

# Temir - Spellbook

## Aid

Enchantment (Compulsion) [Mind-Affecting]

**Components:** V S DF

**Casting Time:** 1 action

**Range:** Touch

**Target:** Living creature touched

**Duration:** 1 minute/level

**Saving Throw:** None

**Spell Resistance:** Yes (Harmless)

Living creature touched

WotC - Core Rulebook I - Players Hand Book, p.172

## Air Walk

Transmutation [Air]

**Components:** V S DF

**Casting Time:** 1 action

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 minutes/level

**Saving Throw:** None

**Spell Resistance:** Yes (Harmless)

Creature touched

WotC - Core Rulebook I - Players Hand Book, p.172

## Amanuensis

Transmutation

**Components:** V S M

**Casting Time:** 1 action

**Range:** Close

**Target:** Object or objects with writing

**Duration:** 10 minutes/level

**Saving Throw:** Will negates (object)

**Spell Resistance:** Yes (object)

Object or objects with writing

WotC - Forgotten Realms - Magic of Faerun, p.77

## Animal Messenger

Enchantment (Compulsion) [Mind-Affecting]

**Components:** V S M

**Casting Time:** 1 action

**Range:** Close

**Target:** one Tiny animal

**Duration:** 1 day/level

**Saving Throw:** None

**Spell Resistance:** Yes

one Tiny animal

WotC - Core Rulebook I - Players Hand Book, p.173

## Animate Dead

Necromancy [Evil, Death]

**Components:** V S M

**Casting Time:** 1 action

**Range:** Touch

**Target:** corpses

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

corpses

WotC - Core Rulebook I - Players Hand Book, p.174

## Attune Form

Transmutation

**Components:** V, S, M/DF

**Casting Time:** 1 action

**Range:** Touch

**Target:** One or more living creatures touched

**Duration:** 2 hours/level(see text)

**Saving Throw:** None

**Spell Resistance:** No

One or more living creatures touched

WotC - Manual of the Planes, p.33

## Augury

Divination

**Components:** V S F

**Casting Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

You

WotC - Core Rulebook I - Players Hand Book, p.177

## Aura against Flame

Abjuration

**Components:** V S

**Casting Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** Yes

You

WotC - Forgotten Realms - Magic of Faerun, p.78

## Avoid Planar Effects

Abjuration

**Components:** V

**Casting Time:** 1 action

**Range:** 20 ft.

**Target:** One creature/level in a 20 ft burst centered on you.

**Duration:** 1 minute/level

**Saving Throw:** None

**Spell Resistance:** Yes (harmless)

One creature/level in a 20 ft burst centered on you.

WotC - Manual of the Planes, p.33

## Bane

Enchantment (Compulsion) [Mind-Affecting]

**Components:** V S DF

**Casting Time:** 1 action

**Range:** 50 feet

**Target:** 50' radius

**Duration:** 1 minute/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

50' radius

WotC - Core Rulebook I - Players Hand Book, p.177

## Beast Claws

Transmutation

**Components:** V S M

**Casting Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

You

WotC - Defenders of the Faith, p.81

## Beastmask

Illusion (Glamer)

**Components:** V S

**Casting Time:** 1 action

**Range:** Touch

**Target:** Living creature touched

**Duration:** 5 minutes + 1 minute/level

**Saving Throw:** Will disbelief

**Spell Resistance:** Yes

Living creature touched

WotC - Defenders of the Faith, p.81

## Bestow Curse

Transmutation

**Components:** V S

**Casting Time:** 1 action

**Range:** Touch

**Target:** one creature

**Duration:** Permanent

**Saving Throw:** Will negates

**Spell Resistance:** Yes

one creature

WotC - Core Rulebook I - Players Hand Book, p.177

## Bless Water

Transmutation [Good]

**Components:** V S M

**Casting Time:** 1 minute

**Range:** Touch

**Target:** Flask of water

**Duration:** Instantaneous

**Saving Throw:** Will negates (object)

**Spell Resistance:** Yes (object)

Flask of water

WotC - Core Rulebook I - Players Hand Book, p.180

## Bless

Enchantment (Compulsion) [Mind-Affecting]

**Components:** V S DF

**Casting Time:** 1 action

**Range:** 50 feet

**Target:** Allies within 50'

**Duration:** 1 minute/level

**Saving Throw:** None

**Spell Resistance:** Yes (Harmless)

Allies within 50'

WotC - Core Rulebook I - Players Hand Book, p.180

## Blessed Aim

Divination

**Components:** V S

**Casting Time:** 1 action

**Range:** 60 ft

**Target:** 60-ft spread, centered on you

**Duration:** Concentration

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** No

60-ft spread, centered on you

WotC - Defenders of the Faith, p.81

## Blindness/Deafness

Transmutation

**Components:** V

**Casting Time:** 1 action

**Range:** Medium

**Target:** One living creature

**Duration:** Permanent (D)

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

One living creature

WotC - Core Rulebook I - Players Hand Book, p.180

## Blindsight

Transmutation

**Components:** V S

**Casting Time:** 1 action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 hour/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

Creature touched

WotC - Forgotten Realms - Magic of Faerun, p.82

## Body Blades

Transmutation

**Components:** V S

**Casting Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level

**Saving Throw:** None

**Spell Resistance:** No

You

WotC - Forgotten Realms - Magic of Faerun, p.82

## Brambles

Transmutation

**Components:** V S M

**Casting Time:** 1 action

**Range:** Touch

**Target:** Wooden weapon touched

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

Wooden weapon touched

WotC - Defenders of the Faith, p.82

## Briar Web

# Temir - Spellbook

Transmutation

**Components:** V S DF

**Casting Time:** 1 action

**Range:** Medium

**Target:** As Entangle, but thorns deal damage each round

**Duration:** 1 min/lvl

**Saving Throw:** See text

**Spell Resistance:** No

As Entangle, but thorns deal damage each round

WotC - Masters of the Wild, p.85

## Bull's Strength

Transmutation

**Components:** V S M DF

**Casting Time:** 1 action

**Range:** Touch

**Target:** one creature touched

**Duration:** 1 hour/level

**Saving Throw:** Will negates (Harmless)

**Spell Resistance:** Yes (Harmless)

one creature touched

WotC - Core Rulebook I - Players Hand Book, p.181

## Burial Blessing

Abjuration [Good]

**Components:** V S M XP

**Casting Time:** 10 minutes

**Range:** Touch

**Target:** Corpse touched

**Duration:** Permanent

**Saving Throw:** Will negates (see text)

**Spell Resistance:** Yes

Corpse touched

WotC - Defenders of the Faith, p.83

## Calm Emotions

Enchantment (Compulsion)

**Components:** V S DF

**Casting Time:** 1 action

**Range:** Medium

**Target:** 1d6 creatures/level within 30'

**Duration:** Concentration up to 1 round/level (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

1d6 creatures/level within 30'

WotC - Core Rulebook I - Players Hand Book, p.182

## Castigate

Evocation [Sonic]

**Components:** V

**Casting Time:** 1 action

**Range:** 10 ft

**Target:** 10-ft radius emanation

**Duration:** Instantaneous

**Saving Throw:** Fortitude half

**Spell Resistance:** Yes

10-ft radius emanation

WotC - Defenders of the Faith, p.83

## Cause Fear

Necromancy [Fear, Mind-Affecting]

**Components:** V S

**Casting Time:** 1 action

**Range:** Close

**Target:** one living creature

**Duration:** 1d4 rounds

**Saving Throw:** Will negates

**Spell Resistance:** Yes

one living creature

WotC - Core Rulebook I - Players Hand Book, p.182

## Chain of Eyes

Divination

**Components:** V S

**Casting Time:** 1 action

**Range:** Touch

**Target:** Living creature touched

**Duration:** 1 hour/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

Living creature touched

WotC - Defenders of the Faith, p.84

## Charm Person

Enchantment (Charm) [Mind-Affecting]

**Components:** V S

**Casting Time:** 1 action

**Range:** Close

**Target:** One person

**Duration:** 1 hour/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

One person

WotC - Core Rulebook I - Players Hand Book, p.183

## Circle Dance

Divination

**Components:** V S

**Casting Time:** 1 minute

**Range:** Personal

**Target:** You

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

You

WotC - Forgotten Realms - Magic of Faerun, p.84

## Command

Enchantment (Compulsion) [Mind-Affecting, Language-Dependent]

**Components:** V

**Casting Time:** 1 action

**Range:** Close

**Target:** one living creature

**Duration:** 1 round

**Saving Throw:** Will negates

**Spell Resistance:** Yes

one living creature

WotC - Core Rulebook I - Players Hand Book, p.185

## Comprehend Languages

Divination

**Components:** V S M DF

**Casting Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level

**Saving Throw:** None

**Spell Resistance:** No

You

WotC - Core Rulebook I - Players Hand Book, p.186

## Consecrate

Evocation

**Components:** V S M DF

**Casting Time:** 1 action

**Range:** Close

**Target:** 20' radius

**Duration:** 2 hours/level

**Saving Throw:** None

**Spell Resistance:** No

20' radius

WotC - Core Rulebook I - Players Hand Book, p.187

## Contagion

Necromancy

**Components:** V S

**Casting Time:** 1 action

**Range:** Touch

**Target:** living creature touched

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

living creature touched

WotC - Core Rulebook I - Players Hand Book, p.187

## Continual Flame

Evocation [Light]

**Components:** V S M

**Casting Time:** 1 action

**Range:** Touch

**Target:** object

**Duration:** Permanent

**Saving Throw:** None

**Spell Resistance:** No

object

WotC - Core Rulebook I - Players Hand Book, p.188

## Control Water

Transmutation [Water]

**Components:** V S M DF

**Casting Time:** 1 action

**Range:** Long

**Target:** water volume 10'/level x 10'/level x 2'/level (S)

**Duration:** 10 minutes/level (D)

**Saving Throw:** None

**Spell Resistance:** No

water volume 10'/level x 10'/level x 2'/level (S)

WotC - Core Rulebook I - Players Hand Book, p.188

## Create Food and Water

Conjuration (Creation)

**Components:** V S

**Casting Time:** 10 minutes

**Range:** Close

**Target:** Food and water for 3 humans

**Duration:** 24 hours

**Saving Throw:** None

**Spell Resistance:** No

Food and water for 3 humans

WotC - Core Rulebook I - Players Hand Book, p.189

## Create Water

Conjuration (Creation) [Water]

**Components:** V S

**Casting Time:** 1 action

**Range:** Close

**Target:** 2 gallons of water/level

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

2 gallons of water/level

WotC - Core Rulebook I - Players Hand Book, p.189

## Create Wine

Conjuration (Creation) [Water]

**Components:** V S

**Casting Time:** 1 action

**Range:** Close

**Target:** 2 gallons of wine/level

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

2 gallons of wine/level

WotC - Core Rulebook III - Monster Manual, p.96

## Cure Critical Wounds

Conjuration (Healing)

**Components:** V S

**Casting Time:** 1 action

**Range:** Touch

**Target:** creature touched

**Duration:** Instantaneous

**Saving Throw:** Will half (Harmless)

**Spell Resistance:** Yes (Harmless)

creature touched

WotC - Core Rulebook I - Players Hand Book, p.190

## Cure Light Wounds

Conjuration (Healing)

**Components:** V S

**Casting Time:** 1 action

**Range:** Touch

**Target:** creature touched

**Duration:** Instantaneous

**Saving Throw:** Will half (Harmless)

**Spell Resistance:** Yes (Harmless)

creature touched

WotC - Core Rulebook I - Players Hand Book, p.190

# Temir - Spellbook

## Cure Minor Wounds

Conjuration (Healing)  
**Components:** V S  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** creature touched  
**Duration:** Instantaneous  
**Saving Throw:** Will half (Harmless)  
**Spell Resistance:** Yes (Harmless)  
creature touched  
WotC - Core Rulebook I - Players Hand Book, p.190

## Cure Moderate Wounds

Conjuration (Healing)  
**Components:** V S  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** creature touched  
**Duration:** Instantaneous  
**Saving Throw:** Will half (Harmless)  
**Spell Resistance:** Yes (Harmless)  
creature touched  
WotC - Core Rulebook I - Players Hand Book, p.190

## Cure Serious Wounds

Conjuration (Healing)  
**Components:** V S  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** creature touched  
**Duration:** Instantaneous  
**Saving Throw:** Will half (Harmless)  
**Spell Resistance:** Yes (Harmless)  
creature touched  
WotC - Core Rulebook I - Players Hand Book, p.190

## Curse Water

Transmutation [Evil, Water]  
**Components:** V S M  
**Casting Time:** 1 minute  
**Range:** Touch  
**Target:** Flask of water  
**Duration:** Instantaneous  
**Saving Throw:** Will negates (object)  
**Spell Resistance:** Yes (object)  
Flask of water  
WotC - Core Rulebook I - Players Hand Book, p.190

## Curse of Ill Fortune

Transmutation  
**Components:** V S DF  
**Casting Time:** 1 action  
**Range:** Medium  
**Target:** One living creature  
**Duration:** 1 minute/level  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes  
One living creature  
WotC - Forgotten Realms - Magic of Faerun, p.86

## Curse of the Brute

Transmutation  
**Components:** V S  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 1 round/level  
**Saving Throw:** Fortitude negates  
**Spell Resistance:** Yes  
Creature touched  
WotC - Defenders of the Faith, p.84

## Dark Way

Illusion (Shadow)  
**Components:** V S DF  
**Casting Time:** 1 action  
**Range:** Close  
**Target:** One bridge of force  
**Duration:** 1 round/level  
**Saving Throw:** None  
**Spell Resistance:** Yes

One bridge of force  
WotC - Forgotten Realms - Magic of Faerun, p.87

## Darkfire

Evocation  
**Components:** V S  
**Casting Time:** 1 action  
**Range:** 0 ft.  
**Target:** Flame in your palm  
**Duration:** 1 round/level  
**Saving Throw:** None  
**Spell Resistance:** Yes

Flame in your palm  
WotC - Forgotten Realms - Magic of Faerun, p.86

## Darkness

Evocation [Darkness]  
**Components:** V M DF  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** object touched  
**Duration:** 10 minutes/level (D)  
**Saving Throw:** None  
**Spell Resistance:** No

object touched  
WotC - Core Rulebook I - Players Hand Book, p.190

## Daylight

Evocation [Light]  
**Components:** V S  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** object touched  
**Duration:** 10 minutes/level  
**Saving Throw:** None  
**Spell Resistance:** No

object touched  
WotC - Core Rulebook I - Players Hand Book, p.191

## Death Knell

Necromancy [Death, Evil]  
**Components:** V S  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Living creature touched  
**Duration:** Instantaneous/10 minutes per target  
HD  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes  
Living creature touched  
WotC - Core Rulebook I - Players Hand Book, p.191

## Death Ward

Necromancy  
**Components:** V S DF  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Living creature touched  
**Duration:** 10 minutes/level  
**Saving Throw:** None  
**Spell Resistance:** Yes (Harmless)  
Living creature touched  
WotC - Core Rulebook I - Players Hand Book, p.191

## Deathwatch

Necromancy  
**Components:** V S  
**Casting Time:** 1 action  
**Range:** Close  
**Target:** Quarter Circle  
**Duration:** 10 minutes/level  
**Saving Throw:** None  
**Spell Resistance:** No

Quarter Circle  
WotC - Core Rulebook I - Players Hand Book, p.191

## Deeper Darkness

Evocation [Darkness]  
**Components:** V S  
**Casting Time:** 1 action  
**Range:** Touch

**Target:** Object touched  
**Duration:** 1 day/level  
**Saving Throw:** None  
**Spell Resistance:** No

Object touched  
WotC - Core Rulebook I - Players Hand Book, p.191

## Delay Poison

Conjuration (Healing)  
**Components:** V S DF  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** creature touched  
**Duration:** 1 hour/level  
**Saving Throw:** Fortitude negates (Harmless)  
**Spell Resistance:** Yes (Harmless)

creature touched  
WotC - Core Rulebook I - Players Hand Book, p.191

## Desecrate

Evocation  
**Components:** V S M DF  
**Casting Time:** 1 action  
**Range:** Close  
**Target:** 20' radius  
**Duration:** 2 hours/level  
**Saving Throw:** None  
**Spell Resistance:** Yes

20' radius  
WotC - Core Rulebook I - Players Hand Book, p.192

## Detect Chaos

Divination  
**Components:** V S DF  
**Casting Time:** 1 action  
**Range:** 60 feet  
**Target:** Quarter Circle  
**Duration:** Concentration up to 10 minutes/level (D)  
**Saving Throw:** None  
**Spell Resistance:** No  
Quarter Circle  
WotC - Core Rulebook I - Players Hand Book, p.192

## Detect Evil

Divination  
**Components:** V S DF  
**Casting Time:** 1 action  
**Range:** 60 feet  
**Target:** Quarter Circle  
**Duration:** Concentration up to 10 minutes/level (D)  
**Saving Throw:** None  
**Spell Resistance:** No  
Quarter Circle  
WotC - Core Rulebook I - Players Hand Book, p.192

## Detect Good

Divination  
**Components:** V S DF  
**Casting Time:** 1 action  
**Range:** 60 feet  
**Target:** Quarter Circle  
**Duration:** Concentration up to 10 minutes/level (D)  
**Saving Throw:** None  
**Spell Resistance:** No  
Quarter Circle  
WotC - Core Rulebook I - Players Hand Book, p.193

## Detect Law

Divination  
**Components:** V S DF  
**Casting Time:** 1 action  
**Range:** 60 feet  
**Target:** Quarter Circle  
**Duration:** Concentration up to 10 minutes/level (D)  
**Saving Throw:** None  
**Spell Resistance:** No  
Quarter Circle

# Temir - Spellbook

WotC - Core Rulebook I - Players Hand Book, p.193

## Detect Magic

Universal

**Components:** V S

**Casting Time:** 1 action

**Range:** 60 feet

**Target:** Quarter Circle

**Duration:** Concentration up to 1 minute/level (D)

**Saving Throw:** None

**Spell Resistance:** No

Quarter Circle

WotC - Core Rulebook I - Players Hand Book, p.193

## Detect Poison

Divination

**Components:** V S

**Casting Time:** 1 action

**Range:** Close

**Target:** one creature object or 5' cube

**Duration:** Instantaneous/10 minutes per target HD

**Saving Throw:** None

**Spell Resistance:** No

one creature object or 5' cube

WotC - Core Rulebook I - Players Hand Book, p.193

## Detect Thoughts

Divination

**Components:** V S F DF

**Casting Time:** 1 action

**Range:** 60 feet

**Target:** Quarter Circle

**Duration:** Concentration up to 1 minute/level (D)

**Saving Throw:** None

**Spell Resistance:** No

Quarter Circle

WotC - Core Rulebook I - Players Hand Book, p.194

## Detect Undead

Divination

**Components:** V S M DF

**Casting Time:** 1 action

**Range:** 60 feet

**Target:** Quarter Circle

**Duration:** Concentration up to 1 minute/level (D)

**Saving Throw:** None

**Spell Resistance:** No

Quarter Circle

WotC - Core Rulebook I - Players Hand Book, p.194

## Dimensional Anchor

Abjuration

**Components:** V S

**Casting Time:** 1 action

**Range:** Medium

**Target:** Ray

**Duration:** 1 minute/level

**Saving Throw:** None

**Spell Resistance:** Yes (object)

Ray

WotC - Core Rulebook I - Players Hand Book, p.195

## Discern Lies

Divination

**Components:** V S DF

**Casting Time:** 1 action

**Range:** Close

**Target:** One creature/level within 30'

**Duration:** Concentration up to 1 round/level

**Saving Throw:** Will negates

**Spell Resistance:** No

One creature/level within 30'

WotC - Core Rulebook I - Players Hand Book, p.195

## Dismissal

Abjuration

**Components:** V S F DF

**Casting Time:** 1 action

**Range:** Close

**Target:** one extraplanar creature

**Duration:** Instantaneous

**Saving Throw:** Will negates

**Spell Resistance:** Yes

one extraplanar creature

WotC - Core Rulebook I - Players Hand Book, p.196

## Dispel Magic

Abjuration

**Components:** V S

**Casting Time:** 1 action

**Range:** Medium

**Target:** One spellcaster, creature or object or 30' radius

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

One spellcaster, creature or object or 30' radius

WotC - Core Rulebook I - Players Hand Book, p.196

## Divination

Divination

**Components:** V S M

**Casting Time:** 10 minutes

**Range:** Personal

**Target:** You

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

You

WotC - Core Rulebook I - Players Hand Book, p.197

## Divine Favor

Evocation

**Components:** V S DF

**Casting Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 1 minute

**Saving Throw:** None

**Spell Resistance:** No

You

WotC - Core Rulebook I - Players Hand Book, p.197

## Divine Flame

Abjuration

**Components:** V S

**Casting Time:** 1 action

**Range:** 15 ft

**Target:** 15-ft emanation, centered on you

**Duration:** 1 round/level

**Saving Throw:** Fortitude half

**Spell Resistance:** No

15-ft emanation, centered on you

WotC - Defenders of the Faith, p.85

## Divine Power

Evocation

**Components:** V S DF

**Casting Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

You

WotC - Core Rulebook I - Players Hand Book, p.197

## Divine Storm

Evocation

**Components:** V S DF

**Casting Time:** 1 full round

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

**Target:** Whirling disk of weapons, up to 30-ft radius

**Duration:** Concentration

**Saving Throw:** Reflex negates (see text)

**Spell Resistance:** Yes

Whirling disk of weapons, up to 30-ft radius

WotC - Defenders of the Faith, p.85

## Divine Zephyr

Abjuration

**Components:** V S

**Casting Time:** 1 action

**Range:** 15 ft

**Target:** 15-ft emanation, centered on you

**Duration:** 1 round/level

**Saving Throw:** Fortitude half

**Spell Resistance:** Yes

15-ft emanation, centered on you

WotC - Defenders of the Faith, p.85

## Doom

Enchantment (Compulsion) [Mind-Affecting, Fear]

**Components:** V S DF

**Casting Time:** 1 action

**Range:** Medium

**Target:** One living creature

**Duration:** 1 minute/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

One living creature

WotC - Core Rulebook I - Players Hand Book, p.198

## Doomtide

Illusion (Pattern)

**Components:** V S DF

**Casting Time:** 1 action

**Range:** 80 ft.

**Target:** Eight 10' cubes

**Duration:** 1 round/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

Eight 10' cubes

WotC - Forgotten Realms - Magic of Faerun, p.90

## Dread Blast

Necromancy

**Components:** V,S

**Casting Time:** 1 action

**Range:** Medium

**Target:** Fires a black ray at a single target

**Duration:** Instantaneous (see text)

**Saving Throw:** Will half (see text)

**Spell Resistance:** Yes

Fires a black ray at a single target

WotC - Forgotten Realms - Lords of Darkness, p.186

## Eagle's Splendor

Transmutation

**Components:** V S M/DF

**Casting Time:** 1 action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 hour/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

Creature touched

WotC - Forgotten Realms - FR Campaign Sourcebook, p.68

## Endurance

Transmutation

**Components:** V S DF

**Casting Time:** 1 action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 hour/level

**Saving Throw:** Will negates (Harmless)

**Spell Resistance:** Yes

Creature touched

WotC - Core Rulebook I - Players Hand Book, p.199

## Endure Elements

Abjuration [Acid, Cold, Fire, Electricity, Sonic]

**Components:** V S

**Casting Time:** 1 action

**Range:** Touch

**Target:** Creature touched

# Temir - Spellbook

**Duration:** 24 hours

**Saving Throw:** None

**Spell Resistance:** Yes

Creature touched

WotC - Core Rulebook I - Players Hand Book, p.199

## Enthrall

Enchantment (Charm) [Mind-Affecting, Sonic, Language-Dependent]

**Components:** V S

**Casting Time:** 1 full round

**Range:** Medium

**Target:** Any number of creatures

**Duration:** Up to 1 hour

**Saving Throw:** Will negates

**Spell Resistance:** Yes

Any number of creatures

WotC - Core Rulebook I - Players Hand Book, p.200

## Entropic Shield

Abjuration

**Components:** V S

**Casting Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level

**Saving Throw:** None

**Spell Resistance:** No

You

WotC - Core Rulebook I - Players Hand Book, p.200

## Ether Blast

Abjuration

**Components:** V,S,M

**Casting Time:** 1 action

**Range:** Close

**Target:** 25 ft. + 5 ft/2 levels spherical emenation centered on you.

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

25 ft. + 5 ft/2 levels spherical emenation centered on you.

WotC - Manual of the Planes, p.35

## Faith Healing

Conjuration (Healing)

**Components:** V S

**Casting Time:** 1 action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Will half (harmless)

**Spell Resistance:** Yes (harmless)

Creature touched

WotC - Forgotten Realms - Magic of Faerun, p.93

## Filter

Abjuration

**Components:** V S M/DF

**Casting Time:** 1 action

**Range:** Touch

**Target:** Creates a bubble around the caster that filters out toxic and noxious elements

**Duration:** 10 minutes/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes

Creates a bubble around the caster that filters out toxic and noxious elements

WotC - Tome and Blood, p.89

## Find Traps

Divination

**Components:** V S

**Casting Time:** 1 action

**Range:** Medium

**Target:** You

**Duration:** 1 minute/level

**Saving Throw:** None

**Spell Resistance:** No

You

WotC - Core Rulebook I - Players Hand Book, p.203

## Flame of Faith

Evocation

**Components:** V S M

**Casting Time:** 1 action

**Range:** Touch

**Target:** Nonmagical weapon touched

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

Nonmagical weapon touched

WotC - Defenders of the Faith, p.86

## Forceward

Abjuration [Force]

**Components:** V S DF

**Casting Time:** 1 full round

**Range:** 10 ft.

**Target:** 10 ft. radius emanation

**Duration:** 1 minute/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

10 ft. radius emanation

WotC - Forgotten Realms - Magic of Faerun, p.95

## Fox's Cunning

Transmutation

**Components:** V S M/DF

**Casting Time:** 1 action

**Range:** Touch

**Target:** Increase intelligence by 1d4+1

**Duration:** 1 hour/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

Increase intelligence by 1d4+1

WotC - Tome and Blood, p.89

## Freedom of Movement

Abjuration

**Components:** V S M DF

**Casting Time:** 1 action

**Range:** Personal or touch

**Target:** You or creature touched

**Duration:** 10 minutes/level

**Saving Throw:** None

**Spell Resistance:** No or Yes (Harmless)

You or creature touched

WotC - Core Rulebook I - Players Hand Book, p.207

## Gaze Screen

Abjuration

**Components:** V S

**Casting Time:** 1 action

**Range:** Touch

**Target:** Chance to avoid gaze attacks

**Duration:** 10 minutes/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes

Chance to avoid gaze attacks

WotC - Tome and Blood, p.90

## Gentle Repose

Necromancy

**Components:** V S M DF

**Casting Time:** 1 action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 day/level

**Saving Throw:** Will negates (object)

**Spell Resistance:** Yes (object)

Creature touched

WotC - Core Rulebook I - Players Hand Book, p.208

## Giant Vermin

Transmutation

**Components:** V S DF

**Casting Time:** 1 action

**Range:** Close

**Target:** Up to 3 vermin within 30'

**Duration:** 1 minute/level

**Saving Throw:** None

**Spell Resistance:** Yes

Up to 3 vermin within 30'

WotC - Core Rulebook I - Players Hand Book, p.209

## Glyph of Warding

Abjuration

**Components:** V S M

**Casting Time:** 10 minutes

**Range:** Touch

**Target:** Object touched or up to 5 sq. ft/level

**Duration:** Permanent until discharged

**Saving Throw:** Special

**Spell Resistance:** Yes (object)

Object touched or up to 5 sq. ft/level

WotC - Core Rulebook I - Players Hand Book, p.209

## Greater Magic Weapon

Transmutation

**Components:** V S M DF

**Casting Time:** 1 action

**Range:** Close

**Target:** One weapon or fifty projectiles

**Duration:** 1 hour/level

**Saving Throw:** Will negates (Harmless)

**Spell Resistance:** Yes (Harmless)

One weapon or fifty projectiles

WotC - Core Rulebook I - Players Hand Book, p.210

## Guidance

Divination

**Components:** V S

**Casting Time:** 1 action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 minute or until discharged

**Saving Throw:** None

**Spell Resistance:** Yes

Creature touched

WotC - Core Rulebook I - Players Hand Book, p.211

## Hand of Divinity

Evocation

**Components:** V S DF

**Casting Time:** Not Given

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 minute/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes

Creature touched

WotC - Forgotten Realms - Magic of Faerun, p.98

## Hand of Torm

Abjuration

**Components:** V S DF

**Casting Time:** 1 minute

**Range:** 10 ft.

**Target:** 10-ft.-radius emanation

**Duration:** 1 hour/level

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

10-ft.-radius emanation

WotC - Forgotten Realms - Magic of Faerun, p.99

## Handfang

Necromancy (Evil) [Evil]

**Components:** V,S

**Casting Time:** 1 action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 round/level

**Saving Throw:** Reflex half (see text)

**Spell Resistance:** No

Creature touched

WotC - Forgotten Realms - Lords of Darkness, p.187

## Handfire

Evocation [Light]

**Components:** V S

**Casting Time:** 1 action

# Temir - Spellbook

**Range:** Touch  
**Target:** Creature touched  
**Duration:** Instantaneous  
**Saving Throw:** None  
**Spell Resistance:** Yes  
Creature touched  
WotC - Forgotten Realms - Magic of Faerun, p.98

## Harrier

Conjuration (Creation)  
**Components:** V S  
**Casting Time:** 1 action  
**Range:** Close (25 ft + 5 ft/2 levels)  
**Target:** One creature  
**Duration:** 1 round/level or until target dies  
**Saving Throw:** None  
**Spell Resistance:** No  
One creature  
WotC - Defenders of the Faith, p.87

## Helping Hand

Evocation  
**Components:** V S DF  
**Casting Time:** 1 action  
**Range:** Five miles  
**Target:** Ghostly hand  
**Duration:** 1 hour/level  
**Saving Throw:** None  
**Spell Resistance:** No  
Ghostly hand  
WotC - Core Rulebook 1 - Players Hand Book, p.213

## Hold Person

Enchantment (Compulsion) [Mind-Affecting]  
**Components:** V S F DF  
**Casting Time:** 1 action  
**Range:** Medium  
**Target:** One humanoid of medium size or smaller  
**Duration:** 1 round/level (D)  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes  
One humanoid of medium size or smaller  
WotC - Core Rulebook 1 - Players Hand Book, p.214

## Imbue with Spell Ability

Evocation  
**Components:** V S DF  
**Casting Time:** 10 minutes  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** Until discharged  
**Saving Throw:** Will negates (Harmless)  
**Spell Resistance:** Yes (Harmless)  
Creature touched  
WotC - Core Rulebook 1 - Players Hand Book, p.216

## Inflict Critical Wounds

Necromancy  
**Components:** V S  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** Instantaneous  
**Saving Throw:** Will half  
**Spell Resistance:** Yes  
Creature touched  
WotC - Core Rulebook 1 - Players Hand Book, p.217

## Inflict Light Wounds

Necromancy  
**Components:** V S  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** Instantaneous  
**Saving Throw:** Will half  
**Spell Resistance:** Yes  
Creature touched  
WotC - Core Rulebook 1 - Players Hand Book, p.217

## Inflict Minor Wounds

Necromancy  
**Components:** V S  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** Instantaneous  
**Saving Throw:** Will half  
**Spell Resistance:** Yes  
Creature touched  
WotC - Core Rulebook 1 - Players Hand Book, p.217

## Inflict Moderate Wounds

Necromancy  
**Components:** V S  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** Instantaneous  
**Saving Throw:** Will half  
**Spell Resistance:** Yes  
Creature touched  
WotC - Core Rulebook 1 - Players Hand Book, p.217

## Inflict Serious Wounds

Necromancy  
**Components:** V S  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** Instantaneous  
**Saving Throw:** Will half  
**Spell Resistance:** Yes  
Creature touched  
WotC - Core Rulebook 1 - Players Hand Book, p.217

## Interplanar Message

Evocation [Language-Dependent]  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** see text  
**Target:** One creature  
**Duration:** 1 round (see text)  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** Yes (harmless)  
One creature  
WotC - Manual of the Planes, p.36

## Invisibility Purge

Evocation  
**Components:** V S  
**Casting Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 minute/level (D)  
**Saving Throw:** None  
**Spell Resistance:** No  
You  
WotC - Core Rulebook 1 - Players Hand Book, p.218

## Invisibility to Undead

Abjuration  
**Components:** V S DF  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** One touched creature/level  
**Duration:** 10 minutes/level (D)  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes  
One touched creature/level  
WotC - Core Rulebook 1 - Players Hand Book, p.218

## Iron Bones

Transmutation  
**Components:** V S F  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Corporeal undead creature touched  
**Duration:** 10 minutes/level  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** Yes (harmless)

Corporeal undead creature touched  
WotC - Forgotten Realms - Magic of Faerun, p.102

## Knife Spray

Evocation  
**Components:** V S DF  
**Casting Time:** 1 action  
**Range:** Close (25 ft + 5 ft/2 levels)  
**Target:** Cone  
**Duration:** Instantaneous  
**Saving Throw:** Reflex half  
**Spell Resistance:** Yes  
Cone  
WotC - Defenders of the Faith, p.87

## Know Vulnerabilities

Divination  
**Components:** V S  
**Casting Time:** 1 action  
**Range:** Close  
**Target:** One creature  
**Duration:** Instantaneous  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes  
One creature  
WotC - Forgotten Realms - Magic of Faerun, p.104

## Lesser Planar Ally

Conjuration (Calling) [Air, Earth, Water, Fire, Chaos, Evil, Lawful, Good]  
**Components:** V S DF  
**Casting Time:** 10 minutes  
**Range:** Close  
**Target:** One summoned elemental or outsider of up to 8 HD  
**Duration:** Instantaneous  
**Saving Throw:** None  
**Spell Resistance:** No  
One summoned elemental or outsider of up to 8 HD  
WotC - Core Rulebook 1 - Players Hand Book, p.221

## Lesser Restoration

Conjuration (Healing)  
**Components:** V S  
**Casting Time:** 3 rounds  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** Instantaneous  
**Saving Throw:** Will negates (Harmless)  
**Spell Resistance:** Yes (Harmless)  
Creature touched  
WotC - Core Rulebook 1 - Players Hand Book, p.222

## Lesser Telepathic Bond

Divination [Mind-Affecting]  
**Components:** V S  
**Casting Time:** 1 action  
**Range:** 30 ft  
**Target:** You and one willing creature within 30 ft  
**Duration:** 10 minutes/level  
**Saving Throw:** None  
**Spell Resistance:** No  
You and one willing creature within 30 ft  
WotC - Defenders of the Faith, p.87

## Light

Evocation [Light]  
**Components:** V M DF  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Object touched  
**Duration:** 10 minutes/level (D)  
**Saving Throw:** None  
**Spell Resistance:** No  
Object touched  
WotC - Core Rulebook 1 - Players Hand Book, p.222

## Locate Object

Divination

# Temir - Spellbook

**Components:** V S F DF  
**Casting Time:** 1 action  
**Range:** Long  
**Target:** 400' radius + 40'/level  
**Duration:** 1 minute/level  
**Saving Throw:** None  
**Spell Resistance:** No  
400' radius + 40'/level  
WotC - Core Rulebook I - Players Hand Book, p.223

**Mace of Odo**  
Evocation [Force]  
**Components:** V S DF  
**Casting Time:** 1 full round  
**Range:** 0 ft.  
**Target:** Mace of force  
**Duration:** 1 round/level  
**Saving Throw:** Fortitude negates  
**Spell Resistance:** Yes  
Mace of force  
WotC - Forgotten Realms - Magic of Faerun, p.106

**Magic Circle against Chaos**  
Abjuration [Lawful]  
**Components:** V S M DF  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 10 minutes/level  
**Saving Throw:** Will negates (Harmless)  
**Spell Resistance:** Yes (Harmless)  
Creature touched  
WotC - Core Rulebook I - Players Hand Book, p.223

**Magic Circle against Evil**  
Abjuration [Good]  
**Components:** V S M DF  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 10 minutes/level  
**Saving Throw:** Will negates (Harmless)  
**Spell Resistance:** Yes (Harmless)  
Creature touched  
WotC - Core Rulebook I - Players Hand Book, p.223

**Magic Circle against Good**  
Abjuration [Evil]  
**Components:** V S M DF  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 10 minutes/level  
**Saving Throw:** Will negates (Harmless)  
**Spell Resistance:** Yes (Harmless)  
Creature touched  
WotC - Core Rulebook I - Players Hand Book, p.223

**Magic Circle against Law**  
Abjuration [Chaos]  
**Components:** V S M DF  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 10 minutes/level  
**Saving Throw:** Will negates (Harmless)  
**Spell Resistance:** Yes (Harmless)  
Creature touched  
WotC - Core Rulebook I - Players Hand Book, p.223

**Magic Stone**  
Transmutation [Earth]  
**Components:** V S DF  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Up to 3 pebbles touched  
**Duration:** 30 minutes or until discharged  
**Saving Throw:** Will negates (Harmless)  
**Spell Resistance:** Yes (Harmless)  
Up to 3 pebbles touched  
WotC - Core Rulebook I - Players Hand Book, p.225

**Magic Vestment**  
Transmutation  
**Components:** V S DF  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Armor or shield touched  
**Duration:** 1 hour/level  
**Saving Throw:** Will negates (Harmless)  
**Spell Resistance:** Yes (Harmless)  
Armor or shield touched  
WotC - Core Rulebook I - Players Hand Book, p.225

**Magic Weapon**  
Transmutation  
**Components:** V S DF  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Weapon touched  
**Duration:** 1 minute/level  
**Saving Throw:** Will negates (Harmless)  
**Spell Resistance:** Yes (Harmless)  
Weapon touched  
WotC - Core Rulebook I - Players Hand Book, p.225

**Make Manifest**  
Transmutation  
**Components:** V,S  
**Casting Time:** 1 action  
**Range:** Close  
**Target:** One creature.  
**Duration:** 1 round/level  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes  
One creature.  
WotC - Manual of the Planes, p.36

**Make Whole**  
Transmutation  
**Components:** V S  
**Casting Time:** 1 action  
**Range:** Close  
**Target:** One object of up to 10 cu ft/level  
**Duration:** Instantaneous  
**Saving Throw:** Will negates (Harmless)  
**Spell Resistance:** Yes (Harmless)  
One object of up to 10 cu ft/level  
WotC - Core Rulebook I - Players Hand Book, p.225

**Mass Resist Elements**  
Abjuration  
**Components:** V S DF  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** As Resist Elements except effecting a group  
**Duration:** 1 minute/level  
**Saving Throw:** None  
**Spell Resistance:** Yes  
As Resist Elements except effecting a group  
WotC - Tome and Blood, p.93

**Meld into Stone**  
Transmutation [Earth]  
**Components:** V S DF  
**Casting Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 10 minutes/level  
**Saving Throw:** None  
**Spell Resistance:** No  
You  
WotC - Core Rulebook I - Players Hand Book, p.226

**Mending**  
Transmutation  
**Components:** V S  
**Casting Time:** 1 action  
**Range:** 10 feet  
**Target:** One object of up to 1 pound  
**Duration:** Instantaneous  
**Saving Throw:** Will negates (Harmless object)

**Spell Resistance:** Yes (Harmless object)  
One object of up to 1 pound  
WotC - Core Rulebook I - Players Hand Book, p.227

**Mystic Lash**  
Evocation [Evil,Electricity]  
**Components:** V S DF  
**Casting Time:** 1 action  
**Range:** 0 ft.  
**Target:** Electric whip  
**Duration:** 1 round/level  
**Saving Throw:** Fortitude negates  
**Spell Resistance:** Yes  
Electric whip  
WotC - Forgotten Realms - Magic of Faerun, p.109

**Negative Energy Protection**  
Abjuration  
**Components:** V S  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Living creature touched  
**Duration:** 1 round/level  
**Saving Throw:** Will negates (Harmless)  
**Spell Resistance:** Yes (Harmless)  
Living creature touched  
WotC - Core Rulebook I - Players Hand Book, p.231

**Neutralize Poison**  
Conjuration (Healing)  
**Components:** V S M DF  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature or object of up to 1 cu ft/level touched  
**Duration:** Instantaneous  
**Saving Throw:** Will negates (Harmless object)  
**Spell Resistance:** Yes (Harmless object)  
Creature or object of up to 1 cu ft/level touched  
WotC - Core Rulebook I - Players Hand Book, p.232

**Night's Mantle**  
Abjuration  
**Components:** V S  
**Casting Time:** 1 action  
**Range:** Personal  
**Target:** Gives creature invisible shield that protects from sunlight.  
**Duration:** 10 minutes/level (D)  
**Saving Throw:** None  
**Spell Resistance:** No  
Gives creature invisible shield that protects from sunlight.  
WotC - Forgotten Realms - Lords of Darkness, p.187

**Obscure Object**  
Abjuration  
**Components:** V S M DF  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** One object touched of up to 100 lbs/level  
**Duration:** 8 hours  
**Saving Throw:** Will negates (object)  
**Spell Resistance:** Yes (object)  
One object touched of up to 100 lbs/level  
WotC - Core Rulebook I - Players Hand Book, p.232

**Obscuring Mist**  
Conjuration (Creation) [Air, Water]  
**Components:** V S  
**Casting Time:** 1 action  
**Range:** 30 feet  
**Target:** Cloud centered on you spreads 30 ft and is 20 ft high  
**Duration:** 1 minute/level  
**Saving Throw:** None  
**Spell Resistance:** No  
Cloud centered on you spreads 30 ft and is 20 ft high  
WotC - Core Rulebook I - Players Hand Book, p.233

# Temir - Spellbook

## Owl's Wisdom

Transmutation  
**Components:** V S M/DF  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Add 1d4+1 points to Wisdom  
**Duration:** 1 hour/level  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** Yes (harmless)  
Add 1d4+1 points to Wisdom  
WotC - Tome and Blood, p.94

## Phantom Plow

Evocation (Earth)  
**Components:** V S M  
**Casting Time:** 1 action  
**Range:** see text  
**Target:** Plows a long furrow  
**Duration:** Permanent  
**Saving Throw:** See text  
**Spell Resistance:** No  
Plows a long furrow  
WotC - Forgotten Realms - Lords of Darkness, p.188

## Poison

Necromancy  
**Components:** V S DF  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Living creature touched  
**Duration:** Instantaneous  
**Saving Throw:** Fortitude negates  
**Spell Resistance:** Yes  
Living creature touched  
WotC - Core Rulebook I - Players Hand Book, p.236

## Portal Beacon

Transmutation  
**Components:** V,S  
**Casting Time:** 1 action  
**Range:** Close  
**Target:** One interplanar portal  
**Duration:** 1 hour/level  
**Saving Throw:** None  
**Spell Resistance:** No  
One interplanar portal  
WotC - Manual of the Planes, p.37

## Positive Energy Protection

Abjuration  
**Components:** V,S  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 1 round/level  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** Yes  
Creature touched  
WotC - Manual of the Planes, p.37

## Prayer

Conjuration (Creation)  
**Components:** V S DF  
**Casting Time:** 1 action  
**Range:** 30 feet  
**Target:** All allies and foes within 30' radius  
**Duration:** 1round/level  
**Saving Throw:** None  
**Spell Resistance:** Yes  
All allies and foes within 30' radius  
WotC - Core Rulebook I - Players Hand Book, p.238

## Protection from Chaos

Abjuration [Lawful]  
**Components:** V S M DF  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 1 minute/level (D)  
**Saving Throw:** Will negates (Harmless)  
**Spell Resistance:** Yes (Harmless)

Creature touched  
WotC - Core Rulebook I - Players Hand Book, p.240

## Protection from Elements

Abjuration [Fire, Acid, Cold, Electricity, Sonic]  
**Components:** V S  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 10 minutes/level  
**Saving Throw:** None  
**Spell Resistance:** Yes

Creature touched  
WotC - Core Rulebook I - Players Hand Book, p.240

## Protection from Evil

Abjuration [Good]  
**Components:** V S M DF  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 1 minute/level (D)  
**Saving Throw:** Will negates (Harmless)  
**Spell Resistance:** Yes (Harmless)

Creature touched  
WotC - Core Rulebook I - Players Hand Book, p.240

## Protection from Good

Abjuration [Evil]  
**Components:** V S M DF  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 1 minute/level (D)  
**Saving Throw:** Will negates (Harmless)  
**Spell Resistance:** Yes (Harmless)

Creature touched  
WotC - Core Rulebook I - Players Hand Book, p.240

## Protection from Law

Abjuration [Chaos]  
**Components:** V S M DF  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 1 minute/level (D)  
**Saving Throw:** Will negates (Harmless)  
**Spell Resistance:** Yes (Harmless)

Creature touched  
WotC - Core Rulebook I - Players Hand Book, p.240

## Purify Food and Drink

Universal  
**Components:** V S  
**Casting Time:** 1 action  
**Range:** 10 feet  
**Target:** 1 cu ft/level of contaminated food and water  
**Duration:** Instantaneous  
**Saving Throw:** Will negates (object)  
**Spell Resistance:** Yes (object)  
1 cu ft/level of contaminated food and water  
WotC - Core Rulebook I - Players Hand Book, p.241

## Random Action

Enchantment (Compulsion) [Mind-Affecting]  
**Components:** V S DF  
**Casting Time:** 1 action  
**Range:** Close  
**Target:** One living creature  
**Duration:** 1 round  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes  
One living creature  
WotC - Core Rulebook I - Players Hand Book, p.242

## Read Magic

Universal  
**Components:** V S F  
**Casting Time:** 1 action  
**Range:** Personal

**Target:** You  
**Duration:** 10 minutes/level  
**Saving Throw:** None  
**Spell Resistance:** No

You  
WotC - Core Rulebook I - Players Hand Book, p.243

## Recitation

Conjuration (Creation)  
**Components:** V S DF  
**Casting Time:** 1 action  
**Range:** 60 ft  
**Target:** All allies and foes within a 60-ft-radius burst centered on you  
**Duration:** 1 round/level  
**Saving Throw:** None  
**Spell Resistance:** Yes  
All allies and foes within a 60-ft-radius burst centered on you  
WotC - Defenders of the Faith, p.89

## Regenerate Light Wounds

Conjuration (Healing)  
**Components:** V S  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Target heals 1HP/round  
**Duration:** 10 rounds+1/lvl  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** Yes (harmless)  
Target heals 1HP/round  
WotC - Masters of the Wild, p.92

## Regenerate Moderate Wounds

Conjuration (Healing)  
**Components:** V S  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Target heals 2HP/round  
**Duration:** 10 rounds+1/lvl  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** Yes (harmless)  
Target heals 2HP/round  
WotC - Masters of the Wild, p.93

## Reincarnate

Transmutation  
**Components:** V S DF  
**Casting Time:** 10 minutes  
**Range:** Touch  
**Target:** Dead creature touched  
**Duration:** Instantaneous  
**Saving Throw:** None  
**Spell Resistance:** Yes (Harmless)  
Dead creature touched  
WotC - Core Rulebook I - Players Hand Book, p.244

## Remedy Moderate Wounds

Conjuration (Healing)  
**Components:** V S  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** One living creature  
**Duration:** 10 rounds + 1 round/2 levels  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** Yes (harmless)  
One living creature  
WotC - Forgotten Realms - Magic of Faerun, p.113

## Remove Blindness/Deafness

Conjuration (Healing)  
**Components:** V S  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** Instantaneous  
**Saving Throw:** Fortitude negates (Harmless)  
**Spell Resistance:** Yes (Harmless)  
Creature touched  
WotC - Core Rulebook I - Players Hand Book, p.244



# Temir - Spellbook

## Remove Curse

Abjuration

**Components:** V S

**Casting Time:** 1 action

**Range:** Touch

**Target:** Creature or item touched

**Duration:** Instantaneous

**Saving Throw:** Will negates (Harmless)

**Spell Resistance:** Yes (Harmless)

Creature or item touched

WotC - Core Rulebook I - Players Hand Book, p.244

## Remove Disease

Conjuration (Healing)

**Components:** V S

**Casting Time:** 1 action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates (Harmless)

**Spell Resistance:** Yes (Harmless)

Creature touched

WotC - Core Rulebook I - Players Hand Book, p.244

## Remove Fear

Abjuration

**Components:** V S

**Casting Time:** 1 action

**Range:** Close

**Target:** One creature plus one additional creature/four levels within 30'

**Duration:** 10 minutes

**Saving Throw:** Will negates (Harmless)

**Spell Resistance:** Yes (Harmless)

One creature plus one additional creature/four levels within 30'

WotC - Core Rulebook I - Players Hand Book, p.245

## Remove Paralysis

Conjuration (Healing)

**Components:** V S

**Casting Time:** 1 action

**Range:** Close

**Target:** Up to 4 creatures within 30'

**Duration:** Instantaneous

**Saving Throw:** Will negates (Harmless)

**Spell Resistance:** Yes (Harmless)

Up to 4 creatures within 30'

WotC - Core Rulebook I - Players Hand Book, p.245

## Repel Vermin

Abjuration

**Components:** V S DF

**Casting Time:** 1 action

**Range:** 10 feet

**Target:** 10' radius

**Duration:** 10 minutes/level

**Saving Throw:** None or Will negates

**Spell Resistance:** Yes

10' radius

WotC - Core Rulebook I - Players Hand Book, p.245

## Resist Elements

Abjuration [Fire, Acid, Cold, Electricity, Sonic]

**Components:** V S DF

**Casting Time:** 1 action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 minute/level

**Saving Throw:** None

**Spell Resistance:** Yes

Creature touched

WotC - Core Rulebook I - Players Hand Book, p.246

## Resistance

Abjuration

**Components:** V S M DF

**Casting Time:** 1 action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 minute

**Saving Throw:** Will negates (Harmless)

**Spell Resistance:** Yes (Harmless)

Creature touched

WotC - Core Rulebook I - Players Hand Book, p.245

## Restoration

Conjuration (Healing)

**Components:** V S M

**Casting Time:** 3 rounds

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Will negates (Harmless)

**Spell Resistance:** Yes (Harmless)

Creature touched

WotC - Core Rulebook I - Players Hand Book, p.246

## Revenance

Conjuration (Healing)

**Components:** V S M DF

**Casting Time:** 1 full round

**Range:** Touch

**Target:** Dead ally touched

**Duration:** 1 minute/level

**Saving Throw:** None

**Spell Resistance:** Yes

Dead ally touched

WotC - Forgotten Realms - Magic of Faerun, p.113

## Rosemantle

Abjuration [Light]

**Components:** V S

**Casting Time:** 1 action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 round/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

Creature touched

WotC - Forgotten Realms - Magic of Faerun, p.114

## Safety

Abjuration

**Components:** V,S

**Casting Time:** 1 action

**Range:** Personal or Touch

**Target:** You or creature touched

**Duration:** 10 minutes/level

**Saving Throw:** None or Will negates (harmless)

**Spell Resistance:** No or Yes (harmless)

You or creature touched

WotC - Manual of the Planes, p.38

## Sanctuary

Abjuration

**Components:** V S DF

**Casting Time:** 1 action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 round/level

**Saving Throw:** Will negates

**Spell Resistance:** No

Creature touched

WotC - Core Rulebook I - Players Hand Book, p.247

## Searing Light

Evocation

**Components:** V S

**Casting Time:** 1 action

**Range:** Medium

**Target:** Ray

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

Ray

WotC - Core Rulebook I - Players Hand Book, p.248

## Sending

Evocation

**Components:** V S M DF

**Casting Time:** 10 minutes

**Range:** Special

**Target:** One creature

**Duration:** 1 round

**Saving Throw:** None

**Spell Resistance:** No

One creature

WotC - Core Rulebook I - Players Hand Book, p.248

## Shadowblast

Evocation

**Components:** V,S,M

**Casting Time:** 1 action

**Range:** Long

**Target:** 20-ft.-radius spread

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

20-ft.-radius spread

WotC - Manual of the Planes, p.39

## Shatter

Evocation [Sonic]

**Components:** V S M DF

**Casting Time:** 1 action

**Range:** Close

**Target:** 3 ft radius spread; or one solid object or one crystalline creature

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Will negates (object) or Fortitude half

3 ft radius spread; or one solid object or one crystalline creature

WotC - Core Rulebook I - Players Hand Book, p.250

## Shield Other

Abjuration

**Components:** V S F

**Casting Time:** 1 action

**Range:** Close

**Target:** One creature

**Duration:** 1 hour/level (D)

**Saving Throw:** Will negates (Harmless)

**Spell Resistance:** Yes (Harmless)

One creature

WotC - Core Rulebook I - Players Hand Book, p.251

## Shield of Faith

Abjuration

**Components:** V S M

**Casting Time:** 1 action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 minute/level

**Saving Throw:** Will negates (Harmless)

**Spell Resistance:** Yes (Harmless)

Creature touched

WotC - Core Rulebook I - Players Hand Book, p.251

## Silence

Illusion (Glamer)

**Components:** V S

**Casting Time:** 1 action

**Range:** Long

**Target:** 15' radius

**Duration:** 1 minute/level

**Saving Throw:** Will negates or none (object)

**Spell Resistance:** Yes or no (object)

15' radius

WotC - Core Rulebook I - Players Hand Book, p.252

## Skull of Secrets

Illusion (Shadow) [Fire]

**Components:** V S

**Casting Time:** 1 full round

**Range:** Close

**Target:** Intangible skull

**Duration:** Permanent until discharged

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

# Temir - Spellbook

## Intangible skull

WotC - Forgotten Realms - Magic of Faerun, p.119

## Sound Burst

Evocation [Sonic]

**Components:** V S F DF

**Casting Time:** 1 action

**Range:** Close

**Target:** 10' radius

**Duration:** Instantaneous

**Saving Throw:** Will partial

**Spell Resistance:** Yes

10' radius

WotC - Core Rulebook I - Players Hand Book, p.254

## Speak with Animals

Divination

**Components:** V S

**Casting Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level

**Saving Throw:** None

**Spell Resistance:** No

You

WotC - Core Rulebook I - Players Hand Book, p.254

## Speak with Dead

Necromancy [Language-Dependent]

**Components:** V S DF

**Casting Time:** 10 minutes

**Range:** 10 feet

**Target:** One dead creature

**Duration:** 1 minute/level

**Saving Throw:** Will negates

**Spell Resistance:** No

One dead creature

WotC - Core Rulebook I - Players Hand Book, p.254

## Speak with Plants

Divination

**Components:** V S

**Casting Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level

**Saving Throw:** None

**Spell Resistance:** No

You

WotC - Core Rulebook I - Players Hand Book, p.254

## Spectral Stag

Conjuration (Creation)

**Components:** V S DF

**Casting Time:** 1 action

**Range:** 0 ft.

**Target:** One quasi-real staglike creature

**Duration:** 1 round/level

**Saving Throw:** See Text

**Spell Resistance:** Yes

One quasi-real staglike creature

WotC - Forgotten Realms - Magic of Faerun, p.120

## Spell Immunity

Abjuration

**Components:** V S DF

**Casting Time:** 1 action

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 minutes/level

**Saving Throw:** Will negates (Harmless)

**Spell Resistance:** Yes (Harmless)

Creature touched

WotC - Core Rulebook I - Players Hand Book, p.255

## Spell Shield

Abjuration

**Components:** V S DF

**Casting Time:** 1 action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 minute/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

Creature touched

WotC - Forgotten Realms - Magic of Faerun, p.122

## Spikes

Transmutation

**Components:** V S M

**Casting Time:** 1 action

**Range:** Touch

**Target:** Wooden weapon touched

**Duration:** 1 hour/level

**Saving Throw:** None

**Spell Resistance:** No

Wooden weapon touched

WotC - Defenders of the Faith, p.90

## Spiritual Weapon

Evocation [Force]

**Components:** V S DF

**Casting Time:** 1 action

**Range:** Medium

**Target:** Magic weapon of force

**Duration:** 1 round/level (D)

**Saving Throw:** None

**Spell Resistance:** Yes

Magic weapon of force

WotC - Core Rulebook I - Players Hand Book, p.256

## Status

Divination

**Components:** V S

**Casting Time:** 1 action

**Range:** Touch

**Target:** One creature touched/3 levels

**Duration:** 1 hour/level

**Saving Throw:** Will negates (Harmless)

**Spell Resistance:** Yes (Harmless)

One creature touched/3 levels

WotC - Core Rulebook I - Players Hand Book, p.256

## Stone Bones

Transmutation

**Components:** V S F

**Casting Time:** 1 action

**Range:** Touch

**Target:** Corporeal undead creature touched

**Duration:** 10 minutes/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

Corporeal undead creature touched

WotC - Forgotten Realms - Magic of Faerun, p.123

## Stone Shape

Transmutation [Earth]

**Components:** V S M DF

**Casting Time:** 1 action

**Range:** Touch

**Target:** Stone or stone object touched up to 10

cu ft + 1 cu ft/level

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

Stone or stone object touched up to 10 cu ft + 1

cu ft/level

WotC - Core Rulebook I - Players Hand Book, p.257

## Summon Monster I

Conjuration (Summoning) [Air, Earth, Water, Fire, Chaos, Lawful, Evil, Good]

**Components:** V S F DF

**Casting Time:** 1 full round

**Range:** Close

**Target:** One summoned creature

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

One summoned creature

WotC - Core Rulebook I - Players Hand Book, p.258

## Summon Monster II

Conjuration (Summoning) [Air, Earth, Water, Fire, Chaos, Lawful, Evil, Good]

**Components:** V S F DF

**Casting Time:** 1 full round

**Range:** Close

**Target:** One summoned creature

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

One summoned creature

WotC - Core Rulebook I - Players Hand Book, p.258

## Summon Monster III

Conjuration (Summoning) [Air, Earth, Water, Fire, Chaos, Lawful, Evil, Good]

**Components:** V S F DF

**Casting Time:** 1 full round

**Range:** Close

**Target:** One summoned creature

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

One summoned creature

WotC - Core Rulebook I - Players Hand Book, p.259

## Summon Monster IV

Conjuration (Summoning) [Air, Earth, Water, Fire, Chaos, Lawful, Evil, Good]

**Components:** V S F DF

**Casting Time:** 1 full round

**Range:** Close

**Target:** One summoned creature

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

One summoned creature

WotC - Core Rulebook I - Players Hand Book, p.259

## Sweet Water

Divination

**Components:** V S M

**Casting Time:** 1 action

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

**Target:** A well shaft, 10 ft diameter, up to 100 ft deep

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

A well shaft, 10 ft diameter, up to 100 ft deep

WotC - Defenders of the Faith, p.90

## Sword Stream

Evocation

**Components:** V S

**Casting Time:** 1 action

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

**Target:** 5 ft wide out to limit of range

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

5 ft wide out to limit of range

WotC - Defenders of the Faith, p.90

## Tongues

Divination

**Components:** V M DF

**Casting Time:** 1 action

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 minutes/level

**Saving Throw:** None

**Spell Resistance:** No

Creature touched

WotC - Core Rulebook I - Players Hand Book, p.265

## Understand Device

Divination

**Components:** V S

**Casting Time:** 1 action

**Range:** Close

# Temir - Spellbook

**Target:** You  
**Duration:** 1 minute/level  
**Saving Throw:** None  
**Spell Resistance:** No

You  
WotC - Forgotten Realms - Magic of Faerun, p.130

## Undetectable Alignment

Abjuration  
**Components:** V S  
**Casting Time:** 1 action  
**Range:** Close  
**Target:** One creature or object  
**Duration:** 24 hours  
**Saving Throw:** Will negates (object)  
**Spell Resistance:** Yes (object)  
One creature or object  
WotC - Core Rulebook I - Players Hand Book, p.267

## Unfailing Endurance

Transmutation  
**Components:** V S  
**Casting Time:** 1 full round  
**Range:** Touch  
**Target:** One living creature/level  
**Duration:** 1 day/level  
**Saving Throw:** None  
**Spell Resistance:** Yes  
One living creature/level  
WotC - Defenders of the Faith, p.91

## Virtue

Transmutation  
**Components:** V S DF  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 1 minute  
**Saving Throw:** Will (Harmless)  
**Spell Resistance:** Yes (Harmless)  
Creature touched  
WotC - Core Rulebook I - Players Hand Book, p.269

## Vision of Glory

Divination  
**Components:** V S DF  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** One minute or until discharged  
**Saving Throw:** None  
**Spell Resistance:** Yes  
Creature touched  
WotC - Forgotten Realms - Magic of Faerun, p.131

## Wall of Chaos

Abjuration [Chaotic]  
**Components:** V S M/DF  
**Casting Time:** 1 action  
**Range:** Close  
**Target:** Wall of an area of up to 1 10'-square/level or a sphere or hemisphere with a radius of up to 5 ft./caster levels  
**Duration:** 10 minutes/level  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes  
Wall of an area of up to 1 10'-square/level or a sphere or hemisphere with a radius of up to 5 ft./caster levels  
WotC - Forgotten Realms - Magic of Faerun, p.131

## Wall of Evil

Abjuration [Evil]  
**Components:** V S M/DF  
**Casting Time:** 1 action  
**Range:** Close  
**Target:** Wall of an area of up to 1 10'-square/level or a sphere or hemisphere with a radius of up to 5 ft./caster levels  
**Duration:** 10 minutes/level  
**Saving Throw:** Will negates

**Spell Resistance:** Yes  
Wall of an area of up to 1 10'-square/level or a sphere or hemisphere with a radius of up to 5 ft./caster levels  
WotC - Forgotten Realms - Magic of Faerun, p.131

## Wall of Good

Abjuration [Good]  
**Components:** V S M/DF  
**Casting Time:** 1 action  
**Range:** Close  
**Target:** Wall of an area of up to 1 10'-square/level or a sphere or hemisphere with a radius of up to 5 ft./caster levels  
**Duration:** 10 minutes/level  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes  
Wall of an area of up to 1 10'-square/level or a sphere or hemisphere with a radius of up to 5 ft./caster levels  
WotC - Forgotten Realms - Magic of Faerun, p.131

## Wall of Law

Abjuration [Lawful]  
**Components:** V S M/DF  
**Casting Time:** 1 action  
**Range:** Close  
**Target:** Wall of an area of up to 1 10'-square/level or a sphere or hemisphere with a radius of up to 5 ft./caster levels  
**Duration:** 10 minutes/level  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes  
Wall of an area of up to 1 10'-square/level or a sphere or hemisphere with a radius of up to 5 ft./caster levels  
WotC - Forgotten Realms - Magic of Faerun, p.132

## Water Breathing

Transmutation [Water]  
**Components:** V S M DF  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Living creature touched  
**Duration:** 2 hours/level  
**Saving Throw:** Will negates (Harmless)  
**Spell Resistance:** Yes (Harmless)  
Living creature touched  
WotC - Core Rulebook I - Players Hand Book, p.271

## Water Walk

Transmutation [Water]  
**Components:** V S DF  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** One touched creature/level  
**Duration:** 10 minutes/level  
**Saving Throw:** Will negates (Harmless)  
**Spell Resistance:** Yes (Harmless)  
One touched creature/level  
WotC - Core Rulebook I - Players Hand Book, p.271

## Weapon of Impact

Transmutation  
**Components:** V S  
**Casting Time:** 1 action  
**Range:** Close  
**Target:** One weapon or fifty blunt projectiles  
**Duration:** 10 minutes/level  
**Saving Throw:** Will negates (harmless, object)  
**Spell Resistance:** Yes (harmless, object)  
One weapon or fifty blunt projectiles  
WotC - Forgotten Realms - Magic of Faerun, p.134

## Weapon of the Deity

Transmutation  
**Components:** V DF  
**Casting Time:** 1 action  
**Range:** Personal  
**Target:** Your weapon  
**Duration:** 1 round/level

**Saving Throw:** None  
**Spell Resistance:** No  
Your weapon  
WotC - Forgotten Realms - Magic of Faerun, p.132

## Weather Eye

Divination  
**Components:** V S M DF  
**Casting Time:** 1 hour  
**Range:** 1 mile radius + 1 mile/level  
**Target:** 1 mile radius + 1 mile/level, centered on you  
**Duration:** Instantaneous  
**Saving Throw:** None  
**Spell Resistance:** No  
1 mile radius + 1 mile/level, centered on you  
WotC - Defenders of the Faith, p.92

## Wieldskill

Divination  
**Components:** V S  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 1 minute/level or until discharged  
**Saving Throw:** None  
**Spell Resistance:** Yes  
Creature touched  
WotC - Forgotten Realms - Magic of Faerun, p.134

## Wind Wall

Evocation [Air]  
**Components:** V S M DF  
**Casting Time:** 1 action  
**Range:** Medium  
**Target:** Wall up to 10'/level long and 5'/level high (S)  
**Duration:** 1 round/level  
**Saving Throw:** None  
**Spell Resistance:** Yes  
Wall up to 10'/level long and 5'/level high (S)  
WotC - Core Rulebook I - Players Hand Book, p.273

## Zone of Respite

Abjuration  
**Components:** V,S,M  
**Casting Time:** 2 rounds  
**Range:** Medium  
**Target:** 30 ft. cube/level  
**Duration:** 10 minutes/level  
**Saving Throw:** None  
**Spell Resistance:** No  
30 ft. cube/level  
WotC - Manual of the Planes, p.40

## Zone of Revelation

Divination  
**Components:** V,S,DF/M  
**Casting Time:** 1 action  
**Range:** Close  
**Target:** 5 ft. radius/level emanation  
**Duration:** 1 minute/level  
**Saving Throw:** None  
**Spell Resistance:** No  
5 ft. radius/level emanation  
WotC - Manual of the Planes, p.40

## Zone of Truth

Enchantment (Compulsion) [Mind-Affecting]  
**Components:** V S DF  
**Casting Time:** 1 action  
**Range:** Close  
**Target:** 5' radius/level  
**Duration:** 1 minute/level  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes  
5' radius/level  
WotC - Core Rulebook I - Players Hand Book, p.274

**Components:**  
**Casting Time:**  
**Range:**

# Temir - Spellbook

Target:  
Duration:  
Saving Throw:  
Spell Resistance: