

# Barghest (Greater) Spells

## **Blink (At Will)**

**School** transmutation; **Level** bard 3, 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.

## **Bull’s Strength, Mass**

**School** transmutation; **Level** cleric 6, druid 6, sorcerer/wizard 6

**Range** close (25 ft. + 5 ft./2 levels)

**Targets** one creature/level, no two of which can be more than 30 ft. apart

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

## **Bull’s Strength**

**School** transmutation; **Level** cleric 2, druid 2, paladin 2, 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.*

**Charm Monster (DC 16) (DC 18) 1/day**  
**School** enchantment (charm) [mind-affecting];  
**Level** bard 3, sorcerer/wizard 4  
**Target** one living creature  
**Duration** 1 day/level

This spell functions like *charm person*, except that the effect is not restricted by creature type or size.

#### **Charm Person**

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

*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.*

**Crushing Despair (DC 16) (DC 18) 1/day**  
**School** enchantment (compulsion) [mind-affecting]; **Level** bard 3, sorcerer/wizard 4  
**Casting Time** 1 standard action  
**Components** V, S, M (a single tear)  
**Range** 30 ft.  
**Area** cone-shaped burst  
**Duration** 1 min./level  
**Saving Throw** Will negates; **Spell Resistance** yes

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.

*Crushing despair* counters and dispels *good hope*.

#### **Dimension Door (1/day)**

**School** conjuration (teleportation); **Level** bard 4, sorcerer/wizard 4  
**Casting Time** 1 standard action  
**Components** V  
**Range** long (400 ft. + 40 ft./level)  
**Target** you and touched objects or other touched willing creatures  
**Duration** instantaneous  
**Saving Throw** none and Will negates (object);  
**Spell Resistance** no and yes (object)

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.

### **Enlarge Person, Mass**

**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.

### **Enlarge Person**

**School** transmutation; **Level** sorcerer/wizard 1

**Casting Time** 1 round

**Components** V, S, M (powdered iron)

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one humanoid creature

**Duration** 1 min./level (D)

**Saving Throw** Fortitude negates; **Spell**

**Resistance** yes

*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 page 145). 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.*

### **Invisibility Sphere (At Will)**

**School** illusion (glamer); **Level** bard 3, sorcerer/wizard 3

**Components:** V, S, M

**Area** 10-ft.-radius emanation around the creature

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.

### **Invisibility**

**School** illusion (glamer); **Level** bard 2, 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 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.*

### **Levitate (At Will)**

**School** transmutation; **Level** sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, F (a leather loop or golden wire bent into a cup shape)

**Range** personal or close (25 ft. + 5 ft./2 levels)

**Target** you or one willing creature or one object (total weight up to 100 lbs./level)

**Duration** 1 min./level (D)

**Saving Throw** none; **Spell Resistance** no

*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).

A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a –1 penalty on attack rolls, the second –2, and so on, to a maximum penalty of –5. A full round spent stabilizing allows the creature to begin again at –1.

### **Misdirection (At Will)**

**School** illusion (glamer); **Level** bard 2, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one creature or object, up to a 10-ft. cube in size

**Duration** 1 hour/level

**Saving Throw** none or Will negates; see text;

**Spell Resistance** no

By means of this spell, you misdirect the information from divination spells that reveal auras (*detect evil*, *detect magic*, *discern lies*, and the like). On casting the spell, you choose another object within range. For the duration of the spell, the subject of *misdirection* is detected as if it were the other object. Neither the subject nor the other object gets a saving throw against this effect. Detection spells provide information based on the second object rather than on the actual target of the detection unless the caster of the detection succeeds on a Will save. For instance, you could make yourself detect as a tree if one were within range at casting: not evil, not lying, not magical, neutral in alignment, and so forth. This spell does not affect other types of divination magic (*augury*, *detect thoughts*, *clairaudience/clairvoyance*, and the like).