Spellbook for **Bahiyya**

============ **Duskblade Spells** ============

---------------- **Dus, level 0** ----------------

Acid Splash
Conjuration (Creation) [Acid]
Level: Dus 0, Sor/Wiz 0
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One missile of acid
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

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

Disrupt Undead
Necromancy
Level: Dus 0, Sor/Wiz 0
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

You direct a ray of positive energy. You must make a ranged touch attack to hit, and if the ray hits an undead creature, it deals 1d6 points of damage to it.

Ray of Frost
Evocation [Cold]
Level: Dus 0, Sor/Wiz 0
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

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

Touch of Fatigue
Necromancy
Level: Ade 0, Dus 0, Sor/Wiz 0
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched

Duration: 1 round/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

You channel negative energy through your touch, fatiguing the target. You must succeed on a touch attack to strike a target.
The subject is immediately fatigued for the spell's duration.
This spell has no effect on a creature that is already fatigued. Unlike with normal fatigue, the effect ends as soon as the spell's duration expires.
Material Component: A drop of sweat.

---------------- Dus, level 1 ----------------

Blade of Blood

Necromancy
Level: Asn 1, blk 1, clr 1, dus 1, sor/wiz 1
Components: V, S
Casting Time: 1 swift action
Range: Touch
Effect: Weapon touched does extra damage
Duration: 1 round/level or until discharged
Saving Throw: None
Spell Resistance: No

This spell infuses the weapon touched with baleful energy.   The next time this weapon strikes a living creature, *blade of blood* discharges.   The spell deals an extra 1d6 of damage against the target of the attack.   You can voluntarily take 5 hit points of damage to deal an extra 2d6 point of damage (for a total of 3d6 points of extra damage).

The weapon loses this property if its wielder drops it or otherwise loses contact with it.

Source: Players Handbook 2, p 103

Chill Touch

Necromancy
Level: Dus 1, Sor/Wiz 1
Components: V, S
Casting Time: 1 standard action
Range: Touch
Targets: Creature or creatures touched (up to one/level)
Duration: Instantaneous
Saving Throw: Fortitude partial or Will negates; see text
Spell Resistance: Yes

A touch from your hand, which glows with blue energy, disrupts the life force of living creatures. Each touch channels negative energy that deals 1d6 points of damage. The touched creature also takes 1 point of Strength damage unless it makes a successful Fortitude saving throw. You can use this melee touch attack up to one time per level.
An undead creature you touch takes no damage of either sort, but it must make a successful Will saving throw or flee as if panicked for 1d4 rounds +1 round per caster level.

Deflect Lesser

Abjuration [Force]
Level: Dus 1, Sor/Wiz 1
Components: V
Casting Time: 1 immediate action
Range: Personal

Target: You
Duration: 1 round or until discharged
Saving Throw: None
Spell Resistance: No

You project a field of invisible force, creating a short-lived protective barrier.   You gain a deflection bonus to your AC against a single attack.   This bonis is equal to +1 per three caster levels (maximum +5).

You can cast this spell even when it's not your turn, however, you must cast it before your opponent makes his attack roll to gain the benefit.

Jump
Transmutation
Level: Drd 1, Dus 1, Rgr 1, Sor/Wiz 1
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 min./level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

The subject gets a +10 enhancement bonus on Jump checks. The enhancement bonus increases to +20 at caster level 5th, and to +30 (the maximum) at caster level 9th.
Material Component: A grasshopper's hind leg, which you break when the spell is cast.

Kelgore's Fire Bolt
Conjuration/Evocation [Fire]
Level: Dus 1, Sor/Wiz 1
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft + 10 ft/level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: see text

This spell conjures a small orb of rock and sheathes it in arcane energy.   This spell deals 1d6 points of fire damage per caster level (maximum 5d6).   If you fail to overcome the target's spell resistance, the spell still deals 1d6 of fire damage from the heat and force of the conjured orb's impact.

Material Component: A handful of ashes

Ray of Enfeeblement
Necromancy
Level: Dus 1, Sor/Wiz 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray

Duration: 1 min./level
Saving Throw: None
Spell Resistance: Yes

A coruscating ray springs from your hand. You must succeed on a ranged touch attack to strike a target. The subject takes a penalty to Strength equal to 1d6+1 per two caster levels (maximum 1d6+5). The subject's Strength score cannot drop below 1.

Resist Energy
Abjuration
Level: Ade 2, Clr 2, Drd 2, Dus 1, Fire 3, Pal 2, Rgr 1, Sor/Wiz 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 10 min./level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains energy resistance 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well.
Resist energy absorbs only damage. The subject could still suffer unfortunate side effects.
Note: Resist energy overlaps (and does not stack with) *protection from energy.* If a character is warded by *protection from energy* and *resist energy,* the *protection* spell absorbs damage until its power is exhausted.

Shocking Grasp
Evocation [Electricity]
Level: Dus 1, Sor/Wiz 1
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature or object touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

Your successful melee touch attack deals 1d6 points of electricity damage per caster level (maximum 5d6). When delivering the jolt, you gain a +3 bonus on attack rolls if the opponent is wearing metal armor (or made out of metal, carrying a lot of metal, or the like).

Stand
Conjuration (Teleportation)
Level: Dus 1, Sor/Wiz 1
Components: V, S
Casting Time: 1 immediate action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One willing prone creature
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

With a swift upward gesture of your arms and a single clarion command ("Stand!"), you enable the prone creature to safely rise to its feet.

The subject creature immediately stands, without provoking attacks of opportunity.

Expeditious Retreat, Swift

Transmutation
Level: Brd 1, Dus 1, Sor/Wiz 1
Components: V
Casting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 round

In a breathless voice you call out, as if you were already running a race.

This spell functions like *expeditious retreat* (*PH* 228) except as noted above.

True Strike

Divination
Level: Dus 1, Sor/Wiz 1
Components: V, F
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: See text

You gain temporary, intuitive insight into the immediate future during your next attack. Your next single attack roll (if it is made before the end of the next round) gains a +20 insight bonus. Additionally, you are not affected by the miss chance that applies to attackers trying to strike a concealed target.
Focus: A small wooden replica of an archery target.

---------------- Dus, level 2 ----------------
Animalistic Power

Transmutation
Level: clr 2, drd 2, dus 2, rgr 2, sor/wiz 2
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 minute/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You imbue the subject with an aspect of the natural world.   The subject gains a +2 enchancement to Strength, Constitution and Dexerity.

Material Components: A bit of animal fur, feathers or skin.

Dimension Hop

Conjuration (Teleportation)
Level: Dus 2, Sor/Wiz 2
Components: V
Casting Time: 1 standard action
Range: Touch
Effect: Creature touched is teleported
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

You instantly teleport the subject creature a distance of 5 feet per two caster levels.   The destination must be an unoccupied space within line of sight.

Source: Players Handbook 2, p 110

Melf's Acid Arrow

Conjuration (Creation) [Acid]
Level: Dus 2, Sor/Wiz 2
Components: V, S, M, F
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Effect: One arrow of acid
Duration: 1 round + 1 round per three levels
Saving Throw: None
Spell Resistance: No

A magical arrow of acid springs from your hand and speeds to its target. You must succeed on a ranged touch attack to hit your target. The arrow deals 2d4 points of acid damage with no splash damage. For every three caster levels (to a maximum of 18th), the acid, unless somehow neutralized, lasts for another round, dealing another 2d4 points of damage in that round.
Material Component: Powdered rhubarb leaf and an adder's stomach.
Focus: A dart.

Obscuring Mist

Conjuration (Creation)
Level: Ade 1, Air 1, Clr 1, Drd 1, Dus 2, Sor/Wiz 1, Water 1
Components: V, S
Casting Time: 1 standard action
Range: 20 ft.
Effect: Cloud spreads in 20-ft. radius from you, 20 ft. high
Duration: 1 min./level
Saving Throw: None
Spell Resistance: No

A misty vapor arises around you. It is stationary once created. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).
A moderate wind (11+ mph), such as from a *gust of wind* spell, disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A *fireball, flame strike,* or similar spell burns away the fog in the explosive or fiery spell's area. A *wall of fire* burns away the fog in the area into which it deals damage.
This spell does not function underwater.

Scorching Ray
Evocation [Fire]
Level: Ade 2, Dus 2, Sor/Wiz 2
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One or more rays
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

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

See Invisibility
Divination
Level: Ade 2, Brd 3, Dus 2, Sor/Wiz 2
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level (D)

You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible, and ethereal creatures.
The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.
See invisibility can be made permanent with a *permanency* spell.
Material Component: A pinch of talc and a small sprinkling of powdered silver.

INVISIBILITY, SWIFT
Illusion (Glamer)
Level: Asn 2, Brd 1, Dus 2
Components: V
Casting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 round

With a whispered syllable you complete the spell. You notice that others look past you as if you weren't there.

This spell functions like *invisibility* (*PH* 245), except as noted above.

Source: Spell Compendium

Touch of Idiocy
Enchantment (Compulsion) [Mind-Affecting]
Level: Dus 2, Sor/Wiz 2
Components: V, S
Casting Time: 1 standard action
Range: Touch

Target: Living creature touched
Duration: 10 min./level
Saving Throw: No
Spell Resistance: Yes

With a touch, you reduce the target's mental faculties. Your successful melee touch attack applies a 1d6 penalty to the target's Intelligence, Wisdom, and Charisma scores. This penalty can't reduce any of these scores below 1.
This spell's effect may make it impossible for the target to cast some or all of its spells, if the requisite ability score drops below the minimum required to cast spells of that level.

Vampiric Touch
Necromancy
Level: Dus 2, Sor/Wiz 3
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: Instantaneous/1 hour; see text
Saving Throw: None
Spell Resistance: Yes

You must succeed on a melee touch attack. Your touch deals 1d6 points of damage per two caster levels (maximum 10d6). You gain temporary hit points equal to the damage you deal. However, you can't gain more than the subject's current hit points +10, which is enough to kill the subject. The temporary hit points disappear 1 hour later.

---------------- Dus, level 3 ----------------
Dispelling Touch
Abjuration
Level: Dus 3, Sor/Wiz 3
Components: V, S
Casting Time: 1 standard action
Range: Touch
Effect: One touched creature, object or spell effect may be dismissed
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You can use *dispelling touch* to end an ongoing spell that has been cast on a creature or object, or a spell that has a noticable on-going effect.   You make a dispel check (1d20 + your caster level, maximum +10) against the spell effect with the highest caster level.   If that check fails, you make dispel checks against progressively weaker spells until you dispel one or until you fail all your checks.   Magic items carried by a creature are not affected.

Source: Players Handbook 2, p 110

Regroup
Conjuration [Teleportation]
Level: Dus 3, Sor/Wiz 3
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft + 5 ft/level)
Effect: One willing creature per level is teleported adjacent to you
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Each subject of this spell teleports to a square adjacent to you.   If those squares are occupied or cannot support the teleported creatures, the creatures appear as close to you as possible, on a surface that can support them, in an unoccupied space.

Source: Players Handbook 2, p 122

============== Class **Racial** ==============

---------------- **Racial, level 0** ----------------
Dancing Lights
Evocation [Light]
Level: Brd 0, Sor/Wiz 0
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Up to four lights, all within a 10- ft.-radius area
Duration: 1 minute (D)
Saving Throw: None
Spell Resistance: No

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

Detect Magic
Divination
Level: Ade 0, Brd 0, Clr 0, Drd 0, Sor/Wiz 0
Components: V, S
Casting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped emanation
Duration: Concentration, up to 1 min./level (D)
Saving Throw: None
Spell Resistance: No

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.
1st Round: Presence or absence of magical auras.
2nd Round: Number of different magical auras and the power of the most potent aura.
3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each. (Make one check per aura; DC 15 + spell level, or 15 + half caster level for a nonspell effect.)
Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.
Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level. If an aura falls into more than one category, *detect magic* indicates the stronger of the two.

--------- **Aura Power** ---------

Spell or Object	Faint	Moderate	Strong	Overwhelming
Functioning spell (spell level)	3rd or lower	4th-6th	7th-9th	10th+ (deity-level)

| Magic item (caster level) | 5th or lower | 6th-11th | 12th-20th | 21st+ (artifact) |

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

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

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

Detect magic can be made permanent with a *permanency* spell.

Flare

Evocation [Light]
Level: Brd 0, Drd 0, Sor/Wiz 0
Components: V
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Burst of light
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

This cantrip creates a burst of light. If you cause the light to burst directly in front of a single creature, that creature is dazzled for 1 minute unless it makes a successful Fortitude save. Sightless creatures, as well as creatures already dazzled, are not affected by *flare*.

Ghost Sound

Illusion (Figment)
Level: Ade 0, Brd 0, Sor/Wiz 0
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Illusory sounds
Duration: 1 round/level (D)
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: No

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

The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level (maximum twenty humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a *ghost sound* spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from sixteen humans, while a roaring dire tiger is equal to the noise from twenty humans.

Ghost sound can enhance the effectiveness of a *silent image* spell.

Ghost sound can be made permanent with a *permanency* spell.

Material Component: A bit of wool or a small lump of wax.

Read Magic

Divination
Level: Ade 0, Brd 0, Clr 0, Drd 0, Pal 1, Rgr 1, Sor/Wiz 0
Components: V, S, F
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level

By means of *read magic,* you can decipher magical inscriptions on objects-books, scrolls, weapons, and the like-that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of *read magic.* You can read at the rate of one page (250 words) per minute. The spell allows you to identify a *glyph of warding* with a DC 13 Spellcraft check, a *greater glyph of warding* with a DC 16 Spellcraft check, or any *symbol* spell with a Spellcraft check (DC 10 + spell level).
Read magic can be made permanent with a *permanency* spell.
Focus: A clear crystal or mineral prism.