

# The Original Spell Name Compendium

Recently, Wizards removed any mention of names of famous NPCs from the spell names in the SRD. This left publishers in a quandary as to how to refer to these spells in their products. This *Compendium* seeks to solve that problem.

This *Compendium* uses OGC from the SRD and renames the changed spells, providing names similar but not identical to their original name so that publishers may use names close to the names of the spells in the *Player's Handbook*. Those wishing not to use modified names might prefer to shorten names to the first letter. For example, *Bigsby's Clenched Fist* could become simply *B's Clenched Fist*. Either option should meet the needs of publishers. In addition, the Legal Appendix at the end of this *Compendium* provides instructions on how to use this content.

## Spell Names At A Glance

Here is a list of just the names of the spells contained in the *Compendium*:

*Bigsby's Clenched Fist*  
*Bigsby's Crushing Hand*  
*Bigsby's Forceful Hand*  
*Bigsby's Grasping Hand*  
*Bigsby's Interposing Hand*  
*Drawmij's Instant Summons*  
*Evar's Black Tentacles*  
*Leomand's Secret Chest*  
*Leomand's Secure Shelter*  
*Leomand's Tiny Hut*  
*Leomand's Trap*  
*Mel's Acid Arrow*

*Morden's Disjunction*  
*Morden's Faithful Hound*  
*Morden's Lucubration*  
*Morden's Magnificent Mansion*  
*Morden's Sword*  
*Nystal's Magic Aura*  
*Nystal's Undetectable Aura*  
*Otluke's Freezing Sphere*  
*Otluke's Resilient Sphere*  
*Otluke's Telekinetic Sphere*  
*Oto's Irresistible Dance*  
*Rarey's Mnemonic Enhancer*  
*Rarey's Telepathic Bond*  
*Tashaa's Hideous Laughter*  
*Tensor's Floating Disk*  
*Tensor's Transformation*

## Spell Descriptions

### *Bigsby's Clenched Fist*

Evocation  
 Level: Sor/Wiz 8, Strength 8  
 Components: V, S, F/DF

As *Bigsby's interposing hand*, except it moves and attacks as directed by the character. (The character directs it as a free action.) The floating hand can move up to 60 feet and can attack in the same round. Since this hand is directed by the character, its ability to notice or attack invisible or concealed creatures is no better than the character's.

The hand attacks once per round, and its attack bonus equals the character's level + the character's Intelligence, Wisdom, or Charisma modifier (for a wizard, cleric, or sorcerer, respectively), +11 for the hand's



Strength score (33), -1 for being Large. The hand's damage is 1d8+12, and any creature struck must make a Fortitude save (against this spell's save DC) or be stunned for 1 round. A stunned creature can't act and loses any Dexterity bonus to AC. Attackers gain +2 bonuses to attack it.

### ***Bigsby's Crushing Hand***

Evocation

Level: Sor/Wiz 9, Strength 9

Components: V, S, M, F/DF

As *Bigsby's interposing hand*, except the hand can interpose itself, push, or crush one opponent that the character selects.

The crushing hand can interpose itself as *Bigsby's interposing hand* does, or it can bull rush an opponent as *Bigsby's forceful hand* does, but at +18 on the Strength check.

The crushing hand can grapple an opponent as *Bigsby's grasping hand* does, but with a +12 bonus for the hand's Strength score (35). The hand deals 2d6+12 points of grapple damage (normal, not subdual).

### ***Bigsby's Forceful Hand***

Evocation

Level: Sor/Wiz 6

Components: V, S, F

As *Bigsby's interposing hand*, except the forceful hand pursues and pushes away the opponent that the character designates. Treat this as a bull rush with a +14 bonus on the Strength check (+8 for Strength 27, +4 for being Large, and +2 for charging bonus, which it always gets). The hand always moves with the opponent to push him back the full distance allowed, and it has no speed limit.

A very strong creature could not push the hand out of its way (because the hand would instantly reposition itself between the creature and the character), but it could push the

hand up against the character by successfully bull rushing the hand.

### ***Bigsby's Grasping Hand***

Evocation

Level: Sor/Wiz 7, Strength 7

Components: V, S, F/DF

As *Bigsby's interposing hand*, except the hand can also grapple one opponent that the character selects. The grasping hand gets one grappling attack per round. Its attack bonus to make contact is the character's level + the character's Intelligence, Wisdom, or Charisma modifier (for wizards, clerics, and sorcerers, respectively), +10 for the hand's Strength score (31), -1 for being Large. Its grapple check is this same figure, except with +4 for being Large instead of -1. It holds but does not harm creatures it grapples.

The grasping hand can also bull rush an opponent as *Bigsby's forceful hand* does, but at +16 on the Strength check, or interpose itself as *Bigsby's interposing hand* does.

### ***Bigsby's Interposing Hand***

Evocation

Level: Sor/Wiz 5

Components: V, S, F

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: 10-ft. hand

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

*Bigsby's interposing hand* creates a Large magic hand that appears between the character and one opponent. This floating, disembodied hand then moves to remain between the two, regardless of where the character moves or how the opponent tries to get around it, providing nine-tenths cover (+10 AC) for the character against that opponent. Nothing can fool the hand—it sticks with the selected opponent in spite of darkness, invis-



bility, polymorphing, or any other attempt to hide or disguise himself. The hand does not pursue an opponent, however.

A *Bigsby's hand* is 10 feet long and about that wide with its fingers outstretched. It has as many hit points as the character when undamaged, and its AC is 20 (-1 size, +11 natural). It takes damage as a normal creature, but most magical effects that don't cause damage do not affect it. The hand cannot push through a wall of force or enter an antimagic field. It suffers the full effects of a prismatic wall or prismatic sphere. The hand makes saving throws as its caster. Disintegrate or a successful dispel magic destroys the hand.

Any creature weighing less than 2,000 pounds trying to push past the hand is slowed to half its normal speed. If the opponent weighs more than 2,000 pounds, the hand cannot reduce its speed but still affects the opponent's attacks.

By concentrating (as a standard action), the character can designate a new opponent for the hand.

### ***Drawmij's Instant Summons***

Conjuration (Summoning)

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 action

Range: See text

Target: One object weighing up to 10 lb. whose longest dimension is 6 ft. or less

Duration: Permanent until discharged

Saving Throw: None

Spell Resistance: No

The character call some nonliving item from virtually any location directly to the character's hand.

First, the character places his or her arcane mark on the item. Then the character casts this spell, which magically and invisibly inscribes the name of the item on a gem worth

at least 1,000 gp. Thereafter, the character can summon the item by speaking a special word (set by the character when the spell is cast) and crushing the gem. The item appears instantly in the character's hand. Only the character can use the gem in this way.

If the item is in the possession of another creature, the spell does not work, but the character knows who the possessor is and roughly where he, she, or it is located when the summons is cast.

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

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

### ***Evar's Black Tentacles***

Conjuration (Creation)

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: 1d4 tentacles + one tentacle/level, all within 15 ft. of a central point

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

This spell conjures many rubbery black tentacles. These waving members seem to spring forth from the earth, floor, or whatever surface is underfoot—including water. There are 1d4 such tentacles, plus one per caster level, appearing randomly scattered about the area. Each tentacle is 10 feet long (Large) and saves as the character does. It has AC 16, 1 hit point/per caster level, an attack bonus of +1/per caster level, and a Strength score of 19 (+4 bonus). It is immune to spells that don't cause damage (other than disintegrate).

Each round that a tentacle is not already grappling someone or something, starting the



round after it appears, it makes a grapple attack at a random creature or object within 10 feet of it. These attacks take place on the character's turn. The tentacles do not attack each other, nor do they attack objects that are smaller than a Medium-size creature. The attacks are like regular grappling attacks, except that they don't provoke attacks of opportunity from opponents. Also, they cause 1d6 points of normal damage (+4 for Strength), not subdual damage. A tentacle maintains its grapple even after its subject is dying or dead.

### ***Leomand's Secret Chest***

Conjuration (Summoning)

Level: Sor/Wiz 5

Components: V, S, F

Casting Time: 10 minutes

Range: See text

Target: One chest and up to 1 cu. ft. of goods/caster level

Duration: 60 days or until discharged

Saving Throw: None

Spell Resistance: No

The character hides a chest on the Ethereal Plane for up to 60 days and can retrieve it at will. The chest can contain up to 1 cubic foot of material per caster level (regardless of the chest's actual size, which is about 3 feet by 2 feet by 2 feet). If any living creatures are in the chest, there is a 75% chance that the spell simply fails. Once the chest is hidden, the character can retrieve it by concentrating (a standard action), and it appears next to the character.

The chest must be exceptionally well crafted and expensive, constructed for the character by master crafters. If made principally of wood, it must be ebony, rosewood, sandalwood, teak, or the like, and all of its corner fittings, nails, and hardware must be platinum. If constructed of ivory, the metal fittings of the chest must be gold. If the chest is fashioned from bronze, copper, or silver, its fittings must be silver or electrum (a valuable

metal). The cost of such a chest is never less than 5,000 gp. Once it is constructed, the character must make a tiny replica (of the same materials and perfect in every detail), so that the miniature of the chest appears to be a perfect copy. (The replica costs 50 gp.) the character can have but one pair of these chests at any given time—even wishes do not allow exceptions. The chests themselves are nonmagical and can be fitted with locks, wards, and so on, just as any normal chest can be.

To hide the chest, the character casts the spell while touching both the chest and the replica. The chest vanishes into the Ethereal Plane. The character needs the replica to recall the chest. After 60 days, there is a cumulative chance of 5% per day that the chest is irretrievably lost. If the miniature of the chest is lost or destroyed, there is no way, not even with a wish spell, that the large chest can be summoned back, although an extraplanar expedition might be mounted to find it.

Living things in the chest eat, sleep, and age normally; and they die if they run out of food, air, water, or whatever they need to survive.

Focus: The chest and its replica.

### ***Leomand's Secure Shelter***

Conjuration (Creation)

Level: Brd 4, Sor/Wiz 4

Components: V, S, M/DF (see text)

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 20-ft.-square structure

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

The character conjures a sturdy cottage or lodge made of material that is common in the area where the spell is cast—stone, timber, or (at worst) sod. The floor is level, clean, and dry. In all respects the lodging resembles a



normal cottage, with a sturdy door, two shuttered windows, and a small fireplace.

The shelter has no heating or cooling source (other than natural insulation qualities). Therefore, it 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 machinery or giants).

The door, shutters, and even chimney are secure against intrusion, the former two being arcane locked and the latter secured 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 the character for the duration of the shelter.

The secure shelter contains rude furnishings—eight bunks, a trestle table, eight stools, and a writing desk.

### *Leomand's Tiny Hut*

Evocation [Force]

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: 20 ft.

Effect: 20-ft.-radius sphere centered on the character's location

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

The character creates an unmoving, opaque sphere of force of any color the character desires around him or herself. Half of the sphere projects above the ground, and the lower hemisphere passes through the ground. Up to nine other Medium-size creatures can fit into the field with the character; they can

freely pass into and out of the hut without harming it. However, if the character removes him or herself 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, respectively, the interior temperature on a 1-degree-for-1 basis (thus, if it's -20° outside, inside it'll be 50°). 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. The character can illuminate it dimly upon command or extinguish the light as desired. Note that 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).

### *Leomand's Trap*

Illusion (Glamer)

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Object touched

Duration: Permanent

Saving Throw: None

Spell Resistance: No

This spell makes a lock or other small mechanism seem to be trapped to anyone who can detect traps. The character places the spell upon any small mechanism or device, such as a lock, hinge, hasp, cork, screw-on cap, or ratchet. Any character able to detect traps, or who uses any spell or device enabling trap detection, is 100% 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 *Leomand's trap* is active within 50 feet when the spell is cast, the casting fails.

Material Component: Worth at least 50 gp.

### ***Mel's Acid Arrow***

Conjuration (Creation) [Acid]

Level: Sor/Wiz 2

Components: V, S, M, F

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Effect: One arrow of acid

Duration: 1 round +1 round/three levels

Saving Throw: None

Spell Resistance: Yes

A magical arrow of acid springs from the character's hand and speeds to its target. The character must succeed at a ranged touch attack to hit the character's target. The arrow deals 2d4 points of acid damage. There is no splash damage. For every three caster levels (maximum 18), the acid, unless somehow neutralized, lasts for another round, dealing another 2d4 points of damage for that round. At 3rd–5th level, the acid lasts for 2 rounds; at 6th–8th level, the acid lasts for 3 rounds; and so on, to a maximum of 7 rounds at 18th level.

### ***Morden's Disjunction***

Abjuration

Level: Magic 9, Sor/Wiz 9

Components: V

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: All magical effects and magic items within a 30-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: No

All magical effects and magic items within the radius of the spell, except for those that

the character carries or touches, are disjoined. That is, spells and spell-like effects are separated into their individual components (ending the effect as a dispel magic spell does), and permanent magic items must make successful Will saves or be turned into normal items. An item in a creature's possession uses its own Will save bonus or its possessor's Will save bonus, whichever is higher.

The character also has a 1% chance per caster level of destroying an antimagic field. If the antimagic field survives the disjunction, no items within it are disjoined.

Even artifacts are subject to disjunction, though there is only a 1% chance per caster level of actually affecting such powerful items. Additionally, if an artifact is destroyed, the character must succeed at a Will save (DC 25) or permanently lose all spell-casting abilities. (These abilities cannot be recovered by mortal magic, not even miracle or wish.)

Note: 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.

### ***Morden's Faithful Hound***

Conjuration (Creation)

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Phantom watchdog

Duration: 1 hour/caster level or until discharged, then 1 round/caster level

Saving Throw: None

Spell Resistance: No

The character conjures up a phantom watchdog that is invisible to everyone but the character. It then guards the area where it was conjured. The phantom watchdog immediately starts barking loudly if any Small or



larger creature approaches within 30 feet of it. (Those already 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. It is stationary.

If an intruder approaches to within 5 feet of the watchdog, the dog stops barking and delivers a vicious bite (+10 attack bonus, 2d6+3 points of damage) once per round. The dog also gets the bonuses appropriate to an invisible creature. (For most defenders, the invisible creature gets a +2 attack bonus and the defender loses any Dexterity bonus to AC.) 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 +3 weapon for purposes 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 the character is ever more than 100 feet distant from the watchdog, the spell ends.

### *Morden's Lucubration*

Transmutation  
Level: Wiz 6  
Components: V, S  
Casting Time: 1 action  
Range: Personal  
Target: The character  
Duration: Instantaneous

The character instantly recalls any one spell of up to 5th level that the character has used during the past 24 hours. The spell must have been actually cast during that time period. The recalled spell is stored in the character's mind as though prepared in the normal fashion. If the recalled spell requires material components, the character must provide these. The recovered spell is not usable until

the material components are available.

### *Morden's Magnificent Mansion*

Conjuration (Creation)  
Level: Sor/Wiz 7  
Components: V, S, F  
Casting Time: 1 action  
Range: Close (25 ft. + 5 ft./2 levels)  
Effect: Extradimensional mansion, up to three 10-ft. cubes/level (S)  
Duration: 2 hours/level  
Saving Throw: None  
Spell Resistance: No

The character conjures 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 the character designates may enter the mansion, and the portal is shut and made invisible behind the character when the character enters. The character may open it again from the character's 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.

The character can create any floor plan the character desires to the limit of the spell's effect. The place is furnished and contains sufficient foodstuffs to serve a nine-course banquet to a dozen people per caster level. There is a staff of near-transparent servants, liveried and obedient, to wait upon all who enter. The servants function as unseen servant spells except that they are visible and can go anywhere in the mansion. There are two such servants for each caster level.

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. Rest and relaxation within the place occurs as normal.



### *Morden's Sword*

Evocation [Force]  
 Level: Sor/Wiz 7  
 Components: V, S, F  
 Casting Time: 1 action  
 Range: Close (25 ft. + 5 ft./2 levels)  
 Effect: One sword  
 Duration: 1 round/level (D)  
 Saving Throw: None  
 Spell Resistance: Yes

The character brings into being a shimmering, swordlike plane of force. The sword strikes at any opponent within its range, as the character desires, starting the round that the character cast the spell. The sword attacks its designated target once each round. Its attack bonus is the character's level + the character's Intelligence bonus or the character's Charisma bonus (for wizards and sorcerers, respectively) with a +3 enhancement bonus. As a force effect, it can strike ethereal and incorporeal creatures. It deals 4d6+3 points of damage, with a threat range of 19–20 and a crit of x2.

The sword always strikes from the character's direction. It does not get a flanking bonus or help a combatant get one. If the sword goes beyond the spell range from the character, if it goes out of the character's sight, or if the character is not directing it, the sword returns to the character and hovers.

Each round after the first, the character can use a standard action to switch the sword to a new target. If the character does 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 against touch attacks is 13.

If an attacked creature has SR, the resistance is checked the first time *Morden's sword* strikes it. If the sword is successfully resisted, the spell is dispelled. If not, the sword

has its normal full effect on that creature for the duration of the spell.

Focus: Worth at least 250 gp.

### *Nystal's Magic Aura*

Illusion (Glamer)  
 Level: Sor/Wiz 1  
 Components: V, S, F  
 Casting Time: 1 action  
 Range: Touch  
 Target: One touched object weighing up to 5 lb./level  
 Duration: 1 day/level  
 Saving Throw: None (see text)  
 Spell Resistance: No

The character makes an item's aura register to detection spells (and similar spells) as though it were either a magic item of the type that the character specifies or the subject of a spell that the character specifies. The character could make an ordinary sword register as a +2 vorpal sword as far as magical detection is concerned or make a +2 vorpal sword register as if it were a +1 sword.

If the object bearing *Nystal's magic aura* has identify cast on it or is similarly examined, the examiner recognizes that the aura is false and detects the object's actual qualities if he succeeds at a Will save. Otherwise, he believes the aura and no amount of testing reveals what the true magic is.

If the targeted item's own aura is exceptionally powerful (if it is an artifact, for instance), *Nystal's magic aura* doesn't work.

Note: A magic weapon, shield, or suit of armor must be a masterwork item, so a sword of average make, for example, looks suspicious if it has a magical aura.

### *Nystal's Undetectable Aura*

Illusion (Glamer)  
 Level: Magic 1, Sor/Wiz 1  
 Components: V, S, F



Casting Time: 1 action  
 Range: Touch  
 Target: Object touched weighing up to 5 lb./level  
 Duration: 1 day/level  
 Saving Throw: None (see text)  
 Spell Resistance: No

This spell allows the character to mask a magic item's aura from detection. If the object bearing *Nystal's undetectable aura* has identify cast on it or is similarly examined, the examiner recognizes that the aura is false and detects the object's actual qualities if he succeeds at a Will save.

### ***Otluke's Freezing Sphere***

Evocation [Cold]  
 Level: Sor/Wiz 6  
 Components: V, S, F  
 Casting Time: 1 action  
 Range: See text  
 Target, Effect, or Area: See text  
 Duration: See text  
 Saving Throw: See text  
 Spell Resistance: Yes

*Otluke's freezing sphere* is a multipurpose spell. The character can cast any one of the following three versions:

**Frigid Sphere:** A tiny sphere of freezing matter steaks from the character's fingertips to up to long range (400 feet + 40 feet/level) to strike a body of water or a liquid that is principally water. When it strikes such a target, it freezes the liquid to a depth of 6 inches over an area equal to 100 square feet (a 10-foot square) per caster level. This ice lasts for 1 round per caster level. The sphere has no effect if it strikes a creature, even a water-based creature, but creatures swimming on the surface of frozen water become trapped in the ice. Attempting to break free is a full-round action. A trapped creature must succeed at a Strength check (DC 25) to do so.

**Cold Ray:** A ray of cold springs from the

character's hand to close range (25 feet + 5 feet/2 levels). The character must succeed at a ranged touch attack to hit the character's target. The ray instantaneously deals 1d6 points of cold damage per caster level (maximum 20d6).

**Globe of Cold:** The character creates a small globe about the size of a sling stone, cool to the touch but not harmful. This globe is a grenadelike weapon and can be hurled either as a thrown weapon (range increment 20 feet) or in a sling. The globe bursts on impact, dealing 6d6 points of cold damage instantaneously to all targets within a 10-foot radius. Affected creatures can attempt Reflex saves for half damage. If the character does not hurl the globe, it bursts on its own after 1 round per caster level. The character can command the globe to burst sooner if the character wishes, but the time cannot be changed once set (though it still bursts on impact after being hurled).

### ***Otluke's Resilient Sphere***

Evocation [Force]  
 Level: Sor/Wiz 4  
 Components: V, S, M  
 Casting Time: 1 action  
 Range: Close (25 ft. + 5 ft./2 levels)  
 Effect: 1-ft.-diameter/level sphere, centered around a creature  
 Duration: 1 minute /level  
 Saving Throw: Reflex negates  
 Spell Resistance: Yes

A globe of shimmering force encloses a creature, provided it is small enough to fit within the diameter of the sphere. The sphere contains its subject for the spell's duration. The sphere is not subject to damage of any sort except from a rod of cancellation, a wand of negation, disintegrate, or a targeted dispel magic spell. These destroy the sphere without harm to the subject. Nothing can pass through the sphere, inside or out, though the subject can breathe normally. The subject may struggle, but the only effect that act pro-



duces is to move the sphere slightly. The globe can be physically moved either by people outside it or by the struggles of those within.

### ***Otluke's Telekinetic Sphere***

Evocation [Force]  
 Level: Sor/Wiz 8  
 Components: V, S, M  
 Casting Time: 1 action  
 Range: Close (25 ft. + 5 ft./2 levels)  
 Effect: 1-ft.-diameter/level sphere, centered around creatures or objects  
 Duration: 1 minute/level (D)  
 Saving Throw: Reflex negates (object)  
 Spell Resistance: Yes (object)

As *Otluke's resilient sphere*, with the addition that the creatures or objects inside the globe are nearly weightless. Anything contained within an *Otluke's telekinetic sphere* weighs only one-sixteenth of its normal weight. The character can telekinetically lift anything in the sphere that normally weighs up to 5,000 pounds. The range of the telekinetic control extends to a maximum distance of medium range from the character (100 feet + 10 feet per caster level) after the sphere has succeeded in encapsulating its contents.

The character moves objects or creatures in the sphere that weigh up to a total of 5,000 pounds by concentrating on the sphere. The character can begin moving a sphere the round after casting the spell. A round's concentration (a standard action) moves the sphere up to 30 feet. If the character ceases concentrating, the sphere does not move that round (if on a level surface) or descends at its falling rate (if aloft) until it reaches a level surface, the spell's duration ends, or the character begins concentrating again. If the character ceases concentrating (voluntarily or due to failing a Concentration check), the character can resume concentrating on the character's next turn or any later turn during the spell's duration.

Note that even if more than 5,000 pounds of weight is englobed, the perceived weight is only one-sixteenth of the actual weight, so the orb can be rolled without exceptional effort. 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.

The character can move the sphere telekinetically even if the character is in it.

### ***Oto's Irresistible Dance***

Enchantment (Compulsion) [Mind-Affecting]  
 Level: Sor/Wiz 8  
 Components: V  
 Casting Time: 1 action  
 Range: Touch  
 Target: Living creature touched  
 Duration: 1d4+1 rounds  
 Saving Throw: None  
 Spell Resistance: Yes

The subject feels an undeniable urge to dance and begins doing so, complete with foot shuffling and tapping. The dance makes it impossible for the subject to do anything other than caper and prance, worsens the Armor Class of the creature by -4, makes Reflex saves impossible except on a roll of 20, and makes it impossible to use a shield.

### ***Rarey's Mnemonic Enhancer***

Transmutation  
 Level: Wiz 4  
 Components: V, S, M, F  
 Casting Time: 10 minutes  
 Range: Personal  
 Target: The character  
 Duration: Instantaneous

The character prepares or retains additional spells. In either event, the spell or spells prepared or retained fade after 24 hours (if not cast).

Pick one of these two versions:



- **Prepare:** the character prepares up to three additional levels of spells (such as three 1st-level spells, a 2nd-level and a 1st-level spell, or a 3rd-level spell). A cantrip counts as one-half level for these purposes. The character prepare and cast these spells normally.
- **Retain:** the character retains any spell up to 3rd level that the character had cast up to 1 round before the character started casting the mnemonic enhancer. This restores the previously cast spell to the character's mind.

Focus: Worth at least 50 gp.

### ***Rarey's Telepathic Bond***

Divination

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/three levels, no two of which can be more than 30 ft. apart

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

The character forges a telepathic bond among creatures, each of which must have an Intelligence score of 6 or higher. Each creature included in the link is linked to all the others. The bond can be established only among willing subjects, which therefore receive no saving throw or SR. 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).

A wish spell can make a *Rarey's telepathic bond* permanent, but it can bond only two people per wish.

### ***Tashaa's Hideous Laughter***

Enchantment (Compulsion)

Level: Brd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature (see text)

Duration: 1d3 rounds

Saving Throw: Will negates

Spell Resistance: Yes

This spell afflicts the subject with uncontrollable laughter. It collapses into gales of manic laughter, falling prone. The subject can take no actions while laughing. After the spell ends, it can act normally.

Creatures with Intelligence scores of 2 or lower are not affected. A creature whose type (such as humanoid or dragon) is different from the caster's receives a +4 bonus on its saving throw, because humor doesn't "translate" well.

### ***Tensor's Floating Disk***

Evocation [Force]

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 3-ft.-diameter disk of force

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

The character creates a slightly concave, circular plane of force that follows the character about and carries loads for the character. 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 the character at a rate of no more than the character's normal speed each round. If not otherwise directed, it maintains a constant interval of 5 feet between itself and the character. The disk winks out of existence when the spell duration expires. The disk also winks out if the character moves beyond



range (by moving too fast or by such means as a teleport spell) 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.

### ***Tensor's Transformation***

Transmutation

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 1 round/level

The character can't cast spells, even from magic items.

The character gain 1d6 temporary hit points per caster level, a +4 natural armor bonus to AC, a +2d4 Strength enhancement bonus, a +2d4 Dexterity enhancement bonus, a +1 base attack bonus per two caster levels (which may give the character an extra attack), a +5 competence bonus on Fortitude saves, and proficiency with all simple and martial weapons. The character attacks opponents with melee or ranged weapons if the character can, even resorting to unarmed attacks if that's all the character can do.

Material Component: A potion of Strength, which the character drinks (and whose effects are subsumed by the spell effects).



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