horizontal surface that teleports, as greater teleport, any creature who stands on it to a designated spot. Once you designate the destination for the circle, you can't change it. The spell fails if you attempt to set the circle to teleport creatures into a solid object, to a place with which you are not familiar and have no clear description, or to another plane.

The circle itself is subtle and nearly impossible to notice. If you intend to keep creatures from activating it accidentally, you need to mark the circle in some way.

Teleportation circle can be made permanent with a permanency spell. A permanent teleportation circle that is disabled becomes inactive for 10 minutes, then can be triggered again as normal.

Magic traps such as teleportation circle are hard to detect and disable. A character with the trapfinding class feature can use the Disable Device to disarm magic traps. The DC in each case is 25 + spell level, or 34 in the case of teleportation circle.

Uses Per Day:_____

Uses: □□□□□□□□

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1. 2019年12月31日，公司总资产为1,000,000.00元，净资产为800,000.00元，营业收入为1,200,000.00元，净利润为100,000.00元。

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School enchantment (*compulsion*) [*mind-affecting*]; **Level** sorcerer/wizard 9; **Target** one creature

This spell functions like dominate person, except that the spell is not restricted by creature type.

Uses Per Day:_____

Uses: □□□□□□□□

This spell functions like hold person, except that it affects multiple creatures and holds any living creature that fails its Will save.

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1. *Journal of Management Studies*, 1990, 27, 1, 1-14.

School evocation [*force*]; **Level** sorcerer/wizard 9

This spell functions as interposing hand, except that it can also grapple one opponent as grasping hand. Its CMB and CMD for grapple checks use your caster level in place of its base attack bonus, with a +12 bonus for its Strengthscore (35) and a +1 bonus for being Large (*its Dexterity is 10, granting no bonus to the CMD*). A crushing hand deals 2d6+12 points of damage on each successful grapple check against an opponent. The crushing hand can instead be directed to bull rush a target (*as forceful hand*), using the same bonuses outlined above, or it can be directed to interpose itself, as interposing hand does.

Uses Per Day:[illegible]

School evocation [*fire*]; **Level** sorcerer/wizard 9; **Casting Time** 1 standard action; **Components** V, S; **Range** long (400 ft. + 40 ft./level); **Area** four 40-ft.-radius spreads, see text; **Duration** instantaneous; **Saving Throw** none or Reflex half, see text; **Spell Resistance** yes

Meteor swarm is a very powerful and spectacular spell that is similar to fireball in many aspects. When you cast it, four 2-foot-diameter spheres spring from your outstretched hand and streak in straight lines to the spots you select. The meteor spheres leave a fiery trail of sparks.

If you aim a sphere at a specific creature, you may make a ranged touch attack to strike the target with the meteor. Any creature struck by a sphere takes 2d6 points of bludgeoning damage (*no save*) and takes a -4 penalty on the saving throw against the sphere's fire damage (*see below*). If a targeted sphere misses its target, it simply explodes at the nearest corner of the target's space. You may aim more than one sphere at the same target.

Once a sphere reaches its destination, it explodes in a 40-foot-radius spread, dealing 6d6 points of fire damage to each creature in the area. If a creature is within the area of more than one sphere, it must save separately against each. Despite stemming from separate spheres, all of the fire damage is added together after the saves have been made, and fire resistance is applied only once.

[illegible]

School illusion (*shadow*); **Level** sorcerer/wizard 9

This spell functions like shadow conjuration, except that it mimics conjuration spells of 8th level or lower. The illusory conjurations created deal four-fifths (80%) damage to nonbelievers, and nondamaging effects are 80% likely to work against nonbelievers.

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ASTRAL PROJECTION

School necromancy; **Level** sorcerer/wizard 9; **Casting Time** 30 minutes; **Components** V, S, M (*1,000 gp jacinth*); **Range** touch; **Targets** you plus one additional willing creature touched per two caster levels; **Duration** see text; **Saving Throw** none; **Spell Resistance** yes

By freeing your spirit from your physical body, this spell allows you to project an astral body onto another plane altogether. You can bring the astral forms of other willing creatures with you, provided that these subjects are linked in a circle with you at the time of the casting. These fellow travelers are dependent upon you and must accompany you at all times. If something happens to you during the journey, your companions are stranded wherever you left them.

You project your astral self onto the Astral Plane, leaving your physical body behind on the Material Plane in a state of suspended animation. The spell projects an astral copy of you and all you wear or carry onto the Astral Plane. Since the Astral Plane touches upon other planes, you can travel astrally to any of these other planes as you will. To enter one, you leave the Astral Plane, forming a new physical body (*and equipment*) on the plane of existence you have chosen to enter.

While you are on the Astral Plane, your astral body is connected at all times to your physical body by an incorporeal silver cord. If the cord is broken, you are killed, astrally and physically. Luckily, very few things can destroy a silver cord. When a second body is formed on a different plane, the silver cord remains invisibly attached to the new body. If the second body or the astral form is slain, the cord simply returns to your body where it rests on the Material Plane, thereby reviving it from its state of suspended

1. 2019年12月31日，公司总资产为1,000,000.00元，净资产为1,000,000.00元，营业收入为1,000,000.00元，净利润为1,000,000.00元。

[illegible]

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Author: *John J. Gonsky, Jr., Ph.D., is professor of psychology and director of the Center for the Study of the Human Mind, University of North Carolina at Chapel Hill.*

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You draw the soul from a newly dead body and imprison it in a black sapphire gem. The subject must have been dead no more than 1 round per caster level. The soul, once trapped in the gem, cannot be returned through clone, raise dead, reincarnation, resurrection, true resurrection, or even a miracle or a wish. Only by destroying the gem or dispelling the spell on the gem can one free the soul (*which is then still dead*).

The focus for this spell is a black sapphire of at least 1,000 gp value for every HD possessed by the creature whose soul is to be bound. If the gem is not valuable enough, it shatters when the binding is attempted. (*While creatures have no concept of level or HD as such, the value of the gem needed to trap an individual can be researched.*)

Uses Per Day:_____

Uses: □□□□□□□□

When you cast this spell, you emit a terrible, soul-chilling scream that possibly kills creatures that hear it (*except for yourself*). The spell affects up to one creature per caster level, inflicting 10 points of damage per caster level. Creatures closest to the point of origin are affected first.

Uses: □□□□□□□□

This spell functions like *ethereal jaunt*, except that you and other willing creatures joined by linked hands (*along with their equipment*) become ethereal. Besides yourself, you can bring one creature per three caster levels to the Ethereal Plane. Once ethereal, the subjects need not stay together.

When the spell expires, all affected creatures on the Ethereal Plane return to material existence.

Uses Per Day:_____

Uses: □□□□□□□□

This spell allows you to take the form of a wide variety of creatures. This spell can function as alter self, beast form IV, elemental body IV, form of the dragon III, giant form II, and plant shape III depending on what form you take. You can change form once each round as a free action. The change takes place either immediately before your regular action or immediately after it, but not during the action.

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You are undetectable while time stop lasts. You cannot enter an area protected by an antimagic field while under the effect of time stop.

Uses: □□□□□□□□

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WISH

School universal; **Level** sorcerer/wizard 9; **Casting Time** 1 standard action; **Components** V, S, M (*diamond worth 25,000 gp*); **Range** see text; **Target, Effect, Area** see text; **Duration** see text; **Saving Throw** none, see text; **Spell Resistance** yes

Wish is the mightiest spell a wizard or sorcerer can cast. By simply speaking aloud, you can alter reality to better suit you. Even wish, however, has its limits. A wish can produce any one of the following effects.

- Duplicate any sorcerer/wizard spell of 8th level or lower, provided the spell does not belong to one of your opposition schools.
- Duplicate any non-sorcerer/wizard spell of 7th level or lower, provided the spell does not belong to one of your opposition schools.
- Duplicate any sorcerer/wizard spell of 7th level or lower, even if it belongs to one of your opposition schools.
- Duplicate any non-sorcerer/wizard spell of 6th level or lower, even if it belongs to one of your opposition schools.
- Undo the harmful effects of many other spells, such as *geas/quest* or *insanity*.
- Grant a creature a +1 inherent bonus to an ability score. Two to five wish spells cast in immediate succession can grant a creature a +2 to +5 inherent bonus to an ability score (*two wishes for a +2 inherent bonus, three wishes for a +3 inherent bonus, and so on*). Inherent bonuses are instantaneous, so they cannot be dispelled. Note: An inherent bonus may not exceed +5 for a single ability score, and inherent bonuses to a particular ability score do not stack, so only the best one applies.

WISH

School universal; **Level** sorcerer/wizard 9; **Casting Time** 1 standard action; **Components** V, S, M (*diamond worth 25,000 gp*); **Range** see text; **Target, Effect, Area** see text; **Duration** see text; **Saving Throw** none, see text; **Spell Resistance** yes

- Remove injuries and afflictions. A single wish can aid one creature per caster level, and all subjects are cured of the same kind of affliction. For example, you could heal all the damage you and your companions have taken, or remove all poison effects from everyone in the party, but not do both with the same wish.
- Revive the dead. A wish can bring a dead creature back to life by duplicating a resurrection spell. A wish can revive a dead creature whose body has been destroyed, but the task takes two wishes: one to recreate the body and another to infuse the body with life again. A wish cannot prevent a character who was brought back to life from gaining a permanent negative level.
- Transport travelers. A wish can lift one creature per caster level from anywhere on any plane and place those creatures anywhere else on any plane regardless of local conditions. An unwilling target gets a Will save to negate the effect, and spell resistance (*if any*) applies.
- Undo misfortune. A wish can undo a single recent event. The wish forces a reroll of any roll made within the last round (*including your last turn*). Reality reshapes itself to accommodate the new result. For example, a wish could undo an opponent's successful save, a foe's successful critical hit (*either the attack roll or the critical roll*), a friend's failed save, and so on. The reroll, however, may be as bad as or worse than the original roll. An unwilling

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