

Complete Spellcards PREVIEW 2

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Requires the use of the Dungeons & Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast®.

All of the spell descriptions and parameters on pages 2 to 7 are Open Game Content.

In this document (compspellsPreview2.pdf) you'll find a total of 21 filled-out spell cards. The first nine (pages 2 and 3) are cleric spells, and next nine (pages 4 and 5) are Sorcerer/Wizard spells, and the last three are oversized spell cards. Don't mind the page numbers at the bottom of those spell cards - these are from the original documents, available at RPGNow in their entirety.

If you need any advice on how to handle these Spell Cards, take a look at the blank cards, available for free at www.theothergamecompany.com/stuff.htm.

The retail version of the *Complete Spellcards* will include one PDF for each of the following classes: Assassin, bard, blackguard, cleric (including any domain spells not normally on the cleric's spell list), druid, paladin, ranger and sorcerer/wizard. Each of these PDFs features the complete spells (hence the name) for that class from the SRD (System Reference Document).

Additionally, there will be an introductory PDF with all advice necessary to put those Spell Cards to good use, and an appendix of each and every big spell. Meaning: if the text is

very small to make it fit, we'll put those spells a second time into this introductory PDF - those Spell Cards will be as big as two normal Spell Cards, and are supposed to be folded (so that they won't take more space than one of the normal Spell Cards during play).

If they may become necessary, free updates for anyone who has purchased the Complete Spells will be made available as soon as possible. Furthermore, additional Open Game Content (OGC) spells not from the SRD might be added later. For instance, if TOGC does publish any material with OGC spells, you can be sure that these will be added to the *Complete Spellcards*. Furthermore, we hereby offer any publisher with OGC spells to put those into the *Complete Spellcards* (additionally, we'll get in contact with some publishers soon). All of these will be, as stated before, free updates to the *Complete Spellcards*, and completely optional.

Remember: you don't have to buy the *Complete Spellcards*, but can still use the free Spell Cards. We would have loved to make the *Complete Spell Cards* available for free, but the work involved is too immense. Sorry for that.



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TOOC Spell Card

InFLICT Moderate Wounds

Necromancy

Level Clr 2	Components V, S	Casting Time 1 standard action
Range Touch	Target Creature touched	
Duration Instantaneous	Saving Throw Will half	

Description

When laying your hand upon a creature, you channel negative energy that deals 2d8 points of damage +1 point per caster level (maximum +10). Since undead are powered by negative energy, this spell cures such a creature of a like amount of damage, rather than harming it.

Material Component / Focus / XP-Cost

-

Prepared	Spell Resistance Yes
<input type="checkbox"/>	<input type="checkbox"/>

TOOC Spell Card

MAke Whole

Transmutation

Level Clr 2	Components V, S	Casting Time 1 standard action
Range Close (25 ft.+5 ft./2 levels)	Targets One object of up to 10 cu. ft./level	
Duration Instantaneous	Saving Throw Will negates (harmless, object)	

Description

Make whole completely repairs an object made of any substance, even one with multiple breaks, to be as strong as new. The spell does not restore the magical abilities of a broken magic item made whole, and it cannot mend broken magic rods, staves, or wands. The spell does not repair items that have been warped, burned, disintegrated, ground to powder, melted, or vaporized, nor does it affect creatures (including constructs).

Material Component / Focus / XP-Cost

-

Prepared	Spell Resistance Yes (harmless, object)
<input type="checkbox"/>	<input type="checkbox"/>

TOOC Spell Card

Owl's Wisdom

Transmutation

Level Clr 2	Components V, S, DF	Casting Time 1 standard action
Range Touch	Target Creature touched	
Duration 1 min./level	Saving Throw Will negates (harmless)	

Description

The transmuted creature becomes wiser. The spell grants a +4 enhancement bonus to Wisdom, adding the usual benefit to Wisdom-related skills. Clerics, druids, paladins, 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.

Focus

Divine Focus

Prepared	Spell Resistance Yes
<input type="checkbox"/>	<input type="checkbox"/>

TOOC Spell Card

Remove Paralysis

Conjuration (Healing)

Level Clr 2	Components V, S	Casting Time 1 standard action
Range Close (25 ft.+5 ft./2 levels)	Targets Up to four creatures, no two of which can be more than 30 ft. apart	
Duration Instantaneous	Saving Throw Will negates (harmless)	

Description

You can free one or more creatures from the effects of any temporary paralysis or related magic, including a ghoul's touch or a slow spell. If the spell is cast on one creature, the paralysis is negated. If cast on two creatures, each receives another save with a +4 resistance bonus against the effect that afflicts it. If cast on three or four creatures, each receives another save with a +2 resistance bonus.

Material Component / Focus / XP-Cost

-

Prepared	Spell Resistance Yes (harmless)
<input type="checkbox"/>	<input type="checkbox"/>

TOOC Spell Card

Resist Energy

Abjuration

Level Clr 2, Fire 3	Components V, S, DF	Casting Time 1 standard action
Range Touch	Target Creature touched	
Duration 10 min./level	Saving Throw Fortitude negates (harmless)	

Description

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 energy resistance 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

Focus

Divine Focus

Prepared	Spell Resistance Yes (harmless)
<input type="checkbox"/>	<input type="checkbox"/>

TOOC Spell Card

Restoration, Lesser

Conjuration (Healing)

Level Clr 2	Components V, S	Casting Time 3 rounds
Range Touch	Target Creature touched	
Duration Instantaneous	Saving Throw Will negates (harmless)	

Description

Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain.

Material Component / Focus / XP-Cost

-

Prepared	Spell Resistance Yes (harmless)
<input type="checkbox"/>	<input type="checkbox"/>

TOOC Spell Card

Shatter

Evocation [Sonic]

Level Clr 2, Destruction 2, Chaos 2	Components V, S, DF	Casting Time 1 standard action
Range Close (25 ft.+5 ft./2 levels)	Area or Target 5-ft.-radius spread; or one solid object or one crystalline creature	
Duration Instantaneous	Saving Throw Will negates (object); Will negates (object) or Fortitude half; see text	

Description

Shatter creates a loud, ringing noise that breaks brittle, nonmagical objects; sunders a single solid, nonmagical object; or damages a crystalline creature. Used as an area attack, shatter destroys nonmagical objects of crystal, glass, ceramic, or porcelain. All such objects within a 5-foot radius of the point of origin are smashed into dozens of pieces by the spell. Objects weighing more than 1 pound per

Focus
Divine Focus

Prepared	Spell Resistance Yes (object)
<input type="checkbox"/>	<input type="checkbox"/>

TOOC Spell Card

Shield Other

Abjuration

Level Clr 2, Protection 2	Components V, S, F	Casting Time 1 standard action
Range Close (25 ft.+5 ft./2 levels)	Target One creature	
Duration 1 hour/level (D)	Saving Throw Will negates (harmless)	

Description

This spell wards the subject and creates a mystic connection between you and the subject so that some of its wounds are transferred to you. The subject gains a +1 deflection bonus to AC and a +1 resistance bonus on saves. Additionally, the subject takes only half damage from all wounds and attacks (including that dealt by special abilities) that deal hit point damage. The amount of damage not taken by the warded cre-

Focus
A pair of platinum rings (worth at least 50 gp each) worn by both you and the warded creature.

Prepared	Spell Resistance Yes (harmless)
<input type="checkbox"/>	<input type="checkbox"/>

TOOC Spell Card

Silence

Illusion (Glamer)

Level Clr 2	Components V, S	Casting Time 1 standard action
Range Long (400 ft.+40 ft./level)	Area See Description	
Duration 1 min./level (D)	Saving Throw Will negates; see text or none (object)	

Description

Area: 20-ft.-radius emanation centered on a creature, object, or point in space

Upon the casting of this spell, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the

Material Component / Focus / XP-Cost

-

Prepared	Spell Resistance Yes; see text or no (object)
<input type="checkbox"/>	<input type="checkbox"/>

Owl's Wisdom

Description (cont.)



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Make Whole

Description (cont.)



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InFLICT Moderate Wounds

Description (cont.)



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Restoration, Lesser

Description (cont.)

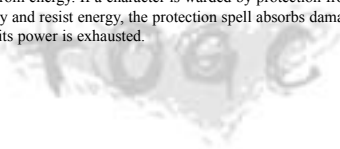


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Resist Energy

Description (cont.)

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.
Note: 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.



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Remove Paralysis

Description (cont.)

The spell does not restore ability scores reduced by penalties, damage, or drain.

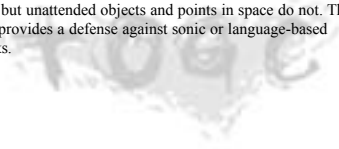


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Silence

Description (cont.)

area. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will save to negate the spell and can use spell resistance, if any. Items in a creature's possession or magic items that emit sound receive the benefits of saves and spell resistance, but unattended objects and points in space do not. This spell provides a defense against sonic or language-based attacks.

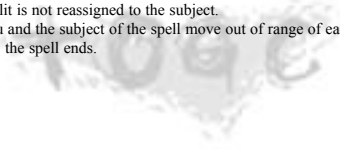


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Shield Other

Description (cont.)

ature is taken by you. Forms of harm that do not involve hit points, such as charm effects, temporary ability damage, level draining, and death effects, are not affected. If the subject suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with you because it is not hit point damage. When the spell ends, subsequent damage is no longer divided between the subject and you, but damage already split is not reassigned to the subject.
If you and the subject of the spell move out of range of each other, the spell ends.



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Shatter

Description (cont.)

your level are not affected, but all other objects of the appropriate composition are shattered.
Alternatively, you can target shatter against a single solid 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.



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TOOC Spell Card

Summon Monster III Conjuration (Summoning)		
Level Sor/Wiz 3	Components V, S, F	Casting Time 1 round
Range Close (25 ft.+5 ft./2 levels)	Effect See Description	
Duration 1 round/level (D)	Saving Throw None	

Description
Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell summons on extraplanar creature (typically an outsider, elemental, or magical beast native to another plane) 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

Focus
A tiny bag and a small (not necessarily lit) candle

Prepared <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Spell Resistance No
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TOOC Spell Card

Arcane Sight Divination		
Level Sor/Wiz 3	Components V, S	Casting Time 1 standard action
Range Personal	Target You	
Duration 1 min./level (D)	Saving Throw -	

Description
This spell makes your eyes glow blue and allows you to see magical auras within 120 feet of you. Arcane sight does not require concentration and discerns aura location and power more quickly.
You know the location and power of all magical auras within your sight. An aura's power depends on a spell's functioning level or an item's caster level.

Material Component / Focus / XP-Cost
-

Prepared <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Spell Resistance -
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TOOC Spell Card

Clairaudience/Clairvoyance Divination (Scrying)		
Level Sor/Wiz 3	Components V, S, F	Casting Time 10 minutes
Range Long (400 ft.+40 ft./level)	Effect Magical sensor	
Duration 1 min./level (D)	Saving Throw None	

Description
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

Focus
A small horn (for hearing) or a glass eye (for seeing).

Prepared <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Spell Resistance No
---	------------------------

TOOC Spell Card

Tongues Divination		
Level Sor/Wiz 3	Components V, M	Casting Time 1 standard action
Range Touch	Target Creature touched	
Duration 10 min./level	Saving Throw Will negates (harmless)	

Description
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

Material Component
A small clay model of a ziggurat, which shatters when the verbal component is pronounced.

Prepared <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Spell Resistance No
---	------------------------

TOOC Spell Card

Deep Slumber Enchantment (Compulsion) [Mind-Affecting]		
Level Sor/Wiz 3	Components V, S, M	Casting Time 1 round
Range Close (25 ft.+5 ft./2 levels)	Area One or more living creatures within a 10-ft.-radius burst	
Duration 1 min./level	Saving Throw Will negates	

Description
A deep slumber causes a magical slumber to come upon 10 Hit Dice 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. Hit Dice that are not sufficient to affect a creature are wasted.
Sleeping creatures are helpless. Slapping or wounding awa-

Material Component
A pinch of fine sand, rose petals, or a live cricket.

Prepared <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Spell Resistance Yes
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TOOC Spell Card

Heroism Enchantment (Compulsion) [Mind-Affecting]		
Level Sor/Wiz 3	Components V, S	Casting Time 1 standard action
Range Touch	Target Creature touched	
Duration 10 min./level	Saving Throw Will negates (harmless)	

Description
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.

Material Component / Focus / XP-Cost
-

Prepared <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Spell Resistance Yes (harmless)
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TOOC Spell Card

Hold Person Enchantment (Compulsion) [Mind-Affecting]		
Level Sor/Wiz 3	Components V, S, F	Casting Time 1 standard action
Range Medium (100 ft.+10 ft./level)	Target One humanoid creature	
Duration 1 round/level (D); see text	Saving Throw Will negates; see text	

Description
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.

Focus
A small, straight piece of iron.

Prepared <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Spell Resistance Yes
---	-------------------------

TOOC Spell Card

Rage Enchantment (Compulsion) [Mind-Affecting]		
Level Sor/Wiz 3	Components V, S	Casting Time 1 standard action
Range Medium (100 ft.+10 ft./level)	Targets See Description	
Duration Concentration + 1 round/level (D)	Saving Throw None	

Description
Targets: One willing living creature per three levels, no two of which may be more than 30 ft. apart

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.

Material Component / Focus / XP-Cost
-

Prepared <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Spell Resistance Yes
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TOOC Spell Card

Suggestion Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]		
Level Sor/Wiz 3	Components V, M	Casting Time 1 standard action
Range Close (25 ft.+5 ft./2 levels)	Targets One living creature	
Duration 1 hour/level or until completed	Saving Throw Will negates	

Description
You influence the actions of the target creature 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

Material Component
A snake's tongue and either a bit of honeycomb or a drop of sweet oil.

Prepared <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Spell Resistance Yes
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Clairaudience/Clairvoyance

Description (cont.)

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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Arcane Sight

Description (cont.)

Spell or Object (spell level)	----- Aura Power -----			
	Faint 3rd or lower	Moderate 4th-6th	Strong 7th-9th	Overwhelming 10th+ (deity-level)
Magic item (caster level)	5th or lower	6th-11th	12th-20th	21st+ (artifact)

If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each. (Make one check per aura; DC 15 + spell level, or 15 + one-half caster level for a nonspell effect.)

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.

Arcane sight can be made permanent with a permanency spell.

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Summon Monster III

Description (cont.)

the 1st-level list. 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 choose which kind of creature to summon, and you can change that choice 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.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

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Heroism

Description (cont.)



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Deep Slumber

Description (cont.)

kens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action).

Deep slumber does not target unconscious creatures, constructs, or undead creatures.

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Tongues

Description (cont.)

does not predispose any creature addressed toward the subject in any way.

Tongues can be made permanent with a permanency spell.

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Suggestion

Description (cont.)

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).



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Rage

Description (cont.)



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Hold Person

Description (cont.)



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Description (cont. C)

TOGC Spell Card

<h2>Detect Good</h2> <p style="text-align: center;">Divination</p>		
<i>Level</i> Clr 1	<i>Components</i> V, S, DF	<i>Casting Time</i> 1 standard action
<i>Range</i> 60 ft.	<i>Area</i> Cone-shaped emanation	
<i>Duration</i> Concentration, up to 10 min./level (D)	<i>Saving Throw</i> None	

Description
You can sense the presence of good. The amount of information revealed depends on how long you study a particular area or subject.
1st Round: Presence or absence of good.
2nd Round: Number of good auras (creatures, objects, or spells) in the area and the power of the most potent good aura present.

Focus
Divine Focus

<i>Prepared</i> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<i>Spell Resistance</i> No
--	-------------------------------

Description (cont. C)

TOGC Spell Card

<h2>Detect Law</h2> <p style="text-align: center;">Divination</p>		
<i>Level</i> Clr 1	<i>Components</i> V, S, DF	<i>Casting Time</i> 1 standard action
<i>Range</i> 60 ft.	<i>Area</i> Cone-shaped emanation	
<i>Duration</i> Concentration, up to 10 min./level (D)	<i>Saving Throw</i> None	

Description
You can sense the presence of law. The amount of information revealed depends on how long you study a particular area or subject.
1st Round: Presence or absence of law.
2nd Round: Number of lawful auras (creatures, objects, or spells) in the area and the power of the most potent lawful aura present.

Focus
Divine Focus

<i>Prepared</i> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<i>Spell Resistance</i> No
--	-------------------------------

Description (cont. C)
the area, you can make a dispel check to end the spell that conjured that object or creature (returning it whence it came) in addition to attempting to dispel spells targeting the creature or object.
You may choose to automatically succeed on dispel checks against any spell that you have cast.
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.

TOGC Spell Card

<h2>Dispel Magic</h2> <p style="text-align: center;">Abjuration</p>		
<i>Level</i> Pri3,Clr3,Drd4, Mag:3,Pri3,Str,Wiz3	<i>Components</i> V, S	<i>Casting Time</i> 1 standard action
<i>Range</i> Medium (100 ft. + 10 ft./level)	<i>Target / Area</i> see description	
<i>Duration</i> Instantaneous	<i>Saving Throw</i> None	

Description
Target or Area: One spellcaster, creature, or object; or 20-ft.-radius burst
You can use dispel magic to end ongoing spells that have been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, to end ongoing spells (or at least their effects) within an area, or to counter another spell-

Material Component / Focus / XP-Cost
-

<i>Prepared</i> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<i>Spell Resistance</i> No
--	-------------------------------

Detect Good

Description (cont. A)

If you are of evil alignment, and the strongest good aura's power is overwhelming (see below), and the HD or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends.

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

Aura Power: A good aura's power depends on the type of good creature or object that you're detecting and its HD, caster level, or (in the case of a cleric or a paladin) class level; see the accompanying table. If an aura falls into more than one strength category, the spell indicates the stronger of the two.

Lingering Aura: A good aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a creature or magic item). If detect good is cast and directed at such a location, the spell indicates an aura strength of dim

Creature/Object	----- Aura Power -----			
	Faint	Moderate	Strong	Overwhelming
Good creature ¹ (HD)	10 or lower	11-25	26-50	51 or higher
Undead (HD)	2 or lower	3-8	9-20	21 or higher
Good outsider (HD)	1 or lower	2-4	5-10	11 or higher
Cleric of a good deity ² or paladin (class levels)	1	2-4	5-10	11 or higher
Good magic item or spell (caster level)	2nd or lower	3rd-8th	9th-20th	21st or higher

¹ Except for undead and outsiders, which have their own entries on the table.
² Some characters who are not clerics or paladins may radiate an aura of equivalent power. The class description will indicate whether this applies.

Description (cont. B)

(even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6x10 minutes
Overwhelming	1d6 days

Each round, you can turn to detect good 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.

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Detect Law

Description (cont. A)

If you are of chaotic alignment, and the strongest lawful aura's power is overwhelming (see below), and the HD or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends.

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

Aura Power: A lawful aura's power depends on the type of lawful creature or object that you're detecting and its HD, caster level, or (in the case of a cleric) class level; see the accompanying table. If an aura falls into more than one strength category, the spell indicates the stronger of the two.

Lingering Aura: A lawful aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a creature or magic item). If detect law is cast and directed at such a location, the spell indicates an aura strength of dim

Creature/Object	----- Aura Power -----			
	Faint	Moderate	Strong	Overwhelming
Lawful creature ¹ (HD)	10 or lower	11-25	26-50	51 or higher
Undead (HD)	2 or lower	3-8	9-20	21 or higher
Lawful outsider (HD)	1 or lower	2-4	5-10	11 or higher
Cleric of a lawful deity ² (class levels)	1	2-4	5-10	11 or higher
Lawful magic item or spell (caster level)	2nd or lower	3rd-8th	9th-20th	21st or higher

¹ Except for undead and outsiders, which have their own entries on the table.
² Some characters who are not clerics may radiate an aura of equivalent power. The class description will indicate whether this applies.

Description (cont. B)

(even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6x10 minutes
Overwhelming	1d6 days

Each round, you can turn to detect law 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.

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Dispel Magic

Description (cont. A)

caster'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.

Note: 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 three ways: a targeted dispel, an area dispel, or a counterspell.

Targeted Dispel: One object, creature, or spell is the target of the dispel magic spell. You make a dispel check (1d20 + your caster level, maximum +10) against the spell or against each ongoing spell currently in effect on the object or creature. The DC for this dispel check is 11 + the spell's caster level. If you succeed on a particular check, that spell is dispelled; if you fail, that spell remains in effect.

If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by monster summoning), 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. If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item beco-

Description (cont. B)

mes nonmagical for the duration of the effect. An interdimensional interface (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.

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

Area Dispel: When dispel magic is used in this way, the spell affects everything within a 30-foot radius.

For each creature within the area that is the subject of one or more spells, you make a dispel check against the spell with the highest caster level. If that check fails, you make dispel checks against progressively weaker spells until you dispel one spell (which discharges the dispel magic spell so far as that target is concerned) or until you fail all your checks. The creature's magic items are not affected.

For each object within the area that is the target of one or more spells, you make dispel checks 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 dispel magic spell, you can make a dispel check to dispel the spell.

For each ongoing spell whose area overlaps that of the dispel magic spell, you can make a 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 monster summoning) is in

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